

BATTLELORDS®

OF THE TWENTY-THIRD CENTURY

Sector 3, Quadrant 1, Fornax Galaxy

NAXTAR

SB391 ORBIT

A5-N36X-067-T

MGE: ARLINGTON
ASSOCIATION,
AZIAM, BENJARI,
BLACK MARKET,
BLACK MONDAYS,
DOLTHARIANS,
INTREPIDS,
KIMYARUK,
MENTORS,
MERCENARIES,
PIRATES,
SILK LAMBS,
SMUGGLERS,
YONTACHA

NO MAN'S LAND

CAMPAIGN SOURCEBOOK

BATTLELORDS®
OF THE TWENTY-THIRD CENTURY



SERVICES: GRADE
A TITRITIUM,
GRADE A-C
DI-TRITIUM,
REFIT, ARMOR
REPAIR STATION,
CLONIC
PRODUCTION, DNA
MASKING,
IDENTIFICATION
CHANGE,
LAUNDERING
SERVICES, LEGAL
NETWORKS,
RENT-A-SKILL,
SLAVE AUCTIONS,
TERRESTRIAL
KNOWLEDGE
SERVICE CENTER,
WEAPONS SHOP

ISBN 978-0-9679400-8-3 • SSDC401

Credits & Table of Contents

Written By The Boys From SSDC

Lawrence "The Condor" Sims, Doug Nelson,
Benjamin Pierce, Louis Norton, Geoff Wheeler

Artists

Michael Osadciw, James Carlton, Andreas Schroth

Art Director/Cover Art

Michael Osadciw

Technical Advisers

Louis Norton, David P. Wagner Jr.

Editors

Louis Norton, Aaron Thies, Tyson Mueller
Tom Javoroski & Shauna Dudley-Javoroski, Nick Vasi,
T.J. Lucas, Dan Ross, Donald W. Stefanie II, David P. Wagner Jr.

Type Setting/Layout

Michael Osadciw

Additional Material

Louis Norton, Michael Osadciw

Cartography

Michael Osadciw

A Prayer for Peace on Earth

As you read this book, there are 126 different wars being fought on our planet. It happens all over the world, in third world countries and our own inner cities. Our children are being gunned down like dogs, butchered over who owns the right to this or that piece of dirt. We Humans cannot manage to get along with each other as neighbors or countries. How will we measure up 200 years from now when our bombs are a hundred thousand times bigger, and other alien races vie for power with us? So, if you think that the devastation portrayed in this work is extreme, realize this: thousands of people are being murdered each day while you and I hide our heads in the sand and refuse to care!

Special Thanks: To all of our men and women in uniform, who protect our cherished way of life. It is because of you that all of us can enjoy true freedom. We offer a special thanks to the veterans of Desert Storm, especially the 3rd Armor Division from Katerbach, Germany where I was stationed. The 3rd Armor Division was one of the first units deployed to the Middle East and saw much action.

May all the soldiers of the world never have to fire a shot in anger again.

And to JD and the boys from Ft. Meade remember it's all about mind over matter. If you don't mind then they don't matter.

Finally to Mike and John from Houston, Texas, two of the coolest gamers you could ever meet, good luck in all your endeavors. May God bless you.

- Lawrence R. Sims



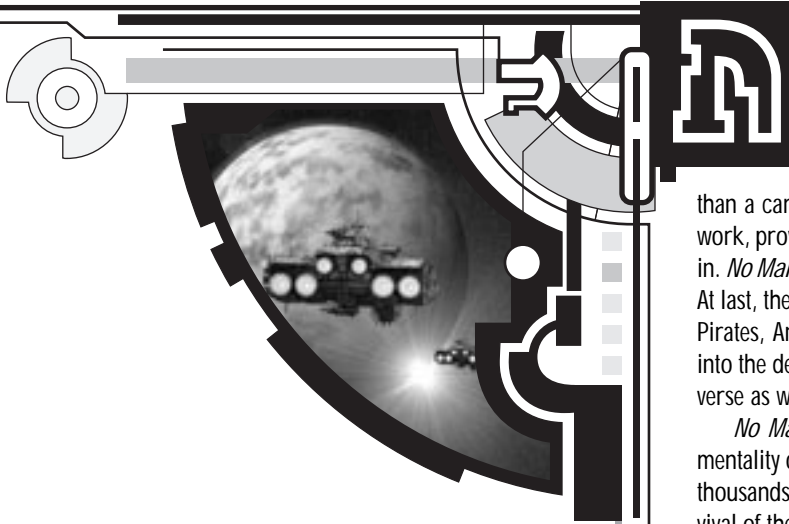
PO Box 60575
Sunnyvale, CA 94088
www.ssdcc.com

1. Introduction	3
The Seeds of Exploration are Planted	4
The Gunfight at The O.K. Corral	6
2. Major Group Encounters	9
3. Race Expansion	30
Aeodronian	31
Misha	35
Sye-Men	39
Archetypes	42
4. Deep Space Wayfarers	47
Pirates	47
Truth Within the Myth?	50
5. Spaceport Services	53
6. Structures	67
7. Planetary Defense	73
Bases	73
Fleets	74
Ship Types	74
Patrols	75
Ground Based Defense Systems	75
Space Defenses	77
8. Sector Layout	81
Interpretation of Symbols	81
Astrographical Features	82
Planetary Codes	84
Getting From Here to There	86
9. The Industrial Province	91
The Industrial Province Trade Index	101
10. The Denderon Hemisphere	103
The Denderon Hemisphere Trade Index	109
11. The Plains of Desolation	111
The Plains of Desolation Trade Index	121
12. The Voidlands	123
The Voidlands Trade Index	131
13. Contacts & Networks	133
Appendix A • MGE, Services, Structures Index	136
Index	139

No Man's Land™, Battlegrounds of the Twenty-Third Century™, personalities, game system, and images are © 2000, 2003, 2006 SSDC, Inc. All rights reserved. No part of this book may be reproduced without the written permission from SSDC, Inc., except for review purposes. Any similarity to characters, institutions, corporations, etc. is strictly fictional, coincidental, or satirical. Battlegrounds of the Twenty-Third Century is a trademark of SSDC, Inc. Second Edition, Third Printing, September 2006. Printed in the U.S.A. No Man's Land contains mature themes and it is suggested reading for Ages 14 and above.

CHAPTER 1

Introduction • 1



IN THIS CHAPTER...

The Seeds of Exploration are Planted
Gunfight at the O.K. Corral

COVER: The Mounds of Nactein have puzzled archaeologists since their discovery in the early 22nd century. Here, an Alliance exploration group arrives at Nactein to assist the Mutzachan Kuba *Binary Wind*, dispatched earlier by the Council of Timar. The Chatilian science vessel *Vedenyith* carries the archaeological teams, while the Orion transports *Chonit Bay* and *Ogil's Pride II* carry their equipment. As if expecting trouble the Council also attached a substantial covering force made up of the Human carrier *Kiev* and cruiser *Bunker Hill*, and three *Vanquish* class Eridani cruisers of the 4th House; the *Ankai-idan*, *Final Blow*, and *Swift Steel*.

No Man's Land is a comprehensive campaign source book, the first in a series of supplements detailing the expansion of the *Battlelords of the 23rd Century* universe. There are hostile alien governments, unexplained scientific phenomena, hostile indigenous lifeforms, Ghost and Shadow worlds, all ready to be conquered. Of course, our friends the Arachnids will be making more

than a cameo appearance in this piece. Some 200 worlds are covered in this work, providing you, the gamer, with a comprehensive playground to adventure in. *No Man's Land* offers equal opportunity for players and Battle Masters alike. At last, there is a wealth of information on the Arachnids, as well as the Rebels, Pirates, Anarchist Rebellion Movement, and Cyball. Much effort has been put into the development of the NPC races and other aspects of the *Battlelords* universe as well.

No Man's Land takes a long look at the Wild, Wild, West—the frontier mentality of mercenaries and colonists trying to make a go of it, thousands and thousands of light years from the shelter of the Core Worlds. It depicts the “survival of the fittest” mentality, the harsh nature of the lifestyles followed by those people who share a common boundary with known Arachnid sympathizers. The frontier caters to a special breed of person: the survivor.

Last but not least, *No Man's Land* contains a fully ready interstellar trading system so that entrepreneurial mercenaries can trade commodities between star systems and make a good honest (or for that matter dishonest) buck, without necessarily having to work for one of the mega-corporations. Characters can purchase stock and develop a business approach to the *Battlelords* game system, rather than the conventional roleplaying and combat approach to gaming.

-The Condor



A bulbous Sweller floats along the thermals above the millennia old ruins on Blisten

THE SEEDS OF EXPLORATION ARE PLANTED

- 2025 A.D. The global super-powers, (the Sino-Asian Alliance, the Western Defense Group, and the Pan African Congress), meet in Cheyenne Mountain, Colorado, at the historical site of NORAD, to discuss a joint effort to build a comprehensive space program. The intent is to colonize the entire solar system, as well as distant star systems. Early predictions about the rapid dissipation of radioactivity on the planet are wildly optimistic; species continue to die off at an alarming rate. A global effort known as The Ark Project is instituted to collect and freeze all animals' DNA samples. Human mutations begin to appear.
- 2036 A.D. The New Norfolk shipyards are completed on Mars allowing interstellar shipbuilding to begin.
- 2051 A.D. Late in the year, Mutzachans make their presence known to Humans on the planet Earth. Witch hunts to kill the aliens spread rampantly across the terrified world.
- 2052 A.D. Mutzachan scientists set out to clean up radioactive waste in the territory once known as New York State in the United Socialist States of America. This gesture of goodwill between races causes the witch hunts to subside and cultural relations are established. Mutzachans settle in the most radioactive clime of the United Socialist States, in the territories of the Greater Montana Desert, Wyoming, and North Dakota. Later that year, the Sino-Asian Alliance and The Western Defense Group meet to discuss the future of humanity on the planet Earth and the effect of the Mutzachans on the chances for humanity's survival. It is uncertain whether or not the visitors will be able to clean up the planet before the radiation annihilates humanity altogether. Mutzachans offer to trade technology for medicine. Mutzachans provide the Humans with vastly superior interstellar drive technology. Space vessel production booms. Telydyne Corporation is founded as a private corporation, devoted to cleaning up the planet Earth.
- 2059 A.D. Relations between the United Socialist States of America and the Mutzachans improve. The Greater Montana Desert, Wyoming, North Dakota, as well as South Dakota and the Idaho-Colorado Territories are ceded to the Mutzachans: the sovereign state of Trishcus is established.
- 2061 A.D. Colony ships depart from Mars for Sirius.
- 2063 A.D. New York State is declared a Radiation Free Zone. The Tower Project is set up on Whiteface Mountain to control the state's climate. Resettlement begins. Over the next 10 years, the Republic of Pennsylvania and Ohio, as well as the states of New Jersey, Vermont, and Massachusetts join the ranks of Radiation Free Zones. New York develops into the agricultural center of the world. Humans settle the AD Leonis star system.
- 2064 A.D. Disgruntled over perceived favoritism by the Mutzachans in cleaning up the North, Southern States secede from the Union and declare themselves the Southern Confederacy of America. They form an army which attacks up through Kentucky into Ohio in an effort to control farming. The Second American Civil War begins. Telydyne Corporation Headquarters is moved from Pittsburgh to Syracuse, NY. It develops a weapons division to produce weapons for defense against Confederate aggression. Confederate sympathizers revolt on Mars.
- 2065 A.D. In a surprise strike, Texas attacks the Mutzachans in Colorado. Texans ally themselves with the Southern Confederacy of America. Hundreds of Mutzachans are killed and 1/3 of the Idaho-Colorado Territory, and all of the New Mexico-Arizona Territory, falls. Confederate saboteurs blow up the spaceship *Union Steel* on the launch pad at the Mars Exploratory Launch Station.
- 2066 A.D. Mutzachans formally warn the Southern Confederacy of America to immediately cease hostilities against the sovereign state of Trishcus or face retaliation. General Hannibal "Stonewall" Jackson (a descendant of the original Stonewall Jackson) begins the Siege of Denver in late July. Three divisions surround the city. The Pan African Congress establishes diplomatic relations with the Southern Confederacy. Military weapons and equipment begin to flow into Atlanta and Miami. Union troops (as they have come to be known) counter attack with 4 divisions in Ohio.
- 2067 A.D. An army of 20 Mutzachans confronts and slaughters Stonewall's three divisions in a single night in February. A Mutzachan named Markuss leads the attack, then later acts as emissary for the Union delegation, demanding an unconditional surrender. The Pan African Congress officially declares war on the Mutzachans. In April, a radiation cloud settles over Pretoria, the center of operations for the African armies. All are lost. Miami is destroyed by a Cataclysm matrix in early June. The Southern Confederate States of America sue for peace and The Second Civil War ends.
- 2069 A.D. A top secret program between the United Socialist States of America, the Trans-Oceanic Defense Group, and the Mutzachans is undertaken to advance the exploration of space.
- 2086 A.D. Mutzachans create a stabilized worm hole in close proximity to Mars.
- 2088 A.D. The Earth colony ship *Viking Landing* finds vast mineral deposits on the fourth planet orbiting the star Leonis 9. This discovery is called the Second Gold Rush and public sentiment shifts to heavily support the exploration of space.
- 2089 A.D. The Earth Pact is signed by all nations, completely outlawing war. Mutzachans are given broad police powers to ensure that this decree is followed. Any country that carries out an act of war is to be destroyed. Earth begins

conversion to a space-based industrial economy, driven by the desire to conquer the galaxy. The socialist party is removed from power in America because "we want it that way! We Americans are natural capitalist pigs! Oink! Oink!"

Settlement of the Fornax Galaxy

- 2090 A.D. The first Human exploration ships reach the Fornax galaxy. A base of operations is set up in Quadrant 1, Sector 1 for the exploration of those areas deemed significant. They settle the planet Naxtar and are subsequently attacked by Aeodronians. Construction of the first stargate is begun.
- 2092 A.D. Alliance forces battle the Aeodronians and gain control of the planet Dnar.
- 2096 A.D. The third planet is settled in the Fornax galaxy at Evance, an agro-community established to support the colony at Naxtar.
- 2097 A.D. Construction of Starbase 396 is completed.
- 2100 A.D. The colonizing of Dnar begins. It will take 10 years to complete.
- 2102 A.D. The Galactic Alliance makes contact with the alien race of reptiles known as Dryeen.
- 2120 A.D. The first settlers in the Denderon Hemisphere subsector land at Destiny. All 150,000 "bite the big one" and die in the first month from some uncontrollable plague.
- 2130 A.D. Alliance forces battle the Tecreaseans and gain control of the planet Drenels.
- 2145 A.D. AMC and SSDC personnel engage in a short but bloody conflict over the rights to mine the mineral rich Asteroid 256, which comes to be known as Killing's Asteroid.
- 2146 A.D. The Council of Timar arbitrates the dispute between the Asteroid Mining Consortium and Space Systems Development Corporation over the rights to Asteroid 256. It is divided up into equal halves.
- 2151 A.D. Mutzachans use the matrix Cataclysm to punish the Dnaron for their unrestricted use of nuclear weaponry.
- 2158 A.D. The first Ghost Planet is discovered at Clesis Idall.
- 2207 A.D. Rebels sabotage the *Alpha Dallas* Habitation Platform, which crashes to the surface of Uottre, killing 3,000,000.
- 2210 A.D. 100 Chatilians are brutally murdered on the planet Regal by an extremist Gen Human cult. All the cult members later meet untimely deaths. The planet is later abandoned under the pretext that it is haunted.
- 2225 A.D. The Ering Crasb Planetoid explodes, killing its two billion inhabitants. No explanation for this, one of the worst disasters in Alliance history, is ever obtained.
- 2229 A.D. A whole bunch of people were happy and no large quantities of life were lost this year!!!
- 2230 A.D. An Eridani colony ship picks up Tar Leprosy on Wellington 4 and unknowingly transports the disease across the sector.
- 2239 A.D. Telydyne sells off its non-profitable weapons division,

which is restructured and eventually becomes the Balshrom Science Corporation, headquartered in the Fornax galaxy.

- 2240 A.D. The second Aeodronian Incursion is launched all over the sector. Ground fighting is especially heavy. Balshrom does over 25,000,000,000,000cr worth of business this year and becomes one of the top ten mega-corporations. The height of this success is crowned by the production of the Balshrom Flux cannon, considered the first reliable Omega cannon. Multiple Telydyne officials are fired.
- 2247 A.D. After tremendous lobbying by Eridani and Phentari constituents, slave trade is legalized in the Fornax galaxy.
- 2253 A.D. The Second Arachnid Invasion begins. Crossroads is taken. Battles rage all along the Northern Ring. Battle Station *Sing Sing* is destroyed. It will later be rebuilt. Arachnid forces get by the Alliance defense lines and attack Transit in an effort to cut off the Northern Limits of the sector. The carrier *Wasp* is lost over Sculpface. For five years, battle rages all over the sector.
- 2255 A.D. A top secret bio-weapon facility is built on Auckland.
- 2258 A.D. The specialized maximum security prison is built on Brighton.
- 2261 A.D. The war between Aansalon and Rapisir begins. It will last for 10 years and hundreds of thousands will perish in the slaughter. In the end, both systems are reduced to rubble. Orion emigrants from the Core World settle in an unclaimed asteroid field which later becomes known as the Maze of Orion. Later on in the year, Pirates begin attacking Alliance shipping.
- 2270 A.D. The Anarchist Rebellion Movement kills a million Humans and Eridani on the planet Nrell by dispersing a deadly virus into the upper atmosphere. Arachnid ships attack the Karamana battle station on the Northern Ring. The Ninth Fleet responds by attacking the Xarian planet of Kull. Xarians threaten full scale war, claiming that they had nothing to do with the attack. Diplomats meet on New Washington to diffuse the situation.
- 2271 A.D. The Incident at Lhoren kills oodles and oodles of people. The Xarians are implicated in the attack.
- 2274 A.D. Survival Warrior is introduced to the Fornax Galaxies.
- 2275 A.D. Forays by the Sons of Destruction rack up 100 confirmed Arachnid kills in just 3 days with their new Balrog Humpty Dumpties. The picnic turned out well!
- 2278 A.D. The mysterious exploding planet virus strikes again, this time destroying the world of Ampyria and virtually all of its 1,000,000 inhabitants!
- 2279 A.D. Base station Enigma disappears without a trace, only to be discovered hurling through space in the Leo galaxy. None of the more than 5,000 assigned personnel were ever recovered.

THE GUNFIGHT AT THE O.K. CORRAL

The street stands vacant, quiet and empty. Dark stone buildings watch, vigilant, tense with anticipation, as the red sun slowly descends behind distant mountains. Now, the languid fingers of shadow creep forth across the landscape. Day surrenders to the foreboding twilight. Safety gives way to fear. Somewhere, the wind bangs a shutter against the building side, as if clanging the chimes of midnight. A door's bolt slides shut, locking. The baying howl of some unknown animal echoes in the wind.

Then silence. Thick and heavy. And as the sun finally slips behind the silhouetted mountains, a figure steps out of the blackness, into the street. Crimson rays fall upon his shoulders, masking his face, blending him with shadow. He walks out to the center of the town, slow, cautious, as if calculating the very measure of each step. The movement is orchestrated as if he were moving to the beat of an invisible and silent drum. He stops.

Hands drop to his sides.

Waiting.

Another form melts out of the darkness into the dimly lit street. He approaches and then faces off, appraising, at about ten paces. Arms fall at his sides.

"I thought I told you to be out of town by midnight," the first voice orders.

"Yep. That's what you said."

"I guess you don't listen very well."

"Nope. Guess I don't."

"This town ain't big enough for the two of us."

"Yep. You're right. This town definitely ain't big enough for the two of us," the second figure responds with a laugh. "But, there ain't just two of us."

A third figure now materializes from the falling darkness. He moves to the side of his accomplice. This shadow is massive, towering over the others. "Gonna have to settle this once and for all," it whispers in a raspy, sibilant voice. Four sinuous tentacles slowly move to unbuckle holsters strapped to its waist.

The first figure chuckles, then loudly snaps his fingers.

Across the way, on a rooftop, the skyline is broken. A fourth specter emerges on a rooftop, taking aim. The squid hisses, but does not turn.

"On the rooftop."

"I see him."

Silence.

The first voice speaks again. "What's your name?"

"They call me Wyatt Urp. This here is Doc Holiday."

"Well, they call me Rasko McClain, Orion gun fighter extraordinaire! Never knew a squid named Doc Holiday. But it seems fitting for the occasion."

The Phentari whispers threateningly, "I'm really going to enjoy killing you, Orion. And when I'm finished, I'm going to gouge your eyeball out and suck on the hole till your head caves in."

The Orion laughs. "Yeah, and I'm really going to enjoy watching you try . . . You know,

a Duel is a beautiful thing. Allows you to settle things out of court. No bad guys."

The human smiles coldly. "We Humans like to think of it as vigilantism at its best. Justice served: quick, cold, and brutal!" Pause. "You know we got a secret weapon. We brought our Ram Python."

"Yeah. I know. So did we."

"Gotta have it!"

More laughs.

Suddenly, a window shatters, and shards of glass fall to the ground. In another place . . . the click of a safety switch. The clang of a bolt as it slides forward into firing position. Next, a wraith-like form sprints across the street, a last chance to find better cover.

Silence. Stillness.

The Orion speaks again, his whispering voice wryly reflective. "If I remember my history on humanity correctly, this is just like the Gunfight at the OK Corral! It's your posse versus mine."

"Something like that. . . I assume you're wearing street clothes armor," notices the Human.

"Yep."

"It ain't gonna help you much."

"Yeah, I know. But it's all part of this sheriff thing. You know how it is. Gotta keep up the image."

"Yeah, I guess so. Well. Let's get on with it . . . Draw!"

—Taken from the diary of David Keating,

Witness to the Second Gunfight at the O.K. Corral

The Sheriff

Order. The existence of all living things is predicated on order. Anything that upsets the natural balance of the universe must be terminated. The expansion of the Alliance is fundamental to its very survival. Therefore, I head for the outer colonies to ensure that order is maintained. Give me methane to breath and cold steel to grace my hands and I will carve out order on the frontier.

There is very little wild about this place that Humans call the West. For it is in the rage of chaos that the warrior ultimately finds himself. The frontier must be purged of that which is inferior and restored to its purest form.

—Raskor-Idan

Ruler of the 4th House of Eridine

The Settler

I'm moving to the frontier. Hell yeah. What do you think, I'm gonna spend the rest of my life making neutrino oscillators at 7.75 an hour? You must be crazy. I heard that there's so much room out there, all you have to do is land on an unclaimed planet and it's yours, just like that. I'm gonna call my planet Kevin's world.

And no, I'm not afraid of no Arachnid. All that silly talk is a ploy to keep us from getting rich like all of the businessmen and politicians. How tough can a little spider be? A couple of shots and hang the trophy on the wall.

So I quit my job, sold the house. Me, the wife and the two little ones are catching the next Zero shuttle at Mars and heading for the frontier.

—Kevin Kramer, Settled on Lhoren in 2265 A.D.

The Gunfighter

Everyone is destined in life to be good at something. Each of us is born to excel at that thing from which we derive the most pleasure. I like killing people. You see, duels pit person versus person, and to the victor, the knowledge that he is superior. Furthermore, you get to strip the body and keep all of your foe's bodily possessions. It's the rush you get when you're faced with a gun at ten meters, watching the sweat trickle down his brow. You search his eyes and he yours, watching, waiting for that moment of decision when one of you goes for it and tries to fill the other full of plasma. Only one of you will survive, the best man.

On the frontier, every guy you meet thinks he's Macallus Urp or something. Thinks he's the fastest draw and he is going to take you down. Well, I've killed 103 of them. So I'm one of the best.

—Laseras P. Coltrain, Wanted for murder in 11 systems

The Persecuted

It is all lies. Every bit of it. Our government doesn't care a damn about us. We merely exist to pay taxes and to get shot by some enemy that we have nothing personal against, so that some Congressman can toot his horn about honor and sacrifice. We're nothing but pawns in a chess game, played by the Mutzachans. If they are so smart, why did they lead us Humans away from Earth to explore the Fornax galaxy, just so we would inevitably run into and be butchered by the Arachnids? Did you ever stop to think of that, you moron? There is no freedom if there isn't choice. There is no choice in our future, which is being played out like a card game by a bunch of big headed freaks of nature! Salamar is right. We're screwed.

Well, I'm getting away from you lemmings who wait to be led like lambs to slaughter. I'll take my chances out on the frontier with the Arachnids!

—Someone Who Is Painfully Aware

The Historian

All living things exist as points on an infinite wave that expands outward from the beginning of the universe. Each individual point on the crest represents a given point in time. Reality is constrained by where my life lies on the wave. My perceptions of the past are constructed by those who came before me. My future creations will be read by others who look back at what I have experienced! The chronologies must be cataloged so that history may be recorded in the vault of time. I am of sufficient intellect to understand that I am living in the crux of evolution. Much may be lost or gained during my lifetime. The edge of the cresting wave is on the frontier.

—Sheduble Wintar, Keeper of the Amber Crystal

The Indian Fighter

Arachnids kill innocent people. I kill Arachnids. Thus, I am able to protect innocent mothers and children from harm and therefore serve my nation with pride and dignity. It is the manifest destiny of the Alliance to span the farthest reaches of the universe. Long live the Indian Fighter.

—J.D. Cole, Missing in action since 285/2277

The Cowboy

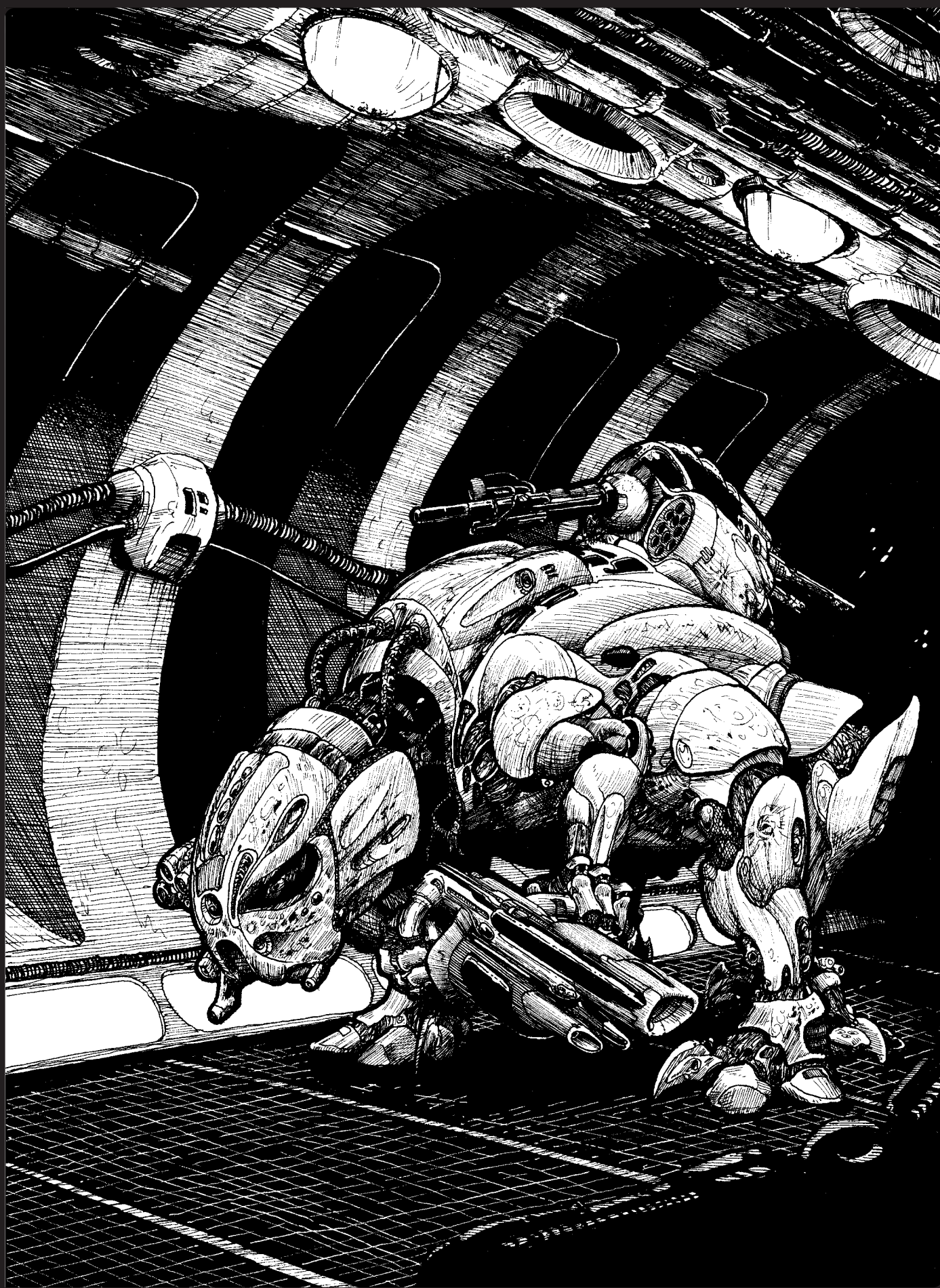
It's beautifully lonely out here. There is no day, only night on the silent Plains of Desolation, where stars shine like diamonds in a sprinkled rough. It is a long way to the next ranch. I must ride on, coax my steel stallion a little further, maybe on to Naxtar. I'm at peace. I am alone.

—Graig Peters

Captain of Warcruiser Midnight Sun

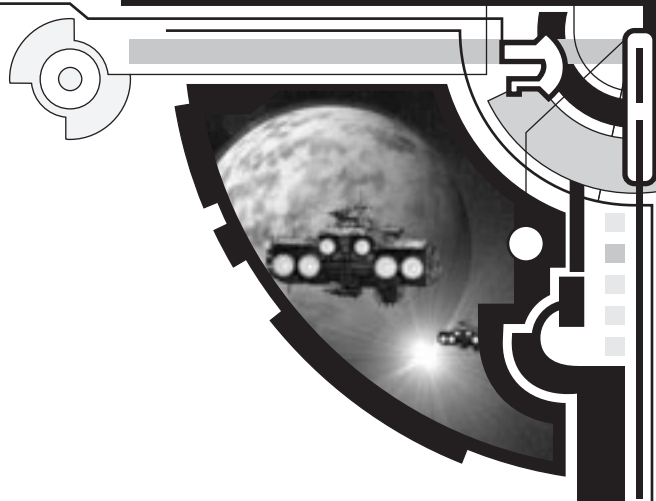


A consummate professional, the Ashanti bounty hunter Filal Gri, contracts mainly with the Alliance government



CHAPTER 2

Major Group Encounters • 2



IN THIS CHAPTER...

A.R.M.	Kizmetor
Arlington Association	Madusiams
Arms Dealers	Mentors
Aziam	Mining Away Team
Benjari	Moig Dua
Black Market	NAM
Black Monday	Pascians
Cashou	Sarands
Cuontol	Shepherds
Cyball	Shuestron
Doltharians	Silk Lambs
Drug Dealers	Smugglers
Dryeen	Tecreaseans
Eikeel	Tharmites
Hemareans	Vissu
H.A.L.	Wakon
Intrepids	Yontacha
Kimyaruk	Zendareans

◀ This picture was taken by Malachai Armageddon, a reporter for the Galactic Gazette, after he managed to sneak aboard an Arachnid mothership to do a feature story on the spiders. Malachai snapped this shot of an Arachnid warrior just before he was noticed, and barely managed to escape with his life (a common feat for most Orions).

Scientists and military analysts refuse to comment on the photograph, but unnamed specialists claim that the device protruding from the creature's helmet is some form of motion sensing unit. The warrior is believed to be wearing reactive armor and mounts a multiple integrated look and shoot system on his back that fires a discharge weapon and missiles. It is not clear whether the unit can fire both simultaneously. Experts agree that the gun in its hands is a long range disintegrator cannon with a secondary laser unit. Mercenaries agree that it's not something they want to get shot with.

Characters are going to run into a variety of sordid types while adventuring around the galaxies. Every type of weirdo, psychopath, murderer, bureaucrat, and just about anything else you could think of is out there! An informed adventurer has a much greater probability of surviving the perils of the unknown. The following section details the major group encounters that PCs are liable to run into while adventuring in No Man's Land. Only information on those major and probable encounter types are given. Some encounter types are listed, but no information is available. Multiply the number found in the major group encounter index by 10 to determine the chance of encountering NPCs of the listed type per week of travel abroad on a world. Some MGE indices have specific purposes, independent of that rule listed above. These are covered on a case by case basis.

ANARCHIST REBELLION MOVEMENT

Designer genes, that's what I sell. I'm an artist who sculpts flesh. Awww... you don't like my pets? Well wait 'til you see what I have cooking in the labs now, suckers. Oh, you'll find out soon enough. I'll give ya a hint though... it's big, it's mean, and it's hungry. All that's left is to wrap it up with a ribbon and drop it on some lucky Alliance planet somewhere. And if it just happens to be YOUR hometown I drop it on, just remember... Uncle Ernie loves ya, baby!

—Ernest Freiberg

The Anarchist Rebellion Movement (ARM) is a violent organization founded by a disgruntled bio-genetics scientist, Ernie Freiberg, to destroy the Alliance. The ARM's sole purpose is to distribute hostile lifeforms to vital parts of Alliance space, thus destabilizing the infra-structure. The organization also captures, trains, and distributes hostile alien lifeforms (HAL) to clients everywhere at a substantial profit.

Over the years, the ARM has amassed a fleet of ships and built secret bases across the galaxies, using the money generated from the sale of hostile alien lifeforms. The Alliance has assigned a special crime fighting task force to discover the location of these bases and eliminate them. The federal government is also willing to pay up to 100,000cr for any information leading to the elimination of an ARM base or the capture of one of its members.

Recently, the ARM has forged ties with the Rebels, thus gaining extensive resources and networks. In return, the ARM has supplied the Rebels with various creatures for use in terrorist attacks against the Alliance. It is doubtful that these two organizations will ever work directly together, because the rebels do not agree with the ARM's extremist methods, but view working with the ARM as a necessary evil.

THE ARLINGTON ASSOCIATION

They are brought back in body bags while rich, spoiled brats hide behind money, their mommies, and refuse to fight. Cowardice in the face of bravery. We need mercenaries. We need soldiers. They are the shield of freedom that we stand behind.

—Madd Mike Kantrell

The Arlington Association is a group of patriotic Humans and Gen-Humans that back the often maligned mercenary and military forces of the Alliance. Most are businessmen, veterans, or loyal citizens who have been assisted by soldiers in some way. The Association raises money to assist proven mercenary units in their operations. The Arlington Association realizes the value of the soldier and understands his uncelebrated role. He protects the lives of ungracious citizens, who expect the warrior to die when things are bad, yet vilifies his actions when things are good. The group donates large sums of money to the Galactic Soldiers Fund annually. The Association monitors the activities of the warrior, keeping track of the heroics and unheroics of mercenary units. It was founded by Madd Mike Kantrell, celebrated veteran of the Second Arachnid Incursion and owner of Madd Mike's Mercenary Brochure. The magazine is quick to point out mercenary triumphs and regularly runs articles updating the effectiveness of those vaunted combat units.

The chance of being assisted by the Arlington Association depends on the success of the unit. There is a 02% chance per point of prestige that the group will offer some monetary assistance, whether it be in the form of free but used equipment, free passage to other worlds, or money itself. The average prestige of the party is used to determine the overall prestige. The amount of actual money that can be given to any unit is rigidly defined. The Arlington Association pays a flat 10,000cr per point of prestige. Mercenary groups may never receive a monetary reward more than twice in any one calendar year, or within 3 months of each other.

ARMS DEALERS

You know. I buy and sell death. I'm a death broker. It is amazing how much people will spend to buy death. And the best part is that everybody buys death so that they can save lives.

—Slarscious Phentari, Arms Dealer

Arms dealers purchase and trade weapon systems to Alliance and independent worlds, under the direct sanction of the federal government. The sale of weapons is strictly monitored by the Federal Trade Commission, and more specifically, the Federal Weapons Brokerage House. The hottest item on Rebel, Pirate, Arachnid, and mercenary hit lists are arms shipments. The Brokerage House regulates and protects the shipment of weapons to legitimate governments. Weapons cannot be sold under the galactic stock exchange. The illegal trade of these weapons is treasonous against the state and thus a capital crime.

The trade of weapons is a secret affair, so much so that decoy freighters and secret shipment points are often used to load and off-

load arms. Shipments are guarded by heavily armed soldiers, employing the most sophisticated detection equipment to locate hostile targets. It is not uncommon to see a squad of soldiers wearing MBA, toting XM2s, guarding a weapons shipment. It is virtually impossible to make off with a weapons shipment while in spacedock. The only possible chance is to jump the transport while in hyperspace.

AZIAM

I have no respect for those who back down from confrontation. It is a sign of great weakness.

—Duresk



Aziam are a race of large humanoids, indigenous to the first moon of the third planet of the Epsilon Indi star system. They are a tech level 5 society. Aziams are very brutal people, measuring worth by the strength of body and attitude. The worst thing to do when dealing with an Aziam is to back down. They respect those who stick it out. Many of them become bounty hunters because they see the dangerous criminals that they go after as big game, almost a safari. Aziams are somewhat xenophobic and only selected individuals are allowed to leave the society for a life as a bounty hunter in the Alliance. The person must often prove his/her worth in dangerous competitions to do so. Although they have interstellar capa-

AZIAM (ay-zee-am)

VITAL STATISTICS	
+20 Strength	-05 Manual Dexterity
-10 I.Q.	+00 Agility
+10 Constitution	+15 Aggression
+00 Intuition	-15 Charisma
SECONDARY STATISTICS	
-20 Terrestrial Knowledge	+10 Military Leadership
-05 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 10 + d8	Movement: 10/09/50
Height: 96 + d20	Weight: 425 + 3d20
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: +00	Hearing Modifier: +05
Smell Modifier: +10	
SPECIAL ABILITIES	
Level 1 Tracking	Level 2 Detect Concealment
SURVIVAL MATRIX ROLLS	
Chemical: 24	Radiation: 30
Biological: 35	Mental: 15
Poison: 32	Sonic: 18
Electricity: 40	Fire: 22
Acid: 55	Cold: 20

ble ships, most of the rest of their technological development is only tech 3 or 4.

Physically, their heads resemble those of Earth elephants without the tusks. The skin coloring is rather tan though, and the ears are much smaller and aren't floppy. Aziam have dexterous trunks, though only .75 meters in length. The elephants breathe oxygen and are omnivorous in diet. Aziam are known for their ability to eat just about anything that their teeth can grind. The elephant warriors are true bipeds with no tails, and have four digits (including an opposable thumb), on each hand. Their feet have four wide toes. Their speech is guttural and harsh.

BENJARI

My master is an all powerful, all knowing god, flown from the skies. I serve him and he offers me the eyes of the heavens. I would never do anything to disobey him, lest I feel the wrath of his fire wand again.

—Dunubis



Found on the fourth planet of the CD-14 star system, these barbaric hunter-gatherers have a population of over 2 billion. Benjari are a tech 0 race and are not protected by legislation governing sentience. They are thus open to exploitation and exported across the galaxies as slaves. The Benjari view those who come to make them slaves as gods from the sky, and if treated well are usually very loyal,

even to the point of sacrificing themselves for their divine masters. Occasionally, a Benjari learns the truth of his position. This is rare, and incorrigible slaves are sent to labor camps if they become problematic. The Humans and Gen-Humans are contending with the Eridani and Phentari in the Council to end slavery, but such an outcome is highly doubtful.

Benjari breathe standard oxygen levels and subsist on simple plants. Other types of food are often hard to digest. They are tall and frail humanoids with very flat nasal bumps between amber colored eyes. Their hair has a slight green tinge to its natural sable coarseness. Benjari hands are similar to human hands, but the orientation of the thumb is to the other side (bottom of the hand).

BLACK MARKET

I can get you anything, a gravity well generator for your Bohemian Class starcruiser, or an Abomination Omega cannon. It's simply a matter of money. I tell you where to bring the money and then I tell you where to pick up the goods. But let me make one thing perfectly clear. You screw with the Market in any way, shape, or form, and there won't be a crack in the universe small enough to hide in . . . and when we finish with you, there won't be enough of you left to scoop into a jar! After that, I'll probably pay a visit to your family. Am I making myself perfectly clear?

—Anonymous Black Market Operative

The Black Market is an underground enterprise, with close ties to the Rebels. The Market is the primary source of arms supplied to Rebel factions. The Rebels pay through the nose for their weapons and armor, but its operatives are very discrete and can often make deliveries into secure areas.

One can fence stolen goods or purchase illegal materials through the Black Market. The prices can be very steep depending on the materials sought. Three times retail cost is usually a good rule of thumb to follow. The Black Market is generally located in metropolitan areas, or in close proximity to combat zones. It is not easy to make contact with the Black Market, unless you have connections with them. They are very selective about who they deal with.

A strong note of caution: be very careful when dealing with the Black Market. They are quite ruthless, and do not take lightly to double crosses. This massive organization is well connected, and can make good on almost any threat. So, be careful, and always make good on your promises.

BLACK MONDAY

The Phentari are known for their hatred of other lifeforms, but most of that hatred, other than that which is falsely projected toward Eridani, is projected against Humans and Gen-Humans. The squids hold our races in utter disdain, considering them to be nothing more than cattle. They project a false pretense of liking the Orions because of the war both nations once fought against the Eridani. However, many archaeologists contend that the Phentari were merely searching for new feeding grounds

BENJARI (ben-jär-ee)

VITAL STATISTICS	
+00 Strength	+05 Manual Dexterity
-25 I.Q.	+00 Agility
+00 Constitution	-10 Aggression
+00 Intuition	-10 Charisma
SECONDARY STATISTICS	
-50 Terrestrial Knowledge	-30 Military Leadership
-10 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 4 + d6	Movement: 07/08/45
Height: 56 + d6	Weight: 100 + d20
Attacks: 1 punch	Dam/Attack: 1 point
Vision Modifier: +00	Hearing Modifier: +00
Smell Modifier: +15	
SPECIAL ABILITIES	
None	
SURVIVAL MATRIX ROLLS	
Chemical: 20	Radiation: 15
Biological: 24	Mental: 10
Poison: 12	Sonic: 20
Electricity: 10	Fire: 18
Acid: 30	Cold: 16

when they encountered the Orions. The rogues were all destined to be enslaved, and one day be served with Chablis equivalent at dinner. It was mere coincidence that the Eridani attacked the squids, who were forced to delay internment of the Orions and focus their attentions elsewhere. 500 years passed between the Phentari's first discovery of the Orion homeworld Taos 4, and the time they made their presence known. 500 hundred years! What were they waiting for, a break in the action?

*The Phentari finally sought out diplomatic relations with the Rogues because they were losing the Generations War against the Swordsaints and desperately needed assistance. In the end, the two races defeated the Swordsaints and became true allies. Times change though, and the Kwashime Alliance is nothing but garbage now. Today, Phentari are equally willing to kill Orions as they are us. That foul race gets away with murder, just so the Alliance has more ships to fend off the Arachnid attack. Numerous charges of cannibalism have been levied against the Phentari by Gen-Humans, Orions, and our race. What happens... threats of sanctions by the federal government, like they have any *&\$#@! The squids continue to violate our inalienable rights to be allowed to live.*

Eridani... Those hypocritical monsters hide behind the pretense of honor. What honor is there in killing everything you meet because you happen to think it's inferior? Killing honorably. Give me a break! There is no way to kill honorably, and like the dead guy cares that you thought of him in a nice way. He's dead! It's all lies, and they get away with it too! Eridani are allowed to wander around, wearing a sword, anywhere they please. By law they can use that sword to hack down grandma because they felt threatened by her, like granny has an M-20 hidden under her skirt or something!

I say we kill them all. It's the only way to ensure that our kids don't wind up as hamburger at some Phentari picnic. Or will I find my daughter dead because she looked at some Swordsaint the wrong way. Better them than us. I do not espouse hatred. I only tell the truth.

—Hal Greenwood, Founder of the Black Monday Movement

With the socio-economic woes of a stagnant economy, unemployment on the rise, and the continual increase in violence, both domestic and abroad, racial tensions between member races of the Alliance have become increasingly strained. The Black Monday Movement represents an ultra-violent terrorist faction of Human and Orion cultures, whose sole goal is the utter destruction of Phentari and Eridani nations alike. The Mondays are right wing extremists who view the purity of the Alliance as being poisoned by the presence of methane breathers. Its 200,000 members fervently believe that the Squid and Swordsaint governments are working covertly together to take over the Alliance and enslave the Orions and Humans. They believe that a conspiracy exists between the two apparent rival governments. Black Mondays carry out terrorist attacks against Phentari and Eridani civilian population centers. They were responsible for the Sword Poisonings on Beresh, when the Eridani methane water supply for the city Ice Cave was contaminated with Virean Plague. 4000 people died. The Black Mondays destroyed the Bies orphanage on Riopaite, killing 900.

It is widely believed that the Black Mondays planted the villanite bomb on the Phentari luxury cruiser *Silent Passing*, in which more than 1,000 people lost their lives. Their tactics are straightforward and ruthless, kill Phentari and Eridani any way possible.

Black Monday also spreads its word by peaceful means. It uses the media to cover Eridani and Phentari attacks on the civilian population, graphically illustrating the inherent brutality of methane creatures. The movement conducts private interviews with victims of methane atrocities, preying on the fears of mothers that their children will be taken away and never seen again. Its members hand out pamphlets at space-ports, and run phone banks, soliciting donations for their cause. The Black Mondays are privately financed, and the movement is growing at an alarming rate.

CASHOU

I must drink the Mesange juice to survive. Without it, I shall surely die. My master, Edis, provides me with drink when I perform correctly. He is honorable and therefore I serve him obediently.

—Ssmidul

Cashou are indigenous to the Eridani home system, having evolved on one of the nine moons of Eridine. These insect-like quadrupeds have wings, allowing them to fly at rather high speeds. Members of the slave race are employed as messengers, and Cashou can carry up to 200 kg of cargo without being unduly encumbered. Eridani use Mesange Nectar to keep the race docile and controllable. These creatures are rewarded with Ventrit Nectar for performing their duties in a direct and efficient manner. Cashou are also methane breathers, but have the peculiar ability to survive without breathing for periods in excess of

CASHOU (ka-shoo)

VITAL STATISTICS	
-05 Strength	+00 Manual Dexterity
-10 I.Q.	+20 Agility
+00 Constitution	+00 Aggression
+00 Intuition	-05 Charisma
SECONDARY STATISTICS	
-40 Terrestrial Knowledge	+00 Military Leadership
-15 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 3 + d6	Movement: 5(15)/5(24)/40(240)
Height: 40 + 2d12	Weight: 55 + 3d8
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: -05	Hearing Modifier: -15
Smell Modifier: +20	
SPECIAL ABILITIES	
Level 2 Navigation	1 point Body Threshold
SURVIVAL MATRIX ROLLS	
Chemical: 10	Radiation: 12
Biological: 20	Mental: 33
Poison: 16	Sonic: 45
Electricity: 05	Fire: 10
Acid: 22	Cold: 65



three hours. The species possess attributes of both insects and reptiles. They are herbivorous and usually feed on the juices of the plantlife of their own world. When free of the addicting effects of Ventrit Nectar, Cashou actually seem somewhat intelligent. They possess their own language.

Note: The movement numbers in parentheses refer to the Cashou in flight.

CUONTOL

The presence of the Cuontol has never been established, let alone been linked, to covert and subversive activities. It is my administration's position that no such group even exists. It is all sensationalistic journalism conjured up by the media to make money. And the Kenthor episode is nothing but complete hogwash!

—Valerie Crenshaw, Director of Foreign Affairs

Industrial Province Subsector, Fornax Galaxy

Cuontol is a secretive organization that has been repeatedly linked to the Eridani people. The Swordsaint government categorically denies involvement with any extralegal group that would bring dishonor on the Swordsaint's purist way of life. Cuontol are the Eridani equivalent of Ninja. Their existence has never been confirmed, but it is widely accepted that they are hired assassins for the Eridani government. Cuontol carry out murder, sabotage, kidnapping, corporate espionage, and a variety of other illegal operations. They kill with swift, deadly precision, never leaving any witnesses.

Cuontol wear black outfits, similar to the Ninja and carry a variety of archaic hand weapons into combat; such as the Blaheeli, Huumack, Quabals, and Linth, the Eridani version of a crossbow. They are masters of stealth and disguise and are versed in the methods of poison. Cuontol are believed to use a version of a Kizanti displacement device, one somehow capable of penetrating fluxshields, to bypass external defenses and enter a target's domain. Once inside the perimeter, the Ninja stops to purify the ground where he will spill blood, by carving a strange glyph-like rune into the face of an object, usually a piece of wood or plastic. He then approaches, using stealth to terminate the guards, while making sure to circumvent internal defenses. Each individual encountered should be disemboweled and beheaded before leaving the killing grounds, as a part of Dazug Athar Lantiin, the Ritual of the Cleansing. Cleansing all bodies proves the skill of the assailant and brings him great honor.

The Cuontol weapon of choice is the Kajot, the Eridani version of a scimitar. The Kajot is an extremely rare sword, forged for the royal family of Eridine by their personal weaponsmiths. Kajot blades are extremely sharp, constructed from a Delrethium alloy, a rare metal found only on Eridine and largely excavated from the sacred Mount Tias. The sword is forged by a top secret smelting process: it is light and extremely sharp (-2 initiative bonus and -4 to threshold). All Kajot have been

wrought by the royal weaponsmiths for the last 3,000 years. The weapon is publicly offered on rare occasion as a form of honoring those persons who have displayed uncommon valor. Otherwise, these blades cannot be purchased on the open market.

The act of disemboweling someone is ritualistic as well. The Cuontol drives the blade in just below the breast bone, slashes downward to the groin, then arcs the Kajot to the left, lifting and pulling as he does. The effect is to remove the victim's internal organs.

The only credible witness to a Cuontol attack is Kedrin Kenthor, an Orion entrepreneur who claims to have seen five Cuontol kill Corlas Lenth, a prominent Rogue businessman with ties to the Silk Lambs, and a pronounced dislike of the Eridani people. Kenthor claims he saw five Cuontol appear out of nowhere in broad daylight, kill, and then cleanse 17 guards, and finally make their way into Lenth's mansion where they killed him. Skeptics ask the same question, over and over again, "How then did you manage to survive?" Kenthor invariably replies, "I don't know. Maybe they didn't see me." Kedrin Kenthor has openly submitted to memory extraction on different occasions by the authorities. Mental tapes verify that he saw something that fits his accounts. Evidence of the rune and the disembowelment have also been substantiated.

Since the admission, Kenthor has not been seen. Rumors claim that he has met with foul play. Supporters say he has been placed under government protection, changed identities, and moved to a new location.

CYBALL

The Death Knights have a bunch of goons on their team. They should all be suspended from the league. I don't care if they're Orions. Last night, the Spirax Warriors came into town. The Death Knights were up 7-4, when the Warriors' jammer, Tadei Yoshima, broke loose and scored twice in five minutes at the end of the second half. It was spectacular. Twice, he used his Jet to go up on top and fire rockets past the Knights' Hangman, Jabarrious Phentari, scoring 2 points. That made the score 7-6, with only 6 minutes left to go in the game. On the next rotation, the Knights hooked the ball. They passed it up to Jabarrious who then hurled it directly down into Yoshima's face! Broke his neck, shattered his jaw, and crushed his right cheek bone. Both benches cleared, and when it was finally over, five players were in the hospital, including the Warriors' star hook, Kural-idan, who got stomped on by Tuff the Ram Python. The Warriors ended up losing the game 8-7. The whole thing was complete and total garbage.

—Madergin Lasketin, Avid Cyball fan

It's more than just fun and games. Cyball is the leading sport in the Alliance, viewed by hundreds of billions of Alliance subjects across the galaxies. It grosses more money yearly than most planetary systems. Cyball is also the second most violent sport known, behind Survival Warrior, with hundreds of injuries and dozens of fatalities every year. In fact, it is uncommon for a Cyball game to go by without at least one serious injury. This also applies off the field. Each year, thousands of fans are injured or killed in post-game incidents, and enough money is bet on big games that assassinations are not uncommon.

Cyball is played in a 170m long, 25m diameter cylinder by athletes from the more physical Alliance nations. A complete Cyball team has 39 players, typically three per position. Players wear low line AKM battle armor. The Cyball starting team is made up of 13 members, 8 offense and 5 defense. The pivot man is called the Hook and is responsible for picking up loose balls and passing them to the Jammers. His role is offensive in nature and his movement is not restricted. Two Jammers (almost always Gen-Humans) ride specially designed motorcycles. The riders rely on superior speed and maneuverability to carry the ball down the field.

Three Guardians, generally Eridani or Phentari, have the primary responsibility of protecting the Jammers from opposing players, while the bikes advance down the field. They also serve to stop opposing Jammers. Their role is offensive and defensive.

Two Hangmen (Phentari) wear magnetic boots and dangle upside down from the top of the cylinder. Their job is to catch passes made from the field below and stop the progress of Jammers, who often try to ride their "Jets" up the side of the cylinder, using centripetal acceleration to prevent the bike from crashing to the floor below. Hangmen can never play down below the centerline, which divides the upper and lower portions of the cylinder into equal halves and is labeled by a thick, solid, red line.

There are five defensive players. Foils carry long polearms. Their single job is to knock the Jammers from their bikes and dislodge the ball. A player who is knocked from his jet must release the ball within five seconds, or it is turned over to the opposing team. Foils can also block the advance of Guardians by holding the polearm in a horizontal defensive position directly in front of their bodies.

The back line is composed of two Blocks, usually Ram Pythons or Python Lizards, who are responsible for defending the area directly in front of the goal should the Jammers get past the Foils. Blocks prevent the ball carrier from taking a shot on goal. Their job is to tackle the Jammer or strip him of the ball. A tackled non-jammer must immediately release the ball, which is then picked up by the opposing team's Hook. Blocks are restricted in movement to the area in front of the goal, called the security zone. They are equipped with magnetic boots which enable them to move freely up the surface of the cylinder. Blocks are known to hurl themselves without thought of consequence at the ball or advancing jets to stop a shot on goal, thus gaining the applause and respect of the crowd.

The goalie, typically an Eridani, has the sole responsibility of blocking shots, which must be thrown into a 2 meter "crease" at each end of the field.

Play

A 1kg lead ball is fired from the wall into the center of the cylinder at 100kph (called a Rotation). Players wait until the ball slows down as it circles the interior of the cylinder. The Hook picks it up and passes off to a Jammer or a Hangman. If the ball is passed up to one of the Hangmen, he must remain on sides behind the lead Jammer or suffer a penalty shot on goal from the point of the infraction.

Normally, the Hook passes off to one of the Guardians who then shuttles the ball to one of the Jammers. Jammers carry lacrosse type sticks, called scoops, which they use to catch, throw, or scoop the ball off the floor. Any pass to a Guardian or Hangman must be made backward or a penalty shot is called. However, forward passes can be made

to Jammers flying down the field on motorcycles. This is called throwing a "dart" and is thrilling to watch.

Once the ball is "out," the other Guardian races ahead of the Jammer and tries to stop the opposing team's Foil from intercepting the play. The next Guardian races forward to take on the Blockers who wait to "stomp" the attack. The Blockers are confined to the security zone which extends 25m to the front of the crease. The Jammer charges forward, then at the last moment, either attempts to dodge the Blocks and take a shot on goal, dish the pass backward to the trailing Guardian, who then runs in for the shot, or throws a pass up to a Hangman, who then takes a shot on goal.

Goals

There are three types of goals that can be scored in Cyball. A long goal is scored at a distance beyond the security zone and is worth two points. A contact goal must be scored within the security zone and is worth three points. "Firing a rocket" is the term used when a Hangman scores and is worth 1 point.

The great Cyball players are revered as gods by the common people, and the best teams are household names. This year, the reigning champion Rigel Death Knights are opposed by the eight teams which have made it to the playoffs. The favorites to make it to the Alliance Cup and play against the Knights are the Omega Hammers, who are sponsored by the Balshrom Science Corporation and are currently undefeated this season. Other teams in the playoffs include the Blood Commandos and the Flying Scotsmen (an extremely eccentric team who spurn convention by having only Orion Rogue players. Surprisingly, they're good!). Other teams include the Spirax "Python Machine" Warriors, and the New Terra Bills (named after an ancient Earth sports team, they always seem to make it to the playoffs, but have yet to win the Cup).

Reality

There is a darker side to Cyball. The game is considered by many to be the modern version of circuses in the ancient equation "bread and circuses." In other words, Cyball is the Alliance's way to keep the masses' minds off serious matters, like the fears of an impending war with the Arachnids, government repression, and rising crime. Most people would rather think about who's going to win the playoffs than people

► Garret "The Jackal" Smith: The Jackal is the most prolific Cyball scorer in all the galaxies. This wing outside forward for the Sirian Islanders has broken just about every scoring record ever set in just 5 years in the league. Nothing is as swift as the Jackal, who is reported to have a .0375 second reaction time. This blazing quickness and incredible speed on the cylinder has made him a tremendous threat to penetrate Rookie defenses and get clear shots on the goal. The Jackal maintains a league scoring average of 200 goals per year over the last 3 years, a feat unmatched in all of the 20 galaxies.



starving to death on Dena-7, or the fact that government corruption occurs on a massive scale! So the Cyball franchises are government subsidies. They keep the people passive and docile, freeing up the government to do its dirty work.

DOLTHARIANS

Yeah, I've seen 'em, and let me tell you, they're worse than the bugs. Least when an Arachnid's coming to chow down on your face, you know it's there and you know it's an enemy. These Doltharians... "Scorpions" is more like it... they sell out their own people to the bugs. You can never tell if the guy next to you is one or not until he shoots you in the back.

Why do they do it? I dunno. Some of 'em are probably just greedy, though they're crazy for trusting those monsters. Others, well, I heard stories of brainwashing and worse. No telling what those spiders can do to a person once they get a hold of him or her. Not good. Not good at all.

—Sergeant Floyd McCracken, Galactic Marines

The Doltharians are the lowest of the low, the Benedict Arnolds of the Alliance: Humans and Gen-Humans who have gone over to the Arachnids and now work for the downfall of the Alliance. Nobody knows why they do it, but one thing's for certain; they're out there and they're doing damage, the Base Station Vigilant Incident being testimony to their existence. Base Station Vigilant anchored the Alliance defense in the Carina Galaxy, Quadrant 2, Sector 3, against the Arachnid threat. A single station employee managed to sabotage the station's fusion reactor, blowing the entire station up, killing 3,500 of its 8,000 personnel. The perpetrator was later apprehended by authorities, who sucked his brain and first learned of the Doltharian organization.

This incident, and others like it, have galvanized the Alliance into drastic action. The Treason Edicts of 2274 state that any Alliance citizen has the right to terminate a known Doltharian, no questions asked. As long as proof can later be provided of the individual's treason, he or she can be executed on the spot. So far, hundreds of Doltharians have been executed in this manner. The most shocking of these was Rear Admiral Nathan Kenjaro of the 11th Fleet, who was discovered relaying tactical information to a Xarian freighter bound for Arachnid space. Chatilian mindscans turned up nothing. The Admiral's mind had apparently been conditioned against mind-scans so that the probes turned it into so much oatmeal. Rear Admiral Kenjaro is currently drooling in solitary confinement in New Leavenworth, awaiting a public execution should he ever recover.

Many theories have been put forward regarding the nature of the Doltharians. Some point to the mind blocks on captured Doltharians as proof that they have been brainwashed to serve the Arachnids. Others put it down to simple greed, though one can only speculate about what the Arachnids are paying them with. One theory, based on a small vial of an unidentifiable substance found on one Doltharian's body, states that both theories are correct. The Arachnids are paying their Human cohorts with a highly addictive drug which also renders them more susceptible to the Arachnids' commands. This might also explain why almost all Doltharians seem to be Human and Gen-Humans. If the drug

is keyed to Human physiology, it would have no effect on other races.

Perhaps the most terrifying aspect of the Doltharians is a recent discovery. Two months ago, a cell of Doltharian agents was raided by an elite team of Galactic X agents. Most of the traitors went down easily, but one human female attacked and literally tore apart one of the Galactic X Rams! It took several laser shots and a pulse hit to put her down, and even that didn't kill her. A subsequent autopsy revealed that many of the elements in her cellular makeup had somehow been replaced with alien substances, and analysis of brainwaves showed that the woman did not have a human mind. Talk on the streets is that the Arachnids have found a way to take a human body and give it an Arachnid's mind and toughness.

DRUG DEALERS

Hey, hey, hey, step right up here my man. I got dreams in a bottle, just waiting for you. I can make you happy, sad . . . whatever you want. I can make you fly . . . for the right price. Of course, what goes up must come down, right? And when you come down, I'll be right here to take your money and send you back up. Yeah, I know it's not fair . . . but I got me a captive audience, ready to sell their souls for my poison. Then again, you know that, or you wouldn't be coming to me, now would you?

—Thomas "The Weasel" Wierzbowski

Found Shot in the head in New Chicago, 117/2279

The Alliance is not a pretty place, and most people know it. Corporate abuses, government corruption, and violence in the streets are all facts of life, and hovering over it all is the threat of the Arachnids. There are a number of ways to escape this harsh reality. Some strike out for the frontier. Others take a more self-destructive and insidious path. There are thousands of drugs, both legal and illegal, in the Alliance, and a guy on every street corner willing to sell them to you. Most just slowly destroy the person taking them. Some pose a threat to others. Adrenocortizone, better known as "Juice," is popular among combat types, who claim it makes them faster and more aware. But "Juice" also induces psychotic rages in some individuals, causing them to go on killing sprees. Not good. There are also rumors of corporations lacing workers' food with drugs to make them work harder and longer. This is highly illegal, but no proof has ever been found. Of course, when you're a multi-trillion credit megacorp, it's pretty easy to hide whatever evidence you want to!

(Editor's note: Drug dealing is an ugly reality, both today and in the 23rd Century. SSDC does not in any way condone substance abuse. Life is too short to live in a fog bank, so just say no!!!)

DRYEEN

The Dryeen are a race of humanoids with ophidian (serpent-like) characteristics who hail from Labin. Dryeen range between 2 and 3 meters in length from head to tail. Their bodies are essentially snakelike, with a flat triangular head and an extremely flexible, sinuous skeletal structure. The Dryeen also possess arms with prehensile fingers, allowing tool use. When in an upright position, the average serpent stands



roughly 1.8 meters tall, with a large portion of the tail remaining in contact with the ground for support. The serpents have no legs, and move by undulating their lower bodies, much as a snake does.

The Dryeen dress in brightly colored robes of a silk-like material. They are for the most part a non-violent people, believing that physical violence is degrading. However, they have developed weapons for their defense.

The main serpent weapon technology is vibrational in nature, somewhat similar to attractor-repressors, but more tightly directed and intense, like a beam of sound. These blasts can tear big chunks out of a person. The typical Dryeen weapon does 4-24 points of damage and is effective out to range bracket 5.

DRYEEN (dri-en)

VITAL STATISTICS	
-15 Strength	+00 Manual Dexterity
+20 I.Q.	-10 Agility
+10 Constitution	+00 Aggression
+10 Intuition	-10 Charisma
SECONDARY STATISTICS	
+05 Terrestrial Knowledge	-05 Military Leadership
+00 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 3 + d4	Movement: 08/10/50
Height (length): 72 + 3d12	Weight: 100 + 3d6
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: +00	Hearing Modifier: +20
Smell Modifier: +30	
SPECIAL ABILITIES	
Level 3 in 1 Art's & Craft's skill	Level 1 Diplomacy
1 point Body Threshold	
SURVIVAL MATRIX ROLLS	
Chemical: 20	Radiation: 15
Biological: 22	Mental: 50
Poison: 30	Sonic: 10
Electricity: 10	Fire: 35
Acid: 18	Cold: 10

EIKEEL

I seek the answers to the universe because they are there. I exist to travel and learn, though I wish that I could live for as long as Mutzachans. Then I would be able to truly understand the secrets of the universe.

—Jiodut The Wayward

Eikeel are a race of people who live in the mountains of their home world of Eikee 9, and who are characterized by their inability to feel fear. Eikeel have simple needs, but have a boundless curiosity. They are



a hardy, bipedal race, living in the thin oxygen of the high mountains and the cold peaks of their planet. Unlike the Orions, Eikeel curiosity is steeped in the simple desire to go wherever there is to go, simply because those places exist. Although originally a tech level 2 society, the Eikeel are not adversely affected by overt social and technological change. In fact, they are fantastic adapters with very quick minds. Eikeel do not reach out for

knowledge, but absorb it when it approaches them. They are fast and avid learners. If given the opportunity, most Eikeel will leave their home world, spending their lives exploring the universe, getting training wherever they can and joining up with anyone who will lead them to something new to learn. Most Eikeel who have spent any time in the Alliance know more about Alliance events than the average Alliance citizen.

The bone structure of the Eikeel is very flexible, as are their joints. They seem to heal very quickly. Eikeel are bipedal, with very light skin and heavy body hair, usually blond or even white in color. They usually go barefoot, as the soles of their feet are calloused and very tough. Eikeel have excellent stereoscopic vision as well as rudimentary infravision. Their arms are elongated and double-jointed at the elbows. Seven fingers assure a good grip on the rocks of their home. They possess their own language, but usually learn Galactic Standard upon venturing out into the universe. They do not understand the concept of prejudice and do not see why one people would want to fight another. They do not have the unconscious, irrational xenophobia that other races seem to

EIKEEL (ī -kēl)

VITAL STATISTICS	
+10 Strength	+10 Manual Dexterity
+00 I.Q.	+05 Agility
+00 Constitution	-20 Aggression
+10 Intuition	+00 Charisma
SECONDARY STATISTICS	
+10 Terrestrial Knowledge	-25 Military Leadership
+00 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 4 + d10	Movement: 08/07/68
Height: 58 + 2d6	Weight: 100 + 5d10
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: +15	Hearing Modifier: -15
Smell Modifier: +10	
SPECIAL ABILITIES	
Level 4 Climbing	Level 4 General Knowledge
Learn quickly (1/4 time)	
SURVIVAL MATRIX ROLLS	
Chemical: 20	Radiation: 10
Biological: 25	Mental: 11
Poison: 45	Sonic: 20
Electricity: 40	Fire: 24
Acid: 34	Cold: 55

possess. Unfortunately for Eikeels, they breed once every two years but generally do not live past the age of 40.

HEMAREANS

I am a construct of logic and my life is lived according to this epistemology. I render decisions in the only way possible, the correct way. I am not capable of lying. The truth is all.

—Asnibil Thilit Rodinkum



This humanoid race has a unique, race-wide mental block that prevents them from lying. It's not a philosophical preoccupation, as with our pointy-eared TV and movie friends, but is instead an actual inability to transfer and conceptualize non-factual and illogical data. As such, the Hemareans make the most reliable judges, both in the Galactic courts and in civilian interests. They are incapable of bias.

As a society, the Hemareans pursue the social sciences and theoretical realms of thought. They find it illogical to interfere with other races and will not do so unless asked to by the race in question. Hemareans also excel in the production of cybernetics and have very competitive prices. Excess material gain is illogical to them. They admire old Earth eastern philosophies.

HEMAREANS (hem-er-ee-uns)

VITAL STATISTICS	
-10 Strength	+00 Manual Dexterity
+20 I.Q.	+00 Agility
+00 Constitution	-35 Aggression
-10 Intuition	+10 Charisma
SECONDARY STATISTICS	
+15 Terrestrial Knowledge	+00 Military Leadership
+10 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 2 + d6	Movement: 07/06/55
Height: 65 + d12	Weight: 90 + 4d6
Attacks: 1 punch	Dam/Attack: 1 point
Vision Modifier: +00	Hearing Modifier: +05
Smell Modifier: +00	
SPECIAL ABILITIES	
Science Skills cost 1 point less	Level 4 Diplomacy
Level 3 Etiquette	Level 4 Cybernetic Engineering
Level 3 General Knowledge	
SURVIVAL MATRIX ROLLS	
Chemical: 22	Radiation: 25
Biological: 18	Mental: 40
Poison: 20	Sonic: 18
Electricity: 15	Fire: 24
Acid: 16	Cold: 15

Hemareans resemble Humans with scaly gray skin, but have significant internal differences. Their brains are actually elongated throughout the skull and have a very large volume compared to many races. They are not a very intuitive race, believing that leaps of reason will only weaken the natural evolution of the bonds of logic and lead to a potential fallacy. Hemareans subsist solely on vitamin drinks. They breathe oxygen, but have such slow metabolisms that they can exist in very thin atmospheric settings.

HOSTILE ALIEN LIFEFORMS (HAL)

HAL stands for Hostile Alien Lifeforms. This designation covers all hostile creatures that are not recognized by the Alliance as belonging to a sentient alien race.

INTREPIDS

Wow, I know who you are! Sure, you're Blueazor the Mutzachan! I saw you in the swimsuit issue of Madd Mike's Mercenary Brochure! Can I do anything for you, Mr. Razor? I know where all the action is around here; I can show you! Here, let me polish your gun for you... oops. I'm sorry, I didn't mean to drop it in that bucket of water. Let me make it up to you! Here, I'll go get some of my friends together. They'll be glad to help a famous Battlelord like you!

—Junior Sands

The Intrepids are one of the many mixed blessings with which a Battlelord must contend. These young merc wannabes flock to any warrior with any sort of prestige. They always seem to be able to spot a combat type, no matter how low a profile the character is keeping. Woe to the PC who gains Alliance-wide coverage of some sort... he or she will never have a moment's peace again!

Still, the Intrepids do have some viable uses. Occasionally, one of them may be a bored rich kid who can get ahold of daddy's numerous credit cards. There is a 01% chance per Intrepid encountered that he will have access to 50-5,000cr, and a similar chance that the Intrepid's parents own a useful business which the PC can take advantage of. An example of this is an Armor Repair Station. A successful Loyalty check is required, and modified upwards by 01% for each point of prestige the character has earned. It is also possible that an Intrepid may possess a useful skill or two. There is a base 10% chance that he/she has Streetwise skill of level 1-8. Furthermore, there is a base 05% chance that he or she has another useful skill, determined by the Battle Master.

If a player so chooses, he or she may "adopt" an Intrepid and teach the kid some of the tricks of the trade. In this case, the Intrepid should be generated as a normal character, applying a -10 to all stats. The Intrepid then gains experience along with the character, but at half the normal rate, since he or she will be out of the direct line of action for the most part. The PC must equip the little dweeb, who will be slavishly loyal to his newfound master as a result of his or her special "sidekick" status (+20% to the loyalty base).

KIMYARUK

The energy of the universe once swirled to create the planets and flowed to make the stars. Its purpose is not to destroy that which it formed.

—Robeas Miginom Onerdam, Master of the Silver Robes

Kimyaruk are a fanatical anti-war organization, composed exclusively of Mutzachans. They formed as a spinoff to the NVC (Non-Violent Consortium) and are led by Robeas Miginom Onerdam, former student to Sermine. Kimyaruk believe strongly that energy should not be used to kill, but rather to expand and heal the universe. Thus, they attempt to stop mercenary teams and galactic forces from employing energy based weapons to conduct war.

The Kimyaruk use the Chi-dos (long arm), to drain any energy based weapon. The Chi-dos is a cylindrical tube, specifically designed to drain weapons of energy at up to 50m. It drains 5 shots per hit scored and contains enough power to fire 20 shots before it becomes useless and must be discarded. The targeted weapon does not gain any sort of an SMR and the effects are automatic if a hit is scored. The Chi-dos does not affect objects that are not weapons and it must be targeted by direct line of sight. Accuracy: 90/70/50/20.

Whenever possible, the Kimyaruk try to steal the weapon altogether. It is rumored that a modified version of the Chi-dos carried by Miginom and his closest aides is capable of draining other matrix controllers as well as weapons.

Many Kimyaruk are actual matrix controllers, but they don't possess any powers with offensive capabilities.

KIZMETOR

I tried to displace directly behind the squid and cut his head off. Instead, I displaced upward and off to the left, falling 15m and breaking my back! The last thing I remember is some Human standing over me, saying, "The probable outcome of the battle was skewed in your favor. I corrected things some. Oh, by the way, I am Kizmetor. Glad to meet you."

—Jashil Krikets, Kizanti Assassin

This is a large group of people, not really an organization, more like a movement, who are fascinated with the concepts of luck and destiny. To the Kizmetor, every occurrence of luck or survival in the presence of severe adversity is a "holy" event. Those who go up against the odds are idolized. Kizmetor often follow these "fate breakers" around, hoping to acquire some of the good luck and benevolent fortune that they must surely exude. Strangely enough, Kizmetor themselves often have some unexplained psycho-kinetic ability to disrupt fate. Whenever they are nearby, things never seem to go as smoothly as expected. Most people attribute this phenomena to superstition. However, many individuals swear that "things just turned out screwed up, and different than anyone could have suspected."

Members of the Kizmetor movement hang out in areas where danger is always present. Their goal is to stay as near as possible to people who frequently encounter danger and glean some of their fortune and good luck. This, in itself, is problematic and annoying. Kizmetor have

been known to show up in the middle of firefights to test their luck. Others have managed to get in the way of troop deployment or have inadvertently revealed the location of concealed parties. Kizmetor often stow away on ships heading into battle. These idiots hang around at inopportune times, applauding good luck and "ooing" and "aahing" at appropriate moments. Sometimes, if things are going too well for the group they have followed, they will go out of their way to give the opposing forces a little advantage so that the luck and fate of their patrons may surely be tested.

Kizmetor are actually capable of causing minor, unconscious fluctuations in the space/time continuum that we call reality. Most are unaware that they have this ability, knowing only that when they are around to watch events, really fateful and strange things take place. Anytime Kizmetor are participating as observers in a situation, there is a 10% chance of a fluctuation. If one occurs, roll 1d100 each round to see the effects.

It should be obvious that the appearance of one or more Kizmetor on the scene will surely make the mightiest warrior cringe as they can no longer rely on anything. Often, both sides take pot shots at the Kizmetors themselves. Any such action, whether successful or not, results in d6 additional effects in the next round of combat due to the extreme release of energy from the excited Kizmetor.

Kizmetor who narrowly escape death in battle become heroes amongst their own kind, and often lead large pilgrimages of their movement to the locations of wars throughout the universe. When not engaged in dangerous activities, Kizmetor spend a lot of time gambling and playing. Only a fool or a Rogue would gamble with a member of the Kizmetor, who are often denied access to casinos.

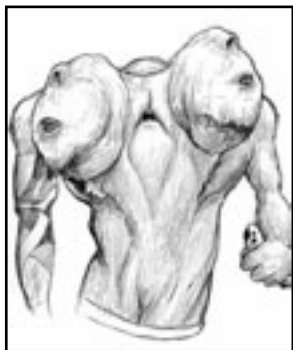
No one knows how the movement started or what organization it takes, if any. Popular belief holds that the Kizmetor did have a founding

KIZMETOR EFFECTS

ROLL	EFFECT
01-05	Subtract d20% from all player's % rolls
06-10	Add d20% to all player's rolls
11-15	Player's damage is x2
16-18	Opponent's damage is x2
19-20	All armor options fail (both sides)
21-27	All malfunction ranges on weapons x3
28	One enemy spontaneously combusts (2-12)
29-30	One random PC weapon suffers worst malf.
31-60	Normal round
61-63	PCs lose all initiative
64-66	NPCs lose all initiative
67-68	No explosions this round
69-70	Random PC passes out for d6 seconds
71-73	No one hits anything this round
74-75	Ammo/charges run out on random PC
76-77	Ammo/charges run out on random NPC
78-80	Random PC goes berserk and charges
81-84	Random NPC goes berserk and charges
85-87	All matrixes backfire dramatically
88-89	All melee weapons break on contact 50%
90-94	Random PC armor threshold is half
95-99	Random NPC armor threshold is half
100	All PCs and NPCs receive d10 body pts back

leader, but have no formal organization and no formal goals. They appear to be individuals pulled together by a strange and common interest, as well as mysterious abilities. There is obviously much to discover regarding this mysterious group. Most are Human and there is conjecture that their powers were somehow transmitted genetically from ancestors who managed to survive the Third World War.

MADUSIAMS



This independent race of beings are indigenous to Taos 3 and are good friends of the Orions, having supplied them with medical goods for years. In exchange, the Orions have provided them with other needed goods and kept the Alliance off their backs. Madusiams have no interest in galactic affairs and are themselves only a tech level 4 race. Their one true interest lies in the production of medical goods, especially pharmaceuticals.

They are, in fact, the inventors of the serum Nerozynine, one of the critical components necessary to produce the Body Rehabilitation drug. They provided the means for the creation of the Massive BRI. Recently, after appraisal of the universal situation, they have applied to join the Alliance so as to aid in the medical corp. No Madusiam has ever been known to display matrix abilities and it is a well known fact that they do not trust the "magic." They have no love for the Zen, who they see as witch doctors.

MADUSIAMS (ma-doo-zee-ems)

VITAL STATISTICS	
-10 Strength	+00 Manual Dexterity
+05 I.Q.	+15 Agility
+00 Constitution	+00 Aggression
+10 Intuition	+00 Charisma
SECONDARY STATISTICS	
+00 Terrestrial Knowledge	+00 Military Leadership
+00 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 3 + d4	Movement: 07/07/60
Height: 46 + d10	Weight: 78 + d20
Attacks: 3 (2 x claw, bite)	Dam/Attack: 1-2 each
Vision Modifier: +15	Hearing Modifier: +10
Smell Modifier: +05	
SPECIAL ABILITIES	
Level 3 Climbing	Nightvision (25m)
Medical Skills cost 2 points less	
SURVIVAL MATRIX ROLLS	
Chemical: 26	Radiation: 30
Biological: 28	Mental: 60
Poison: 09	Sonic: 18
Electricity: 30	Fire: 10
Acid: 10	Cold: 35

Madusiam are feline in genetic descent and have two heads, although only one brain, which is located in the chest cavity. The heads, besides being the repository of the sensory organs, contain the two lungs. Madusiams are true bipeds and are quite nimble, especially in the trees of their home world. They are used to hot and humid jungle climates and are uncomfortable elsewhere. They breathe oxygen and in fact are uncomfortable unless the oxygen is very thick and rich. They often use oxygen masks to supplement their intake. Madusiams head research in the field of developing AEOI (Auto External Oxygen Injection) or "Alphabet Gear." AEOI is similar to the methane injection used by Eridani and Phentari.

Madusiam greatly enjoy the presence of Cizeracks.

MENTORS

Come closer, seeker. Let me look into your soul. If I find you worthy, I will teach you the lessons I myself learned at the knee of my mentor. You have potential, but you are undisciplined. Listen, then, young one. Listen and learn.

—Selyr Draxis, Chatilian of the Emerald Crystal

Every matrix controller has a mentor, the person who instructed them in the use of their powers. The stature of the mentor is important for determining what matrices a character can learn. You're probably going to get a better education from the head of the Energy Advisement Council than you are from a fifth level assistant ionization technician!

The abilities of the mentor can be generated on the table below. It is important to remember that the powers the mentor possesses are the only ones he or she can pass on to disciples! If the student wants to learn powers that his or her mentor doesn't have, he or she is going to have to change mentors.

Changing Mentors

From time to time, a matrix controller will desire to change mentors. The reasons for this vary; the matrix controller and his mentor may have a clash of personality, the mentor may die, or simply the controller may have learned all that he can from the mentor. Whatever the reason, changing mentors is not always easy. First, a new mentor must be found. The availability of a new mentor is based on locale—you're more likely to find a Chatilian mentor on Chatil than on Pythos. As a rule of thumb, the probability of finding a new mentor is 20% times the highest energy bracket usable by the matrix controller, minus 5% times the highest energy bracket usable by the mentor.

PC-Taught Powers

It is possible for one player character to teach another a power, provided that both are capable of using the power in question. There are some limits, however. A player character may not teach powers until he reaches the third energy bracket; before this, he is simply not well-enough versed to impart the knowledge to another. A good example of this is language; you may know your native language well enough to do almost anything, but try teaching grammar rules to someone from another country. It's harder than it appears.

Most matrix-using societies frown on independents teaching pow-

ers, out of concern that the powers will be taught improperly or to individuals who do not have the maturity to use them wisely. Mutzachan law requires that a teacher of energy powers be licensed by the Council of Timar; unlicensed teaching of powers carries an Alliance penalty of 40-100 years imprisonment (Remember, Mutzachans have long life-spans!). This may vary based on the powers taught—you're going to get in a lot more trouble for teaching Space Fold than you will for teaching Ground Sparks.

Duties to the Mentor

The relationship between mentor and student is a two way street. The mentor teaches his student the ways of Power, and in return, the student is expected to perform certain duties for the mentor. These duties may include everything from manual labor to hazardous missions of various sorts. Students capable of actually generating powers are assumed to be sufficiently advanced in their studies that they are no longer required to haul and tote for their mentors. However, they may still be called upon to go on missions.

The exact nature of the mentor-student relationship varies with the type of power. On Chatil, students are actual apprentices of their mentors, bound by law to serve him or her until they reach journeyman status.

Beginning characters are assumed to have just finished their apprenticeship and achieved journeyman level, but even as journeymen they are required by law to obey the orders of master Empaths. This state of affairs persists until the Empath reaches the fourth energy bracket, at which time he or she is dubbed a Senior Journeyman. Senior Journeymen can issue orders to apprentices, but not journeymen. They are not subject to the orders of masters, although courtesy and custom still require them to comply, unless they have a good reason for not doing so.

The Mutzachan method of teaching is more school-oriented, arranged in a manner similar to an Earth college. A student may have a number of teachers for a variety of subjects, and switch between them at various points in his education. Even a Mutzachan will have one specific instructor responsible for the majority of his education, a situation comparable to that of a student and an academic advisor on Earth. Mutzachan power schools cover not only matrix generation and manipulation, but also the nature of energy, some engineering (especially ionization engineering), physics, and other aspects related to the harnessing of energy. Among the most prestigious of these schools are the Center for Energy Utilization and the Academy of Radiation Technology, both on Trishmag.

Abilities of the Mentor

In order to get a mentor above 20th level, a matrix controller must obtain a special dispensation from the government. Also, he must be selected as a student by a mentor of this level, which is often a difficult task. After all, the head of the Council of Timar has better things to do than teach some novice melonhead how to generate a Nova matrix! No amount of money or luck will be sufficient to gain a mentor of such a level. The character must roleplay, trying to convince the mentor that he or she is worthy to be taught, and will often be required to prove his worth by some special (usually dangerous) service.

Special: Reroll on the Available Matrices table, subtracting five powers from the total. However, the mentor's unusual teaching style has

MENTOR ABILITY

ROLL	MENTOR LEVEL
01-15	10
16-20	11
21-25	12
26-35	13
36-60	14
61-70	15
71-80	16
81-95	17
96-97	18
98-99	19
100	20

AVAILABLE MATRICES

ROLL	NUMBER OF POWERS*
01-15	17-20 (16 + d4)
16-30	17-24 (16 + d8)
31-50	17-26 (16 + d10)
51-60	21-24 (20 + d4)
61-70	21-28 (20 + d8)
71-80	21-30 (20 + d10)
81-90	27-30 (26 + d4)
91-95	27-34 (26 + d8)
96-98	27-36 (26 + d10)
99-100	Special

granted the pupil some benefit, which is left up to the Battle Master. Use the Matrix Controller's Fortune Table for ideas.

*Powers should be divided as evenly as possible among all levels that the mentor is capable of using, with leftover powers being assigned to the lower level brackets. For example, a mentor who has 30 powers

MENTOR PERSONALITY 1

ROLL	ATTITUDE
01-30	Strict
31-45	Disciplinarian
46-60	Average
61-75	Flexible
76-85	Easygoing
86-95	Lax
96-100	Eccentric (Can you say "Mad Scientist"?)

MENTOR PERSONALITY 2

ROLL	ATTITUDE
01-30	Dislikes the character. Difficulty in learning new powers from the mentor increases by 10%
31-70	Neutral towards character. No Change
71-90	Likes the character. Difficulty of learning new powers from the mentor reduced by 10%
91-95	Character is a prized student. As 71-90 above but the character also starts with a bonus first level matrix.
96-100	Mentor's disciple. As 71-90 +1 second level matrix



and can use powers up to 8th bracket will have the following breakdown: 4 first bracket, 4 second bracket, 4 third bracket, 4 fourth bracket, 4 fifth bracket, 4 sixth bracket, 3 seventh bracket, and 3 eighth bracket powers.

MINING AWAY TEAM

Ten months without a bite, then out of nowhere we catch the biggest mother lode you ever saw, a ninety three percent pure Ti-Tritium vein, cutting laterally through a mountain of granite. Brought in the digger-bots, kicked backed in the shack, and watched those beautiful machines make us a million.

—Stephen Crane, Worker on SSDC Rig 13455

A mining operation of some sort or another will be found in most inhabited star systems. Mining away teams are used to mine ore in hostile environments such as asteroid belts, highly geologically active planets, airless moons, etc. These miners get paid top credit for gathering the ore. In fact, they usually get a commission based on how much ore they haul in.

Several types of mining away teams can be found in the far reaching expanses of deep space. Independent teams are the most common type encountered. These miners are like the fishermen of ancient Earth. They board their ships and search the galaxies for ore rich planetoids, hoping to return with their cargo bays full. Another common type of miner is the corporate mining away team. These teams are on contract from one of the top ten mega-corporations to mine a designated area. They get a set percentage of the profits from the ore they bring back. Another, but less common type, is the government sponsored mining team. These teams are contracted by a government to mine an area for a set amount of ore. This mining away team generally makes the least amount of money. Mining away teams that are sponsored by a government during a time of war often become military targets of the enemy.

MOIG DUA

Greetings wayfarer! Come join our celebration. It is always good to meet new people, to hear their tales of other places. That is the wonder of space . . . there is so much to see, so much to experience. Tomorrow, there will be new horizons to explore, new worlds to visit . . . but for tonight, we dance and make merry.

—Artemis Raila, Chieftess of the Dua-Shem

◀ Owned by SSDC, Rig 1207 is one of hundreds of mines that dot the surface of lifeless worlds throughout the Fornax Galaxy. Rig 1207 is called “The Cage” by its 211 workers who spend 6 month tours extracting Ti-Tritium from the planet surface. Here we see the starfreighter *Endless Quest* lifting off to transport ore to a commercial platform in low orbit over Ophea.

The Moig Dua are often referred to as “Space Gypsies” by the common man. While there are obvious similarities on the surface, such as the flamboyant garb and the clannish nature, the Moig Dua are far more than just Earth Gypsies transplanted into space.

This exotic culture, with its reputation for dishonesty, typically contains 50-300 members (although the largest clan, Dua-Shem, boasts well over 5,000). Roughly 80% are Orion Rogues, with 10% Humans, 5% Gen-Humans, and 5% other races. It is even rumored that a brown robe Mutzachan moves within their numbers. Moig Dua tend toward larceny, but are seldom violent. Pickpocketing is more their style than muggings or big heists. This doesn't mean that they can't take care of themselves. Nearly all Moig Dua are trained in several forms of combat, both armed and unarmed. Many specialize in Dava, a unique Moig Dua martial arts style. Moig Dua don't usually start fights, although they're more than capable of finishing them. Excellence in all endeavors is a basic construct of the Moig Dua mindset, and most members of the clans are quite good at their chosen skill, be it acrobatics, stage magic, electric violin, etc. All Moig Dua, other than very young children, possess at least one entertainment skill at level 8 or above. Of course, this mindset also applies to their other skills, which is what makes the Space Gypsies such consummate thieves! Burglaries are pulled off with the same smooth efficiency as the stage shows the Moig Dua perform for the masses. Nothing of tremendous worth is ever taken, and the poor are never deprived of goods. The Moig Dua have something of a “Robin Hood” mystique about them because of this, and many a child has dreamed of becoming a member of their merry band. Joining the Moig Dua is the modern version of running away to join the circus—but the Moig Dua are harder to find and harder to join. Prospective members are put through a gruelling gauntlet of tests designed to test their worth; while seldom fatal, these tests will push even the most skilled character to the limits (the “excellence mentality” once again). If a player character desires to become a Moig Dua, he or she will be challenged to prove their skill in combat, thieving ability, wit, and entertainment. Note: Once you become a member, you are part of a community so close-knit it's more of a family. Any Moig Dua will go out of his or her way to help another, even to the point of risking his or her life (although the person he or she helps will then owe the rescuer big time!).

Moig Dua are easy to spot from a distance. They wear dazzling clothes of bright hue, intricately tailored and usually coordinated for stunning effect. Lots of jewelry is also the norm, as are wild hairstyles, facepaint, and tattoos. Some Moig Dua are entirely covered in multi-colored tattoos of incredible complexity. They are almost invariably courteous to outsiders, unless they have been offended, in which case they will ignore the offender entirely until reparations have been made. This usually consists of a substantial sum of money or goods. A character wishing to do business with the Moig Dua is advised to have either a few levels of Etiquette skill or a big wallet! For that matter, the character had better have a big wallet anyway, because the Moig Dua are traders extraordinaire, leaving the typical Orion Rogue in the dust when it comes to getting the best deal possible.

The space gypsies are governed by an informal council made up of all the clan leaders. Currently, the most influential member of the council is Artemis Raila, a female Orion Rogue and the leader of the Dua-Shem clan. If the Moig Dua can be said to have a leader, she's it.

THE NAM

Many groups claim to be opposed to violence. Few practice what they preach. Violence will never end violence . . . it will merely breed more violence. Join us. Together, we can make a difference. And if we die, it will not be as hypocrites. We will be able to face whatever lies beyond with a clear conscience, and others will take up the banner. We are in good company... Gandhi, King, Assizza. They are with us in spirit. Together, we are greater than any gun, any blade. Together, we will bring peace.

—Jordan Almond, *Flower Lover*

Yet another anti-war group, the NAM espouses total pacifism, refusing to fight even in their own defense. They embrace the old ideals of passive resistance. The NAM are primarily Human, with a sizeable number of Zen and a few Mutzachans. On more than one occasion, war advocates have attacked a demonstration of NAM only to find themselves suddenly dropping their weapons and weeping openly at their aggression. Many of them give up their ways and join the NAM themselves. This is believed to be the work of the powerful Zen who support the group, and is the closest thing to aggressive action the NAM are known to take. They refuse to wear any armor or carry any weapon, and most NAM are quite willing to lay down their lives rather than compromise their principles. The NAM are currently led by Lucretia Maddox, a Human female with a great deal of influence among certain government factions. Many fear that an attempt on her life by some violent faction is imminent, but she refuses to accept bodyguards or other means of protection.

PASCIANS

Hee! Hee! Hee! Let me go screw with this little Human over here. Think I'll discuss absolutely nothing for an hour and see what happens.

—Boink, *The Doink*



Humans think that Pascians look like bowling pins with eyestalks and lots of little legs. Probably because they do. The Pascians are an annoying race of little creatures from an unknown location in the universe. They somehow entered Alliance territory, probably smuggled in as slaves. Subsequently, the Pascians then escaped or were probably let loose. Pascians are annoying! Simple. They never stop talking and imitating whoever they are around. They have no particular value, and don't even know where their homeworld is! They do have an incredible knack for operating games of chance. They usually make a living by working in casinos, where their unstoppable mouths can be put to use. Pascians have three retractable tentacles which they use to manipulate objects. They do not understand technology, but can readily use anything explained to them. The worst

thing about them is that they breed like rabbits and grow rapidly. They are immature, and pay attention only to what interests them, which is usually your money and a game of chance.

PASCIANS (pa-shens)

VITAL STATISTICS	
-20 Strength	-10 Manual Dexterity
-15 I.Q.	+00 Agility
-10 Constitution	-15 Aggression
+10 Intuition	-20 Charisma
SECONDARY STATISTICS	
-40 Terrestrial Knowledge	-30 Military Leadership
+00 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 1 + d4	Movement: 04/03/33
Height: 24 + d6	Weight: 20 + d4
Attacks: 1 babble	Dam/Attack: insanity
Vision Modifier: +00	Hearing Modifier: +10
Smell Modifier: -15	
SPECIAL ABILITIES	
+10 bonus to all rolls	Level 6 Gambling
SURVIVAL MATRIX ROLLS	
Chemical: 30	Radiation: 50
Biological: 28	Mental: 05
Poison: 14	Sonic: 26
Electricity: 40	Fire: 34
Acid: 55	Cold: 45

SARANDS

I don't listen to gossip and I sure as hell don't care about politics. As long as I can mine a 2kg piece of Ti-Tritium per day, my world will be just fine.

—Fu Du, *Operations Foreman On AMC Rig 12229*



Sarands are an insect race, indigenous to the Char system, resembling the scorpion of old Earth. They are very intelligent and extremely skilled at mining, especially desert mining which they conduct on their homeworld. Sarands are naturally immune to the radiation of Ti-Tritium 305 and are experts at mining it. Xarian merchants pay exorbitant fees for Sarands to work as miners of the substance.

The Sarands don't mind who they work for. The scorpions also make fantastic desert scouts, as they are well suited for long-distance desert travel.

Politics are boring and not essential to survival in the Sarandian mindset. The Sarands are considered quite naive by most of the other races, but their high intelligence makes it difficult to take advantage of them. Sarands would just rather not think and worry about the things that most people do.

Some Sarands, at the behest of their leaders (no one understands the Sarand political structure), have gone out into the galaxies to search for new mining locations. Most Sarands encountered outside their own system are explorers, consultants for others, or mercenary miners for hire. They also make beautiful sculptures out of sand and a resin they secrete, normally to build their homes.

SARANDS (sa-rands)

VITAL STATISTICS	
+00 Strength	+00 Manual Dexterity
+00 I.Q.	+05 Agility
+15 Constitution	+00 Aggression
+00 Intuition	-15 Charisma
SECONDARY STATISTICS	
-10 Terrestrial Knowledge	+00 Military Leadership
+00 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 5 + d8	Movement: 09/09/81
Height: 62 + 2d10	Weight: 80 + 3d8
Attacks: 2 claws	Dam/Attack: 1-2 real
Vision Modifier: +00	Hearing Modifier: +20
Smell Modifier: -15	
SPECIAL ABILITIES	
Level 5 Mining (Planet)	Level 3 Concealment
Level 6 Survival (desert)	
SURVIVAL MATRIX ROLLS	
Chemical: 33	Radiation: 78
Biological: 19	Mental: 12
Poison: 28	Sonic: 17
Electricity: 25	Fire: 60
Acid: 45	Cold: 05

SHEPHERDS

It starts again. The fools are blind to the past, to the wars which nearly proved the end of our race. But we have learned. Through the blood and tears of our ancestors, we have learned. And we shall lead the masses away from those who would march them down the path to self-destruction once again. Like shepherds watching over the flock, we shall guard them from the wolves of war. This is our duty. This is our calling.

—Korvid Daesh

The Shepherds are a quasi-religious group. They were born out of the chaos which followed the nuclear holocaust on Earth. They are comprised mostly of Humans and are devoted to preventing war. To this end, they conduct terrorist missions against weapons storage facilities and similar military emplacements. Somehow, they have obtained a bacteria which feeds on metal. When sprayed on technological items such as weapons and armor, it renders them useless within 2 hours, unless the items are specially protected against corrosion. A thorough

cleaning will also render the bacteria harmless. The Shepherds are somewhat militant. Though they prefer not to kill unless absolutely necessary, they will regretfully cut your throat if they feel that you represent a threat. The Shepherds are rumored to maintain some ties with the Yontacha, and although they feel that the Yontacha are too violent, they maintain the alliance out of necessity.

SHUESTRON

This device uses directed ionized particles to weaken the molecular bonds of materials it is directed against. It can cut through almost any material known to sentient beings, bypass one layer of material to cut through a layer beneath it, and uses practically no energy. As you can see, it cuts through gauze steel in less than a second, and, as this one believes you Human creatures say, "It'll still slice a toma-too..."

—Jhim Zajam, Shuestroni Technomancer



The Shuestron are a race of humanoids in the vaguest sense, who hail from the Rigalas star system. They are bipedal and have two arms, although they don't look much like humans at all. The Shuestrons are currently considered independent allies of the Alliance, although there has been much pressure from the Alliance for them to join. This is because the Shuestron are craftsmen extraordinaire, able to build devices

and vehicles which leave most Human engineers scratching their heads in awe. In fact, the Shuestron are actually better at building useful technological devices than the Mutzachans! Mutzachans are too busy worrying about energy applications to really master the other aspects of engineering. Most of the new vessels being produced for the Galactic Navy have had at least some Shuestron input. So have a great number of new weapons and other devices. Companies dealing in items of a technological nature would kill to have more Shuestron working for them, and typically a Shuestron will command three times the going rate for his or her services.

Typical Shuestron stand roughly 2.5 meters tall. They are slender of build, usually weighing between 140 and 190 pounds, and are occasionally mistaken for Zen at a distance. Shuestron, like the Zen, are fond of wearing voluminous robes, although theirs usually have lots of little pockets for their tools. They possess a collective mentality, usually referring to themselves in the third person. Within their own communities, Shuestrons are socialist by nature, with products being used for the good of all. However, they are also highly adaptive. They quickly realized that the usual way of doing things in the Alliance was free enterprise. While the Shuestron government is still as socialist as ever, there is no prohibition against engaging in commerce with other races, and most Shuestron can turn a deal with the best of them.

Most Shuestron worlds are open to visitors, although only selected areas. Someone wanting to purchase Shuestron goods would be best

advised to visit Reylli, a Shuestron planet which serves primarily as a giant marketplace. Reylli means “Exchange” in the Shuestron tongue. The only individuals not allowed to travel to Reylli are the Goola-Goola, who the Shuestron detest with a passion. The one thing the typical Shuestron absolutely cannot stand is shoddy workmanship! The Goola-Goola government has cried discrimination, and is working overtime to get the restriction lifted. In the meantime, the Goola-Goola all sit around and wait for their friends to bring back Shuestron devices they can “examine” (i.e. tear apart!).

Shuestron-crafted devices typically cost roughly one and a half times the list price, but are well worth it! It would take a book bigger than this one to list all the goods available from the Shuestron (and Larry promised no more equipment books for a while), so instead, here are some general guidelines for Shuestron gear:

Any energy weapon costing less than 500,000 credits usually has a superior Shuestron counterpart. If it costs more than that, chances are that a Shuestron helped design it in the first place! To simulate this, take the given weapon, multiply the price by 150%, add 05 to the accuracy at all range brackets, 10% to the overall range, and raise the system shock and malfunction numbers by 2 apiece, with a maximum of 100.

The Shuestron generally don't make armor that would fit most Alliance races. A custom made suit can be crafted for 150% of the list cost. Such armor has +20 added to all its SMRs and weighs 2/3 of its normal weight.

BM Note: For most other items, the Battle Master is advised to work with the player to come up with reasonable improvements. Suggested areas of improvement are: better range for communications and sensor gear, less encumbering equipment, or stronger materials used in construction, just for starters. The Shuestron also undertake custom commissions to produce an existing item in an altered form, like a pair of Bio-scanner goggles. Sometimes they construct entirely

new items. The cost and exact effects of the new device are left up to the Battle Master's discretion (and no, not even the Shuestron can build a man-portable wormhole generator!).

SILK LAMBS

The Silk Lambs are nothing but criminals who cower behind money and let it do their dirty work. Therefore, they are inferior. They should all be punished according to Eridani law, for it is against us that they trespass. I have posed some efficient solutions to the problem and my loyal subjects are currently looking into things.

—Raskor-idan, Ruler of the 4th House of Eridine

Silk Lambs have been directly linked to organized crime throughout the Alliance. They represent a brutal segment of the Orion populace, and are bent on gaining power and money through intimidation, coercion, and violence. The Silk Lambs are corrupt businessmen with connections inside the Orion government at all levels. They interdict the flow of commerce throughout the galaxies by subsidizing pirate activities, blackmailing Customs agents, and killing a person or twenty who gets in their way. The Silk Lambs have been tied to numerous freighter jackings as well as the unlicensed sale and marketing of slaves. The syndicate has been indicted for the transport, sale, and distribution of illegal drugs across the galaxies on several occasions. Reputed members have been prosecuted for insider trading on the galactic stock exchange. The Silk Lambs are educated, high powered Orion businessmen who will do anything to make a cred!

Ostensibly, the government condemns their actions, but many of the Orion officials are Silk Lambs themselves. Quietly, they respect and applaud the syndicate's operations because the yearly billion credit profits are funneled back into the Orion economy, creating new jobs. Furthermore, the actions of the syndicate are seldom aimed at the Orion people, rather directed toward thwarting Eridani and Kizanti trade, or stealing and re-selling Phentari slaves; a Cizerack arms shipment might just happen to get jacked. The federal government has opened a full scale investigation into the allegations that a radical faction of the Silk Lambs is selling weapons technology to Alliance enemies in the Fornax galaxy, namely the Aeodronians.

There are 5 accepted Families within the Silk Lambs (Families represent a group of persons, not necessarily related, that are involved in syndicate activities). Each controls a different aspect of Silk Lamb operation. Silk Thread is named after Laseras Kenir, the multi-billionaire business mogul, who founded the Silk Lambs some 25 years ago. Silk Thread is the largest group. The central Family oversees the operation of the subordinate Families and carries out corporate espionage against the galactic stock exchange. The Silk Children are believed to control interstellar commerce and maintain connections with many pirate clans. Customs interdiction also falls under Silk Children domain. Silk Chaos works the strong arm aspect to the organization, responsible for “whacking undesirables,” black mail and coercion. Silk Degree controls drug and slave trade while Silk Money is in charge of financial considerations and is responsible for laundering profits, market speculation, and the purchasing of real estate. It is the Silk Degree that is believed to be involved with selling arms to the Aeodronians.

SHUESTRON (shoo-stran)

VITAL STATISTICS

+00 Strength	+20 Manual Dexterity
+20 I.Q.	-10 Agility
+00 Constitution	-20 Aggression
+25 Intuition	+00 Charisma

SECONDARY STATISTICS

+00 Terrestrial Knowledge	-10 Military Leadership
+00 Persuasion	+15 Bargaining

GENERAL INFORMATION

Body Points: 4 + d4	Movement: 08/07/68
Height: 68 + 2d12	Weight: 100 + 6d20
Attacks: 1 punch	Dam/Attack: 1 point
Vision Modifier: +10	Hearing Modifier: -05

Smell Modifier: -05

SPECIAL ABILITIES

Technological Improvement

SURVIVAL MATRIX ROLLS

Chemical: 40	Radiation: 10
Biological: 20	Mental: 65
Poison: 15	Sonic: 20
Electricity: 30	Fire: 22
Acid: 30	Cold: 30

SMUGGLERS

We're gonna make the Kestle run next week. Last time we ran into a couple of Phentari Subjugator class starcruisers. It wasn't pretty. Almost bit the big one, but we managed to shake 'em with the Persian Rug. Bringin' in a load of OC-66s. Figure we'll pull in five-hundred Gs apiece.

—Stokey Brown, Wanted on 13 counts of intergalactic smuggling

In the vast reaches of space, there will always be those governments that do not wish something to pass through their customs. Smugglers will swarm to the area, as a fly would to sl@t. If the price is right, a smuggler will run just about anything. A common cargo is arms. Running guns is a profitable, if dangerous, business. Another common cargo is illicit substances, or drug running, a favorite of Orion smugglers everywhere. The only problem is that the cargo is usually gone by the time the Rogues reach their destination. With the right amount of credit, you might even talk a smuggler into running a blockade, or entering a quarantined planet, but the chances of this are not too high, unless you have lots of credits to burn.

Smugglers will usually own fast ships, like the Bohemian class star cruiser. These ships will have specially hidden cargo holds, with all sorts of sensor defeating capabilities. Most smugglers like to have cloaking devices aboard their ship to help them elude police or naval vessels should they get caught.

TECREASEANS



Tcreaseans are an insectoid race with recent interstellar capability. Their expansionist mentality brought them into conflict with Alliance forces almost as soon as they ventured into space. The Tcreaseans see all desert worlds that they find as extensions of their own homeworld which, naturally, must then belong to them. The Alliance colonists on these "Tcreasean" worlds don't see it that way and so sporadic battles with the Tcreis natives have been going

on since the Fornax galaxy was first explored by the Humans.

Tcreasean society is generally a militocracy, although some of its colony worlds are much more moderate and may even welcome Alliance personnel.

An average Tcreasean stands about 1.5 meters tall on a pair of spindly but strong legs. Their short arms with six fingered hands are quite dexterous, and their exoskeleton provides them with a modicum of protection. The Tcreasean language is incredibly difficult to learn owing to its reliance on clicks and scrapes created by the Tcreaseans mandibles. Non-insectoid races can never become fluent in Tcreasea (Level 2 max).

TECREASEANS (te-kree-zhuns)

VITAL STATISTICS	
+05 Strength	+20 Manual Dexterity
+00 I.Q.	-10 Agility
+15 Constitution	+15 Aggression
-05 Intuition	-20 Charisma
SECONDARY STATISTICS	
-05 Terrestrial Knowledge	+10 Military Leadership
-10 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 2 + d6	Movement: 10/10/72
Height (length): 48 + d12	Weight: 90 + 3d12
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: -20	Hearing Modifier: +20
Smell Modifier: +10	
SPECIAL ABILITIES	
Level 6 Survival (Desert)	2 point Body Threshold
SURVIVAL MATRIX ROLLS	
Chemical: 60	Radiation: 15
Biological: 45	Mental: 20
Poison: 40	Sonic: 20
Electricity: 10	Fire: 35
Acid: 10	Cold: 05

THARMITES



Tharmites are a lizard-like race. They aren't very friendly and don't trust outsiders. They are a reclusive, somewhat xenophobic tech level 3 society. Standing roughly 1.3 meters tall, their powerful hind legs allow them to move very quickly.

The Tharmites are a race of survivors, displaying astonishing adaptability to adverse conditions. They are known to live in all environments, from deserts, to volcanic plains, to arctic wastelands on their home planet of Tharmus. The lizards possess incredible survival instincts, almost as if they were in constant communion with the world around them. A side effect of this is that Tharmites don't like inorganic technology, and as such distrust most Alliance-types (especially the mercenaries packing 5 bazillion weapons!).

Tharmites make excellent scouts and survival experts in almost any terrain, quickly adapting in almost any circumstances. As such, they should be considered to have at least Level 7 Survival skill which can be applied to almost any environment short of deep space. Almost all Tharmites also have at least Level 3 Scouting and Tracking skills as well.

The primary weapon of the Tharmites is an Atl Atl style spearthrower. Most visitors to the planet scoff at first sight of this primitive-looking weapon. However, the Tharmites have refined the weapon over thousands of years, and their "primitive" spearthrower (known as the "Ku") has a phenomenal range (200 meters), and the odd javelins can punch

through armor, doing 2-12 points of damage and reducing Threshold by 2. All in all, a useful weapon, and one the Eridani are currently trying to get hold of for study...

While small, Tharmites have a wiry strength and almost phenomenal endurance.

THARMITES (thar-mīts)

VITAL STATISTICS	
+10 Strength	-10 Manual Dexterity
-05 I.Q.	+00 Agility
+20 Constitution	+20 Aggression
-10 Intuition	-15 Charisma
SECONDARY STATISTICS	
+10 Terrestrial Knowledge	+15 Military Leadership
-15 Persuasion	-05 Bargaining
GENERAL INFORMATION	
Body Points: 4 + 2d4	Movement: 16/12/80
Height (length): 36 + 2d12	Weight: 100 + 4d12
Attacks: 2 punches/1 kick	Dam/Attack: 1 point/2 points
Vision Modifier: -05	Hearing Modifier: +10
Smell Modifier: +20	
SPECIAL ABILITIES	
Level 7 Survival in all terrestrial environs	
SURVIVAL MATRIX ROLLS	
Chemical: 65	Radiation: 45
Biological: 50	Mental: 15
Poison: 45	Sonic: 05
Electricity: 20	Fire: 48
Acid: 15	Cold: 25

VISSU

Some seek knowledge. I am knowledge, existing to record the presence of time. People say I'm a bit stuffy, but that affects me little. I am the Keeper of Records at the Archives of Seafleik.

—Jubba Diel



These small humanoids have extended craniums to house their large cerebral cortices, giving them a "cone-head" look. Frail and peaceful, the only threat the Vissu offer is the knowledge they hold. In 4487 B.C., Queen Chea of Eridine ordered a blockade of Vissu in the Wolf 922 system, to exterminate "the Wretched," as the Eridani called the Vissu race. The Vissu escaped the blockade and in 4003, they arrived at the star system

Betelgeuse and were welcomed by the Orions. To this day, a Vissu will impart any knowledge that he has to an Orion who makes an inquiry.

The Vissu are called the Galactic Sages, for they hold the largest col-

lection of knowledge in existence. They do not seek to create new knowledge, only to collect and combine it. Vissu live about 5-6 thousand years and have perfect eidetic memories, never forgetting a word read or said or the passing of any event. Many possess matrix powers, often in multiple disciplines.

Vissu maintain a very complex technological base of crystal information storage that only they can read and understand. It is for this reason that Queen Chea tried to wipe out the Vissu so long ago. They would not turn over the means to access the knowledge crystals to the Eridani. Vissu archives charge extravagant sums of money for the use of their contents, read by a Vissu scribe, with which they finance further studies and collections of information. Most governments and organizations send copies of all documents to a Vissu library. However, Vissu steadfastly refuse to assist Eridani in any way, shape, or form. There is an official Vissu archive in New Washington, financed by the Alliance.

When encountered outside of their archives, Vissu can be found wandering about, observing events and collecting data. They often ask for personal accounts from those involved.

VISSU (vi-soo)

VITAL STATISTICS	
-30 Strength	+10 Manual Dexterity
+30 I.Q.	-10 Agility
-25 Constitution	-40 Aggression
+15 Intuition	+00 Charisma
SECONDARY STATISTICS	
+75 Terrestrial Knowledge	-50 Military Leadership
+00 Persuasion	-25 Bargaining
GENERAL INFORMATION	
Body Points: 1 + d4	Movement: 03/04/30
Height: 40 + d12	Weight: 50 + d20
Attacks: 1 punch	Dam/Attack: Annoyance
Vision Modifier: +00	Hearing Modifier: +25
Smell Modifier: -05	
SPECIAL ABILITIES	
100 Skill points minimum	Level 15 General Knowledge
Photographic Memory (knowledge only)	
SURVIVAL MATRIX ROLLS	
Chemical: 10	Radiation: 10
Biological: 10	Mental: 90
Poison: 15	Sonic: 12
Electricity: 08	Fire: 05
Acid: 15	Cold: 08

WAKON

I got money, money, money!

—Some Moron Wakon. I forgot the name.

This is another slave race, although not a very popular one, as Wakons are very rebellious and temperamental. In appearance a Wakon resembles a small Tyrannosaurus Rex with bigger arms and a mohawk-like bush of hair on the crest of its head. Wakon have no tails and are a yel-



lowish color. They are very strong and make excellent physical laborers. It's the fact that they are so rebellious and eat so much that makes them unpopular. Many are now being coerced into serving as body guards and mercs for previous owners. Wakon don't comprehend that their freedom is only illusionary. Furthermore, the money they receive is rather paltry for the duties which they carry out. The strange thing is that Wakons are actu-

ally quite peaceful, and would rather be out hunting on the plains of their homeworld of Sedisor in the Andromeda galaxy.

They are cold blooded and have such thick skin that cattle prods are sometimes used to motivate them without actually causing them harm. Wakon have keen eyes and other senses and are quite quick and strong. They can barely communicate, however, and have a very short attention span (i.e. they wander off). A Ram is a computer compared to these guys! Wakons are scared of loud noises and are therefore terrible to give guns to (not that it would be a good idea in the first place). They can be found serving as bouncers or as gladiatorial slaves.

WAKON (way-kan)

VITAL STATISTICS	
+25 Strength	+00 Manual Dexterity
-50 I.Q.	+10 Agility
+20 Constitution	+15 Aggression
-40 Intuition	-25 Charisma
SECONDARY STATISTICS	
-60 Terrestrial Knowledge	-10 Military Leadership
-25 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 12 + d10	Movement: 11/07/84
Height: 80 + d20	Weight: 350 + (d10 x 10)
Attacks: 2 claw/1 bite	Dam/Attack: 1-3 real/1-4 real
Vision Modifier: +15	Hearing Modifier: +05
Smell Modifier: +10	
SPECIAL ABILITIES	
Level 3 Hunting	2 point Body Threshold
SURVIVAL MATRIX ROLLS	
Chemical: 35	Radiation: 35
Biological: 50	Mental: 15
Poison: 35	Sonic: 05
Electricity: 20	Fire: 20
Acid: 40	Cold: 10

YONTACHA

These warriors are but the true evil in all of us. They must be purged of their sins.

—Yontacha follower

Little is known about this secret society of mentally conditioned peace fanatics. Their beliefs in total peace are perverse enough that they practice it through the "purification" of warriors and mercenaries. All of the Yontacha's victims are ritually executed. Few Yontacha have ever been taken alive, although extensive Chatilian probes of those that have, have revealed they number close to 200,000 and their leader is an Eridani called Odak.

ZENDAREANS

The Blue Humans are a race so similar to humans, except for the blue skin, as to be indistinguishable. They were discovered on Zenda 5c, the third moon of the fifth planet of Zenda. There is speculation as to their origin on Earth. They are a very primitive people, having limited higher brain functions, and exist as simple hunter gatherers. Zendareans are very alluring, particularly to Gen-Humans who find them chic. To possess a Zendarean slave is the ultimate pleasure. A Cizerack of any wealth keeps a male Zendarean around to serve her when needed. Zendareans don't seem to mind, reveling in the world of wonders that they find. They seldom try to escape and as such are often given much freedom to wander. They see their position as part of the natural order, and who says living to make love is all that bad? Then again, depending on your owner, it could be... Free Zendareans often serve as dancers or other pleasure servers; sometimes as waiters in bars and such. It should be noted that what they are truly capable of is unknown; they are human for the most part, remember!

ZENDAREANS (zen-dare-ens)

VITAL STATISTICS	
+00 Strength	+00 Manual Dexterity
-35 I.Q.	+00 Agility
+00 Constitution	+00 Aggression
-20 Intuition	+20 Charisma
SECONDARY STATISTICS	
-30 Terrestrial Knowledge	+00 Military Leadership
+00 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 2 + d6	Movement: 08/08/64
Height: 60 + 2d10	Weight: 100 + (2d6 x 10)
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: +00	Hearing Modifier: +00
Smell Modifier: +00	
SPECIAL ABILITIES	
Fluent in the "International Language"	
SURVIVAL MATRIX ROLLS	
Chemical: 17	Radiation: 15
Biological: 12	Mental: 45
Poison: 17	Sonic: 20
Electricity: 40	Fire: 20
Acid: 20	Cold: 40



ay-dro'-nyan

Aeodronian



AEODRONIAN STATISTICS

VITAL STATISTICS	
-05 Strength	-10 Manual Dexterity
+00 I.Q.	+10 Agility
+10 Constitution	+15 Aggression
+00 Intuition	-15 Charisma
SECONDARY STATISTICS	
-25 Terrestrial Knowledge	+10 Military Leadership
-10 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 2 + d8	Movement: 12/12/80
Height: 36 + d12	Weight: 60 + (2d6 x 10)
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: -20	Hearing Modifier: +20
Smell Modifier: +10	Starting Money: d4 x 1000
Home Planet: Aedro, Seronis System	
SPECIAL ABILITIES	
1 point Body Threshold	Regeneration
LIABILITIES	
Require moist environments	
SURVIVAL MATRIX ROLLS	
Chemical: 27	Radiation: 25
Biological: 82	Mental: 50
Poison: 27	Sonic: 76
Electricity: 20	Fire: 10
Acid: 05	Cold: 20
PRIMARY OCCUPATION	
Warrior	
PROFICIENCY POINTS: 50	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: 21/80	I.Q.: -/110
Agility: 39/126	Constitution: 31/100

I tried to head out into the Alliance, so I could learn more about these freaks that showed up in OUR space a few centuries ago. I figured if I could learn more about them and tell my brethren what I learned, we could try and live more peacefully and create a greater balance in nature.

What a pain in the thumil they are!

These slobs are polluting every world they get their hooks into in search of the almighty credit. They are definitely in need of an education on resource management and natural balance. We know first hand what this untrammled excess can do, but they'll never listen to us. I was hoping to get some allies with the other lizards in amongst those loons, but the Pythons, while sympathetic to my cause, are just too stupid to be useful. I have a lot of work to do.

General Knowledge

The Aeodronians are a race of bipedal salamander-like humanoids from the Fornax galaxy. Although reptilian in appearance, the salamanders are actually quite cunning and intelligent, possessing an average I.Q. of 50. The race as a whole is opposed to the Alliance and remains a thorn in the side of Galactic officials in this subsector. Player character Aeodronians are those who have attempted to be assimilated into the Alliance way of life and do not necessarily follow the precepts of their race.

The Aeodronian home world has a thick oxygenated atmosphere and a substantial hydrosphere. The planet is a tropical paradise, lush and humid, possessing a variety of flora and fauna that covers 20% of the planet's surface area. Aeodronians live in harmony with their environment and it is suspected that the salamanders migrated from another world. Scientists theorize that the destruction of their original home world's biosphere, coupled with the forced and untimely migration to another planet, caused the Aeodronians to suffer a great technological setback. It is believed to have taken the salamanders thousands of years to regain the same level of technological development.

The salamanders live in coastal cities made of coral outcroppings (reefs) and carry on all industry in environmentally safe factories and other facilities. All food is taken from the natural bounty of the sea. For most materials, such as metals, alloys, and hi-technology items, they trade with other races and worlds, rather than strip their own planet bare. Items for which they cannot trade, they take.

The Aeodronians have become scavengers and pillagers of this galaxy. They abhor the Alliance's methods of colonial exploitation, and are bitter enemies of its military. There is some hypocrisy in this statement, because the salamanders are known to pillage and plunder Alliance worlds. The Aeodronian presence presents a major strategic

problem to Galactic Forces operating in this sector. Aeodronian raiding fleets harry Galactic convoys and supply routes, and attack worlds that the Aeodronians see as being raped of their natural resources. In the process of protecting that which they believe to be sacred, the Aeodronians take what they need in the way of goods and materials. Worlds which may be targets of Aeodronian raids often go out of their way to establish trade relations with these raiders.

Government

The Aeodronian government is a militocracy run by the most powerful clanlord amongst the 26 clans. The Athyan (All-lord) has ultimate authority, although he is expected to select a group of advisors, known as the Many Eyes (Inbaltho), to act as a subordinate governmental body. Although the Eyes may suggest policy and strategy, it is the Athyan who makes all the final decisions. Every Aeodronian year (515 standard days) the new Athyan is selected on the basis of most victories, destruction of enemy property (particularly property that threatens natural locations), and how much plunder they have brought back to their world. It is also considered a great achievement to establish new trade relations with other worlds. Since these figures are kept in great detail by the government all year, selection of a new Athyan is usually not a difficult decision to come to.

Culture

Aeodronians live at total peace and balance with their world, seeing infringements on its natural state as a heinous crime. Therefore, the salamanders rely heavily on imported technology to facilitate operations. Pirating is carried out by the clans, which congregate under charismatic leaders and have no traditional or family ties. The only restriction on the clans is that there must be 26 of them at all times; no more, no less. The reason behind this restriction is uncertain, but it must tie into the historical/theological background of the race. The Aeodronians do not believe in a formal religion, but hold nature as the most respected and revered of all things. Technology is used to protect nature, not to destroy it, as is often the case with Alliance worlds. An Aeodronian is maddened by the sight of nature being exploited.

Physiological Makeup

Aeodronians stand about 1.4 meters in height and weigh an average of 76 kg (Size Class 3). Their reddish-brown speckled skin is moist and very thick, providing this race a natural Threshold of 1. The salamanders wear moisture retaining and secreting skinsuits called Oelphs, which are very similar to the Nubs worn by Python Lizards. For every hour that an Aeodronian is out of contact with moisture (water) or without their Oelph, they lose 2d6 AGL and CON points. When their CON drops below 10, the salamander falls into a catatonic state. At 0 CON the Aeodronian dies. The Oelph, for obvious reasons, is the most vital piece of equipment to these creatures, and they go nowhere without one or two. They have a terrible fear of deserts and will not go to such a locale unless they pass an Aggression check at -50. Even if the salamander is able to force himself into a desert environment, he operates at a -25 to all skill checks, due to tension and anxiety.

The hands of salamanders have evolved four digits, one of which is an opposable thumb, allowing them to be adequate tool users. They are not, however, very dexterous. Their eyesight is not very keen, but they

do have quite well developed thermal sensing (60 meter base). Aeodronian tongues are long and forked, flicking in and out continuously to test the air (this is how they smell). They speak most languages well, but with a very noticeable lisp. The salamanders are a carnivorous race, preferring the satisfying crunch of insects of all types, especially the large Ullma Beetle of their home world. Favorite beverages are concocted from distilled insect body fluids. Even Rams swoon at the stench of Aeodronian Ale.

The most amazing physiological aspect of the Aeodronians is their inherent ability to regenerate lost appendages. Within 3-4 weeks of losing an arm, leg, or tail, the Aeodronian usually grows a new one. Note that cyber-limbs are still quite possible, as the surgery to install such hardware can also insure that the limb will not regrow. Aeodronian warriors often demarcate themselves by having their tail removed and the stump seared to prevent regrowth. This does not affect balance, as it would other tailed races, because evolution has rendered the Aeodronian tail small and nonfunctional.

Note: Lasers, Pulse Cannons, or other weapons that cause searing wounds will not allow limb regeneration (assuming the damage rolled caused the limb to be removed). The limb must have the seared portion removed for the normal regeneration process to take place. Doing this in the field can easily lead to another crit!

Quirks

The one idiosyncrasy that stands out most about these guys is their over-protective ideals about nature. Small fleets of Aeodronian ships, striking out of hidden bases, have attacked worlds of heavy industrialization or mining. Although often outgunned, the Aeodronians are fearless fighters, and all Galactic forces in Fornax are aware of the tenacity of this formidable enemy.

Aeodronians do not like dry environs and have a particular fear of deserts (see Physiological Makeup above).

History

Perhaps thousands of years ago, though their historical records do not contain any details, the Aeodronians made an exodus from their dying home world. Why exactly remains a mystery, however cultural evidence suggests that they left their original home world due to the destruction of its environment. Upon arriving on Aedro, the salamanders suffered a technological calamity, and a span of thousands of years may have passed before they ascended to the technological level they maintain today. Aeodronians only use hi-tech equipment that they have commandeered, producing only necessary goods on their home world. Little more is known of this race's history.

Favorite Item

An Aeodronian's favorite item will undoubtedly be his Oelph.

Dress

Besides an Oelph, Aeodronians tend to wear clothing made from natural sources, like the particularly strong and versatile kelp of their home world. When prepared correctly, kelp yields a very durable leather equivalent. Aeodronians make vests and boots out of this material, which is called Ewguth. All of their clothes are very utilitarian and drab in color. Only warriors (i.e. raiders) wear colorful clothing, which

exists in the form of bandannas and scarves. All warrior clothing depicts a specific clan.

Hangout

These dudes like to hang out on beautiful worlds and places of undeveloped (unspoiled) nature. There they reminisce about what their true home world must have been like, and reflect upon the fact that nature needs to be protected from the scourge of the Alliance. The salamanders prefer to be wallowing or swimming in a nice pool of warm water. On a long space flight they can be very annoying for the other crew members, as they will sit in the tub for hours, holding up the bathroom.

Combat Tactics

Aeodronians use a variety of weapons gathered from different cultures during their raids. Most are of Alliance origin. They also use armor that they have collected in this fashion. Not being very prone to stand while fighting, (which really ticks off any Eridani that they run into), the Aeodronians use hit and run raids, and seldom engage in actual battles, especially those with unfavorable odds. Otherwise, it's anything goes when it comes to combat. The salamanders tend to be pretty fair however, unless you're an Alliance soldier, in which case you get 86'd.

General Occupation

Aeodronians are raiders and often traders, although the former occupation leaps to the minds of most people who know anything about this race.

The Aeodronian View

ON LIFE: Life is an aspect of nature, and just as beautiful. Unfortunately, there are those who pollute their lives just like they pollute their environment. These %\$#@, the Alliance, are walking dead. They don't know the meaning of life.

ON WAR: War is not really a good thing, but a necessary part of the natural order. There will always be \$#%*!&# like the Alliance who think they need to push others around, or who have no concern for the implications of what they do.

ON THE ALLIANCE: You don't want to hear what I have to say about this nefarious intergalactic entity. Your ears couldn't take the strain.

ON THE UNIVERSE: Just one big part of the scheme of things. The universe is the playing ground of nature. Its integrity must be questioned and protected.

ON THE FAMILY: Family is good, but being in the clans is better. They help to build a better future for us all.

ON SELF: I am the guardian of the natural order. I only use that which is provided for me. That which is not, I simply make available in a non-provisional way.

Notable Statements

Save the whales, Kill a Ram.

What I can't get naturally will naturally be gotten by me.

Don't worry, I'll just grow another set of limbs!





mee'-sha

Misha



MISHA STATISTICS

VITAL STATISTICS	
-15 Strength	+00 Manual Dexterity
+15 I.Q.	+00 Agility
-20 Constitution	+00 Aggression
+45 Intuition	+10 Charisma
SECONDARY STATISTICS	
+20 Terrestrial Knowledge	+00 Military Leadership
+00 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 2 + d8	Movement: 06/08/48
Height: 48 + d12	Weight: 80 + (2d6 x 10)
Attacks: 2 punches	Dam/Attack: 0 point
Vision Modifier: -20	Hearing Modifier: +20
Smell Modifier: +20	Starting Money: d6 x 1000
Home Planet: Vego III, Vego System	
SPECIAL ABILITIES	
Dream Tell	Scry
LIABILITIES	
Narcoleptic	
SURVIVAL MATRIX ROLLS	
Chemical: 27	Radiation: 25
Biological: 82	Mental: 55
Poison: 27	Sonic: 76
Electricity: 20	Fire: 10
Acid: 05	Cold: 20
PRIMARY OCCUPATION	
Espionage/Guide	
PROFICIENCY POINTS: 50	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: 21/80	I.Q.: -/130
Agility: 39/126	Constitution: 11/80

The smooth surface of time ripples as I touch it with my mind. The patterns and vortices reveal moments and visions that I must interpret and share with those of more limited vision.

I must pity those who see time as merely a linear progression, a beginning and end; such a limiting concept.

Only the subconscious of most sentients is in tune with the true nature of time, but only in the smallest degree. These "dreams" as you call them are your only window into the full truth of time. The future, the past, the present; all are one in time. The Mutzachans have come the closest to understanding, their immense lifespan allowing the time for introspection needed to see the truth. The barrier they speak of, preventing travel into the future, is a fallacy. They know it, although why they deny it is only slowly becoming evident to us.

Dream as you may. We will be there to guide and protect you in your brief touch with the truth of time.

General Knowledge

Speak to me Dream Merchant and tell me what you see. Speak to me Dream Merchant and advise me of the path that I should take. Answer me Dream Merchant before it is too late.

Misha (sometimes called Dream Merchants) are small, demure, transparent beings from the Vego star system in Sculptor. The race is frail and delicate with completely transparent bodies. Misha have incredible intuitive powers and all Misha begin the game with a +45 bonus to Intuition. They are methodical and rational beings who enjoy life and the quasi-real paradox of sleep. They are called the Dream Merchants because of their pronounced ability to see into the future. Dream Merchants are able to predict events. They are able to commune with time. Scientists have produced data which corroborates the theory that the past, present, and future exist at the same time. Misha confirm this belief and use their special powers to manipulate the future. Misha adamantly insist that the concept of a single time continuum is a two dimensional perspective. They claim that they actually interact with time to affect its ebbs and tides.

Misha wander through life with a perpetual empty stare in their milky white eyes, a silly smirk on their faces, and never appear to truly hear what others say. They constantly yawn and complain about how tired they are, even when they're not. They walk hunched over, and give the appearance that they are about to collapse from fatigue.

All Misha begin the game with the innate ability to generate Clairaudience and Clairvoyance, each twice a day. Young Misha are taught the precepts of entering the wonderful and dangerous world of the Dream State. Here, the Misha learns to meditate deeply, surrendering the body to the power of the mind. He learns to see himself as a wave being swept along by the tide of time. With long, tedious hours of practice, the youngster enters the first level of hyper-consciousness, or what is known as The Dream World. The Dream Merchant is able to scan the world around him from a detached perspective. While in The Dream World, the Misha may generate the Scry Matrix (see Zen Rigel 6 power points). His chance for success is only 10%. The Scry ability has a maximum range of 10km. The familiarity of the Misha with the target greatly affects the power, and the effects of this are given below. The chance to successfully Scry is increased/decreased as follows:

SCRY CHANCE	
REACTION TO PERSON	MODIFIER
Knows the Person Well	+15
Good Acquaintances	+08
Acquaintances	+05
Vaguely Familiar	-07
Unfamiliar	-15
Stranger	-20

Misha may train to increase their Scrying ability by attending Scry classes. The class costs 2,000cr per level to be learned, requires 4 available skill points, and takes 3 weeks to complete. Each level of Scry skill increases the chance of accurately scrying by 04% (max. 25 levels).

Once the Misha has gained 5 levels of Scry skill, he is assumed to be competent in the Dream World and now begins to enter the stage of the Dream Scape. When in Dream Scape, the Misha learns to control his dreams. He has a 20% base chance to accurately predict the outcome of some future event. He can only determine whether some action will produce a positive or negative consequence. Misha may train to increase their Dream Scape ability by attending Prediction classes. The class costs 4,000cr per level to be learned, requires 5 available skill points, and takes 6 weeks to complete. Each level of Prediction skill increases the chance of making predictions by 04% (max. 10 levels).

Dream Alley is the next highest state of awareness, where the Misha can affect upcoming events. He can cause the outcome of some event to change in his favor. The Misha can enter Dream Alley only after he has amassed 100,000 total experience points, 5 levels of Scrying and 16 levels of Prediction. While in Dream Alley, the Dream Merchant has a base chance of 08% to change the course of events. Learning Dream Alley costs 6,000cr per level, requires 6 available skill points, and takes 2 months to complete. Each level of skill increases the chance of changing events by 04% (max. 10 levels).

The final state of Dream awareness is The Land of Dreams at 200,000xp. Here, the Misha is able to change any immediate event that has just caused him harm. Before the effects of any attack are applied against the Misha, he has the chance to affect a change so that he escapes the fate which would befall him. He has a base chance of 20% to deflect the attack completely, and a 10% chance to partially nullify the danger. Learning The Land of Dreams costs 8,000cr per level to be learned, requires 7 available skill points, and takes 4 months to complete. Each level of skill increases the chance of changing events by 04% (max. 10 levels).

Government

Misha believe in the precepts of democracy and the governing body for the Misha people is called the Body of Thought. Officials are elected to a 5 year term and no appointee can be elected to more than two terms in a row. The democracy contains some socialist philosophies. Poor Misha do not starve, and at the same time GPP (Gross Planetary Product) is high. The Center for the Control of Life takes care of Medical and basic autonomic needs. The masses of Dream Merchants are therefore quite happy.

Culture

Misha are devout believers in polygamy. Males marry anywhere from 2-20 wives. Women understand the natural need for men to be prolific. There are 10 women for every male. Misha men do not understand the equality of women and Cizerack hate them with a passion.

Quirks

Most Misha are narcoleptic, falling asleep without any reason at a moment's notice. One minute you are having a deep conversation about the need for males to possess multiple spouses, and the next minute he is fast asleep. This narcoleptic event occurs most frequently when there is imminent danger. When in the presence of extreme danger, the Misha must make an Aggression check at a +20 bonus. If he fails his body releases an anti-adrenal hormone which induces sleep. The stimulant Di-methamphetamine reduces the chance of falling asleep by adding a further +25 to the Aggression check for 2-8 hours per dose. No more than one dose can be taken per 30 hour period. It costs 2,500cr per dose and is rare to find. Sleeping Dream Merchants cannot be awakened for 2-12 minutes.

Physiological Makeup

Misha women seldom bear male children, reproducing only once every ten years. Thus, there is an extreme shortage of men in the population. Females carry out many manual labor positions. The secretion of the anti-adrenal hormone causes sleep and prevents the species from being predisposed toward violence. Misha are transparent and their blood is clear. The Misha live for up to 90 years.

Weaknesses

Hallucinogenic drugs are dangerous to Misha. The effect is to destroy their ability to Dream.

Favorite Item

The drug Di-Methyl-Sodium Pentalate induces a state of Deep Dream. Misha love sleep and use this drug to increase the clarity of their Dream states. The drug increases the base chance to perform any Dream feat by 05% and costs 1,000cr per dosage. Side effects include a persistent rash and nausea. Only one dose may be consumed per 30 hour period.

Abode

The Misha home is a lavish spread, usually containing 6 or more bedrooms. The home has a very sensual quality to it, and male Misha are

known as great lovers. Holo-rooms produce wonderful pseudo-Dream states and rich Dream Merchants have them built into their homes.

Dress

Misha wear skinsuits. The race seems to feel uncomfortable in the presence of others, where the transparency of their bodies can be seen. This makes them feel extremely self-conscious. Even when it is hot out, Dream Merchants are bundled up.

Hangout

Misha have no particular hangout, except for holo-rooms.

Combat Tactics

The Misha use their talents to predict the outcome of events, like crossing open areas where there may be a minefield in place. Misha Scrying abilities are often used to locate enemy positions, but failed in the attack of the Krakeds (see below).

History

Misha have been under attack by the Krakeds on all seven of their planets for the last 5 years. All efforts to appease the belligerent outsider have failed. The Krakeds take young women for slaves, and many a Misha has died to prevent the taking of the young. The War of Nightmares, as it has been called, has left more than 1,000,000 brave female soldiers dead. Currently, the Misha government is desperately trying to stave off destruction by entering the Alliance. The annexation of the Misha worlds is currently up for ratification by the Council of Timar.

General Occupation

Misha are best utilized as guides in the open terrain and as espionage specialists. All Misha can demand a minimum of 25% extra for their services as combat specialists and/or espionage personnel.

The Misha View

ON LIFE: When I am awake I enjoy it. When I am asleep it is even better. Misha alone are able to reap the full benefits of being alive. Others only appreciate living 2/3 of the time, being effectively dead while asleep. Me, I love taking naps, where I can truly experience what it means to be alive.

ON WAR: I suppose it is necessary, but we'd all rather be home snuggled up with our wives. It is nice to be able to stop a bullet that would otherwise end one's life.

ON THE ALLIANCE: The only pertinent question is, will they defend us from the tyranny of the Krakeds.

ON THE UNIVERSE: It is all but a tiny part of the space time continuum, and thus an integral part of the dream world.

ON THE FAMILY: I really need to purchase a bigger bed. My wives have to sleep in other rooms. I like to snuggle up with all of them at one time. Everyone should be born a male!

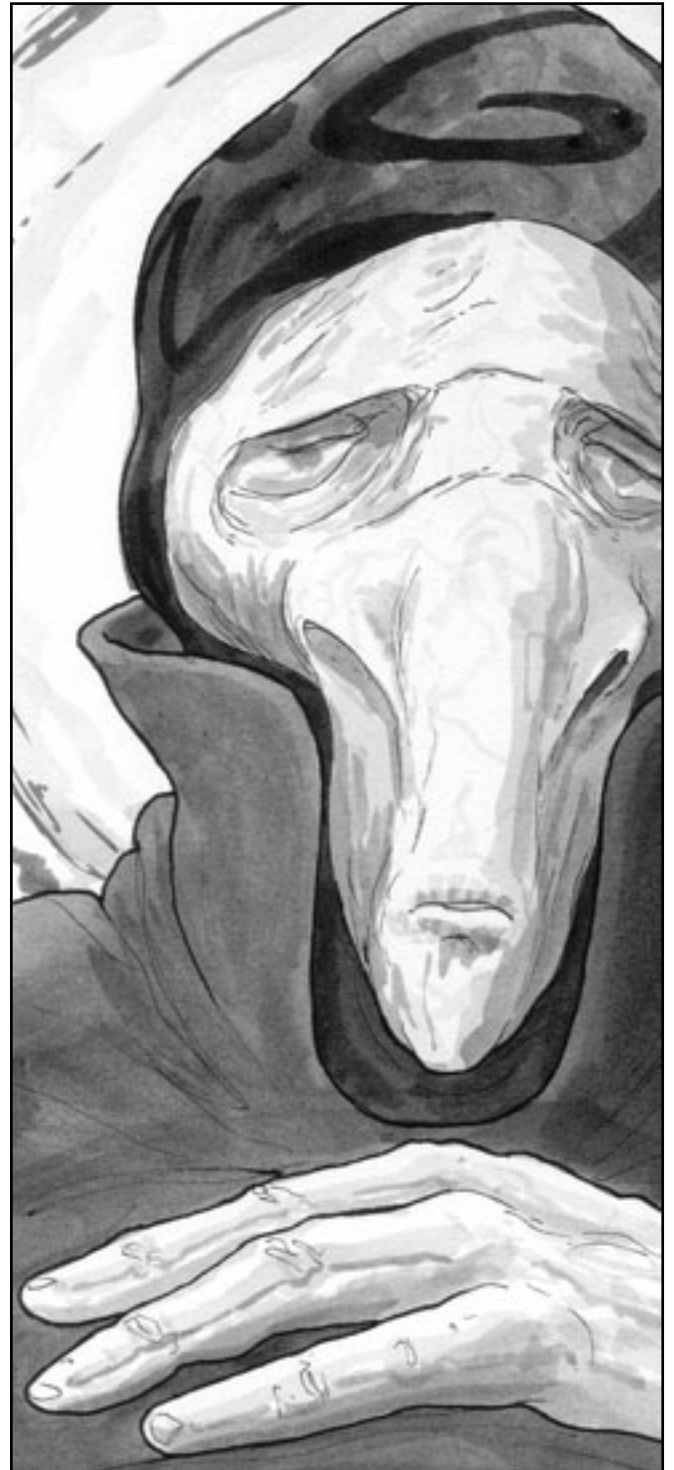
ON SELF: I am but a wave that washes to shore in the vast ocean of time.

Notable Mishon Statements

Doing the Wild Thing 10 times a day can be tiring.

If I could be left to dream my life away, then I would never wish to see the light of day.

I take four or five naps a day. What is the problem with that?





Sye-Men



SYE-MEN STATISTICS

VITAL STATISTICS	
-15 Strength	+00 Manual Dexterity
+25 I.Q.	+00 Agility
+20 Constitution	+00 Aggression
+15 Intuition	-50 Charisma
SECONDARY STATISTICS	
+40 Terrestrial Knowledge	+00 Military Leadership
+00 Persuasion	+00 Bargaining
GENERAL INFORMATION	
Body Points: 4 + d8	Movement: 08/08/72
Height: 72 + d12	Weight: 160 + (d6 x 10)
Attacks: 2 punches	Dam/Attack: 1 point
Vision Modifier: +10	Hearing Modifier: -10
Smell Modifier: +10	Starting Money: 2d4 x 1000
Home Planet: Unknown	
SPECIAL ABILITIES	
Limited Matrix Control	Palm of Resurrection
LIABILITIES	
None	
SURVIVAL MATRIX ROLLS	
Chemical: 18	Radiation: 23
Biological: 45	Mental: 30
Poison: 18	Sonic: 35
Electricity: 40	Fire: 20
Acid: 15	Cold: 60
PRIMARY OCCUPATION	
Traveler	
PROFICIENCY POINTS: 50	
VITAL STATISTICS MINIMUM/MAXIMUM	
Strength: 21/80	I.Q.: -/140
Agility: 39/126	Constitution: 31/130

The Rift. A place of mystery and adventure for the races of the Alliance. A place of focus and remembrance for us. The Rift has shown us the way to the Alliance, shown us that we are needed in this vibrant, and yet juvenile society.

The few of us who remain in this universe seek to preserve life, the most precious and powerful of energies in the universe. What you call life and death are merely specific states of an entity's existence, defined by your limited view of time. We preserve Life, bringing back those who are not yet prepared for the next stage of their existence. Death is a point of change, a door to evolution, and one that we have a degree of control over.

We have come because the Alliance will need us soon. Life, all life, will be in jeopardy, and its fire will not be extinguished. The Zen are telling you to mistrust us, to fear us. This is only because the highest Zen know our true purpose, and our true home. Fear us they should.

General Knowledge

The Sye-Men are the most mystical of races; a rogue, skeleton culture rarely seen, passing through the galaxy like the wind through the leaves. The Sye-Men were first encountered by a Mutzachan science ship taking gravitational flux readings on the planet Omicron Alpha 4 in 2165 B.C. No other contact was made for almost 1,200 years until another Mutzachan vessel encountered them. It is rumored that Sye-Men come from inside the Motaran Rift, or at least that is where these strange, reclusive beings were first encountered. As a matter of fact, the majority of encounters with Sye-Men have been within 5 parsecs of the great tear in the space time continuum. In recent times, these strange beings have begun interacting with the galactic masses. Their arrival has been greeted with a mixture of mistrust and pleasure, for these beings hold strange, mysterious powers.

Sye-Men are hideous to behold. They are tall, gaunt skeletons. Their skin sags from the bones, seemingly wet, with deep crags and discolorations. Their watchful eyes are set back deep into the skull, lending more horror to their repulsive forms. It is the soft resonance of their deep, rolling voices that woo people; it is their strange power of healing that often allow them to overcome their hideous appearance. Their specific purpose is unclear and their presence spreading, along with it hope and a strange undercurrent of dread.

The Sye-Men possess the unnatural ability of bringing the dead back to life, which has come to be called the Palm of Resurrection. At low levels, the use of this strange power is dangerous and can kill the Sye-

Men. He has a 10% base chance to bring someone back to life. His chance increases at 01% per 2,000 points of "matrix" experience. Individuals who are brought back are assumed to be 1 point above their Death Door number. However, the Sye-Men must make a System Shock every time that he invokes the Palm of Resurrection. Failure indicates that the Sye-men has caused himself bodily damage. He takes 2-12 points of damage. Furthermore, all Sye-Men who fail their System Shock roll must immediately make a Resurrection Ability roll to determine whether or not they brought the person back successfully. Any time that a Sye-Men fails his resurrection check, he loses 1-4 points of Constitution permanently.

The word Undead is a mythological name for beings that assume the appearance of the living, but have none of the metabolic functions. These creatures of fantasy and horror were believed to be evil incarnations. Fallen persons would rise from the dead to haunt and kill their past loved ones. Evil creatures, unaffected by pain, would crawl from desolate crypts and ravage towns. The fact is, Undead are real to some degree. The Motaran Rift appears to be a tear in the fabric of time, linking time to itself, and all aspects of life to a single point. There is documented evidence of horrific beings who appear alive, but then not alive, which have escaped from the rift to wreak havoc on nearby worlds. Scientists theorize that there must be a time corridor that links some netherworld (other parallel universes) to the third dimension. Others believe it is a conduit that links another part of the universe to itself (a wormhole portal), which has yet to be discovered. Religious groups call it Hell. Whatever the case, Sye-Men are aware of its existence and are wary of the beings that exist there.

In addition to being able to invoke the Palm of Resurrection, Sye-Men possess other powers. All beginning Sye-Men are able to generate the matrix Speak With Dead. They are only able to speak with a corpse that has been dead for less than 30 hours. There is a base 40% chance for successful communication. The rate increases by 01% per 2,000 points of experience accrued. Note: A Sye-Men may only generate Speak With Dead two times a day. All Sye-Men begin the game able to generate the following matrices: Clarity, Concentration, and Need. They are assumed to have 1-4 power points of energy and gain additional power points in the same manner as Zen Rigel. When a Sye-Men has earned 50,000 experience points, he is able to generate the 4th level Animate Dead matrix. At 150,000 experience points, this limited matrix controller can generate a Mass Animate Dead matrix. This is considered a 6 power point matrix and he is able to control the actions of 4-16 corpses at a time. Finally, Sye-men may learn any other Zen or Tza Zen power, but at double the normal cost to generate. Their experience points are split in half, as with other matrix controllers.

Government

Sye-Men have no central government. This society is at peace with itself, and there is a communal respect for one another. Age is the governing factor, and respect is always afforded to elders.

Culture

The Sye-Men culture is matriarchal. Females head the family unit. This is due to the fact there are so few Sye-Men at all. Thus, the survival of the females is of paramount concern. Males are important too, but overall are considered less vital to this race, which numbers less than 2,000,000.

The Sye-Men have rather strange cultural mores (unwritten rules). The saving of life is held in high regard. Yet, if a Sye-Men saves someone's life, then that person must forfeit something of importance as a show of thanks. Secondly, when Sye-Men mate, the female first kills the male, then brings him back to life.

Physiological Makeup

These skeletal creatures sleep standing up and look like scarecrows. Furthermore, Sye-Men need only 2 hours of sleep per standard day. They live to be 1,500 years old. BRIs heal damage to Sye-Men at double the normal rate.

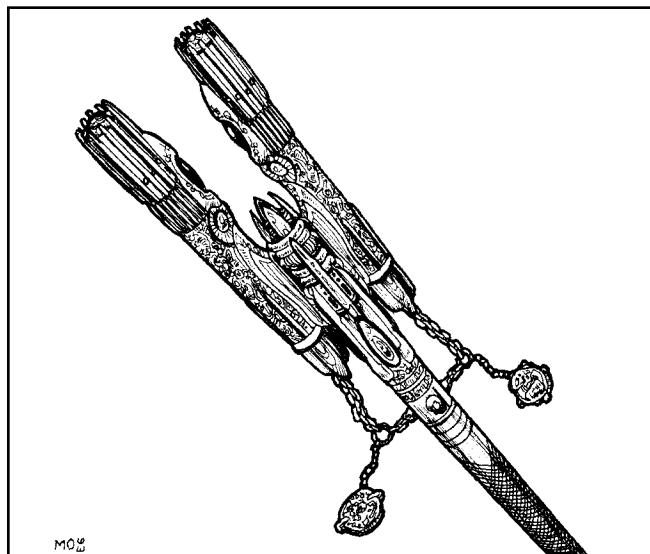
Quirks

If you think skeletons who sleep standing up are a little strange, check out this fact: Sye-Men stand on their heads to eat and often remain in this position while digesting.

Sye-Men claim that they are here in this universe to simply observe the life here. From observation, a Sye-Men can further understand his position as "keeper of life."

Favorite Item

Sye-Men covet a strange device called Aaginato (an Agg for short), which is a split pronged staff made of Hamerlite, a radioactive metal alloy found on the post holocaust Earth, Trishmag, and a few other planets. The Sye-Men claim that when properly "tuned," the device generates a powerful field that doubles the amount of energy that the Sye-Men can employ in a given day. Aggs are crafted by the Mutzachans and cost 150,000 credits each. Sye-Men love money!



Dress

Sye-Men wear raincoat-like apparel called Newiles. They wear the hood close up around the head, hiding their faces.

Abode

Sye-Men keep no real home. Any quarters set far apart from others is considered fine. Sye-Men quarters are austere, devoid of any comforts.

It is rare for the Sye-Men to enter cities. They find these establishments uncomfortable and disconcerting.

Combat Tactics

A Sye-Men doesn't prefer combat, but will engage in it when necessary.

Hangout

These beings are often found in morgues or near cemeteries, lamenting the loss of those who are gone.

History

Sye-Men chronologies date back as far as 300,000 B.C. The Sye-Men, sometimes called Necromancers by Humans, suffered through little internal strife. Currently, they share an amicable relationship with the Mutzachans. These cerebral people often hold secret meetings, discussing the future of the universe. Some claim that the Sye-Men are here to affect the outcome of the future itself. These rumors have never been substantiated.

The Necromancers are hated by the Zen Rigeln, who claim that the Sye-Men are a perversion that should be eradicated at all costs. Zen see their powers as a mockery, some insidious evil bent on the destruction of the universe. Many a person has claimed that there is a strange resemblance between the two races. Conjecture suggests that they are related, something the Zen Rigeln vehemently deny. When questioned on this subject, Sye-Men usually smile and say something to the effect of, "Wouldn't that be interesting."

General Occupation

Sye-Men almost never sign on to work for companies. They prefer to drift, hiring their services out in order to secure travel or money. Typically, a Sye-Men will ask for 10-20% of the take on any mission.

The Sye-Men View

ON LIFE: It is indeed precious. My hand seeks to bind the dying to life. I am a chain that links mortals to a continued existence.

ON WAR: It fills the cemeteries with the coffins of folly.

ON THE ALLIANCE: It is an attempt to control the future. It is unaware, but I am not. It is insignificant in the large picture. But still it must be preserved.

ON THE FAMILY: My sisters are spread across the universe in search of answers, of methods, of ways to avert the evil that is coming.

ON SELF: I am a wanderer. I seek the answer to life itself. My quest is to preserve life, and in that quest prevent the onslaught that awaits those who refuse to accept their mistakes.

Notable Sye-Men Statements

My purpose is secret, though my presence real. I am here as a server to life.

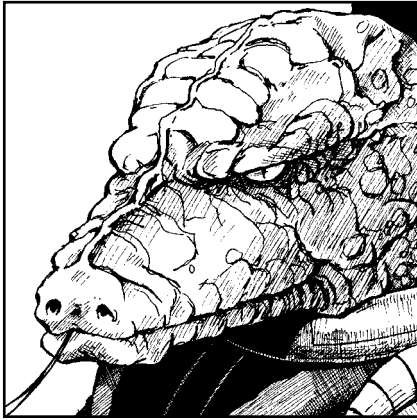
The dead never sleep, and those alive never truly die.

There is much about the Zen Rigeln that you aren't aware of.



VWERPILARSHUS

Aeodronian



Vital Statistics

73	Strength
61	Manual Dexterity
89	I.Q.
103	Agility
76	Constitution
90	Aggression
57	Intuition
43	Charisma

Secondary Statistics

02	Terrestrial Knowledge
64	Military Leadership
34	Persuasion
19	Bargaining

SMRS

Chemical: 33
Radiation: 31
Biological: 88
Mental: 50
Poison: Immune
Sonic: 82
Electrical: 26
Fire: 16
Acid: 11
Cold: 26

Characteristics

Height: 3'2"	Smell Mod. +20
Weight: 140lbs	Hearing Mod: +20
Size Class: 2	Social Class: Content
Total Body Points: 11	Sponsor: SSDC
Movement: 12/12/80	Hair Color: None
# Attacks: 2 punches	Eye Color: Yellow
Damage/Attack: 1(temp)	Age: 30
Vision Mod: -20	Sex: Male

Special Abilities, Quirks, Phobias

You're too sexy for your oelph; drool all the time; courageous - conscious to -2 BP; ex-law enforcement official; immune to all known poisons; fear of flying; limb regeneration

Primary/Secondary Occupation

Military • *Explorer*

Total Experience: 20,000

Skills

Name	Level	Modifier
Beam Weapon	7	+00
Computer Operation	2	+15
Detect Concealment	4	+15
Forensics	2	+15
Hand-to-Hand Combat	3	+12
Infiltration	2	+15
Land Navigation	3	+15
Mapping	2	+15
Planetary Mining	2	+15
Scouting	3	+00
Set Traps	1	+00
Sighting	5	-
Sign Language	2	+15
Spelunking	2	+10
Stealth	3	+10
Street Smarts	2	+00
Survival (desert)	2	+10
Swimming	2	+06

Armor/Helmet (Threshold)

D2/Shalkon (6/10)

Options: QSU, Camo Unit, IFP, Env. Containment, Corrosive Protection, Rad Liner, Grappling Hoist

INTEGRITY	ABSORPTION	ABLATIVE																																				
<table><tr><td></td><td>5</td><td></td></tr><tr><td>10</td><td>22</td><td>10</td></tr><tr><td></td><td>22</td><td></td></tr><tr><td>21</td><td>21</td><td></td></tr></table>		5		10	22	10		22		21	21		<table><tr><td></td><td>10</td><td></td></tr><tr><td>10</td><td>20</td><td>10</td></tr><tr><td></td><td>20</td><td></td></tr><tr><td>20</td><td>20</td><td></td></tr></table>		10		10	20	10		20		20	20		<table><tr><td></td><td>2</td><td></td></tr><tr><td>-</td><td>2</td><td>-</td></tr><tr><td></td><td>2</td><td></td></tr><tr><td>-</td><td>-</td><td></td></tr></table>		2		-	2	-		2		-	-	
	5																																					
10	22	10																																				
	22																																					
21	21																																					
	10																																					
10	20	10																																				
	20																																					
20	20																																					
	2																																					
-	2	-																																				
	2																																					
-	-																																					

Weapons (Ammo)

Marsson 80/75/65/50/30/10/-/-/+28/97/75/2/10/3-9 (4 clips)

Trapper PADS 90/65/40/10/-/-/-/+00/98/99/2/20/spec

Grenades, Mines, Missiles, etc.

2 Viscosity 2

Equipment/Cash

Oelph Skinsuit	Ear Transceiver
Bug Zapper	Magnetic PAD plates
Force Wire	1550cr
Ascender	
Backpack	
Magnetic Compass	
Shrink Net (grapple gun)	
4 water canteens	
2 BRIs	
1 MBRI	

General

Vwerpilarshus is a member of an SSDC ARSAP team, serving as a scout and forager. Vwerpilarshus has a broader range of skills than most mercenaries, making him a valuable asset to the ARSAP team. However, he is frequently the target of racist prejudice from his human colleagues, who do not trust "his kind." This distresses the Aeodronian, as he believes his people should make peace with the Alliance and open formal diplomatic relations. SSDC management, however, does not judge him by his race, but instead is quite impressed with his wilderness skills and his performance of his missions so far.

History

Vwerpilarshus was raised on Aedro, where he enjoyed exploring the planet's lush wilderness areas. Aeodronians have been very careful about protecting their home planet's environment and young Vwerpilarshus loved camping in the pristine forests of his homeworld. However, as he grew older, the Aeodronian was distressed to learn of his people's behavior towards other worlds. Vwerpilarshus spoke out against the policy of recklessly exploiting the Alliance worlds and raiding frontier planets. His radical political views made him an outcast, and eventually Vwerpilarshus left Aedro in disgust. However, the reception he received in the Alliance was less than friendly. Vwerpilarshus found that few Alliance citizens trusted him, because relations with the Aeodronian government were so poor. Vwerpilarshus signed on with SSDC in order to return to wilderness life, and also to get away from the masses of hostile Alliance citizens. His performance with the ARSAP team has been exceptional, and his immediate superiors have recommended him for promotion twice, only to be turned down by someone in management. Despite this racist treatment by some of the other SSDC employees, Vwerpilarshus has managed to befriend several of his comrades, including Feshinti-dorr, the Ikrini.

MÖSSNERÄSHÖNPHENNÖIE

Misha



Vital Statistics

58	Strength
28	Manual Dexterity
104	I.Q.
47	Agility
43	Constitution
41	Aggression
125	Intuition
91	Charisma

Secondary Statistics

39	Terrestrial Knowledge
67	Military Leadership
65	Persuasion
50	Bargaining

Characteristics

Height: 4'8"	Smell Mod. +20
Weight: 160lbs	Hearing Mod: +20
Size Class: 3	Social Class: Content
Total Body Points: 7	Sponsor: SSDC
Movement: 6/8/48	Hair Color: None
# Attacks: 2 punches	Eye Color: Clear
Damage/Attack: 1(temp)	Age: 25
Vision Mod: -20	Sex: Male

Special Abilities, Quirks, Phobias

Bad Breath; Romantic; Psychotic; Computer hacker; accident lost 1 thumb; Narcoleptic; Clairvoyance & Clairaudience 2x/day; Scry 10%

Primary/Secondary Occupation

Military/Computers • *Guide*

Total Experience: 20,000

Skills

Name	Level	Modifier
Automobile	3	-25
Beam Weapon	5	-10
Chemistry	2	+25
Computer Operation	8	+25
Concealment	6	+25
Detect Concealment	3	+25
Infiltration	5	+25
Land Navigation	10	+25
Programming Basic/Coding 2		+25

Armor/Helmet (Threshold)

AKMB/AKMH (4/7)

Options: Environmental Containment, Camo Unit, Rad Liner, Heavy Skin Suit

SMRS

Chemical: 27
Radiation: 25
Biological: 82
Mental: 85
Poison: 60
Sonic: 76
Electrical: 20

Fire: 10
Acid: 05
Cold: 20

INTEGRITY

8
12 24 12
24
24 24

ABSORPTION

6
4 8 4
8
8 8

ABLATIVE

-
- - -
-
- -

Weapons (Ammo)

BS-2 78/68/60/45/20/-/-/+10/98/85/2/10/2-8
(4 clips)

Grenades, Mines, Missiles, etc.

Equipment/Cash

Clothes
Heavy Skinsuit
Backpack
1 MBRI
1 CRA
Pillow
Leather Items
Hammock
785cr

General

Mössneräshönpheennöie, or "Moss" for short, is an unlikely Battlelord. Moss intended to work as a computer operator, but a bureaucratic snafu sent him into the field. Despite his protests, all of Moss's records seem to indicate that he was hired as a scout for an SSDC paramilitary team. The Misha is trapped by his 10 year contract with the company, and is trying to adjust to his new job. However, it is difficult to work well in the wilderness when you are always curling up under a tree for a nap!

History

Mössneräshönpheennöie was an unassuming Misha who worked for a small firm as a computer programmer. He spent his off time hiking, when he was not in bed with his three wives. In 2278, Moss was glad to take a job with SSDC as a computer systems technician. However, two weeks after reporting for work, the Misha found himself transferred to the field operations division. All of Moss's records had been altered to show that he was a skilled scout and infiltrator, and his protests fell on deaf ears. The Misha strongly suspects that this is all a practical joke pulled by an Orion Rogue employed in the computer systems department, but there is no way for Moss to prove this. After trying to escape his new assignment, Moss was threatened with a lawsuit and imprisonment for breach of contract. Moss resigned himself to his fate and was shipped to the Fornax Galaxy shortly thereafter. The Misha has lived a miserable existence ever since. In order to survive, Moss has been forced to learn infiltration and scouting "on the job", and it is a miracle that the frail Misha has been able to survive this long. Moss has learned to use his natural abilities and alertness to his advantage, combining his intuition with clairvoyance to replace formal training in scouting. The Misha has also made a point of befriending the Ram Python in the group, counting on the Ram for protection when combat begins. Although he is learning to survive, Moss is still extremely unhappy with his position and wants out very badly. Additionally, he wants to get revenge on the Orion who sent him into the field, and spends his free time searching for ways to get back at the mischievous Rogue that caused this whole problem.

HESPARUS

Sye-Men



Vital Statistics

59	Strength
83	Manual Dexterity
115	I.Q.
64	Agility
109	Constitution
59	Aggression
98	Intuition
-04	Charisma

Secondary Statistics

60	Terrestrial Knowledge
68	Military Leadership
37	Persuasion
22	Bargaining

Characteristics

Height: 6'11"	Smell Mod. +10
Weight: 180lbs	Hearing Mod: -10
Size Class: 5	Social Class: Middle
Total Body Points: 28	Sponsor: SSDC
Movement: 8/8/72	Hair Color: None
# Attacks: 2 punches	Eye Color: Black
Damage/Attack: 1(temp)	Age: 52
Vision Mod: +10	Sex: Male

Special Abilities, Quirks, Phobias

Politically active; 2,000cr/month from relatives Ti-Tritium mine

Primary/Secondary Occupation

Medical • Paramedic

Total Experience: 20,000

Skills

Name	Level	Modifier
Basic Medical	7	+30
Body Equilibrium	2	-
Body Points	6	-
Decontaminate	2	+30
Disease Diagnosis	2	+30
Infections	3	+30
Paramedic	5	+02
Poisons	3	+30
Radiation	1	+30
Surgery	1	+10

Armor/Helmet (Threshold)

Bear/Shalkon (5/10)

Options: Environmental Containment, Corrosive Protection, Camo Unit, IR Dampener, QSU, Rad Liner

INTEGRITY	ABSORPTION	ABLATIVE
12	14	2
12 25 12	13 26 13	2 5 2
25	26	5
25 25	26 26	2 2

Weapons (Ammo)

Splatter Cannon 104/70/40/15/-20/-/-/-
/+2/98/98/1/25/special (glue goop)
(2 clips)

Grenades, Mines, Missiles, etc.

Equipment/Cash

5 BRIs	3 Slap Bandages
3 MBRIs	2 White Count Injections
2 BRAs	2,195cr
2 CRAs	

Coolant Injection
First Aid Kit
2 Methane Injections
2 Oxygen Injections
Rad Treatment Serum

Matrices

Palm of Resurrection (10% + 1%/2000xp + 15%)
Speak With Dead (40% + 1%/2000xp + 45% 2/day)
Clarity
Concentration
Need

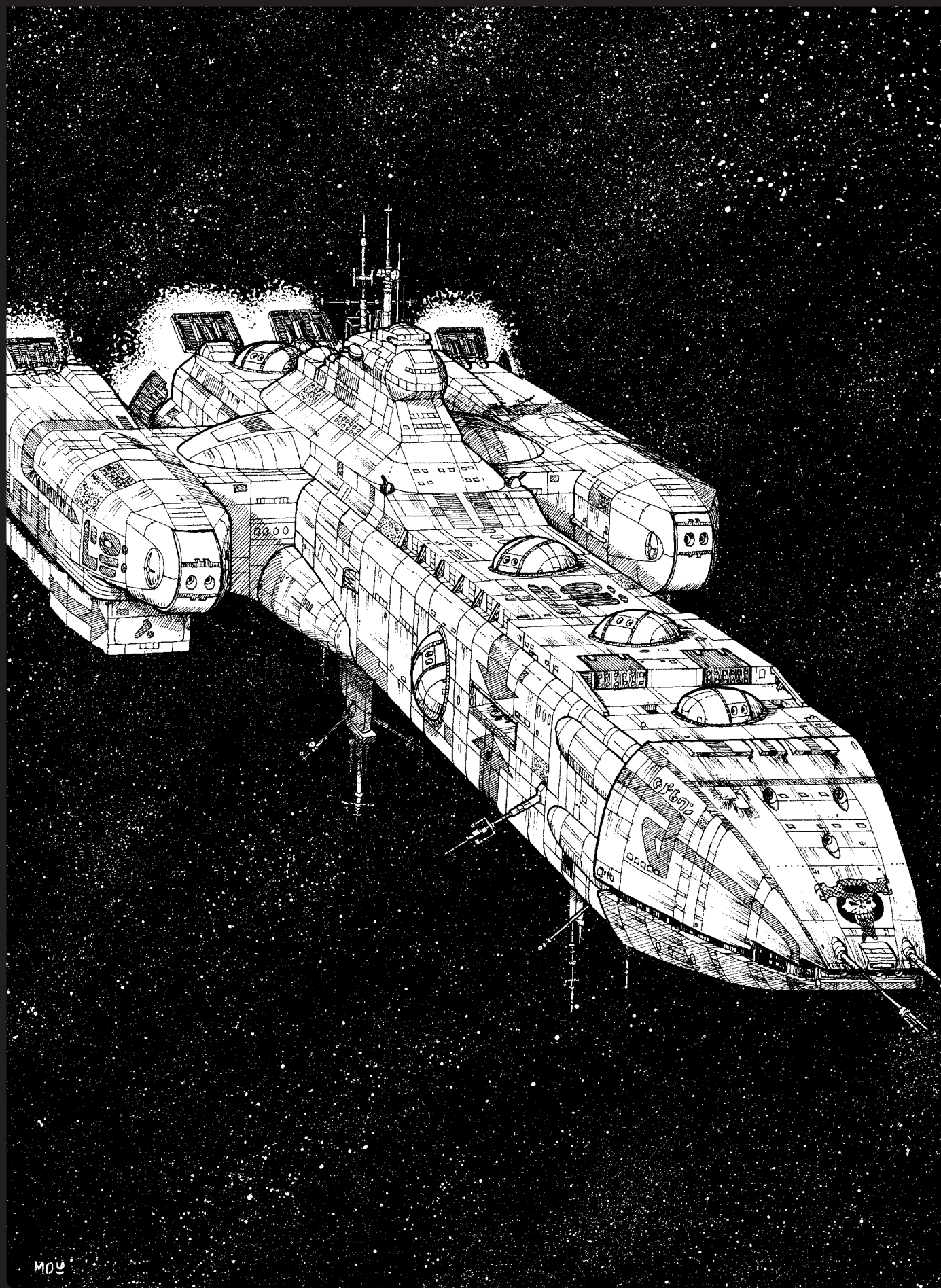
General

Hesparus is a medic with SSDC, and brings with him the awesome power to resurrect the dead. Other mercenaries treat the Sye-Men with a mixture of fear and respect. The power of resurrection is both wonderful and frightening at the same time, and his teammates take great care to protect Hesparus at all costs. After all, he can't resurrect himself. Hesparus is a strict pacifist and carries only a web generator for self defense.

History

Hesparus is a Sye-Men, a mysterious being from the Motaran Rift. Like other Sye-Men, he will reveal nothing about his origins, responding to questions with enigmatic statements. However, it is known that he is related to the owners of the Derax 4 Ti-Tritium mine, which provides him with a supplemental source of income. Hesparus has joined SSDC to serve as a medic, and has performed very well in that role, saving the lives of seven mercenaries so far. Like all Sye-Men, he demands repayment from the persons whom he saves, but in most cases the person is grateful enough to give Hesparus something of value. He is currently feuding with the team's Kizanti, because the Kizanti refused to repay him anything after being treated. Hesparus, unlike most mercenaries, takes an active interest in politics, claiming that the citizens of the Alliance should be wary of the motives of the current government.

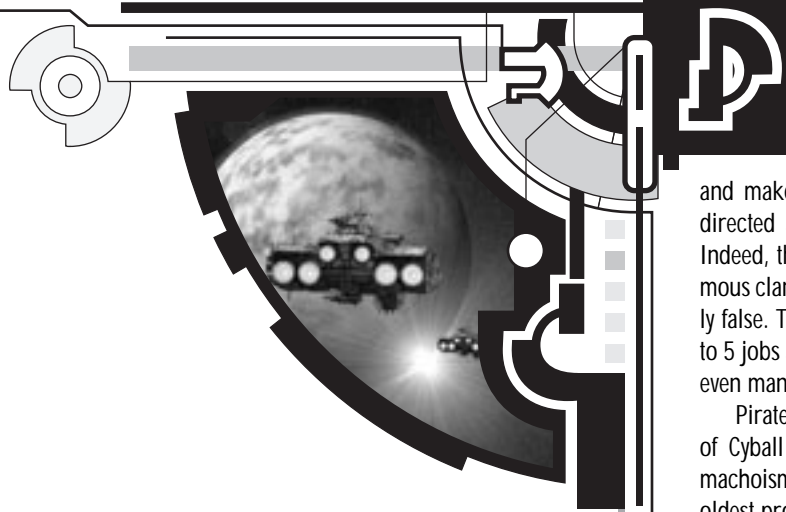
► Aeodronian attacks in No Man's Land have kept the Alliance military busy as of late. Still considering this a kind of backwater theater of operations, the Alliance fields many older vessels, keeping the top-of-the-line units available for the Arachnid frontier. Here, the Eridani cruiser *Toll-idan's Wrath* is on patrol. This vessel, built over 250 years ago, is an anomaly in Eridani warship design, in that it carries no slug throwers. Designed as a commerce raider, it is armed with many turreted pulse cannons, missile bays, and a fighter squadron. A large cargo bay will swallow up large amounts of captured goods.





CHAPTER 4

Deep Space Wayfarers • 4



IN THIS CHAPTER...

Pirates
Truth Within the Myth

◀ Those with a roguish flare for life often hitch rides on board starfreighters, working the docks until a ship can offer them transport to their next destination. Many captains will offer passage in exchange for labor, satisfying the needs of both parties. Humans and Orion Rogues are especially notorious for hitching around the universe, and you can always find a weary traveler bereft of transport, stranded on some isolated planet, looking to hitch a ride. Standing on the side of the road with your thumb stuck out is considered impractical!

PIRATES

Fifteen men on an Eridani's Chest, Yo Ho Ho and a bottle of Orion Utaban Scotch! When the talk turns to pirates, Orions first come to mind. The 6 o'clock Tri-V news always depicts Orions as ruthless pirates who "jack" ships, kidnap the important, slay the crew, and make off with ultra-expensive luxury yachts. Great prejudice has been directed against Orion Rogues because they are such notorious privateers. Indeed, there are more Orion pirates than any other race, and the most infamous clans are led by Orions. As with all stereotypes, however, this one is largely false. The vast majority of Orions are law-abiding citizens who work their 9 to 5 jobs and go home to squeeze the wife and the bagpipes. Clearly, not all, or even many Orions are thieves. But try telling your average racist moron that.

Pirates are over-glamorized thieves. It's easy to give these crooks the status of Cyball players from the safety of one's living room. Much mystery and machoism is associated with the second oldest profession in the universe. (The oldest profession is... well, you know what the oldest profession is). Reckless and rebellious children, disillusioned with the prospect of growing up under the ever watchful eye of the "benevolent dictatorship," run off to become pirates and enjoy fame, fortune, and other people's goods. The successful pirates get more press than the President, and more "babes" too! Most just get dead.

Getting Your Patch

Becoming a pirate is a very tricky business. Piracy is illegal and attempting to become a pirate carries a 2-12 year prison term. Most governments are deeply committed to "breaking" pirate clans and carry out covert operations to do so. Undercover customs officers pose as prospective pirates in order to infiltrate clans. Authorities set up phony clan contacts, luring in would-be pirates. Hey, the life of a pirate is a risky one—the first risks involve joining.

The aspiring pirate must find a clan contact. These contacts are known as "Hookers." Characters have a 02% chance, per level of Street Smart skill, to locate a Hooker in a given week. This chance is further increased by one percentage point per point of Bargaining above 70. Bribes increase the chance of contact by 01% per 2,000cr. This is subject to fluctuation and is adjudicated by the Battle Master.

Once the character is picked up by a Hooker, they are strip-searched, blindfolded and electronically monitored for bugs. The prospective pirate is thereafter referred to as a Planker. (That is, if you don't pass the initiation, you "walk the plank"—a decidedly unpleasant experience.)

During initiation, a Planker establishes his unswerving loyalty to the clan by severing all ties to the past. The Planker must prove this allegiance by carrying out some act, determined by a clan member of Lookout rank or higher, in consultation with other clan members. This act usually entails murder, kidnapping, grand larceny—a serious felony. The act is always carried out in broad daylight, in a crowded place; the scene of the crime is called the "Spot." The Planker must drop an identification card before leaving the Spot, insuring that the police know exactly who is responsible.

If the Planker handles the initiation in accordance with the clan's wholly arbitrary standards, he or she is considered to have been "put on the Spot" and

attains the lowly rank of Sailor. The Sailor is given the coveted "Black Patch." Phentari initiates receive a red scarf-like item called a Tiesk. Sailors are given new names and new IDs. The old identity, now a wanted felon, is forever abandoned. Many pirate clans make up special ID cards, with the clan emblem inscribed on the back. These become a pirate's calling card. Every time the pirate commits a violent or illegal act, he leaves behind a calling card.

Clan Hierarchy

All clans have a definitive hierarchy and manner for evaluating the worth of a member. The lowest ranking personnel have the least privileges. They are given the most hazardous jobs and reap the least bounty when caches are taken. Sailors always pull guard duty, swab the bulkheads, or perform any other menial duty their superiors can think up. They don't make a lot of money until they prove themselves. Other than these basics, the exact structure differs from clan to clan.

Many Human and Orion clans share a similar hierarchy. Silence Deplore is one of the most infamous pirate clans. It is led by Humans and Orions. Given below is its rank structure and how a pirate's place is determined.

Battle Masters may develop any rank structure and merit system they like, or may simply manipulate the below information to suit their own needs.

PIRATE RANK

RANK	POINTS
Toad	less than 50
Sailor	50
Mate	100
Rigger	200
Cannon	500
Lookout	1,000
Helmsman	2,000
Swashbuckler	5,000
Lieutenant	10,000
Captain	20,000

PIRATE PROMOTION POINTS

ACT	POINTS
Survive Mission	1
Survive Year of Service	5
Wounded in Action	0.5
Capping a Government Official	20
Capping a Police Officer	3
Capping a Soldier	2
Capping a Civilian	-2
Borrowing Money (per 10,000cr value)	0.5
Borrowing Jewels (per 10,000cr value)	1
Borrowing Land Vehicles (per 10,000cr value)	0.2
Borrowing Atmospheric Vehicles (per 50,000cr value)	1
Borrowing Spaceships (per 10.0Mcr value)	5
Pillaging	1-6
Increasing Clan Prestige	1-10
Sabotage	4-20

Life As A Pirate

The glamorized, high-profile lifestyle portrayed on the Tri-V bears little resemblance to the true daily grind of a pirate's life. Often, a long time passes between cargo freighter encounters. This time is spent carrying out tedious, time-consuming tasks such as equipment, weapon, and vehicle cleaning and maintenance. Many pirates work undercover for months, gathering intelligence on potential targets. The tedium carries the constant edge of impending attack. Given the ever-present threat of attack against the Fort (the base), defense forces must be ready to engage in combat at a moment's notice. Pirates must drill continuously.

The long hours of watching, waiting and drilling are broken by brief and intense periods of frenetic activity. Aside from an attack on the Fort, the clan swings into action to seize a luxury liner or other fully-loaded whale, or to raid a sector settlement. If the mission is successful, debauchery follows. The pirates eat traditional roast Bogon (or some-such) pig, imbibe large quantities of cheap Blotwart liquor, and indulge in riotous song and dance. The bounty is distributed among the crew, or raiding party, as valor and rank require. Thorns, as these parties are called in Orion, often last for days. But at all times, a skeleton crew remains alert and ready to man ship or gun.

If unsuccessful, a clan Moot is called. Blame is assessed and executions are ordered. Revolts are planned, instigated or suppressed and a great deal of swearing occurs. All in all, great unpleasantness follows, even for a pirate.

Regardless of the outcome of the raid or jacking, the primary mission rule must be observed. Get captured and you will activate your personal self-destruct sequence. You cannot betray the clan—your brain must not be preserved.

Jacking

Jacking is the common reference for stealing or hijacking spacecraft. Within the clan, jacking is considered the most prestigious task that a seaman can carry out. The act of boarding is the main focus of movies, glorifying the pirates.

Jacking has a lingo all its own; below are the major terms.

Dragging the Net: Surrounding and corralling a ship for the purpose of boarding.

Fish: The target ship or ships.

Galleons: The pirate ships involved in the chase and capture.

Ghost Ships: Any ship possessing cloaking technology.

Jib: A small spacefaring vessel, usually a luxury yacht, used as a spot-ter or support for the fleet.

Kidney Punch: Firing on an enemy ship specifically to knock out maneuvering controls.

Landlubbers: Non-crew personnel captured during a raid.

Lookout: A spy ship that gathers information on potential targets and transmits it to the galleons.

Picket Fences: Galleons that engage enemy vessels to screen the activities of other galleons.

Salvo: Knocking down an enemy vessel's shields and sending boarding parties onto her.

Spacejacking: Stealing spaceships, usually out from under the crew's noses. Also called "jacking" or "catching a fish."

Whale: A name given to spacefreighters.

Methods of Attack

Given below are the most common attack techniques—the tried and true methods of boarding and jacking.

Distress Call: The oldest trick in the book. Under the mandates of Galactic Law, all ships within transmission range must answer any distress call and report it to GalPol (Galactic Police). The pirates merely play dead, using modified hull wreckage, until someone attempts a rescue, then power up and blast them into space dust. Everything depends on the delivery of the distress call. Many seasoned captains will just ignore SOS's, but if the call is convincing enough, now and again a ship will stop and investigate. Danger arises when that someone is the police!

Moonwalkin': Usually combined with the Distress Call. A fully armed and shielded galleon hides on the reverse side of a nearby asteroid or moon. When the target ship approaches to assist, the Moonwalker sails out from behind cover. Proficient galleons can fire a broadside volley, knock down any flux shields, board within 2 minutes, and never damage the fish!

The Overrun: Probably the most frequently used pirate tactic to catch a fish. The overrun is used where space traffic is heavy. The galleon lurks at the edge of the ship's sensor range, then charges just before the fish makes a jump to hyperspace. Jump drives take time to "warm up" and their activation is easily read by sensors. However, warm up time is not indefinite; the galleon must close and bring its guns to bear in short order. Requires vehicle identification sensors.

Dropping In: Another favorite pirate tactic. Fish generally follow trade routes and move within cleared, well-marked travel lanes. A galleon or jib drops a sensor buoy in a well travelled corridor. It then moves far out of scanning range and waits for the buoy to broadcast a ship's passing. A galleon or three then drops in, via hyperspace, and usually catches the fish completely off guard with shields down.

Cloak: Affluent clans employ cloaking devices to hide their galleons. Cloaking technology is very expensive and employed on only a few ships. On the other hand, without ultra-sensitive, and ultra expensive scanner arrays, Ghost Ships are nearly impossible to detect. Typically, the Ghost Ship hangs out in the shipping lane until a big fish comes along, then point fires to knock out helm control.

Flying the Jolly Roger: On occasion, galleons will signal their attack ahead of time, warning the fish that it is about to come under fire. This

allows the fish to make a swim for it while the pirates drag the net. Flying the Jolly Roger is excellent for morale. The galleons charge in, "colors flying," and the fish braces for attack, defenses ready. The battle is intense and the catch is all the more fulfilling.

Salvo: Most fish run on minimal shielding to conserve fuel. Using a long range meson cannon, the galleon fires a salvo and knocks out the weak shield in one shot. The galleon then closes and locks onto a hatch with magnetic grapplers. Again, this is a favorite among the crew because they get to charge into battle.

Lookout: A Lookout travels the trade lanes and relays information on the general course and type of passing fish. Armed with this intelligence, the galleons can employ the most effective attack.

Sleeping Dragon: An excellent ploy when executed properly. A sleeping dragon is a vessel that has been drastically modified to beef up its offensive capabilities. This formidable ship is then disguised as a floating wreck or harmless yacht. Ships pass by, paying no heed until the sleeping dragon suddenly awakens and breathes its fire.

Turf

A clan lives on its turf, usually centered around a Fort on a remote asteroid or an unpopulated planet. A few can be found underground in metropolitan areas. Whatever the case, all turfs share certain features. First, all non-initiated persons living in close proximity to the Fort are loyal to the clan. This includes policemen, politicians, the hairdresser, everyone. Those who do not swear and demonstrate steadfast allegiance are terminated. Most consider the clan family and would never betray it. For the rest, waking up dead is a real persuasive reason not to narc on the clan.

In exchange for this loyalty, the clan provides jobs for the Friends, as they are called, and pumps large sums of money into the community. Many pirates raise families on the turf. The turf is safe for the most part; the clan ensures that the area is crime free. Of course, this is pirate law and order—nonlethal weapon discharge, brawling and drunkenness are common. Otherwise, the turf resembles common lower middle class Alliance communities.

The Fort is the home of the clan. It is heavily fortified with weapons and advanced surveillance equipment. The name Fort is appropriate; breaking into one of these places is virtually impossible without massing formidable firepower. Most are underground, carved out of building subbasements in a city. They are huge, completely self-sustaining structures, equipped with grow farms, medical bays, maintenance shops, launch pads, etc. All valuables are kept in the Cell, a vault-like area in close proximity to the Passageway. The Passageway contains the Flagship, usually the fastest and most heavily armed galleon in the fleet. In the event the Fort is compromised, the Captain, the officers and as much of the crew as possible use the flagship to escape.

Attire

Most clans have their own colors, much like the gangs prevalent on Earth at the end of the 20th Century. The colors identify clan members and the clan will not allow others to wear the colors while on their turf.

Otherwise, pirates wear a variety of garb, depending on the race in charge. The majority of the clans are either Orion, Human, or Phentari-controlled.

Only Orion-controlled clans wear the Bwal when at home. The Bwal bears a close resemblance to the kilts worn by the Scottish. The color of the Bwal is that of the clan. Orion pirates also wear a cannarick around the leg. A cannarick is a black leather sack, wrapped around the thigh and tied by drawstring to the leg. The sack contains "drink."

Human-run clans wear almost anything, running the gamut from business suits to skinsuits. However, many like to take on the image of working class and wear blue jeans. Most Human clans wear an eyepatch as did the pirates of legend. Like the Eridani clan members (as few as there are), Human clan members carry swords. A red bandanna stuffed in the breast pocket is also quite common.

Phentari clans are notorious for being the most malicious and cruel of their kind. Most wear black skinsuits, with the clan emblem emblazoned on back of the Wingala-Nairasu (bone laced cape).

Image

Image is everything to a clan. The image portrayed reflects the mind-set of the clan. There are as many images as there are clans. However, many pirate clans perpetuate a Robin Hood image, and are called Hoods. These clans take great care to attack only government shipping, storage facilities, and personnel. Hoods tend to follow a non-violent doctrine to pirate warfare. They respect life and kidnapped victims are seldom harmed. Hoods often give huge sums of money directly to people on planets near their turf to curb fears of government reprisal and to obtain loyalty. Cracking a Hood can be difficult because people in the area are so loyal.

The other predominant image portrayed is that of the Cutthroat. Cutthroats do not discriminate in boarding or attacking. They attract ruthless types and are the primary focus of government anti-pirate campaigns. Cutthroats are known for their brutality. They leave bloody calling cards and control the surrounding public through coercion and fear. Given their sensationalist nature, Cutthroats get the most press. Many are secretly financed by corporations to perform their dirty work.

Whether they are Hoods or Cutthroats, image is everything. On their home turf, pirates are braggarts, flashing sword and laser. They booze and carouse in bars, feeding the image of uncultured ruffians. They roleplay the stereotype because the stereotype feeds the image and the image builds prestige.

Duel

The Duel is an honorable means of settling disputes in most Human and Orion clans. Any clan member may challenge another to a duel of swords, in order to avenge a real or perceived slight or dishonor. Human clans also allow for gun duels at ten paces. The duel is not necessarily to the death, but the last one standing is by law in the right on whatever dispute instigated the duel.

A duel is also a means to take over another's position. This is called the Right of Crossing. Any member, of any rank, can challenge another to a duel to the death for the right to take that person's position within the clan. A Right of Crossing is not an ordinary clan duel. The higher ranking individual chooses the terms for the Crossing. The subordinate must accept the terms or turn down the duel. This is called Yellow

Bellying by Humans, Running by Orions, and a number of other demeaning things by Phentari. Yellow Bellies face two choices: losing their right hand or dying!

Clans

There are some 5,000 known pirate clans, operating in every quadrant of Alliance space. Most pirate clans are small, numbering less than one hundred members with 2-8 galleons at their disposal. Less than 200 are major clans, with more than one thousand crewman. Listed below are the most famous/notorious pirate groups:

The Flying Dutchmen: The largest clan in existence, predominantly composed of Humans and Orions. The Flying Dutchmen operate throughout the Core Worlds, Andromeda, and Fornax galaxies. They number around 30,000 crewmen, with over 500 ships. Most Flying Dutchmen are Hoods, although some are Cutthroat. Landlubbers are released upon catching the fish. The Dutchmen employ all combat strategies to capture whales.

Silence Deplore: This group of predominantly Humans and Orions never speaks a word when boarding a ship. They use only hand gestures and written words to communicate their desires. Their numbers and ship count are unknown.

Black Flag: The most heinous and notorious of all the pirate clans is the dreaded Black Flag. This unscrupulous organization follows a policy of killing anyone who it encounters, no matter how innocent they are or what they know. They are so despicable that even other pirate clans abhor them and hunt them down whenever possible. Black Flag is solely composed of incorrigible felons.

Kismet: A band of fun-loving Orions who are so daring that they claim to be playing kismet, the game of life and chance. Captured prisoners are always released, for the Kismet only seek the adventure of the catch and the loot.

May your jacks be easy!

TRUTH WITHIN THE MYTH?

"Myth is often truth enshrouded"

—Modeun Kahlo, Mutzachan Philosopher

Tales of Atlantis have been found in the myths and legends of cultures throughout the Inner Circle. These stories are often of unexplained events shrouded in mystery. It is not known where the Atlanteans came from or where they went. Since little factual knowledge about the Atlanteans exists, we must examine these myths for truth.

The Origins of Atlantis

Where does Atlantis lie? Beyond the Pillar of Hercules, as Plato and the Greeks once thought? Or deep within the Caves of Darkness on Chatil as Chatilian myth dictates? There are many myths about where the Atlantean civilization had its beginnings. Mutzachan explorers first

encountered the Atlanteans in 10,231 B.C. and assumed that they were a nomadic people. The Mutzachans had several encounters with the Atlanteans thousands of years later. After these meetings, they realized their first assumption was wrong. By this time, the Atlanteans had colonized several planets in the Inner Circle, such as Earth in the Sol system, TI-4 in the Lelande system, Maejor III in the Ursae Majoris system, and Chatil in the Fomalhaut system. But the actual system from which their civilization originated is still unknown.

The possibility that the Atlantean civilization had its beginnings on Earth was quickly discounted by the Vision of Eight. The Mutzachans had no records of Atlantean contact on Earth until after 7000 B.C. In this respect, TI-4 of the Lelande star system is similar, for it was not colonized by the Atlanteans until 6824 B.C. In fact, it is widely believed by most historians that these two worlds were only colonies established by an expanding Atlantean empire.

Several decades ago some ruins were uncovered on Maejor III which were vaguely similar to the Atlantean architecture types recorded in the Mutzachan archives. The ruins have been uranium series dated to about 12,000 B.C. Records about an Atlantean colony located here are sparse. The few that do exist give little information about when it was settled or what its purpose was. But it is proof that there was some civilization, probably an Atlantean one, that was here well before the Mutzachans had encountered the supposedly nomadic Atlanteans.

A more interesting potential location for the Atlantean home world lies in the Fomalhaut star system. During the reign of Cashan of Lamir, the Chatilian Illuminaries were forced to flee from his tyrannical rule to the Caves of Darkness. It was during these dark times that Chatilian myth tells of many encounters with a race that inhabited the depths of these caves. The Chatilian myths tell many strange tales of the scaled Aetlentans. The name they gave these humanoids is hauntingly similar to Atlantean. But could these scaled humanoids be the Atlanteans? The Mutzachan archives never mention them as having scales. Could the Mutzachan records be wrong? It is unlikely; a more probable answer is that the Chatilian myth is not totally true. If these people were in fact the Atlanteans, they would have been on Chatil in 12,000 B.C., almost 2,000 years before the Mutzachans had made contact! This makes Chatil an unlikely site for the homeland of Atlantis.

Finally, one myth offers an intriguing possibility to the homeland of Atlantis. Orion Rogue myths tell of the people of Atlantis rising out of the Sea of Orion and descending upon Taos 4 on halos of light. Could the Atlanteans have come through a wormhole or rift located somewhere within the Sea of Orion? The problem, however, is that the myth can only be traced back to about 4,000 B.C., 2,000 years after the recorded fall of Atlantis! Mutzachan explorers claim to have charted the entire nebula, and have found no signs of a wormhole or rift. Is it possible that the date of the myth is somehow wrong or that there once, long ago, existed a wormhole or rift somewhere within the nebulous reaches of the Sea of Orion?

It is reasonable that we will never know the location of the true Atlantean homeworld. But these various myths do give us some insight into the possibilities of their mysterious beginnings.

The Fate of Atlantis

It would almost seem fitting for a culture surrounded in mystery to fall in such an obscure way. In the years 6,309-6,300 B.C. the vast interstellar empire of Atlantis crumbled. The populations of entire colonies

disappeared, leaving empty, desolate planets where cities once thrived. Some settlements vanished completely, down to the last corner stone, with nothing left behind to indicate civilization had ever existed there. What could have happened to this once powerful and advanced civilization?

Shortly after the collapse of Atlantis, the Vision of Eight, then known as the Council of Timar, convened for an emergency meeting. What they discussed or resolved to do is a mystery to everyone but them. One thing is for certain; after the meeting most of the records pertaining to Atlantis were hidden and locked away. (Editor's Note: This is the personal belief of this writer, not of this publication. The Vision of Eight still denies all charges that it has ever hidden or locked away any records in its archives). Those records might contain some interesting details about the fall of Atlantis. Now we must look once more into myth for the truth.

Many cultures on ancient Earth, too many for it to be coincidence, have myths about a great flood or the continent of Atlantis sinking into the ocean. It is highly probable that these two events did occur and may have been in fact linked. The bulk of an entire continent submerged beneath an ocean could cause great flooding. Did Atlantis sink to the bottom of the Atlantic?

Ancient maps and surveys of Earth compiled by early Mutzachan explorers show that there was once a continent in the middle of the Atlantic. Was this continent once the site of a thriving Atlantean colony? Although it is possible that Atlantis sank to the bottom of the ocean, it is not likely. So far, no evidence has ever been found to support this theory. If it did sink, there would be some sign of a once advanced civilization lying on the bottom of the Atlantic Ocean.

But what of other Atlantean settlements? Some archeological artifacts were found at several of the Ursae Majoris settlements. Nothing was left behind at the TI-4 colony in the Leland system. Since neither of these two systems had any indigenous sentient lifeforms, no myths exist to give us any clues as to what could have happened at these sites.

Those who were exiled during the reign of Cashan of Lamir tell a strange tale of the abduction of Atlantis. According to their legends, the Laeshin Mir, or "Death who stalks the Dark" came to the Caves of Darkness and abducted the Aetlentans and many of their own kind. Could the Atlanteans have been seized by some ancient, powerful alien race?

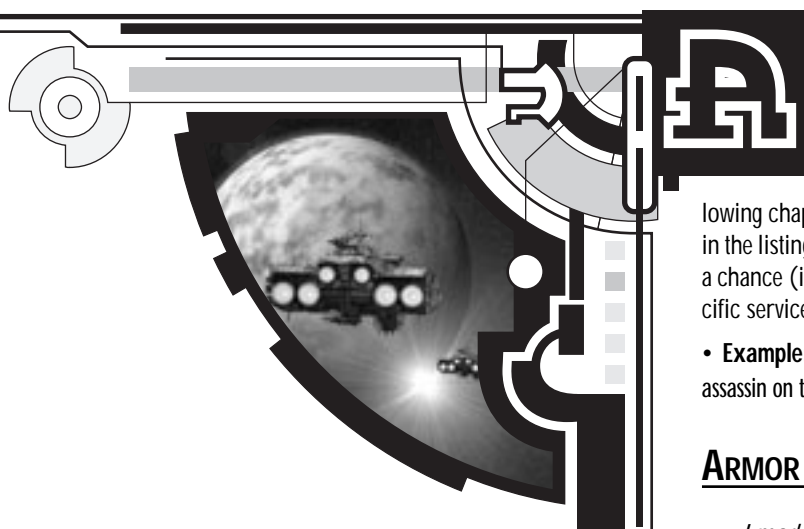
The Orion Rogues give us another intriguing possibility. In their legends, the people of Atlantis rose up into the sky and were swallowed up by an opening in a star. The interesting part is that the star that they refer to is not even a star. It is in fact one of the Milky Way's satellite galaxies, the Greater Magellanic Cloud. This has been the best established theory on the fate of Atlantis. The Mutzachan archives even have a record of an expeditionary fleet massing for the Greater Magellanic Cloud. Are the Atlanteans living safely in the Greater Magellanic Cloud at this very moment?

Whether the Atlanteans are living in the Greater Magellanic Cloud, were devastated by an odd string of natural disasters, or abducted by an ancient, powerful alien race will probably never be known. The Vision of Eight has decided it is in our best interest not to reveal this information to the public. It is conceivable that one day the Atlanteans may return, and we could learn the answers to all of the mysterious questions that they have left behind. But for now we are forced to wonder and imagine.



CHAPTER 5

Spaceport Services • 5



IN THIS CHAPTER...

Armor Station	Identification Change
Assassination Services	Laundering Services
Clonic Production	Legal Networks
Cybernetic Repair Station	Refit
DNA Masking	Refuel
Fencing Operations	Rent-A-Skill
Government Networks	Sleep Cheap
Hyper Training	Resorts
	Robotics Repair Stations
	Slave Auctions
	Terrestrial Knowledge Services
	The Weapons Shop

◀ Brosich is called the City of Bolts by its 10 million denizens who live on the small moon Kente. It is the single largest integrated ship producing facility in the Fornax Galaxy. Brosich produces a variety of space-faring vessels specializing in the design of personal warcruisers. The city/planet is owned by Kente Design and Fabrication Inc.

s an adventurer, wandering around in No Man's Land, you will continually need to resupply. Eventually, your gun is going to jam and your armor is definitely going to get shot up. Worlds provide a variety of services to the gunfighter and traveler alike. The following services are readily available for your posse!

Note: The level of these services as well as those in the following chapters are noted by a number in parentheses after the service's name in the listing following a planet's description. In general, the number represents a chance (in 10% increments) to find that service on that world. If not, the specific services descriptions will describe what the number references.

• **Example:** A listing for Assassination (3) would give you a 30% chance to find an assassin on that particular world.

ARMOR STATION

I made an error and miscalculated the time it would take to reach the Phentari. As a result, he was able to get 5 shots off at me. Three struck. The armor protected me for the most part. I merely suffered a collapsed lung, a punctured thigh, and lost my index finger. The inaccuracy of his fire proved him inferior. I then dispatched him. Subsequently, I had to pay an unreasonable sum of money to get my equipment repaired. Furthermore, the service was a day late. So I decapitated the owner and dumped his body in his front yard because he too had proven himself inferior.

—Esir-ican, Cuontol

A variety of services are offered at armor repair stations, which are maintained at most Alliance spaceports. Armor repair stations are rarely found in land based cities. The primary function of a station is to repair damaged armor. It is inevitable that mercenaries and soldiers will suffer damage during the course of a mission (Go figure! It never happens in our campaigns. No, really!). Unless they have the proper equipment and skills, most characters will require the services of an armor station. The cost of the repairs depends on the amount of damage to the armor and the availability of the item in question. Each suit of armor has a serial number imprinted on it in several locations. The number is registered to the individual at the time of the purchase, and detailed records are kept with the Federal Bureau of Weapons and Firearms. The registration number is always readable, unless the unit gets completely scragged!

Armor and options are sold at an armor repair station. Upgrades (such as adding plating to one's armor), are also available. Prices are subject to fluctuation, based on supply and demand, and persons wishing to trade-in armor can only legally do so at a station. Stations are rated based on the quality of their service and the availability of items found there.

Armor repair stations can be found at almost all spaceports. The Alliance closely monitors the armor stations. All sales, up-grades, and repairs are noted in detailed files. Any person wishing to use the services of an armor station must have a valid ID before any service will be rendered.

Cross-index the number in the service index with the number listed below to determine the quality of service.

1. Terrible Service: Long turn around time for repairs (1-4 weeks). There is a full 03% chance that repairs won't hold and will come undone. Shoddy work. The availability of all items is reduced by 10%.

2. Poor Service: The facility has to regularly order out for parts and the turn around time for repairs is usually 4-18 days. Work quality is marginal and there is a 02% chance that the repairs will be flawed. The availability of items is reduced by 05%.

3. Average Service: Workers are reasonably competent and the turn around time is usually 2-12 days. There is no adjustment to Availability of Items Table and little chance of repairs not being completed (01% chance of flaw or failed repair).

4. Good Service: The shop stocks extra parts and maintains repair equipment in serviceable condition. The manufacturer works in close contact with the station and items can be special ordered if need be. Turn around time: 2-8 days. All work is double checked to make sure that it meets specifications and there is virtually no chance of flawed repairs. There is a favorable 05% adjustment on the availability of items.

5. Superb Service: Top notch management insures that customers are completely satisfied. The turn around time is minimal, a mere 1-4 days. Patrons have an added 07% chance to pick up desired items. Work is guaranteed for 30 days. (This is comforting. If it fails, then you are probably a lump of decaying matter).

ASSASSINATION SERVICES

I'd almost do it for free. I really would. It is that exhilarating feeling you get, scoping in on the target from 400m. It is that surprised look in the victim's eyes when a perfectly round hole appears in the middle of his chest. I love lasers. No noise. It's the way the people around them scream and dive for cover, the way insignificant wives clutch onto their husband's pathetic corpse as he collapses dead on the ground. Yeah, I'd have to say that it is the best feeling in the universe!

—Santhisarrious Phentari

Known to have Assassinated 11 Galactic Officials

Bounty: 1,000,000cr

There are professionals available for hire all across the universe who, for the right amount of money, will snuff someone. It's the third oldest profession in the universe. Assassins are an all-too-common threat to the powerful. Power is a way to wind up with a bullet in your chest, for there is surely someone out there who feels threatened by that power. If the price is right, he will pay some unscrupulous character to rub you out. Most known assassins are either Gen-Human, Human, or Phentari. The ratio per hundred is 42/37/18 and 03% other. Rebel assassins are also common. Hiring an assassin is dangerous, and they are normally contacted through the Black Market, although advertisements for them occasionally appear in the newspaper or Madd Mike's Mercenary

Brochure. The fee for rendering services varies greatly, based on the danger associated with pulling off the hit and the repercussions expected for taking the person out.

Prestige is another factor. Assassins are much more likely to kill someone if they are guaranteed good press. Generally, it costs anywhere from 10,000cr to kill a nobody to 20,000,000cr for taking out a business executive or galactic official. But make sure he gets the right feel when he meets you, or it might be you who wakes up dead!

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of finding an assassin per two weeks of searching. Each level of Street Smarts increases the chance by 04%. Note: Sometimes, no matter how hard you search, or how much money you are willing to spend, no assassin will come forth to assist you, either because of threat of police, foul play, or simply because there are no assassins to be found.

CLONIC PRODUCTION

I looked at myself and said "Hi!" Myself replied "Hi" back, which completely freaked me out! It was ridiculously expensive, but I want to be immortal and I make enough money and live too dangerously not to do it (even if the clone is not as good as me, 'cuz I'm an original). It isn't if you're gonna get wacked, its more like when you're gonna get wacked. So I keep a backup.

—Jumba Lia, Member of the Mercantilist War Guild

You will eventually want to insure that your PC's life isn't erased in any permanent fashion. There's nothing like having a spare self stored someplace in case of an untimely demise. Several corporate heads within the Alliance are known to have had their minds transferred to newer bodies (clones) in order to keep living and maintain their power and positions. Clonic production is still controversial, and hence is closely monitored and controlled by the federal government. Clones are prohibitively expensive to purchase.

All clones must be registered with the Bureau of Genetic Construction. The BGC licenses individuals to have clones made for a fee of 5 million credits. The actual clone, complete with memory storage, costs upwards of 25 million credits, perhaps as low as 20 million. Additional back-up memory storage banks cost 5 million each, and additional mindless clones cost 15 million a shot. Under BGC regulations, no one may have more than three clones prepared at one time, and only one clone, including the original individual, may be active. Until the original individual dies and proof is provided, no clone may be activated. If the individual remains missing for over 5 years, then a new clone may be activated. On the subsequent reappearance of the original, or previous clone, the secondary clone is no longer legally in ownership of previous property, and is given only that wealth allowed by the primary self. Galactic law dictates that no two selves may be in existence at one time, so the secondary self must usually agree to leave the galaxy of habitation of the primary self, and submit to close monitoring by the BGC and other Galactic agencies until their demise. The primary self may donate funds to the secondary self, but no power or position may be shared. The older self has the right to start any venture not relating to, or having contact with, the secondary clone. If the sec-

ondary clone should die, then the older clone, or original individual, may reclaim their lost identity. Due to incidents in the past in which severe hostilities have ignited between clones and other versions of themselves, new legislation is being looked at which would require the recall of the current clone upon reappearance of an older self. The new legislation may actually change into a law requiring proof of an original's death before the activation of a clone may be authorized. The number of years an individual must be missing may be lengthened. It is still a highly debated issue.

Your clone is maintained in cryogenic storage while your current self is walking around the universe. Memory updates, at the cost of 25,000cr each, should be made periodically, or else your clone will wake up ignorant of your past experiences (all experience and memories which occurred after the last backup are lost).

Your clone will be perfectly healthy upon activation, grown from straight genetic material. His vital statistics will be slightly imperfect, reduced by 07%, except for aggression. The effects are cumulative for each new clone. It is permissible for an individual with a crippling disease or handicap to have their memory transferred to one of their clones and then have the affected body destroyed. It should be noted that any unauthorized production of a clone body or memory bank carries the Death Penalty. The process is so advanced, costly, and risky (under less than ideal conditions), that it is seldom done illegally by organizations other than the government founded Bio Storage Facility based on Katrel.

Keep in mind that if you have a clone produced on an independent world, or elsewhere outside the Alliance, then you risk the Death Penalty. The clone must be properly licensed and transferred to official holding facilities upon your entrance into Alliance jurisdiction. Conviction of a capital crime results in the destruction of all clones and all memory banks. Crimes of incarceration are served out by subsequent clones if previous ones die before completion of the prison term. Legally, you are your clone, and your clone is you. All responsibilities are transferred, unless it can be proven that the last memory update of a new clone is 5 or more years previous to the crimes committed.

Clonic reproduction facilities maintain state-of-the-art security and are closely monitored by Galactic agencies. It might also be noted that no way has been found to place one person's memories into another person's body, as the neural-chemical make-up and cerebral functions cannot adapt readily to their new environment.

CYBERNETIC REPAIR STATION

I had to leave my tentacle there for a couple of days, but the technician repaired the burnt out transducer in my flamethrower pretty quickly. I guess it was the threat of being made into lunch meat that got the Human's attention. He even offered me an Eyeball of Death at a 25% discount to appease me. I should have accepted his offer and slain him on the spot, but I was in a good mood.

—Jusafer Phentari

Cybernetic repair stations exist to repair damaged or defective cybernetic implants. Like weapons shops, they are strictly monitored by the Galactic Bureau of Weapons and Firearms. Cybernetic repair stations

can only be found on spaceports, and they are rare even there. Most spaceports don't maintain the facilities or the demand necessary to operate a money making business. Hence, cybernetic repair stations are uncommon.

Cybernetic stations sell cybernetic attachments, and the availability of items is predicated on the rating of the station. Cybernetic stations also offer implant surgery. However, all systems implanted must first be registered with the government, which closely tracks cyborgs. The quality of the surgery is dependent on the level of professionalism upheld by the clinic, and is denoted by the station rating.

Cross-index the number under the appropriate service to determine the quality of service.

1. Substandard Clinic: System repairs take 2-8 weeks. There is a full 05% chance that repairs are deeply flawed and that the system will malfunction in 10-40 days. The availability of all attachments is reduced by 10%. There is a 03% chance of failed implant surgery.

2. Marginal Clinic: Repairs usually take 1-4 weeks. Work quality is marginal and there is a 02% chance that the repairs will be flawed and that the system will malfunction in 20-80 days. The availability of attachments is reduced by 10%. There is a 02% chance of failed implant surgery.

3. Standard Clinic: Repair Time: 3-18 days. There is no adjustment to the availability of attachments and little chance of a failed implant surgery or system repair.

4. Professional Clinic: Repair Time: 2-12 days. There is a favorable 05% adjustment on the availability of items.

5. Superb Clinic: Top notch technicians and surgeons operate a completely competent clinic. Patrons have an added 07% chance to pick up desired items. Work is guaranteed for 120 days.

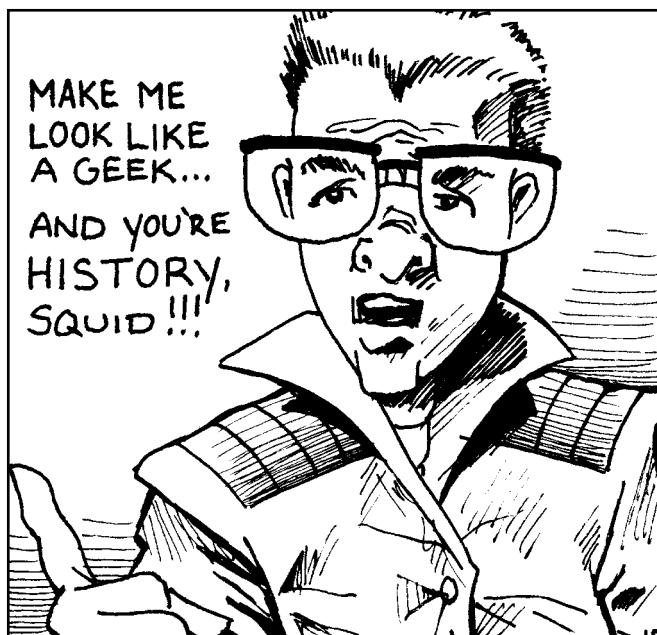
DNA MASKING

Wearing someone else's skin is pretty disgusting, but it got me through Customs on Transit. Those doctors are so good that they made me look like a black guy!

—Tatisoko Shutiami

Some people will do anything for a buck, such as surgeons who temporarily change a fugitive's identity by grafting a layer of living skin tissue from a corpse onto that person's body. The DNA blueprint is unique, and while the graft holds, all skin sample analysis and hand print scans will reveal the corpse's identity, thus allowing the fugitive to pass through customs or other secured areas.

Once the skin graft is no longer required or begins to decompose, the fugitive may activate a specially hidden capsule which releases a chemical into the body, causing the body to secrete a special acidic compound. This compound reacts with chemicals of the grafted skin, causing it to quickly dissolve away. The cost for this wonderful experience is somewhere around 150,000 credits, more if the doctor doing the masking thinks he can squeeze it out of you.



Authorities often test a suspect's retinal patterns to identify him (20%). Optical replacement can be purchased for an additional 50,000 credits. The base chance of finding a surgeon to perform DNA Masking equals 5 times the corresponding number on the service index. There is virtually no chance to find a surgeon with the technical knowledge to perform the surgery on an unlisted planet. Street Smarts increases the chance of finding a masker by 02% per level. Bribes increase the chance by 01% per 1,000cr. Other factors such as Network contacts with the Black Market will usually aid one's chances of finding such a service.

FENCING OPERATIONS

What the hell was I supposed to do with an original Chanceau, try to trade it for a planet? I found it and then I had to unfind it in a real hurry. How much did I get for it? Well, let's just say I'm about as comfortable as a thief could be! Would you like a tour of my moon?

—Chaunteel, *The Cat*

Sooner or later, you're probably going to want to get rid of a piece of merchandise that you have acquired less than legally. That item may not be sellable under normal conditions. The answer to your quandary is simple. You have to go find a "fence." Many planets possess organizations whose members serve as fences for stolen goods. The base chance of finding a fence on a planet known to harbor fencing, equals 10 times the corresponding number on the service index. There is only a base 05% chance to find a fence on any unlisted world. Each level of Street Smarts increases the chance of finding a fence by 04%. Bribes increase the chance by 01% per 1,000cr. Another factor which contributes to finding a fence includes the quality and influence of local law enforcement (-00 for standard, -10 for good quality law enforcement, -50 for diligent and strict law enforcement, etc.).

Once you've found your fence, you're going to want to know what percentage return will be offered. The value depends on such factors as

the rarity of the item(s), the legality of the item(s), the cost of the item(s), and the quantity and the quality of the item(s). The fence usually offers a base 50% of the item's market value, plus 01% per point of a successful bargaining check made by the seller, to a maximum of 80%. If the goods are extremely hot, and therefore exceedingly dangerous to handle, subtract 10%-25%. In a case where the item or items are so expensive that the fence might have to sit on the goods for an extended period of time, subtract up to 40% from the offered value. It may be the case that the fence can't unload your merchandise at an acceptable value because it is just too dangerous to "move." Remember that the universe is in motion and nothing remains the same for long. You should not be surprised if the next time you return to a planet to sell your ill-gotten-gain, the fence offers a different percentage value for the same goods.

Each time the PCs deal with a fence, roll percentile dice. A result of 97-98 indicates that the fence tries to rip-off or double cross the PCs. A 99-100 indicates that the local law enforcement is aware of the deal.

GOVERNMENT NETWORKS

You morons think shooting your way in and out of every situation is the way to obtain the best results. You really need to pay closer attention to the more subtle aspects of operating. Sometimes all you have to do is slip a couple of crisp ones into the right hand and you get what you want, and you never have to fire a shot.

—Uthar Salinay, *Keeper of the Sapphire Crystal*

One of the most useful places to have contacts is in the government. The concept of "friends in high places" still holds true in the 23rd Century! Most corporations maintain extensive government networks, and while the PCs probably can't afford contacts on this level (unless you, the Battle Master, have let things get WAY out of hand!), they would be well-advised to maintain a few greased pockets in the right government offices.

There are various types and levels of government contacts. Each contact that the character has in the government should be chosen from the list below. Keep in mind that Government Networks cost twice as much to start and maintain as normal networks.

Low Government: The character knows someone in a local government (for example, a city official, or the commander of a spaceport). When he is within that government's jurisdiction, he can call in favors. Low government contacts have a +2 to their starting value, partly because their influence is so limited and also because it's easier to get in good with someone who's not too high up.

Middle Government: The character has a contact with a good deal of influence (either someone high up in a national planetary government or a minor Alliance official). National government contacts have no bonuses or penalties to their starting values.

High Government: The character maintains a link with someone VERY high up (the King of Chatil, for example, or the head of the Council of Timar). The problem with contacts at this level is that their

hands are often tied by outside considerations! (For example, if the Galactic President were to pardon a buddy convicted for breach of contract, he might anger the corporation which did the convicting, which happens to be lining his pockets with more money than you'll ever see). Because of this, high government contacts have a -3 to their starting strength. If the strength is reduced below 0 by this, there is no contact (essentially, the PC has one less contact than normal. Hey, it's tough to get a friend that high up!). No one character may have more than one high government contact at one time.

Bureaucracy: This is a very handy contact to have. You know a pencil-pusher in the Galactic Bureaucracy who can shuffle paperwork on your behalf. A successful check can cut processing time for most applications and forms in half. In addition, more difficult things are sometimes possible—like getting black marks “lost in the shuffle”—but this costs a lot of extra cash and will result in penalties to the network check.

Customs: Another handy contact to have in your network. You know someone who works in Customs. If you happen to be on a world where this contact is located, he or she may be able to help you smuggle things on or off-planet. The bonus chance to smuggle something on or off-planet equals the network strength multiplied by ten. This number is added to your base chance to smuggle an item through Customs (See *Battlelords of the Twenty-third Century*, Living in the Future section). If you rolled the “relative works for customs” result on the Fickle Finger table, you automatically have one Customs contact at level 5 which you do not have to pay to maintain.

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of establishing a connection per week of searching. This chance is further increased by 04% per level of Street Smarts skill.

HYPER-TRAINING

They have got things plugged into your brain while you're sleeping. I'll betcha there's some sort of subliminal learning gizmo hidden in the toilet! The force fed learning never stops. It's a constant bombardment of information, non-stop instruction, day in, day out, 30 hours a day. I thought for sure my brain was gonna melt.

—Pete Russel, Freelance Mercenary

You may only have 3 months off between missions to enroll in a school to learn new skills. The round trip time to Eridai itself is two weeks and it takes about 2 months to learn the new levels of long sword, interrogation, and tracking. Furthermore, Laseras the Orion is getting out of jail on Annogrebia next month and you promised him that you'd be there for the party. There simply isn't enough time to go to school, travel, and make sure to be at the gate when your buddy gets out. So what's a guy to do? Enroll in a hyper-training program. Hyper-instruction utilizes micro-feed technology and deep sleep awareness equipment to facilitate learning, as well as typical classroom instruction. You gain new levels of skill in 1/4 of the basic time, but it costs three times what you would normally expect to pay. Hyper-instruction beats on the mind and body. Characters must make a successful Intuition check at a -20

to pass the course. Some people can't hack it and there are no refunds for the training. Hyper-training is not available for mental skills.

Cross-index the number under the appropriate service and multiply the result by 10 to determine the percentage chance of being accepted into the program per monthly application.

IDENTIFICATION CHANGE

Well, with the miracle of modern technology, it's quite possible to become someone else—if you've got the cash that is. Everything is in the plastic.

—Sly Willy Jones, Modest Forger

Characters will want to obtain varying degrees of false ID, depending on the degree of scrutiny they're likely to face. A false ID can range from a simple forged ID card (meant to allow underage types to drink at the local mercenary hangout), to retinal identification. Advanced forgery can falsify one's credit history, or produce security access cards. Such a procedure can cost well over a million credits in extreme circumstances.

Falsified ID is assigned a “quality level.” This is the difficulty level of the skill check which must be made in order to detect the forgery or to create the forged document. The formula for detecting a forgery is similar to a normal skill roll: 50% + Intuition bonuses, minus 10 times the level of the false ID. The formula required to create a forgery is simply: 50% + Intuition bonuses +10% per level of skill, minus 10 times the level of the false ID. Sample ID types and their costs are listed below.

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of establishing a connection per week of searching. This chance is further increased by 04% per level of Street Smarts skill.

I.D. CHANGE

ID TYPE	LEVEL	COST
Fake ID Card (Generic)	1-4	50-1,000cr
Fake Drivers' License	2-8	200-1,200cr
Fake Documents	1-6	500-2,000cr
Fake ID (Records Altered)	2-9	500-5,000cr
Hand Print ID	11-14	10,000-60,000cr
Voice Print ID	7-11	4,000-16,000cr
Retinal ID	12-18	50,000-200,000cr
Mental Screen (Simple)	5-10	20,000-40,000cr
Plastic Surgery (Simple)	3-8	1,000-9,000cr
Plastic Surgery (Radical)	7-11	5,000-20,000cr
DNA Masking	15-20	150,000cr And Up

LAUNDERING SERVICES

Hey, I don't know what you're talking about. I'm a legitimate businessman. Take a look at the books if you don't believe me... it's all there, in black and white and red. Oh, that 50,000cr for "services rendered"? Let's just say that was to my local laundromat... for getting my laundry nice and clean. Yeah, I know it's a lot of money. They put in just enough starch.

—Davidson Quinn, Reputed crime lord

Laundering services allow money which has been earned by some dubious means to be "cleaned." The illegal funds appear as legitimate earnings on the criminal's financial records. This is typically achieved by cycling the money through several small companies or obscure banks in such a way that it cannot be traced. A legitimate "paper trail" is left which does not lead back to the original source. Money laundering services typically charge 20% of the amount being cleaned. The service index represents the percentage chance to find a laundering service per 2 weeks of searching.

LEGAL NETWORKS

I have to maintain a lot of contacts. I get busted about once a month for something stupid. But I've only done time once, and that was for borrowing the mayor's skimmer so I could take a ride through the park. I love the park.

—Gebodon Setor, Mild Mannered Orion Criminal

Occasionally you are going to screw up big time. When this happens, if you manage to survive it, the corporation is going to have your butt for breakfast. Chances are good that you will wind up in a 5' by 10' cell with a broken toilet and a Ram Python named Bubba for a cellmate. At this point, you will begin to appreciate the value of having a legal network on your side.

Legal networks maintain contacts with lawyers, paralegals, and law services throughout the Alliance for the benefit of their clients. They also know how to grease the right pockets to get a favorable verdict. If a character has a Legal Network contact in the sector where he's managed to get himself in trouble, he's in fairly good shape. The strength of the network times ten equals the percentage chance of successfully influencing the decision. If he has no contacts in that appropriate sector, things aren't as rosy. His Network can still help him out, but the influence will be limited. The chance to influence will be halved, and the costs will be doubled (Hey, it's TOUGH to influence a judge 20,000 light years away!). This still beats the alternative: starting a new Network in the area costs five to ten times the normal price, as does maintaining it, and that's if they'll even let you make the necessary phone calls from jail. If not, well... say 'Hi' to Bubba for me!

Remember that legal networks can influence decisions in other directions, too. If someone you really don't like has been indicted and goes to trial, you can spend the normal amount of money and have the decision influenced in the other direction—gaining a conviction! This is slightly more difficult (-10% to the roll) because many judges have

more qualms about convicting an innocent man than letting a potentially guilty one go free.

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of establishing a connection per week of searching. This chance is further increased by 04% per level of Street Smarts skill.

REFIT

I might be an Orion, but I'm not afraid to tell you that I was scared out of my Bwal! Some pirate ship knocked us out of hyperspace with a gravity well generator just as we were approaching Xensera. Caught us completely by surprise. I was stuck in the can. Can you believe that? Too much Rangoon chili. All of a sudden, there was this terrific explosion. The ship seemed to come apart, then everything flipped upside down as the inertial dampeners gave way. I started screaming. Things began floating, so I screamed some more!!! But the explosion had buckled the floor and frozen the door shut. So I spent the whole battle stuck in the john. Somehow, the captain finally managed to escape the trap and we made port. Took three weeks to repair everything and three months to stop all those nightmares! I still can't hear a toilet flush without screaming!

—Laseras Devile

Engineer's Second Mate on the Crystal Dream

A vessel that is damaged due to combat or some other reason must often seek repairs at the nearest spaceport. Some repairs can be made by the crew themselves, while others require that the vessel be placed in dry dock. Ship captains have the right to obtain refit on any Alliance controlled world that maintains repair facilities for spacefaring craft. Most spaceports have a refit quotient. This denotes the relative capabilities of the facility to repair ships. Planets that have no refit listed are assumed to possess no refit capabilities. Given below are the relative refit values for spaceports.

1. Minor repairs available: Internal damaged systems may be replaced, with the exception of navigational arrays, scanners, engines, shield generators, tractor beams, and transporters. No weapons may be repaired. External docking.

2. Limited internal repairs available: Weapons, transporters, and tractor beams may be fixed. No engine, navigational, communications, scanner/sensor work carried out at this facility. External docking.

3. Hull work carried out at this facility: All systems may be repaired, with the exception of engine, navigational, and scanner/sensor arrays. External docking.

4. Overhaul facility: All systems may be repaired. Limited engine repairs. No jump drive. Sensors/scanner calibration, navigational alignment. Internal docking.

5. Major overhaul facility: All repairs may be obtained here. Internal docking. Spare parts available.

REFUEL

Never buy cheap fuel. You wouldn't eat Agar (blood and Ram Python curry sauce), would you? Yuck. Same goes for a ship. Never feed it the wrong fuel or sure as I'm breathing, she'll get sick.

—Tiberias Mandrow

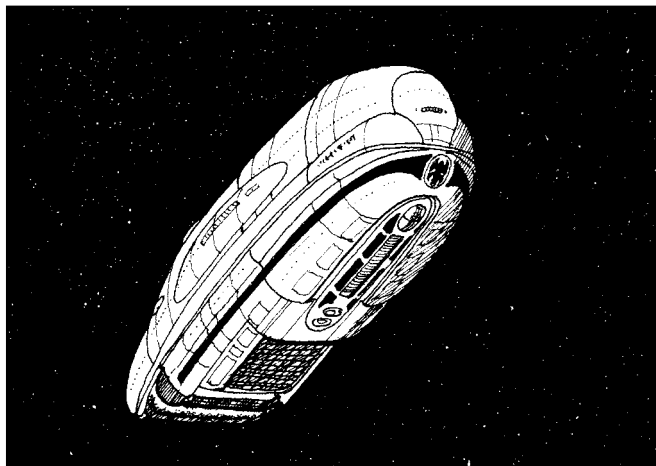
Captain of the Maelstrom Starfreighter

Ships are entitled to refuel at any Alliance spaceport, as long as there are facilities to do so. The cost of fuel varies, depending on the type and quality of the mixture. Interplanetary ships use chemical combustion to propel them through space. All planets are assumed to maintain adequate amounts of chemical fuels at Grade B quality, unless otherwise noted. Interstellar vessels utilize a crystalline element called Di-Tritium to facilitate movement. Most personal warcruisers, freighters, and pleasure craft fall under this category. Inter-galactic vessels such as large naval vessels and other military craft employ warp drives to facilitate operations. They require a rare isotope of Di-Tritium called Ti-Tritium to create a warp field.

Grade A: The best quality fuel. Range is increased by 25%. The ship's engine power output is increased by another 10% (round fractions down). Finally, the chance of misjumping when attempting to enter hyperspace is reduced by 01% when using grade A fuel. Interstellar starships have a 02% less chance of producing a warp imbalance when employing grade A fuel.

Grade B: The standard fuel grade. Ships do not gain or suffer bonuses/penalties when using grade B fuel.

Grade C: Substandard and crudely refined. Range is decreased by 25%. The power output from the engines is decreased by another 15% (round fractions up). Finally, the chance of misjumping when attempting to enter hyperspace is increased by 02% when using grade C fuel. Galaxy class starships have a 02% greater chance of producing a warp imbalance when employing unrefined crystals.



RENT-A-SKILL

Rent-A-Skill saved my life once. I needed to get off of Kermadec fast because two Eridani bounty hunters were on my tail. I knew the location of a particularly innocent trans-cruiser, but I couldn't fly the thing. I jacked in at Rent-A-Skill and they hooked me up with the knowledge just like that. I figured it was better to dump six big ones on the chit then have some Swordsaint carve me up over a parking ticket. OK, maybe it wasn't a parking ticket. But that's not the point.

—Joseph Szedlock, *Galactic Fugitive*

There are times when you need a skill desperately, and you can't wait to learn the material, hyper-training or not. No problem! All you have to do is pay a visit to your local Rent-A-Skill store. In 2240, scientists found the means to link artificial intelligence to the brain. Rent-A-Skill is the direct product of such a breakthrough. Now it is possible for an individual to acquire the temporary knowledge of a particular skill in short order. A neuro-synaptic transducer is surgically implanted at the base of the occipital lobe of the recipient. This transducer reads all of the information contained on a skill micro chip, which is placed in a chip slot. The slot, or chip receptacle, is implanted in the wrist or neck and links this information directly into the conscious mind of the recipient. About a five minute orientation period is required before performing all the parameters of the skill granted by the chip. Of course, the user has to be inherently capable of physically performing the skill if such action is required! Just because you rented a Climbing 15 chip does not mean you're spider-Cizerack. Along the same lines, you cannot buy chips for certain skills that could not possibly be gained from the information on a chip. For instance, you cannot chip yourself up on Strength or Body Points.

The cost for the basic implantation of the transducer and the chip slot is 20,000 credits. This represents the cost for a standard transducer, capable of running 20 skill levels (equal to the level of the skill chip times the skill cost [SC] of that particular skill). This capacity can be increased to 100 skill levels, at a rate of 1,000 credits per level above the basic 20. In other words, a 100 capacity transducer would cost 80,000 credits. Additional slots cost 5,000cr each. A maximum of 10 slots can be run at any one time. It costs another 3,000cr to hide the slots under artificial dermal covering. Each chip usually holds only one skill, at its programmed level. Multi-functional chips may be rented, but cost three times the cost of whatever skills are installed on them. Recovery from the surgery usually takes anywhere from 1-4 weeks.

It costs 10 times the rental charge to actually purchase the chip, which is guaranteed for the life of the owner. Programmed chips over level 20 are rare, and not able to be rented from Rent-A-Skill. The rental price of a chip per week is 100 credits x the level of the skill x the normal proficiency skill cost to learn the skill. Example: the cost to rent a level 10 chip of Transcruiser piloting would be 4,000 (100 x 4 x 10). Note, this same chip would require a 40 capacity transducer in order to be used (10 [level] x 4 [skill cost]).

Rent-A-Skill charges twice as much for the rental of chips to Mazians because they simply absorb the transducers, rather than having them surgically implanted. This reduces the cost of the transducers

by 10,000cr for them.

Characters must return the chip after the rental period has expired. A 25% late fee is applied for each day the chip is late. Failure to return the chip within twice the rental period results in the automatic erasing of the chip. Failure to return the chip within four times the rental period results in the chip fusing, destroying the implant transducer with it. This can also result in brain damage if the victim fails to make an SMR versus Electrical attacks at a -10 penalty. For every point the victim fails his SMR by, he loses a d6 of I.Q. If the SMR is failed by 20 or more points, then in addition to the aforementioned loss of I.Q., the victim must make an SMR versus Biological or die.

A chip that is overdue by double the agreed rental time automatically locks itself micro-electronically to the implant. Removal of the chip at this point causes the implant to fuse. Any attempt to surgically remove the implant without the proper authorization codes, maintained by Rent-A-Skill, will result in the implant fusing. Only a Rent-A-Skill store can remove a locked chip safely. It's great incentive to know that the chip locked into your slot might melt your brain if you don't get back to the Rent-A-Skill before the end of the fourth week.

RESORTS

I travel abroad all the time. It's part of my job as a chief systems analyst for Telydyne in this sector. The food blows, but you get used to it. Take-off and weightlessness, well I just hold onto my seat, close my eyes, pray a bit, and wait for that terrible sensation. You know, the one when your stomach is slammed into your throat. The best thing about traveling is getting a room in some cool hotel, on some foreign planet, then heading out to find all the action!

—Sharmie Theteal, Traveler

Are you tired of sleeping in foxholes? Is waking up with a rock in your back starting to wear a little thin? Are those OSA tubes at the spaceport a little too coffin-like for your tastes? Maybe it's time you shelled out a little of that hard-earned cash on something besides bigger guns and went on vacation.

The luxury resorts of the 23rd Century are infinitely bigger, more complex, and more decadently opulent than their most lavish twentieth-century counterparts. They can be found almost anywhere, from the biggest cities on the most advanced worlds to "rustic adventure" resorts on undeveloped planets. A few occupy small planetoids by themselves, such as the famous Xanadu Paradise Resort. Other resorts occupy huge star-liners, the equivalent of today's "luxury cruise." All of these resorts have certain things in common. Almost everything is automated, from the cleaning services to the front desk. However, certain positions are still manned by highly-trained professionals (nearly all luxury resorts have at least one Orion chef of high degree working there). Services of all sorts can be found, from the conventional tennis courts and sauna to fully interactive holo-rooms and zero-g aerobic chambers. A wide variety of entertainment can be found nightly; the best resorts have the money to hire big-name celebrities. A typical lineup might have Corastin Kyrell, the famous Orion stand-up comedian as the opening act, backed up by top-flight musicians, dancers, and what-have-you.

All this luxury is backed up by some of the most efficient security systems anywhere. Most of the patrons of these resorts are wealthy, and they like to keep the riff-raff at arm's length. Weapons are almost impossible to smuggle in, due to the number of security screenings every guest goes through on check-in. The one exception to this is the Eridani, who are allowed to carry their swords but are required to swear an oath of honor not to loose it in the hotel's confines (an oath of honor is serious, serious business for an Eridani, and any Eridani that breaks such an oath will probably be executed if discovered).

Well-trained (and well-armed) security personnel patrol the premises, just in case someone does try to make trouble. In addition, there are heavy automated security systems, including ceiling stunners powerful enough to take down Ram Pythons! Given below are a list of luxury resorts and hotel chains available to the weary traveler.

Cross-reference the number on the service index with the number listed below to determine the accommodations available.

1. Transworld Hotels: This 3 star hotel chain is specifically designed to manage all race types within the confines of one building. Each floor above the lobby services a particular race type and provides all the accommodations necessary to insure happiness for its patrons. All Transworld hotels are fourteen stories high, with the lobby and the top-floor promenade being accessible to all races. Parties, conventions, and special events are held here. Hotel guests carry special DNA encoded pass cards to allow entrance to their designated floor. No person of a particular race may trespass on another race's floor without being buzzed in and escorted to the guest's room. Individuals must remain in the privacy of the guest's room while staying on the floor. They may not, under any circumstances, intermingle with the floor populace. This policy is denounced by civil liberties groups as discriminatory and the issue is currently being fought over in the courts.

All Transworld hotels maintain skimmer/helipads as well as interstellar comlinks.

Defeat Camera Security: Level 7; Defeat Sensor Security: Level 9; Defeat Metal Detector Security: Level 6; Bypass Camera Security: Level 8; Bypass Sensor Security: Level 10; Bypass Metal Detector: Level 11. 115cr per night, or 700cr per week.

2. Galaxy Inns: Another 3 star hotel chain that rivals the controversial Transworld Hotels. Galaxy Inns host all race types. Its floors are not segregated and patrons can stay wherever they wish. The novelties provided include nightly entertainment, personal escorts, and all night bar service. The Galaxy Inn is a favorite of Orion types. The only question is the quality of hotel security.

Defeat Camera Security: Level 5; Roving Guards (Level 5 beam weapon); Bypass Camera Security: Level 6. 85cr per night, or 520 per week.

3. Universal Satels: A plush accommodation found at many spaceports across the galaxies. Universal Satels is a favorite of affluent types and the chain is only found at orbiting stations. The establishment caters to the desires of the lazy man, providing valet transcruiser parking, planetary transports (beam down to the planet for 500cr), interstellar comlinks, guided tours, etc. Security is tight, including I-Bots, and ceiling stunners.

Defeat Camera Security: Level 10; Defeat Sensor Security: Level 12; Defeat Metal Detector: Level 9; Bypass Camera Security: Level 11; Bypass Sensor Security: Level 13; Bypass Metal Detector: Level 14. 350cr per night, or 2100cr per week.

4. Imperial Palaces: A private chain that accommodates traveling Swordsaints. Other guests are welcome, with the exception of Phentari, who are prohibited from entering the grounds. Squids who trespass will be terminated in short order. Other guests must accept the customs and climate of the Imperial Palace. Eridani can find temples, Buddon masters, training, legal services, and specialized armor shops here (-10% to costs for clients who stay more than 2 weeks). Imperial Palaces are only found on orbiting stations or cloud cities and are easily recognized by their pyramidal shape. Roving guards and transporter nullification systems control the perimeter, not that most of the guests need any protection.

Defeat Camera Security: Level 7; Roving Guards, level 7-12 sword, plus level 2-8 beam weapon; Defeat Sensor Security: Level 9; Bypass Camera Security: Level 8; Bypass Sensor Security: Level 10. 145cr per night, or 800cr per week.

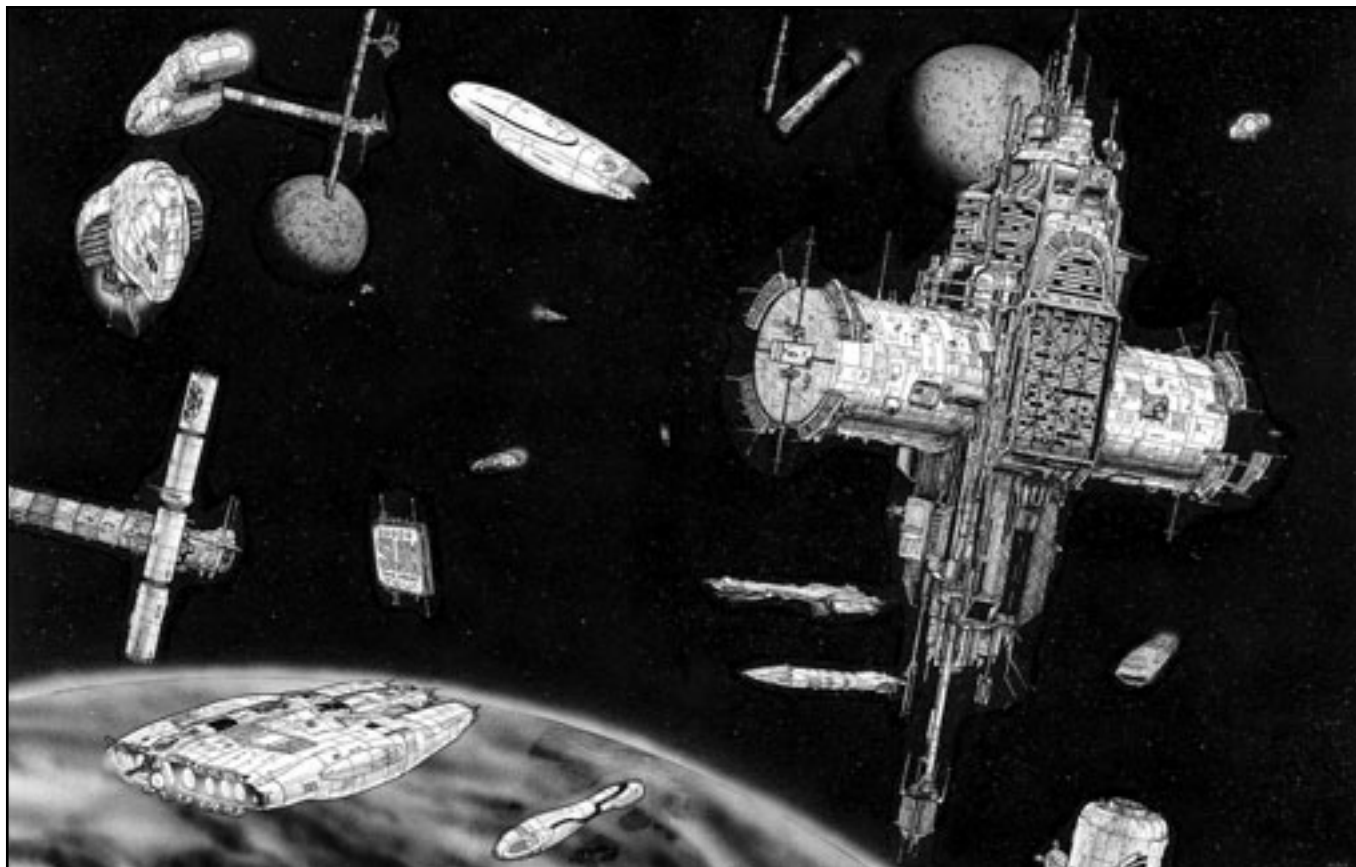
5. Phena Trust Resort: Off limits to all non-Phentari. This 4 star hotel chain's managerial staff is under federal investigation for a myriad of violations of the law, including murder for hire, harboring known fugitives, accomplice to murder, etc. The Phentari government purchased sovereign land at each site and the Phena Resorts are considered off limits to local authorities. The government sponsors this to protect its people from discrimination, because Phentari are viewed galaxy wide as treacherous, maniacal cannibals. They don't deny this, but that's besides the point.

Phena Trust Resorts are noted for their monumental appearance; tall thin spires with pointed tops. There is very little grounds security because the squids have been so proficient at defending themselves in the past. Phentari are on the honor system here, basically no one screws with anyone who they aren't sure they can eliminate quietly. These resorts are hospitable. Only one or two patrons die weekly!

6. Tree Home: An open resort that allows all patrons, but caters to the whims and needs of Ram Pythons. Ram Worlds are spectacular jungle forests that sprawl across acres of the planet surface. Travelers stay in tree forts, reached by private elevators. Patrons travel between "rooms" along railless bridges that interconnect the structure. The temperature is regulated at a cozy 120 degrees fahrenheit and a holographic sun display rises and sets on the same cycle as the summer nights of Pythos. Tree Home is a 4 star hotel.

Defeat Camera Security: Level 7; Defeat Sensor Security: Level 9; Defeat Metal Detector Security: Level 6; Bypass Camera Security: Level

▼ **Starbase 391 anchors the Alliance's position in the Industrial Province against the continuing threat of the Xarian Confederacy and the Arachnids. It is flanked by multiple battle stations, which extend like a string of lights along the heavily contested borders. Each arm of the base can hold up to 5 cruiser class vessels at the same time for refit and repair. Starbase 391 is home to the 9th Fleet.**



8; Bypass Sensor Security: Level 10; Bypass Metal Detector: Level 11. 115cr per night, or 700cr per week.

7. Budget Way Inns: An economical way to stay abroad. No frills, but clean enough. It should be noted that numerous service complaints have been lodged against the management at Budget Way Inns. Beware of the seedy customer who checks in under the name Smith, has few teeth and a long trench coat! Be careful, the rooms are protected by locks that can be defeated with only a Level 5 Pick Locks check. 25cr per night. No weekly rates.

8. Mentor Mansions: Absolute 5 star service, and the name accurately describes the size of your room. Mentor Mansions provide valet transcruiser parking, planetary transports, interstellar comlinks, guided tours, and so forth. Security is second to none, including I-bots, ceiling stunners, and matrix generation defense systems. Mentor Mansions are reserved for patrons who are capable of generating matrices, including "Unnaturals." Reservations should be made a month in advance. In-room Terrestrial Knowledge Service centers and in-house mentor training are available.

Defeat Camera Security: Level 15; Defeat Sensor Security: Level 16; Defeat Metal Detector: Level 18; Bypass Camera Security: Level 16; Bypass Sensor Security: Level 16; Bypass Metal Detector: Level 14. 1000cr per night, or 5000cr per week.

9. OK Corral Bed 'N Breakfast: A must for you types who like to eat on the run! The walls are Plas-steel with a threshold of 20. All windows are Flex Glass with a threshold of 7. Rooms are accessed by retinal identification scan. If you're looking for a cheap way to keep your head affixed to your shoulders, then this is the place for you. Perimeter anti-personnel defense systems can be rented with a deposit of 10% cost for on-site use only. No questions asked, no bleedin' or dyin' on the premises. Have a nice day!!

Defeat Camera Security: Level 7; Defeat Sensor Security: Level 9; Defeat Retinal Scan: Level 14; Bypass Camera Security: Level 9; Bypass Sensor Security: Level 12; Bypass Retinal Scan: Level 18. 70cr per night.

10. Danstel Resorts: The posh Danstel Resorts offer the most luxury and service for any traveler's money. Personal valets wait on patrons hand, tentacle, and foot. Every whim will be attended to by your personal servant. A Danstel Resort is not a hotel, it's a self sustaining city with thousands of employees to ensure customer satisfaction! Multiple room suites vary in size from 20m x 20m to 50m x 40m! Unparalleled for modern resorts.

Defeat Camera Security: Level 18; Defeat Sensor Security: Level 19; Defeat Metal Detector: Level 21; Bypass Camera Security: Level 19; Bypass Sensor Security: Level 19; Bypass Metal Detector: Level 17. 20,000cr per week. No nightly rentals.

ROBOTICS REPAIR STATION

Offers the sale, repair, and trade of robotic systems. Otherwise, the Robotics repair station functions exactly like its cybernetic equivalent.

SLAVE AUCTIONS

Next, we have a fine looking specimen. He is well groomed, speaks only upon command, and is utterly obedient. This slave is loyal, and his brain capacity prevents him from ever being uppity! What a swell addition this Benjari would make to your home. An excellent porch monkey. Do I have a bid of...

—Ilitchar Phentari, Auctioneer at the Jilleal Trade Show

Licensed trade merchants can purchase, use, and sell slaves on the free market. Slave trade is a growing commerce that generates billions of credits in revenue each year. Slave farms exist to grow slaves for sale on the open market. Obtaining a license requires a thorough background search by the Bureau of Slave Commerce and a class one bounty hunter's license. The license runs anywhere from 40,00-60,000cr, depending on the system where it is obtained. The processing and handling fee for the slave permit is a flat 100,000cr.

A variety of slave types can be purchased on the free market. The most notable and prevalent are: Zendarean, Cashou, Benjari, and Wakon, which trade for 50,000, 35,000, 40,000, and 20,000cr respectively. Used slaves fetch between 40% and 60% of their market value. Slave auctions are typically held once a month and can be found at a variety of different planets.

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of finding a bargain when opting to buy or sell slaves. Roll a d10 to determine how many thousands of credits you save.

SLEEP CHEAP

Characters will have to sleep sometimes, and they are usually close to broke. Never fear... the Tube is here! All across Alliance space PCs can rent a sleep tube, known as an OSA (Overnight Sleep Accommodations), for a fraction of what a hotel room would cost. Granted, it's small, but when all you have is a couple creds and you're looking for a roof over your head it'll do fine.

The Tube, as it is called, is a thermo controlled, grav adjusting, atmospheric contained, sleeping unit about the size of an ordinary bed. The weary traveller merely opens the drawer to his assigned Tube and slips into it. A computer panel even a Ram can use allows the user to lock the Tube and adjust the bed to a variety of comfort settings. The Tube is equipped with an intercom, entertainment screen, Allo Star lamps, clock, bullet-proof glass, and more. Tube Service provided on request in some areas. The best part: generally an OSA costs only 8cr a night!

TERRESTRIAL KNOWLEDGE SERVICES

Me lost. Must find book on trees. My tree fort not feeling very well. Sick. I like trees. Do you like trees? Can I sit down on table... Whoops... Sorry lady. Didn't mean to sit on baby. Baby looks interesting, all flat like that!

Hey librarian, you help me find book now or I use your head as a paper weight!

—Fredd The Ram Python

Even if your name is Fredd the Ram Python, chances are you're eventually going to want to look up some obscure fact, do some research, or otherwise use your head as something besides a place to put your helmet. The best place to do so, in most cases, is your local library. But libraries have changed in the past three hundred years. For one thing, there are no books! The sheer volume of knowledge available in the twenty-third century would fill up a building bigger than New York City! If you don't believe me, consider this: Humankind is doubling its knowledge every ten years. In three hundred years, continuing at the same rate, that means we should know 1,073,741,824 times as much as we do now (and that's not counting what we learn from other races)! Consequently, most libraries are hooked into the General Information Exchange, an Alliance-funded system which allows exchange and storage of vast quantities of information. All a prospective client has to do is get him or herself an access card (the modern equivalent of a library card, which costs roughly 100cr in processing fees), hook into the network via PDC or body computer, and go searching for the information in question. Simple!

Well, not quite. The main problem with the GIE is that it's a very, very big place. The phrase "needle in a haystack" is apropos when you're searching for a particular piece of information! Finding a very common piece of information (like the history of the Alliance) is a level 1 Computer Operations check. Finding a rare, obscure, or insignificant fact is a level 15 or higher check (possibly requiring Computer Archive/History skill). Therefore, it's a good idea to purchase or rent a search construct to facilitate your hunt. The different search constructs available are listed below; "level" is the number of levels they add to your Computer Operation skill (+2 when using Computer Archive/History skill) when searching for information in the GIE stacks.

SEARCH CONSTRUCT

CONSTRUCT	LEVEL	COST TO RENT	COST TO BUY
Scribe	4	50	500
Scholar	7	100	800
Librarian	10	200	1,200
Sage	13	400	2,000

Just because the libraries have all been computerized, doesn't mean that there are no longer librarians. Someone still has to maintain the access card records, rent out search constructs, and most of all, make sure that nobody makes any noise! The only difference is that now, instead of a sweet looking gray-haired old lady, the local librarian is likely to be an asparagus-headed little Chatilian. In addition, the librarians now have security androids and ceiling stunners at their beck and call, so when they tell you to "Ssssh," you had better "Ssssh!"

Seriously, there are benefits to maintaining a good relationship with the librarian. Most of them have learned a thing or two from a long

association with information retrieval services. Nearly all librarians possess a General Knowledge skill of at least level 2, with some real know-it-alls ranging to level 10 and above.

The modern library is usually divided up into the following sections: Information Circulation, the Stacks, Periodicals, and the printers. Information Circulation is the ever present front desk; this is where you go to ask the librarian whatever you need to know (sometimes, they'll actually tell you!). The Stacks are the equivalent of all the bookshelves, shrunk down to a line of access terminals from which one can hook into the GIE. Periodicals consist of a smaller number of terminals devoted specifically to accessing either current or archived periodicals. You can check out the latest issue of Madd Mike's Mercenary Brochure here (and be sure that the librarian is scowling over your shoulder all the while for reading such trash). The printers will produce full-color, professional quality printouts of whatever you happen to want a hard copy of. There is a fee for using the printers (usually about 1cr per 10 pages), and there may be a delay of 1-10 minutes before you can pick up your printout, depending on how many people are using the printer at the time.

THE WEAPONS SHOP

I get a woody every time I go into one. Weapons shops are great. You simply choose the piece of hardware that you want to see in action, input its data code into the keypad at the end of the aisle, and presto, a miniature holographic projection of your weapon appears, smearing some guy all over the pavement. It's too much!

Oh, by the way, guns don't kill people, big holes in the body kill people!

—Doug Beachem, Member of the Galactic Rifle Association

One of the most regulated and closely monitored industries in the commerce department is the sale and distribution of weapons throughout the galaxies. Galactic subjects can purchase weapons at a weapons shop, which like the armor repair station, can only be found at the local spaceport. The purchase of any firearm requires that the weapon be registered to its owner through the Federal Bureau of Weapons and Firearms. The weapons shop, like the armor repair station, exists primarily to repair weapons. The sale and upgrade of weapons is ancillary. It is virtually impossible to rob or steal any weapon and those who attempt to do so will be shot on sight. Numerous safeguards prevent theft from occurring.

Extra options and knickknacks can be purchased from a weapons shop, such as pulse silencers, tripods, extra ammo, etc. Grenades fall under the category of "weapon," as do anti-tank guns, K-sats, and other various items designed to rip things to shreds. The availability of items and the service obtained through a "gun shop" are governed by the exact same parameters as the armor repair station (See Armor Repair Station).

All other accessory equipment can be bought at the appropriate facility, such as the pharmacy for items like BRIs. The BM will adjudicate these purchases as he sees fit.

Cross-index the number in the service index with the number listed on the Armor Repair Station Index to determine the quality of service. The services are the same.

I was at Phenny's yesterday
and they wouldn't serve the
Eridani Presidential Guard!

YOU MEAN I'M
DEAD-EQUIVALENT!?

So What Happened!

Battlelords,
Where men are men
And SHEEP know it!

The Swordsaints hacked 'em
all up then sued the parts!!!

Dead people are
fun to kick
across the lawn



Corpses are
people too!
•••••

I'LL
TAKE "THINGS
ONLY A MUTZACHAN
WOULD KNOW" FOR
2000, ALEX...

HICKORY DICKORY DOCK
A RAM RAN UP THE CLOCK
THE CLOCK IS BEING REPAIRED

OLD KIZANT! NEVER DIE... THEY JUST DISPLACE AWAY!!!



How 'bout a
68 and I'll owe
you one

DID YOU HEAR?
ELVIS WAS SEEN
ON NAXTAR!

I HAD ELVIS
IN MY GRUEL

Yeah! And
he was drivin'
a Pink Behavien
class cruiser!



THERE'S A
LITTLE BIT OF GODLA-GOPLA!
IN ALL OF US.

And don't you wish
you could kill that
part?

MUTZACHANS GIVE
GREAT WATERMELON!



ZOW! HOZECON 310
IS COMING UP
ARE YOU GOING?
Free Pulse Cannon
to the first 15,000
Pre-Reg!

HOW CAN
JAQUASSARIOUS
PHENTARI
BE 1707 YRS OLD?

I think,
Therefore you aren't

-Vresh the
Chatilian

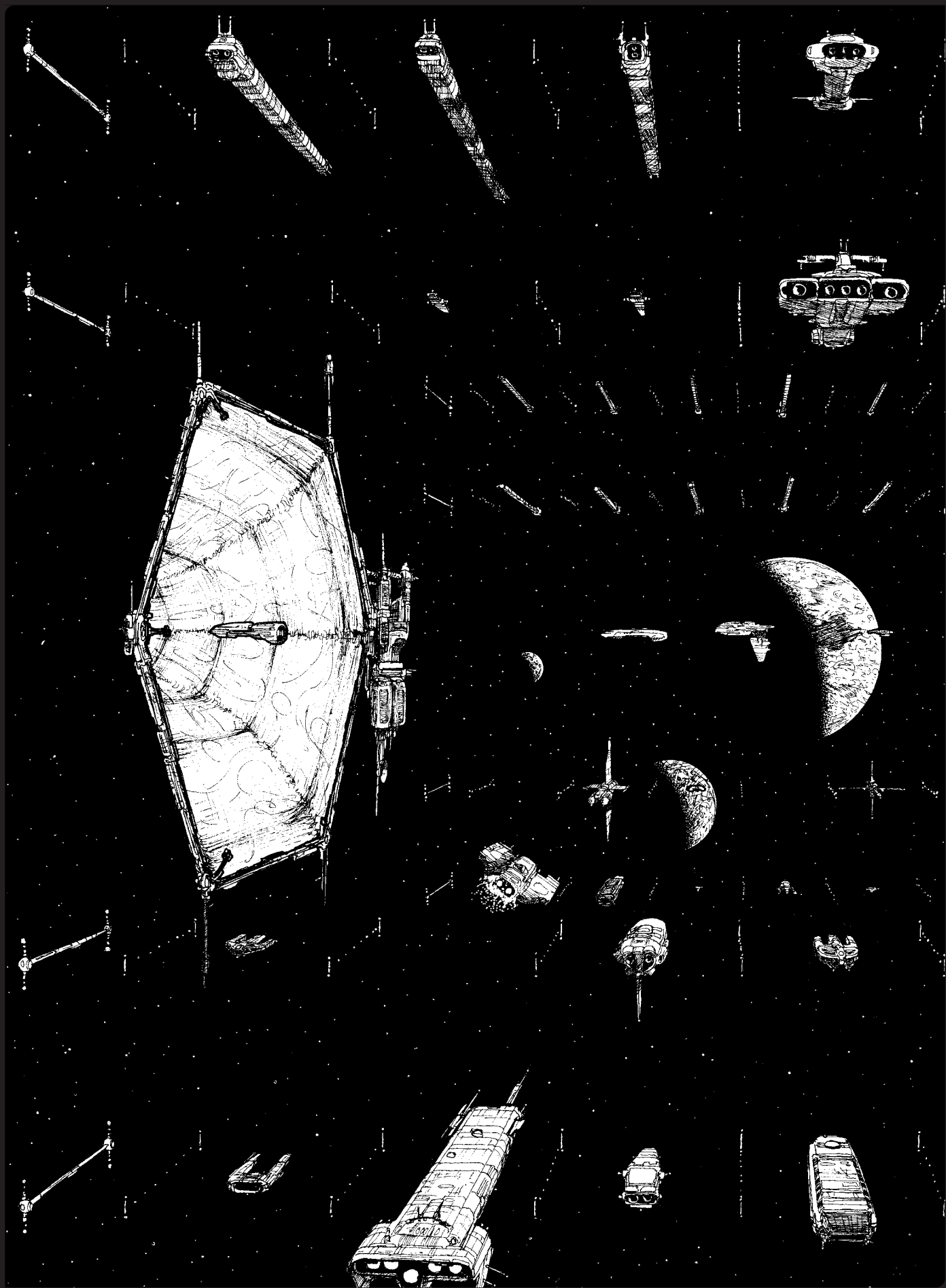
FRAGGING PHENTARI OR STARING CIVILIAN,
PROPERTY DAMAGE THAT BURNS IN THE MULLINS,
PULSE CANNONS, LASERS, AND PLAS GRENADE RINGS,
THERE ARE A FEW OF MY FAVORITE THINGS...
(EVERYBODY JING ALONG!)

Don't
KNOW Do YA?

LOST
ONE SET
OF
HOUSE KEYS

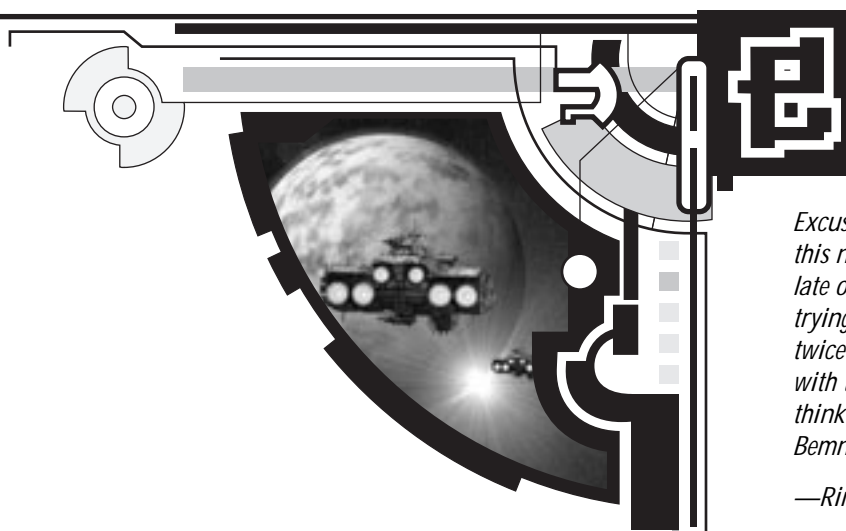
Solamar
is out to
lunch.

Did you here? Solamar claims that Pythons and Run Pythons were
both genetically engineered by Mutzackans. That explains
why they evolved equally on two worlds within the same system!



CHAPTER 6

Structures • 6



IN THIS CHAPTER...

Archives
Cloud Cities
Dyson Sphere
Matrix Schools
Medical Research Centers
Prisons
Ship's Graveyard
Shipyards
Stonetowns

◀ Here we see a lot of spaceships waiting to use the stargate at Naxtar, near starbase 391. Stargates are the only form of intergalactic travel that are currently used. Before the invention of the stargate, ships would travel through hyperspace to distant galaxies, often taking generations to reach their destiny.

Each planet contains structures that may be of both interest and importance to the PC. Listed below are the most important structures that parties are likely to find when traveling abroad.

ARCHIVES

Excuse me sir... I was wondering if you can tell us anything about this necklace. Ever since we found it, people keep trying to ventilate our bodies by shooting big holes in us. The Ram Python keeps trying to eat this thing 'cuz it's shiny, and he's almost killed me twice when I tried to take it away from him... I've about had it with this "Necklace of Attracting Bullets and Doom." What do you think about it? What's it worth... Oh, it's the lost Pendant of Bemnufont, worth 1,000,000cr? You've got to be joking!

—Rinaldo Pitcharelli, Novice Treasure Hunter

There exists a slight but real difference between Terrestrial Knowledge Service Centers (TKSC) and historical archives. Terrestrial Knowledge Service Centers are modern, high tech libraries that store data on computer or data wafers or access the hyper-net. Archives store the actual works; rare books, collections of weapons and art from ancient cultures. Service centers cater to the technical researcher, archives to the archeologist. Archives are sprawling structures that sometimes cover kilometers of open space. The interior is divided up into vault-like rooms, sometimes hundreds of meters long. Inside are stored the treasures of various societies, preserved exactly as they existed thousands of years before. Priceless relics and antiques are catalogued and stored for time to remember.

So what's the reason to go to an archive, when you could go to aisle 212 of the TKSC, extract the data wafer, and plug it into the nearest terminal to access the material all at once? Interpretation. Much of the information stored on data wafers was interpreted by a dispassionate person who compiled the data. Often these interpretations prove erroneous, when examined in the overall picture. Archives store items exactly as they were. It is up to the observer to glean subtle, not always evident information from what he sees. If the answer is not at the Terrestrial Knowledge Service Center, then you should try the local archives.

The main reason for seeking out an archive is to identify treasure without someone trying to kill you. Archives specialize in this field and the easiest way to find the value of something is to have it appraised at an archive. Note: It is decidedly difficult to gain access to any of the priceless works during your research, unless you hold a degree in archeology or another related field. Hard to imagine why the curators don't want Fredd the Ram Python handling unique china from the Manchu Dynasty. Persons must fill out reams of paperwork and have no previous arrest record whatsoever before even being considered. Finally, guests must be extremely well mannered and considerate in the presence of the often stuffy curator and do nothing to disturb the museum. If the treasure is real, then many archives will offer to buy it.

The number listed on the archives service index equals the percentage chance of gaining access to an archive per month. It also represents the percentage chance that the archive will offer to purchase the item in question. Both chances are increased by 01% per point of charisma above 75.

CLOUD CITIES

They hauled three more bodies out of the "bowels" this morning; vagrants who didn't make it when the atmospheric regeneration system broke down last week. Died of asphyxiation. They didn't have pass keys to get out of wherever they were hiding. Found blood stains on the door where they tried to scratch their way out. You know, it must suck to be born poor!

—Kenneth Jordan, Industrial Custodian

Cloud cities are one of the crowning achievements of civil engineering in the twenty-third century. They are proud, clean edifices that float in the sky. The concept of a cloud city was first conceived when Phenia began experiencing serious overpopulation problems. Question: How to build a structure high above a planet's surface? The immediate problem was devising a method to support such a massive platform. Alliance scientists found a solution using ion engines. Cloud cities are usually built over a large body of water, preventing the structure from landing on a populated area, should it collapse. Wouldn't that just ruin your day? "Hi honey, I'm home. You know, I saw the damndest thing on the way home from work today. What's for dinner?" (Insert a loud crashing noise and screams of pain).

The cloud city's structure is comprised of multiple levels. The deepest levels are devoted to maintaining the ion drives, and are commonly referred to as the engineering levels, or bowels. This is a high security area, and is off limits to all non-maintenance personnel (level 15-20 check to bypass security). Retinal scans and random DNA sampling are used to prevent intrusion. In the past, sabotage of critical areas in the bowels of the cloud city has resulted in millions of deaths.

Industrial levels are situated above the bowels and below the inhabited areas. The industrial levels are dedicated to the manufacturing base of the cloud city's economy. Populated sections of these areas are left to

the wretched and impoverished, for the existence of pollution on the industrial levels can often be deadly. Citizens of the industrial sector suffer the greatest respiratory problems.

The uppermost, visible levels are shimmering wonders of engineering genius, dedicated to pleasure. Here you find the tall, glistening skyscrapers, beautiful parks, artificial lakes, and sunlight. The "pasture" is where the rich live, away from the overcrowding of the surface cities and the pollution and poverty found on the industrial levels below. Since the standard of living is so high and the death rate is low, population control is in effect on the upper levels. Families are encouraged to have only one, maybe two children. Law enforcement is also strict in the "pasture." People from the lower industrial levels are not allowed to enter the upper levels without possessing an emigration pass or being accompanied by a citizen who lives there.

Transport between a cloud city and the surface is handled in several ways. Atmospheric craft are the standard method. Public ferries run every hour on the hour. They only transport passengers and their baggage. Cargo ferries are commonly used by the corporations and other businesses to transport clients to and from the cloud city. Transporters are also employed, but are only generally accessible to the wealthy. Affluent residents may even own their own transporters.

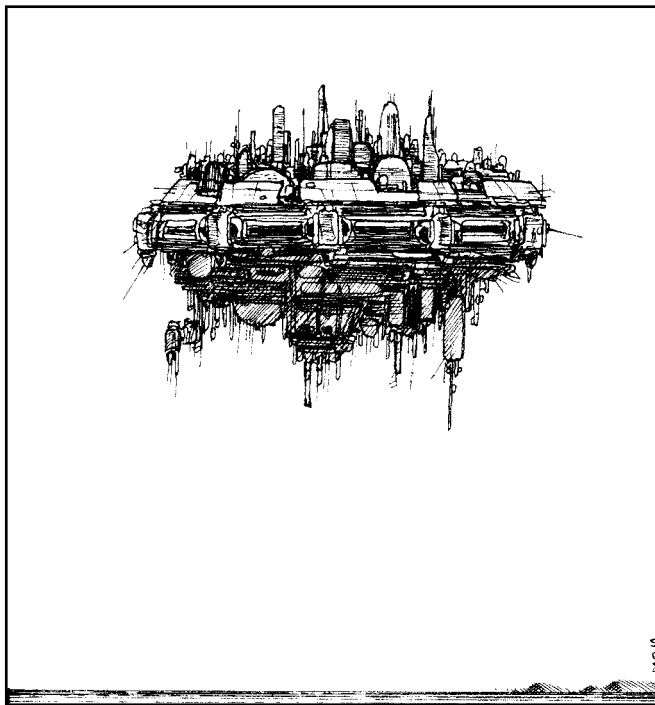
The final way of reaching the surface is a little less pleasant. Don't pay your bookie for about two years, and he will have Vinnie the Ram Python throw you over the side. (And here we see Harold the welsher performing a double inverted twist in the pike position. Degree of difficulty 3.2. Ahhhhhh... squish. The scores are coming in... 10.0, 10.0, 10.0, 4.0... \$&%#@& Russian judges...)

DYSON SPHERE

I must say that I applaud the diligence of the Mutzachans to remain so focused on one endeavor for so long. It requires great perseverance. I only question the clarity of their vision. So much steel could sharpen a thousand swords. So much effort could wage a hundred wars. Alas...

—Raskor-idan, Ruler of the 4th House of Eridine

Even though many believe that the Dyson Sphere was the concept of the human scientist Harry Dyson, the Mutzachans have had one under construction for over 100 years. A Dyson Sphere is a large spherical construct, built around the outside of a star, for the purpose of harnessing all of the emitted light and heat energy. Such an entity is incredibly large, containing more volume than 90,000,000,000 Earths! The sheer quantity of resources required to build such a sphere is unfathomable. Nevertheless, the Mutzachans have been working steadfastly on one in the Fornax galaxy for the past 102 years. The Mutzachans plan on using the Dyson Sphere's massive energy collection abilities to power hundreds of "doorless" stargates, thus turning the Dyson Sphere into a massive galactic transporter. There is no service index for this structure.



MATRIX SCHOOLS

If your mind can handle the stress, if your soul is worthy of possessing, then I will teach you how to tap into the power of the universe, to cradle it in your hands, to feel it pulse through your veins. Controlling power is the test of the self, while harnessing it is a test of one's will. You must always remember that death is temporary. Power is immortal!

—Grand Tour Assizza, Wearer of the Transparent robes

The Mentor-Pupil system of matrix teaching has existed for centuries (and in the case of the Mutzachans, millennia). It is similar to the master-apprentice relationships of Earth in the middle ages, when a student learned a skill in exchange for service. There is an alternative. Schools do exist where mentors have congregated to share their knowledge and teach an expanded curriculum. It is every matrix controller's dream to attend one of these academies. Most of the schools are very prestigious and attending one is a badge of honor, similar to attending Yale or Oxford. Attending such a school gives an MC access to a much wider selection of powers than any one mentor could possibly possess. Some of these schools teach classes in Crossover Matrix theory. Attending a matrix school can give you contacts with other Matrix Controllers, which might prove even more valuable than the new powers you're learning (yes, networking is still a big thing in the 23rd century!).

Of course, all of this has its price, or every matrix controller would take off to enroll in the Tzin Control Academy tomorrow! First of all, these schools are extremely competitive. Think of the most exclusive college on Earth today and double it to get the rough level of competition at an average matrix school. Examinations are given to all prospective students, and only the highest scores are admitted. A PC trying to gain admittance should make an I.Q. check with penalties determined by the quality of the school (typically at a -45 or so, but really exclusive schools may go as high as -100!).

Matrix schools are also expensive (what isn't?). PCs should expect to pay through the nose to attend one. Finally, there's the problem encountered by anyone attending a formal school: scheduled classes. If you take off a week or so from classes just before exams to go adventuring, the professor isn't likely to take it too kindly! Essentially, any character entering one of these schools is out of action for the length of the instruction.

Note: Basic tuition does not include the price of matrices. Characters must still pay the money for each new power or skill learned, although they generally must only pay 75% of the listed price. Advanced courses (those that teach fourth energy bracket powers and above) take an additional three months to complete. As with all schools, you must have the required number of skill points to attend!

MEDICAL RESEARCH CENTER

We have to transport the Captain down to the surface now. If he doesn't get some medical help soon, we're all dead anyway. No one else can fly the ship. He's not gonna last another minute. Hit him with another BRI... God! I've never seen a wound that bad. Half of his face is gone!

—Brian Baxendale, Transporter Chief, Devastation Wire

Medical research centers are set up in disaster areas where a plague or other disease has caused massive suffering and catastrophic loss of life. Scientists are isolated so that they can better focus on developing cures or new methods of treatment. Research centers are typically manned by 20-200 medical personnel, and 1/10 as many military forces. Genetic research labs are federally secure and are often guarded by 10 times as many troops. In dire circumstances, PCs occasionally attempt to land at a facility to gain emergency assistance. The Medical Research Center service index multiplied by 10 equals the percentage chance of receiving emergency assistance.

PRISONS

Journal Entry #473

Dear diary,

Well, I'm in a jam this time. The company wouldn't listen to my side of the story and none of my Network contacts could bail me out. So even though I had nothing to do with destroying that mining facility, I'm stuck here at New Leavenworth along with the losers who botched up the mission. And frankly, it sucks. The food would make a Ram Python puke. Speaking of Ram Pythons, there's a big, burly one named "Bubba" who keeps giving me looks that I don't like at all.

It's not all bad, though... just most of it. I've picked up a lot of useful contacts here, and learned a few tricks for staying alive that even I didn't know. The book I'm writing, "On The Inside," will make me a fortune... if I ever get out of here, which I'm beginning to doubt. My lawyers promised me they could find a legal way out for me, but it's been months. If they don't come through soon, I'm gonna take matters into my own hands. There's a very interesting looking air vent up on level 3 which seems to be a little bit loose...

—Malachi Armageddon, Roving Orion reporter

Currently incarcerated in New Leavenworth Prison

PS: I gotta get out of this place soon, or they're gonna get me. There is no place safe to hide from the Silk Lambs. It's only a matter of time until someone finds me with a shank sticking out of my chest. Got to go. I'm going over the wall tonight. Are you with me?

All Alliance citizens are protected by and subject to Galactic Law. Any accused person is guaranteed due process of law and those found guilty face incarceration. The federal penitentiary system maintains facilities to hold all criminals. There exist varying degrees of security to compensate for the risks these offenders pose society. The index details the relative security level of the prison. An index of 1 represents a minimum security prison, designed to house prisoners that are judged to present minimal danger to society. A prison with an index of 5 is designed to hold the most dangerous criminals in society. The most famous exam-

PRISON ACTION

ACTION	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
Escape	6-8	9-11	15-19	19-23	24-28
Escape (while in transit)	4-7	6-10	12-16	17-22	23-26
Escape (with outside help)	3-5	6-9	11-18	17-23	22-27
Obtain an Archaic Hand Weapon	4-6	7-12	10-14	13-19	20-25
Obtain a Firearm	7-11	11-16	16-20	18-24	24-28
Chance for Hostile Encounter with Inmates	02%/week	08%/week	10%/week	10%/week	03%/week
Chance for Abuse by Guards	01%/month	05%/month	10%/month	15%/month	25%/month
Chance for Legal Appeal (Law)	8-12	10-14	13-18	17-22	22-25
Chance to Obtain Contact	05%/week	08%/week	08%/week	07%/week	01%/month
Chance to Bribe Guards (Non-Weapon)	3-6	6-9	9-14	12-16	19-25
Chance to Bribe Guards (Weapon Involved)	8-14	10-16	12-15	17-20	24-26
Chance to Increase Street Smarts	01%/month	04%/month	07%/month	07%/month	02%/month
Chance to Meet Bubba!	01%/month	10%/month	25%/week	15%/week	01%/month
APB for Escapees	Planetary	System-wide	Sector-wide	Galactic	Alliance-wide

ple of these maximum security prisons is New Leavenworth, a planet from which few have ever managed to escape. Of course, most of them were Orions serving life sentences! The table above indicates the relative security of federal prisons. Do not use these indexes to replace roleplaying. The range of numbers under each security level (1-5) indicates the level of skill check to use to perform that action. The BM should choose a number within this range.

THE SHIP'S GRAVEYARD

I think I'm in Gooma Gooma (heaven)! I've never seen anything so beautiful in all my years as a crackerjack spaceship repairman. Look at all those spaceships. I betcha I can repair every one of them. I'll fix it... I just need to find a place where I can fetch me a new hydro spanner... Oh... I'm feeling dizzy... why am I lying here staring at the ceiling?

—Jazzey Lotund, Goola-Goola Astronaut Corp

Usually found in high orbit around lifeless moons, graveyards are not too unlike the junkyards of pre-holocaust Earth. The Alliance monitors and operates all of the graveyards within its boundaries. Since not all of the ships stored here are unserviceable, the Alliance likes to keep tabs on all of the derelict ships. This prevents an enterprising thief from getting his/her hands on an unregistered vessel at a graveyard. The primary function of graveyards is to provide serviceable parts to refurbish an operating vessel. One can often find useful parts to upgrade or fix a ship.

Prospective buyers can purchase salvageable vessels from a junkyard at a fraction of the normal cost. Typically, the crew has the ship towed into neutral space, where they make repairs at 04-40% of the list price. The number listed on the Graveyard Service Index times 10 equals the percentage of discount off the list price for which one can find a ship. And yes, the cost to return an abandoned ship back to operating condition can cost more than the value of the ship itself. There is often no way to predetermine the cost of repairs (50%). Parts can be



purchased at a discount rate equal to 10 times the graveyard service index.

SHIPYARDS

I want to convert the ship into a Chameleon so the next time those Orion scum try to steal our cargo, we'll vape em... Yeah, we'll have to convert the entire cargo bay into a friggin gunhouse, fill it with gatling pulse cannons. That ought to teach those pirates an interesting lesson. It can be done guys, but we'll have to make for the Blue Star shipyards. That's the only place that can handle a job like this.

—James Korie, Captain of the freighter, Millennium Dawn

Shipyards are an enormous collection of space stations, linked by a web of transit tubes and docking collars. The construction of vessels is handled here. While robots and RPVs do most of the construction work,

engineers monitor and supervise the job from booths in one of the myriad of stations that surround the shipyard. Due to their awkward shape and enormous size, shipyards are not found in orbit around a celestial body. They can, however, be found at the nadir or zenith point within a star system. A small contingent of warships constantly protects the operations from pirates.

Sometimes, for private reasons, persons may wish to have a ship built to their own specifications. More commonly, the shipyard makes drastic changes to an original ship's design. The chance that a shipyard will make design changes and major upgrades, without charging you a tentacle and a leg, is equal to the shipyard service index number, multiplied by 10.

STONE TOWNS

I love to travel through all the tunnels. The scotch gets you lost, then you get lost. Wonderful for the spirits, if you know what I mean. I could spend an eternity searching the different passages inside a Stone Town.

—Julii Kalzere, *Just an Orion From Katiien*

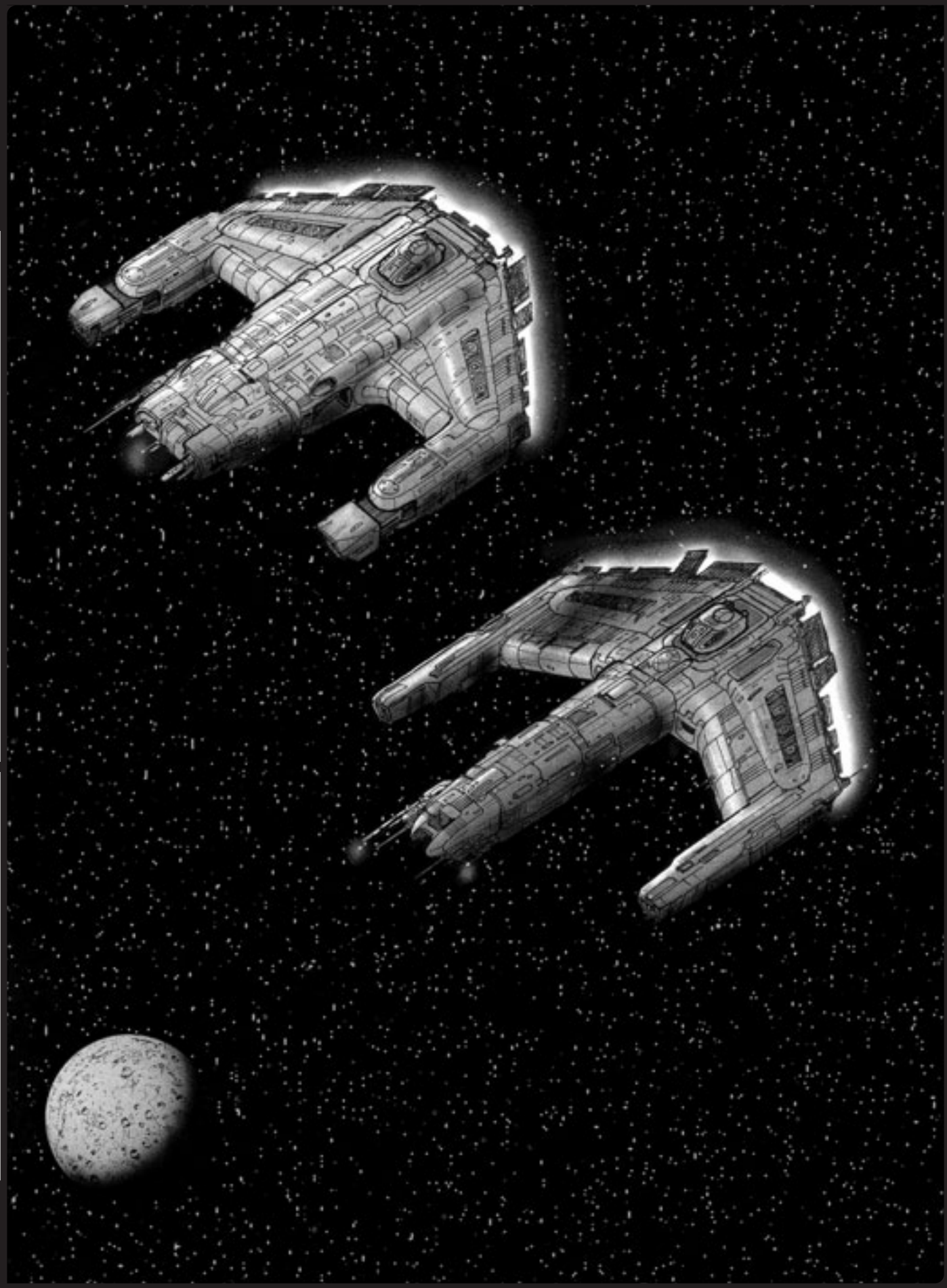
Stone Towns came about with the advent of asteroid mining. A Stone Town is a small community, usually consisting of miners, residing inside a hollowed out asteroid. Stone Towns are small in size and population, but are well defended.

Most stone towns are short lived. After the workers have mined the asteroid of its ore, they pack up and move to better hunting grounds,

leaving behind a hollowed out ghost town. There are thousands of ghost towns, hidden in asteroid fields. Many are pirate havens and shelter other interstellar criminals. Some will be inhabited by space hermits whose only wish is to leave society behind. A precious few are converted into thriving cities, whose economies are based on entertainment, both legal and illegal.

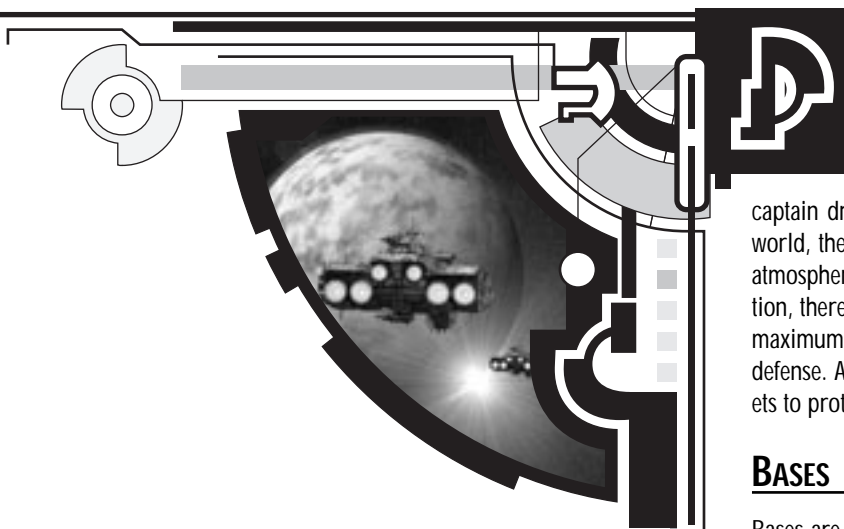


The Eridani frigate *Warrior's Promise* undergoes an engine refit at Starbase 391. Laid down nearly 200 years ago, the *Warrior's Promise* has been retrofitted with a modern orbital bombardment slug thrower, slung beneath the hull



CHAPTER 7

Planetary Defense • 7



IN THIS CHAPTER...

Bases
Fleets
Ship Types
Patrols
Ground Based Defenses
Space Defenses

◀ A classic portrait of Doberman and Rotweiler battlecruisers accelerating to attack speed. The ships are personal war-cruiser class vessels, privately owned and considered some of the best warships of their respective classes. The main difference between the two ships is the size and armament. The Rotweiler, although slower, mounts heavy pulse cannons and twin implosion torpedo racks.

Planetary defense is the utmost priority to system governors, and often 1/4 of a world's gross planetary product (GPP) is spent on maintaining the security of its local space. The sophisticated technology of the 23rd century leaves colony worlds particularly vulnerable to attack from space. The Disaster at Denorus 12 in 2205 is a grisly example of what can happen when a single renegade

captain drops his ship out of hyperspace, in close proximity to a populated world, then disperses a deadly bio-chemical organism into the planet's upper atmosphere. Millions and millions of innocent people died in seconds. In addition, there is the continued threat of another Arachnid invasion. Consequently, maximum attention has been dedicated to solving the problem of planetary defense. A variety of weapons systems have since been deployed around planets to protect indigenous populations from danger.

BASES

Bases are an integral part of any planet's defense. They also protect a world's trade and commerce. Bases are either deployed in low orbit around a planet (in close proximity to ground based weapon systems), or in high orbit to provide a larger area of protection. Rarely, bases will be found in empty space as a means of providing some service, or to carry out experiments. There are several types of bases whose functions are detailed below.

Ground Defense Base

Protects the planet from direct ground attack. Normally, 1-4 such units are deployed per continent, depending on the size and strategic value of the area being protected. 40-160 military personnel and 10-40 civilians.

Exploratory Base

Deployed to carry out experiments or research. Minimal defenses; 50-200 person crews.

Base Station

Base stations are the most common permanently manned platforms deployed in space. Unless otherwise stated, it is a base station that orbits any given planet. Base stations are often designed so that they may be upgraded into fully operational battle stations when necessary. Maintains 1 squadron of fighters, 1-3 weapon systems (of the same types as orbital K-sats), and a low range flux shield (10,000-50,000KP). They support 100-400 military personnel, 100-2,000 civilians, and have external docking facilities. The service index represents the flux shield strength of the base. Planets with stations, but showing no defense index, are assumed to have a flux shield strength of 1.

Battle Station

Battle stations are usually deployed in a complex battle array in high orbit above a planet. These bases possess formidable firepower and a variety of support facilities. A typical battle station maintains 2-4 squadrons of fighters and 400-2,400 troops, multiple defense systems (5-8 types of the same configuration as those found on space platforms), and a high level flux shield (100,000-

500,000KP). They support 400-1,600 military personnel, 600-3,600 civilians, and have internal docking facilities. Occasionally, a battle station can be found in deep space, anchoring a strategic military position within the Alliance defense network.

Starbase

As completely self-sustained worlds, starbases are fortresses of defense and anchor the Alliance's position in strategically important subsectors. These massive structures are equally suited for maintaining a military presence as well as accommodating travelers. A typical starbase maintains 4-8 squadrons of fighters and 1,000-4,000 troops, multiple defense systems (5-8 types of the same configuration as those found on space platforms), and a powerful flux shield (1,000,000KP). They house 400-1,600 military support personnel, 4,000-16,000 civilians, and offer extensive facilities. Stargates are only found in close proximity to starbases.

FLEETS

A fleet consists of two or more ships based on a given planet to defend the system and local area from attack. Most planets maintain compliments of 1-4 ships to deter aggression, usually a couple of police ships and a frigate or destroyer. Strategic worlds may be protected by dozens of vessels.

There are currently 7 spacefaring races that maintain fleets for defense of the Alliance. A brief description of each is given below.

Note: Private fleets are denoted with a capital P in parenthesis. These fleets will usually consist of personal warcruisers (see below). Some private fleets, especially corporate fleets, will have small military vessels such as destroyers.

Colonial Naval Network (CNN)

Under Human and Gen Human control, the Colonial Naval Network is by far the largest of all the fleets. It contains a diverse compliment of vessels from research ships to battlecruisers.

Imperial Naval Echelon (INE)

This specialized Eridani battle fleet is superb. The INE stresses an offensive doctrine as the means to maintaining a good defense. Many Imperial Naval Echelon warships carry a compliment of fighters to increase their offensive potency. No other ship of equivalent class, can unleash the firepower of the INE, with the exception of the Mutzachans. The INE maintains fewer vessels in comparison to the numerically superior Phentari and Human fleets.

Imperial Battle Fleet (IBF)

This, the second largest fleet in the Alliance, is deployed by the Phentari government. The IBF stresses long range engagement, deception, and speed as a means of achieving victory. The IBF produces modular designs with interchangeable variants.

Mutzachan Defense Core (MDC)

Less than 1,000 Mutzachan ships exist in the entire universe. These unique vessels are designed so that powerful Mutzachans, such as

Markuss, Lord of Timar, can singlehandedly engage and defeat Arachnid fleets by employing matrix technology to facilitate combat. Large Mutzachan vessels are known to carry gravity wave generators and can travel by Smooth Space, a type of propulsion far superior to typical warp or hyperspace systems.

Chatilian Defense Group (CDG)

CDG forces primarily take up a defensive posture when deployed around worlds. CDG ships are built around their operators to employ empathic matrix technology.

Cizerion War Effort (CWE)

Limited in complexity, the Cizerion War Effort fields massive ships that can withstand significantly more damage than their counterparts before being destroyed. The CWE follows an aggressive posture of "close and destroy." The CWE employs long and short range weapons technology. Few variants.

Confederation of Naval Vessels (CNV)

The Orion fleet is diverse, yet developed more for exploration and trade than to engage in combat. It is more than capable of attacking or defending itself. However, most ships are designed to carry cargo as well as weapons. Like the CNN, this fleet is well balanced with many variants.

SHIP TYPES

Each race fields a variety of ships to defend its territories. The application of a race's forces depends on the doctrine of the ruling government and the mission assignment. However, most Alliance militaries tend to follow similar rules of deployment. The description of each ship type shall be covered in later volumes. Battle Masters are advised to create combat stats for each vessel as they see fit.

Shuttle: Superiority Fighter (SF), Advanced Superiority Fighter (SFA), Multi-Roll Fighter (SMR), Fighter Bomber (FB), Interceptor (FI), Combat Sled (SFH).

Scouts: Scout (S), Heavy Scout (SH), Combat Scout (SC), Wild Weasel Battle Frigate (SW), Exploration Vessel (SE), Imperial Skie (SIE).

Support Vessels (SV): Courier (C), Tug (TG), Combat Tug (TC), Transport (T), Battle Transport (BT), Troop transport (TT), Medical Freighter (FH), Body Ship (BS), Repair Ship (RS), Early Warning Vessel (EV), Mine Layer (ML).

Frigate: Escort Frigate (FE), Missile Frigate (FM), Frigate (FF), T-Frigate (FT), Ski-frigate (FS).

Destroyer: Destroyer (DD), Destroyer Escort (DE), Shock Destroyer (DS), T-Destroyer (DT), Kuba (DK).

Cruiser: Light Cruiser (CL), Cruiser Escort (CE), Heavy Cruiser (CA), Command Cruiser (CC), Missile Cruisers (CM), Shock Cruiser (CS), T-Cruiser (CAT), Heavy Kuba (CHK).

Battle Cruiser: Battlecruiser (BC), Dreadnought (X), Force Ship (XX), Battle Kuba (XXR).

Carrier: Escort Carrier (CVE), Light Carrier (CVL), Heavy Carrier (CV), Battle Carrier (CVB), Shock Carrier (CVS), Flight Control Ship (CVX).

PATROLS

Less important planets are not protected by defenses, but are routinely patrolled to ensure their sovereignty. The frequency of a patrol and the complement of its ships depends on the importance of the planet, the type of the patrol, and the probability of encountering danger. Each planet has a defense index. Cross reference the first defense number shown to the chart below to determine the frequency and duration of the patrol. The second number in the defense index details the type of vessels involved in each patrol (Patrol Complement).

PATROL FREQUENCY

RATING	FREQUENCY	PATROL LENGTH
1	1 per 3 Months	2-12 Hours
2	1 per Month	1-4 Days
3	1 per 2 Weeks	1-6 Days
4	1 per Week	2-8 Days
5	Random Patrol	As Required

PATROL COMPLIMENT

RATING	PATROL COMPLIMENT
1	1 Police Cruiser
2	1-2 Police Cruisers
3	1 Frigate
4	1-2 Frigates
5	1-3 Destroyers
6	1-2 Cruisers
7	1 Scout Vessel
8	Mixed Fleet (Carrier Possible)

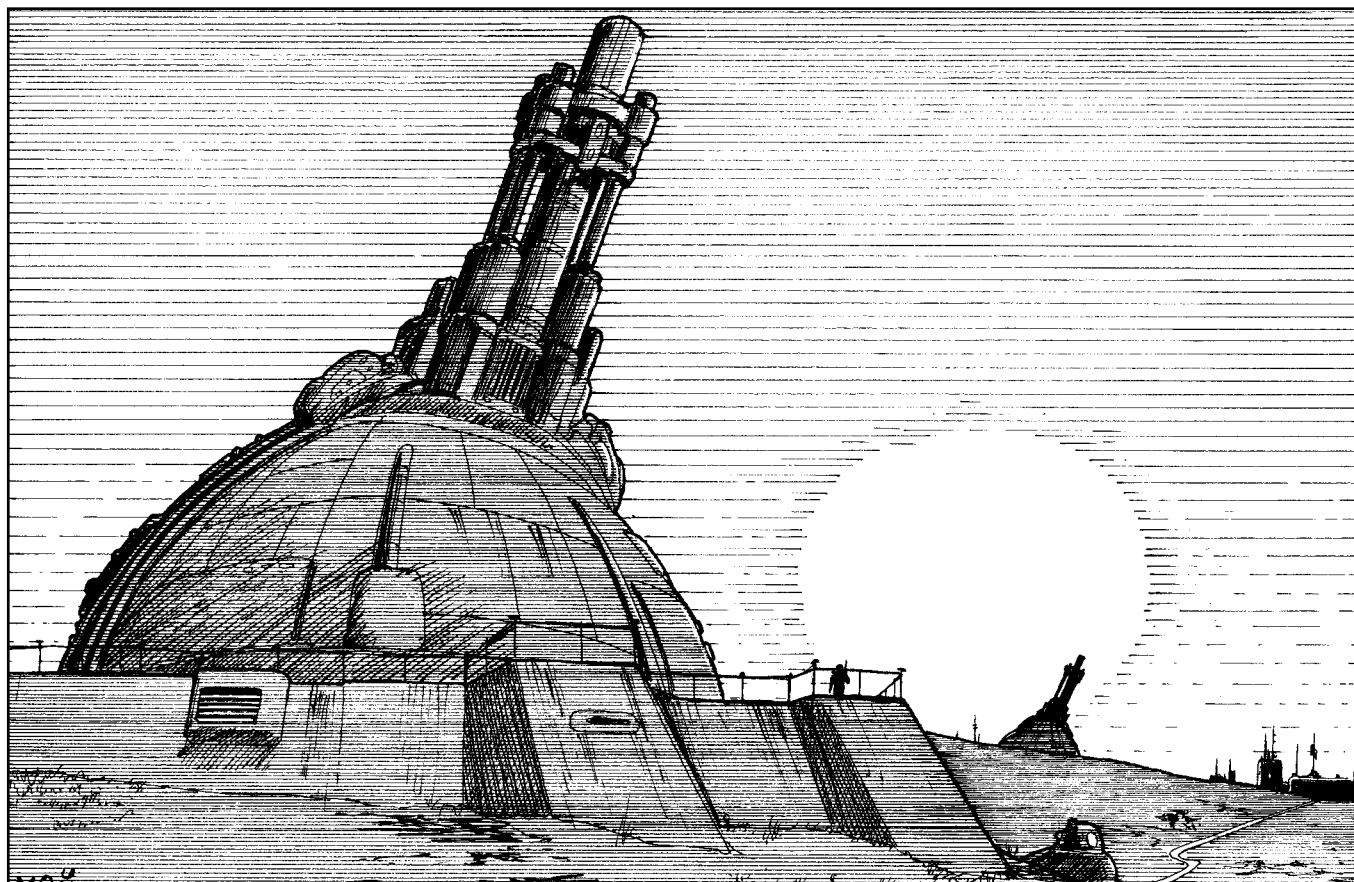
GROUND BASED DEFENSE SYSTEMS

Armor Divisions

An armor division consists of 3 tank regiments and 1 support division. Each regiment is divided up into 3 tank battalions, consisting of 3 tank companies and an equal number of scout platoons. A company contains between 60-70 tanks and a scout platoon contains 4-6 rangers. Often, a regiment of mechanized robots is attached to an armor division to increase fire support. A mechanized robot regiment contains 40 Viking class or Nordic class assault robots, or a combination of both.

Automated Defense Systems

Upon detecting an intruder, automated ground defenses are immediately activated to protect strategic areas, such as fuel depots. These systems include robots and PADS (Perimeter Anti-personnel Defense Systems).



A surface-to-orbit pulse artillery battery at an equatorial base on Alpha-2. This battery works in concert with satellite targeting and space-born bio-sentient organisms to provide a tight defense for this Alliance military world

GROUND BASED LASERS

INDEX	NAME	1	2	3	4	5	6	7	8	ROF	DAM(KP)
1	Dallas	120	110	100	90	80	60	40	10	1/5	4-32
2	Kormin	55	70	80	100	100	80	55	15	1/5	8-32
3	Imperium	120	120	110	100	96	80	60	45	1/4	5-40
4	BC-Eliminator	120	115	106	98	90	70	40	07	1/6	8-64
5	Grim Reaper	45	55	70	100	100	65	35	10	1/20	50-500
6	Instar-1	110	105	100	95	90	85	80	75	1/6	60-600
7	Magron XM4	140	130	120	100	80	60	30	-	1/10	100-1,000
8	Star Lance	120	115	110	100	90	60	30	05	1/8	500-5,000
9	AvSpear	100	100	100	80	70	50	35	10	1/12	1,000-4,000
10	Stellar Blast	110	100	90	80	70	60	40	25	1/20	1,000-8,000

GROUND BASED SLUG THROWERS

INDEX	NAME	1	2	3	4	5	6	7	8	ROF	DAM(KP)
1	BC- Pulveriser	130	115	105	62	20	-	-	-	1/5	8-64
2	Discipline	100	100	100	100	85	67	40	07	1/10	25-150
3	Atlas	105	96	60	33	12	-	-	-	1/4	40-160
4	Olympus	140	120	100	80	60	40	20	-10	1/10	50-400
5	Buddon Force	120	120	100	96	85	55	30	20	4/3	60-240
6	Rail Recker XR4	100	90	70	50	30	05	-	-	1/20	200-800
7	Avron MD	120	110	100	90	80	65	50	30	1/10	300-1,200
8	Relativity	135	125	110	80	40	20	10	05	1/5	1,000-4,000
9	Extinction	130	125	120	115	110	100	80	45	1/10	2,000-12,000
10	Catapult	100	100	100	95	95	95	80	65	1/30	20,000-80,000

GROUND BASED MISSILES

INDEX	NAME	SIZE	MV	IN	RANGE	ACC	PF	DAM (KP)	ECM/ECCM
1	Midgetman	M	3	8	40	115	6	10-100	-10/+20
2	Kangaroo	L	1	12	40	90	0	6-36	-10/0
3	MIRV-1	L	1	15	75	110	12	4-48 x 6	-5/+20
4	Thunderstrike	L	2	14	60	100	15	30-300	-10/+30
5	Bullseye	L	4	10	100	120	15	25-150	-20/+40
6	Ruination	VL	2	25	150	110	20	40-400	-5/+30
7	MIRV-2	VL	1	30	150	115	25	20-200 x 6	-10/+50
8	Bloodspawn	XL	2	60	200	100	40	80-800	-5/+25
9	Decompression-2	XL	1	80	200	120	50	200-2000	-15/+60
10	ISM-100	XL	2	70	250	125	50	100-1000 x 4	-20/+80

GROUND BASED PARTICLE BEAM

INDEX	NAME	1	2	3	4	5	6	7	8	ROF	DAM(KP)
1	SkyCAT	110	110	110	110	100	90	60	12	1/7	6-36
2	Jaguar	120	115	110	100	90	60	30	05	1/5	8-48
3	AMRAY-1	130	130	100	100	70	70	40	10	1/8	8-80
4	MTE-1	100	100	100	100	100	60	30	07	1/6	10-100
5	Erosion	110	110	100	100	90	90	50	10	1/3	6-60
6	AMRAY-2	120	120	120	120	100	80	40	20	1/5	15-150
7	Rossini	90	90	90	90	90	85	75	60	1/6	20-200
8	Photon	140	100	90	70	20	10	-	-	1/2	30-300
9	Scythe	130	110	90	70	50	30	10	-	1/3	50-500
10	Reaver	150	140	130	120	110	90	70	50	1/4	100-1000

GROUND BASED WEAPON RANGES

BRACKET	RANGE (KM)	BRACKET	RANGE (KM)
1	1-20	5	4,001-8,000
2	21-100	6	8,001-24,000
3	101-1,000	7	24,001-48,000
4	1,001-4,000	8	48,001-96,000+

Ground Based Weapons: Surface-to-Orbit Artillery (S.O.A.)

These weapons are intended for use against large vessels in orbit or in the high atmosphere of a planet. Due to the minute shifts in aim needed to hit targets at the above ranges these weapons will not engage low flying targets. Their accuracy derives from a global security system involving a variety of sensors, satellites, and ground based observation posts. On any tech level 5 or higher world, these systems are linked with any orbital defenses and/or ships and are maintained through a central command structure.

Ground Based Lasers

Surface-to-orbit lasers have their damage reduced by 1/2 under heavy overcast conditions. Otherwise, these systems function exactly like normal lasers. See Ground Based Lasers table to determine the type detailed by the index.

Ground Based Slug Thrower

Large units hurl boxcar sized chunks of depleted Uranium at approaching vessels. Otherwise, they function exactly like normal slug throwers. See Ground Based Slug Thrower table to determine the type detailed by the index.

Ground Based Missile Base

These bases maintain electronic warfare systems to combat cloaked ships. Large bases carry 4 independent launchers with 3 birds per launcher. Small bases contain 2 launchers. See Ground Based Missiles table to determine the type detailed by the index.

Ground Based Particle Beam

These systems do not suffer penalties for cloud cover. Otherwise, they function exactly like normal particle beams. See Ground Based Particle Beam table to determine the type detailed by the index.

SPACE DEFENSES

Layered Array

A defensive doctrine involving the deployment of up to 6 different defense system types, excluding battle stations and starbases. A Layered Array maintains an artificial intelligence system which utilizes all elements of the planetary defense to maximize offensive and defensive potential. The net effect is to increase the offensive/defensive capabilities by 05% per level on all applicable systems. Thus, a Bio-sentient organism (level 5) with a Layered Array (level 5) would have a +75% chance to detect an approaching vessel, instead of the standard +50%. However, a fighter base would still maintain the same fighter complement. It would not be affected.

Complex Battle Array

A Complex Battle Array deploys all the aforementioned defense systems in a strategic belt around the planet in various capacities and compositions. At the heart of the defense is a battle station or starbase which commands the attack. The artificial intelligence system on board a Complex Battle Array uses the most sophisticated data processing systems for combat tactical analysis. The net effect is to increase the offensive/defensive potential of integrated systems by 10% per level. Thus, a Bio-sentient organism (level 5) would have a +100% chance to detect an approaching vessel, instead of the standard +50%, when controlled by a level 5 Complex Battle Array. However, a fighter base would still maintain the same fighter complement. It would not be affected.

Bio-Sentient Organisms

Bio-sentient organisms are almost always deployed in conjunction with ground based systems. Advanced electronic warfare allows many ships to penetrate perimeter defenses without being detected. Bio-sentient organisms are deployed in high orbit around the planet. These organisms possess electromagnetic fields that are disturbed by a passing ship, leaving a trail that can easily be tracked. Ground based weapons crews home in on the intruder, engage, and destroy it. Each level of Bio-sentient organism (max. level 10) represents a 10% chance of detecting an intruder. The percentage is subtracted from a ship's ECM rating when determining the chance of detection.

• **Example:** A Bohemian Class starcruiser is attempting to penetrate a planetary defensive perimeter which is protected by a level 5 bio-sentient organism. The vessel's onboard electronic warfare systems produce an ECM rating of 80% which reduces the chance of detection by 80 points. The ground radar has a base 120% chance of detection. The total chance of detecting the ship equals: $(120 - 80 + 50) = 90\%$. Without the bio-sentient organisms, the planet would have a $(120 - 80)$ or 40% chance of detecting the intruder.

Early Warning Stations

Early warning stations provide advance notice of objects approaching a system's perimeter. These long range sensors are capable of locating and identifying a ship coming out of hyperspace, then relaying pertinent information to ground tracking stations while simultaneously notifying the Alliance military of an attack. These systems can detect a ship long before it reaches a planet, providing desperately needed time for ground units to react. Early warning systems track with accuracies of 120-210% (110% +10%/level). Onboard ECM reduces the chance of an EWS effectively tracking an approaching ship.

Electronic Defense Screens

Projects millions of joules of energy across a large area of space to block an attack. Defense screens do terrific amounts of damage to objects. The rating represents a damage value. See Defense Screen table.

Gunboat Squadron

Maintains the pilots and crews to support 1 squadron of 12 combat sleds. Defended by a company of ground troops and various short range defense systems.

ORBITAL KILLER SATELLITES

PLASMA											
INDEX	NAME	1	2	3	4	5	6	7	8	ROF	DMG (KP)
1	Shiva	105	100	80	65	40	35	20	07	1/8	7-56
2	BC-Blender	100	95	90	85	-	-	-	-	1/5	7-70
3	Warm Welcome	130	110	90	60	30	10	-	-	1/5	8-80
OMEGA											
INDEX	NAME	1	2	3	4	5	6	7	8	ROF	DMG (KP)
4	BC-Corpsebringer	120	90	50	20	-10	-	-	-	1/3	8-64
5	Flurry	100	100	75	65	40	-	-	-	1/2	8-64
6	Malevolence	110	80	50	25	-	-	-	-	1/5	10-100
7	Doom & Deliverance	100	98	88	78	65	40	25	-	1/4	20-80
IMPLOSION											
INDEX	NAME	MV	RANGE	ACCURACY		DM	ROF		DAMAGE (KP)		
8	Oppressor	2	70	135		-30	1/8		4-40 x 4		
9	ITX-2000	3	100	110		-25	1/5		5-50 x 4		
10	Banishment	2	60	135		-15	1/10		10-100 x 4		

SPACE PLATFORMS AND STATION WEAPONRY

PLASMA											
INDEX	NAME	1	2	3	4	5	6	7	8	ROF	DMG (KP)
1	BC-Torch	100	95	90	85	-	-	-	-	1/5	7-70
2	Molten Storm	110	80	60	40	20	-	-	-	1/4	20-80
3	Slag 'em & Bag 'em	110	90	85	70	45	20	-	-	1/6	20-200
OMEGA											
INDEX	NAME	1	2	3	4	5	6	7	8	ROF	DMG (KP)
4	Hammer	100	100	75	65	40	-	-	-	1/2	8-64
5	Shockwave	90	80	65	50	46	15	-	-	1/5	10-120
6	KF-10	120	100	80	50	10	-	-	-	1/10	30-300
7	Forcewall	130	125	100	80	60	20	-	-	1/15	50-500
IMPLOSION											
INDEX	NAME	MV	RANGE	ACCURACY		DM	ROF		DAMAGE (KP)		
8	Thundercracker	3	100	110		-25	1/5		5-50 x 4		
9	Genocide	3	100	135		-20	1/10		40-240 x 4		
10	Mini-Sun	2	180	120		-5	1/20		100-1,000 x 4		

ORBITAL MINES

INDEX	NAME	SZ	ACC	DMG	ECM
1	Space Betty	S	95	20KP	-50
2	Ploor Mine	S	130	40KP	-60
3	MN-23	S	90	50KP	-55
4	Star Claymore	M	100	65KP	-50
5	Nightblade	M	110	80KP	-65
6	Speed Bump	M	125	150KP	-60
7	False Move	L	110	300KP	-45
8	Deathzone	L	85	120KP	-70
9	Venom	L	140	500KP	-80
10	Fatality	L	125	800KP	-75

DEFENSE SCREENS

INDEX	DMG(KP)/SPD	STRENGTH
1	75	10,000
2	120	15,000
3	200	20,000
4	150	20,000
5	250	40,000
6	500	40,000
7	200	30,000
8	500	75,000
9	500	80,000
10	750	100,000

SPACE BASED WEAPON RANGES

BRACKET	RANGE (KM)	BRACKET	RANGE (KM)
1	1-20	5	4,001-8,000
2	21-100	6	8,001-24,000
3	101-1,000	7	24,001-48,000
4	1,001-4,000	8	48,001-96,000+

Fighter Base (large)

Maintains the pilots and crews to support two squadrons of 24 fighters. Defended by a company of ground troops and various short range defense systems. Fighter bases that deploy civilian fighters are marked with a capital P.

Fighter Base (small)

Maintains the pilots and crews to support two squadrons of 12 fighters. Defended by a company of ground troops and various short range defense systems.

Flux Shield

Shield generators the size of large cities protect the planet from damage. They maintain flux shields with strengths of 800,000KP to 1,700,000KP (A Kilo Point is 10 HP). The index represents the flux shield strength.

Orbital Mines

Deployed in a belt around the planet, these devices are difficult to detect and a single mine can often destroy or cripple a vessel. The number refers to the type of mine. See Orbital Mines.

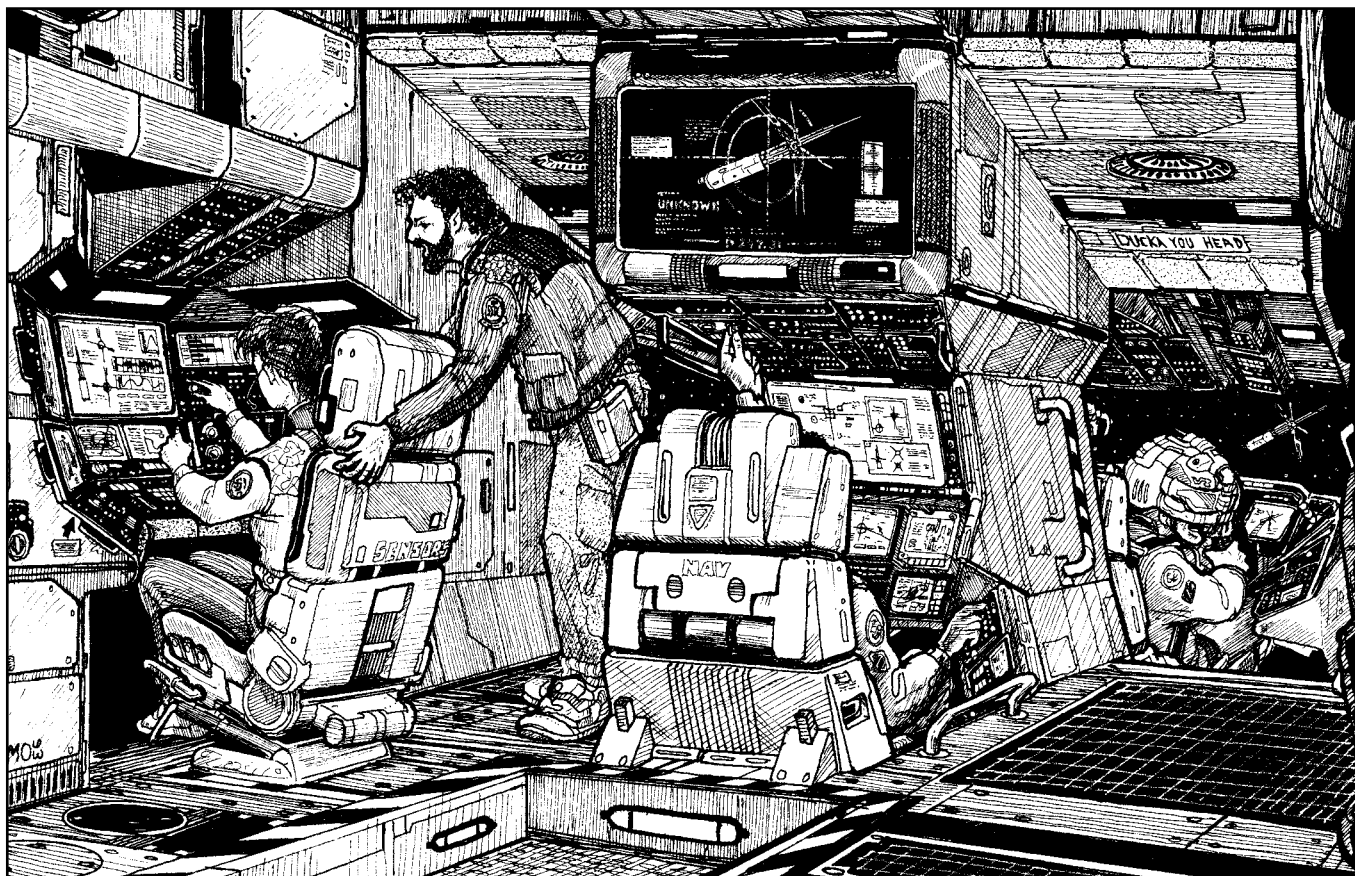
Orbital K-Sats

Operate exactly like their personal equivalent by mounting weapons onto a small spherical object. Killer satellites detect the target and engage it with onboard systems. Some K-sats are capable of motion and can thereby move to attack approaching ships. See Orbital K-Sat table.

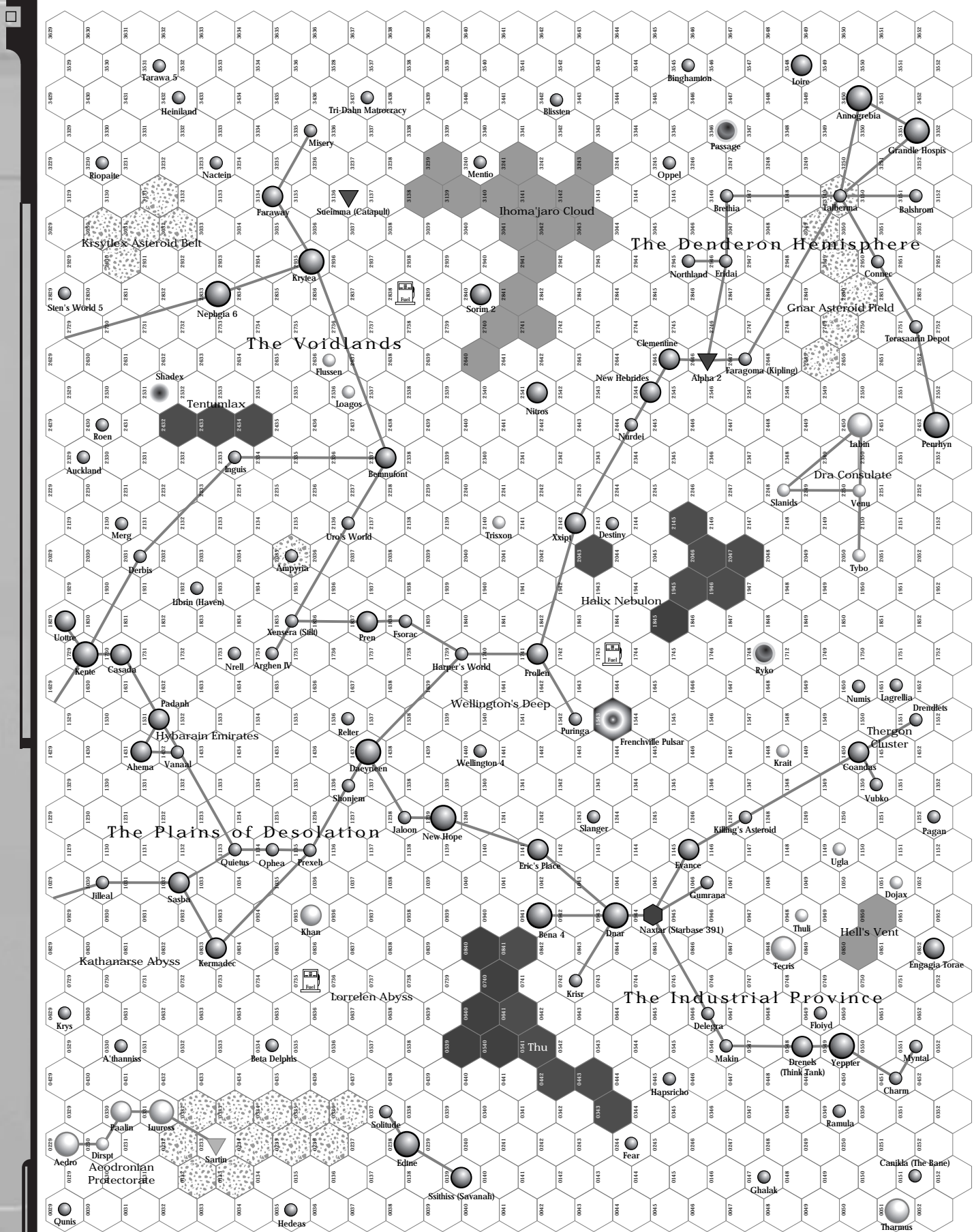
Space Platform

Base systems that otherwise would not function in the presence of an atmosphere, such as omega weapons, pulse technology, and implosion torpedoes, are based on space platforms. (Implosion torpedoes surround the vessel, then collapse in on themselves, striking the ship in 4 or more random locations).

Up to 4 platforms may be found in orbit around a planet. The number represents the system type deployed. These platforms will be an integral link in the planet's defense system, providing targeting information for surface-to-orbit artillery, fighters, and other defenses. See Space Platform Weapons Table.

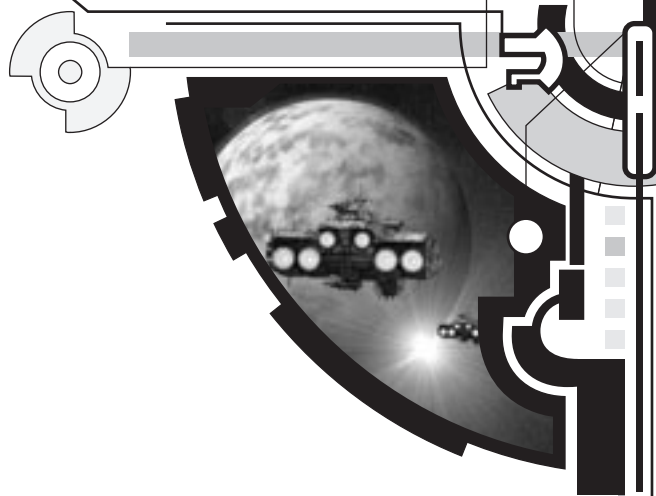


Their bounty in sight, an SSDC deep space salvage crew begins running tests on an unknown probe found in the Katharnase Abyss.



CHAPTER 8

Sector Layout • 8



IN THIS CHAPTER...

Interpretation of Symbols
Subsectors
Astrographical Features
Planetary Codes
Getting From Here to There

ornax, Quadrant 1, Sector 3, is broken up into subsectors. *No Man's Land* covers 4 of those subsectors. The sector map, shown on the opposite page, displays the location of all planets in each of the 4 subsectors in a two-dimensional plane. Each subsector map is further detailed in a full page representation at the beginning of each subsector chapter.

The subsector maps detail the presence of large astrographical features, such as radiation clouds and asteroid belts. Each of these features is explained in detail under the astrographical features section.

INTERPRETATION OF SYMBOLS

Distance

Each hex represents 2 parsecs of distance. A parsec equals 2.72 light years.

Planet Population



The relative main world populations are denoted by varying sizes of circles. The larger the circle, the larger the population. Specifics can be found in the planetary codes.

Note: Planets outlined in light-grey indicate worlds which are controlled by neutral or hostile governments not affiliated with the Alliance. This applies to Battle Stations as well.

Trade Routes



Trade routes represent common routes for transporting products among the various star systems. They are denoted on the map as grey lines. Trade routes are routinely patrolled, and most inter-stellar traffic can be found here. Ships may travel between systems using any route they desire, but ships straying from the main routes are at an increased risk of being attacked by pirates, rebels, and so forth. Furthermore, there exists little support capability to render assistance to any craft that becomes disabled outside the shipping lanes.

Gas Station



Automated fueling depots located in deep space are there to assist ships who have misjumped or have become disabled (see Gas Stations).

Battle Station




Battle Stations are displayed as solid, triangular shapes. They represent major military bases of operation.

Starbase




Represented by a solid hex shape. Starbases not only represent major military bases, but also contain stargates, the only method of traveling between galaxies.


Ghost Planet

 Ghost planets are star systems that are visible to the naked eye, but cannot be reached or affected by normal means within the confines of this universe. Evidence suggests that they represent points where the Motaran Rift creates a link between this universe and other, parallel universes. The planets exist in a quasi-real state. They can clearly be seen, but cannot be affected.


Shadow Worlds

 Shadow worlds are former ghost worlds. However, explorers have found paths to reach these systems. Most "gates," as the pathways are called, lie far away from the shadow world. They are tears in the fabric of space that allow ships to travel into other parallel universes. All shadow worlds found so far exist in another universe. Traversing the gate to a shadow world can be extremely dangerous.

Asteroid Fields

 Represent planetary debris scattered across vast regions of space. Scientists once believed that asteroid fields occupied only local areas of individual star systems. The presence of massive bands of debris suggests an almost galactic plowing of material into heaps as the universe expanded. Others claim these fields are a by-product of dark matter.

Ion Storms


 The electromagnetic radiation renders a ship's flux shields useless. Scanners are inoperable and sensor lock-on attempts suffer a -10 to -50 modifier to detection rolls. Visual detection is the only possible means of tracking another vessel. Build up of electrical potential within the cloud often causes lightning bolts to discharge against ships, doing tremendous damage. ECM and ECCM are completely useless. Captains sometimes enter ion storms to reduce the disparity between their weapon systems and those of a superior enemy vessel, putting the battle on more even terms.

Pressure Ridges

They are not designated on any map, but may build up anywhere. It should be noted that pressure ridges occur most frequently in close proximity to ghost and shadow worlds.

Strong gravitational fields build up as pressure gradients and obliterate unsuspecting ships. Evidence suggests that "pressure fields" also exist, where converging pressure gradients overlap one another. Entering a pressure field has proven to be absolutely catastrophic. Most crews do not survive such an accident.

Radiation Belts

 Sensor locks incur a -20 to -80 penalty and scanners function at a -30 to -120 modifier when applying detection rolls. No device has been developed to effectively block out the intense Gamma radiation which penetrates the hull and kills the crew in short order. Characters must roll SMRs vs. radiation at a -10 penalty to +30 bonus per hour, depending on the intensity, or fall

victim to radiation sickness. Transporters do not function inside a radiation belt. Tractor beams only function marginally.

The Frenchville Pulsar



Generates powerful gravity waves at regular intervals. See the *Battlelords* basic rules book for more information.

SUBSECTORS

Each section of the Sector map represents a subsector. Brief descriptions are given below of the general predisposition of these four areas. Each description is designed to give settlers an idea of what to expect when they travel abroad.

The Industrial Province • Chapter 9

The Industrial Province represents one of the two industrial hubs of the sector and was the first subsector explored. In recent times, it has become a place of great calamity, and many call it The Devil's Perch.

The Denderon Hemisphere • Chapter 10

The highest concentration of people in the sector live in this industrialized area of space. The Denderon Hemisphere exports more than 40% of all the sector's goods. These goods are transported along the Highway to the Outer Reaches, as the Ivory Coast, Hells Kitchen, and the Gyran Republic are often called. The Denderon Hemisphere is the most settled and safest of all the subsectors.

The Plains Of Desolation • Chapter 11

A largely uninhabited subsector that contains both the Lorrelen and Katharnese Abysses. The Highway (string of planets within close proximity to each other) passes through the Plains of Desolation to the outer reaches of the sector. The most notable feature of this subsector is the presence of the outwardly hostile Aeodronian Emirates, who have fought the Alliance since the first encounter between the two.

The Voidlands • Chapter 12

The least inhabited of all the subsectors; there is little of mention that occurs here.

ASTROGRAPHICAL FEATURES

Wellington's Deep

Called the Devourer of Men, this bare emptiness has claimed more lives than any other region of free space in Fornax. Wellington's Deep was so named after the cruiser *Wellington* (the first Human ship to chart the Fornax galaxy) which became disabled while exploring the region in 2091. The *Wellington* suffered irreparable damage to her drive systems while en route to the unexplored Puringa system. Three of the crew were killed when an explosion in the engineering room ruptured reactor containment. The Captain ordered the engines dropped to avoid contamination and probable explosion. The engines, however, did not explode, and the *Wellington* drifted without means of propulsion. Rescue would take two months, and without the engines, revitalization

of life support was impossible. Cryogenic freeze chambers were still experimental in those days and not deployed on ships. So the crew of the *Wellington* was doomed. The last transmission received at Exploration Command on Naxtar read:

"Exploration Command. Exploration Command. This is the cruiser *Wellington*. Have lost main drive systems. No planets within range of escape pod. Life support failing. Three dead. If anyone's listening, we're in deep..."

Hell's Vent

The exploration of the Fornax Galaxy jumped off from the planet Naxtar in 2091. Explorers set out with great enthusiasm to uncover the treasures of the universe and explore the vast regions of space. Captains bragged that like Columbus of old, they would find the New World and bring back its riches. However, the archaic drive systems of the era utilized a primitive form of intermittent hyperdrive to facilitate movement. Ships jumped in and out of hyperspace, falling back to normal space after short periods. In 2099, the exploration ship *Alexander the Great* set out to explore an area of space which exhibited pronounced fluctuations of concentrated hyperionic radiation. Using a probe, the vessel carried out numerous experiments on the effects of hyperionic radiation when, without warning, the center of the radiation pulsed outward and the expanding cloud released energy, overwhelming the crew. All perished in moments, their bodies later to be retrieved by the rescue ship *Barometer Grey*.

Thu

The mysterious Thu Ion Cloud remains as much of a mystery today as it did over 200 years ago, when the exploration ship *Thu* entered the storm and encountered powerful electrical storms. Discharges of lightning, millions of joules in intensity, knocked out the exploration ship's shields in short order. The captain withdrew to the storm's edge to further study the cloud.

In the wake of the *Wellington* and *Alexander the Great* disasters earlier in the century, scientists opted to leave the storm unexplored, even though the captain had recorded movement of unknown origin on his long range scanners.

Thu is violent, capable of wreaking havoc on a ship's instruments. Since the initial exploration, many ships have sought to explore the mysteries of Thu, but with little success. Several vessels have been lost. Commanders have recorded strange objects moving freely within the storm, but have not discovered their origin or nature.

Lorrelen Abyss

The exploration of the Jumalcis Range began from New Hope in 2101 with the launching of the colony ships *Quest*, *Legend*, and *Mission Prayer*, under the protection of the cruisers *Enola Gay* and *Salem*. The initial destination was the planet Beta Delphis, where a permanent colony would be established prior to the complete cataloging of the southern asteroid fields. They were, under no circumstances, to encroach on Aeodronian space or come within 4 parsecs of the hostile alien nation. The events that occurred next precipitated the War Against the Unbelievers.

The *Mission Prayer* misjumped and ended up tumbling out of hyperspace inside the asteroid field. The ship had been severely dam-

aged and needed to be rescued. The escorting cruisers responded, leaving the remaining two colony ships on their own to proceed to Beta Delphis. The Aeodronians ambushed the defenseless colony ships, instead of attacking the cruisers or the damaged vessel. In the end, the cruisers managed to rescue the crew of the *Mission Prayer*, but the other two colony ships, along with all of their crews, were lost.

The commander of the expedition named the region of space after his wife, Lorrelen.

The Jumalcis Range

Reputed to be a protected Rebel staging area for attacks against the Alliance, the Jumalcis Range remains largely unexplored, except for the section which is furthest from the Aeodronian empire. The asteroid field is rich in minerals and rare elements. However, the Aeodronians consider it their space and the Alliance has forgone retaliation against the Rebels to prevent an all out war with the formidable Aeodronian navy. Mining of the field has been pushed by the Space Systems Development Corporation, despite the danger of both Rebel and Aeodronian attack. Numerous crews have been lost, amidst heavy criticism by the public.

The Kathanarse Abyss

The exploration of this void began in 2124 A.D. It is named after Ludmilla Kathanarse, the first woman president of the Alliance, sworn in that year after the mediocre regime of founding president Jose Dela Pena. The Kathanarse Abyss is more widely known as the Bermuda Triangle. Dozens of Alliance ships, including the heavy cruiser *Wisdom Seed*, have disappeared without a trace. Other ships have been found abandoned without their crews, including several Aeodronian ships, discounting the theory that the disappearances have been the work of the Aeodronian government. 37 ships have been lost since the turn of the century. Other crews have reported seeing ghost ships traveling through the void. Still others have encountered unexplained rifts in the fabric of time and powerful scientific phenomena uncommon to this area. Attempts by powerful Mutzachans and Chatilians to uncover the mysteries of the Kathanarse Abyss have thus far been futile, and a traveler's warning has been issued for the entire area.

Tentumlax

Called the Equalizer, raiding ships often flee authorities by way of this cloud. Electrical storms are commonplace, but the threat to ships is the swirling eddies and tidal pools. Turbulence can rip a cruiser class ship into pieces in seconds, and Galactic police vessels are prohibited from pursuing any ship into Tentumlax itself. Traveling Tentumlax is a badge of honor among pirates, who call it "riding the lightning."

Ihoma'jaro Cloud

Explored by Sermine, the famous Mutzachan scientist and energy controller in 2121 A.D. Radiation levels are extremely high here, and ships that misjump into the Ihoma'jaro cloud have only hours to make repairs, lest their crews succumb to radiation sickness and perish. The Ihoma'jaro Cloud is home to the Lardek monster.

Halix Nebulon

It is called the Backdoor, and may possess one of the strangest mysteries in all of space. It maintains the typical characteristics of an ion storm: tidal pools, eddies, and pronounced electrical discharges. However, from time to time, the space time continuum shifts within the Halix Nebulae. Ships entering the cloud have exited it before they entered it, a fact that baffles scientists. They have actually traveled backward in time. Other ships have entered the cloud and somehow found themselves orbiting ghost and shadow worlds that are otherwise inaccessible by normal space. Warning: Some ships have entered the cloud and simply disappeared, never to be heard from again.

Gnar Asteroid Field

A heavily mined asteroid field that yields large quantities of Ti-Tritium. Tensions between competitive firms have caused conflict, and there have been numerous charges of sabotage and murder by the subsector's denizens. There is some contention that Uncle Ernie and his Minions of Doom maintain a secret base somewhere inside the field.

PLANETARY CODES

The planetary code is a standard, succinct description of a planet. The official codes were established in 2201 by the Intergalactic Zoning Commission, and are adhered to by all astrocartographers. The standard code consists of 3 sections and a suffix. The three sections represent general, cultural, and planetary information. The suffix denotes any special factors affecting the planet. Each section is detailed below. Note that this code is also applied to large artificial bases and some asteroid fields. The code is depicted as follows:

[General Info (2)] - [Cultural Info (4)] - [Planetary Info (3)] - [Suffix (if applicable)]

Main systems are those planets that represent the focus of activity within a solar system. A main world name is represented in bold and stands alone on its own separate line of the page.

Many systems have secondary worlds. The names of these worlds are marked by a colon at the end of the planet's name. The name is on the same line as the other text.

General Information

Relation: The Relation section is always a vowel. The vowel denotes the general relationship of the planet or base to the alliance. The possible codes are given below.

PLANET RELATION	
CODE	RELATION
A	Alliance (Also Alliance-Claimed)
E	Enemy
I	Independent
O	Restricted
U	Unexplored
Y	Quarantined

Tech Level: The number listed is the tech level of the planet, from 0-7.

PLANET TECH LEVEL	
CODE	TECH LEVEL
7	Superior Technology
6	Intergalactic Age
5	Galactic Age
4	Stellar Age
3	Computer Age
2	Industrial Age
1	Undeveloped
0	No Technology
⌘	Unknown

Cultural Information

The cultural information section is designed to familiarize persons with the overall view of the inhabitants. This code is not absolute, nor is it intended to be. It merely shows general tendencies of the world in question.

Reaction Modifier: The reaction modifier tells you how the "average Joe" is going to react to you when you get off the ship. Remember that NPCs are racially motivated, and other attributes will affect how people react to you. The listed modifier is applied to Persuasion attempts.

PLANET REACTION MODIFIER		
CODE	ATTITUDE	REACTION MODIFIER
F	Friendly	+20
T	Tolerant	+10
N	Neutral	+00
U	Unfriendly	-20
H	Hostile	-40
⌘	Unknown	Not Applicable

Weapons Tech Law: Details what level of weapons are allowed onto the planet when passing through Customs. Travelers may obtain special permits or use other methods of getting equipment onto the planet, but at their own risk. Any person caught bringing technology higher than that allowed by the planet automatically faces criminal prosecution. Penalties are severe, the maximum penalty being death.

WEAPON TECH LAW	
CODE	WEAPONS TECH LAW
8	No Tech Law
7	Superior Technology
6	Intergalactic Age
5	Galactic Age
4	Stellar Age
3	Computer Age
2	Industrial Age
1	Undeveloped
0	No Technology
⌘	Unknown

Population: The code represents the number of sentient inhabitants on the planet.

PLANET POPULATION

CODE	POPULATION
9	Over 25 Billion
8	10 Billion - 25 Billion
7	5 Billion - 10 Billion
6	1 Billion - 5 Billion
5	500 Million - 1 Billion
4	100 Million - 500 Million
3	25 Million - 100 Million
2	1 Million - 25 Million
1	1 - 1 Million
0	No Inhabitants
⌘	Unknown

Government: This letter represents the governing body on the planet. Planets with multiple nations of different governing types are considered to have anarchy, balkanism, or feudalism, depending on the situation. Most multi-national planets are defined as balkanism under this code.

PLANET GOVERNMENT

CODE	GOVERNMENT
A	Anarchy
B	Balkanism
C	Communism
D	Democracy
E	Corporate Owned World
F	Feudalism
G	Matriarchy (Gynarchy)
M	Militocracy (Military Dictatorship)
N	Monarchy
O	Oligarchy
Q	Totalitarian Dictatorship
S	Socialism
T	Technocracy
X	Benevolent Dictatorship
Y	Colony
Z	Church State
⌘	Unknown/Not Applicable

Planetary Information

Atmosphere: This code details the type of atmosphere present.

PLANET ATMOSPHERE

CODE	ATMOSPHERE
O	Oxygen
M	Methane
C	Corrosive
N	None
T	Thin Atmosphere
X	Tainted/Toxic
Q	Other
⌘	Unknown

Gravity: The planet's gravitational coefficient has significant effects on those living there. Most artificial gravity units generate 1.0g. A person's Strength and Constitution are increased/decreased by 20% for each deviation from 1.0. Some races evolved on different gravity worlds. For these, any 0.2 deviation from their home planet's normal gravity increases or decreases Strength and Constitution by 20%. Agility is decreased by 10% per 0.2 deviation from the norm of 1.0. It is easier to fall over on lower than normal gravity worlds because of the lack of balance.

PLANET GRAVITY

CODE	GRAVITY
9	1.8g Or Higher
8	1.6g
7	1.4g
6	1.2g
5	1.0g
4	0.8g
3	0.6g
2	0.4g
1	0.2g
0	Less Than 0.2g
⌘	Unknown Gravity

Hydrosphere: Details what percentage of the planetary surface is covered by water or other liquids. Subsurface liquids are not detailed.

PLANET HYDROSPHERE

CODE	HYDROSPHERE
9	90% Or More
8	80%
7	70%
6	60%
5	50%
4	40%
3	30%
2	20%
1	10% Or Less
0	No Surface Liquids
⌘	Unknown

Suffix

The suffix to the standard code was added in 2210. It advises the traveler of special conditions that exist on the planet or in the surrounding space. Only three suffixes have currently been designated. A planet could have a combination of these, but multiple designations are rare.

PLANET SUFFIX	
SUFFIX	MEANING
-M	Motaran Rift Occurrences
-G	Ghost World
-T	Traveler's Advisory In Effect

The Galactic Stock Market Index

The Galactic Stock Market Index denotes the relative supply and demand of products imported and exported by the planet's populace. The market index lists those common items required by all civilizations in order to grow and prosper. The range of supply versus demand is represented by a rating from 0 to 9. Worlds with a 0 index rating do not trade the particular item in question.

A planet with an index of 1 has bountiful amounts of the particular product and has little need to import it. The item is exported heavily, usually at very low prices. A number 5 index rating represents a static demand for a particular product. The planet produces enough to meet its own needs and is self-sufficient. A market index rating of 9 indicates that the product is in extremely high demand and that the society suffers without it. Large quantities of this commodity are imported.

Much information about a planet can be extrapolated by analyzing the stock market index. A planet with low ratings for minerals and alloys could indicate an industrial world that maintains many mines. The population would tend towards a blue collar mentality and many of its citizens would be rough and seedy types. If the same planet had a machinery index of 7, while still maintaining a low index rating for minerals and alloys, one might assume that the planet has discovered the minerals and lacks the ability to extract them properly. Thus the world would require machinery. Battle Masters are encouraged to use the stock market index to develop their own worlds.

Unharvested Resources

Some worlds in No Man's Land have not been explored, for a variety of reasons. There may still exist deposits of minerals, metals necessary to produce alloys, or gold there. Worlds with unharvested resources may be explored, requiring a level check (denoted by a capital L and a number in parentheses) to locate the product for excavation.

Worlds Marked by a ✕ Symbol

These worlds are unexplored, and there exists no reason or means to trade particular goods. A product marked by an "✕" differs from one marked by a zero; the one marked by a zero could be traded, but the planet chooses not to, while the asterisk marked product could not be traded no matter what.

Major Group Encounters (MGE) • Chapter 3

Represents those important groups that parties are likely to encounter while traveling abroad on the world.

Services • Chapter 5

Represents those services that may be available to the party while they travel about on the planet.

Structures • Chapter 6

Represents those important structures that can be found within the system.

Planetary Defenses • Chapter 7

Represents the defenses that protect the planet and its populace from assault from space.

GETTING FROM HERE TO THERE

The Alliance spans many galaxies and a multitude of stars, all of which are separated by vast expanses of absolutely nothing. Even traveling between systems at the speed of light would take years! Clearly, some method must be available for travel over great distances in a short period of time. The most common methods of FTL (faster than light) travel are hyperspace, warp, and stargates. Rumors abound that the Mutzachans possess other, still more advanced methods of travel. It is also known that the Arachnids do not use stargate technology, but are able to travel between galaxies using some unknown form of Motaran Rift energy. In any case, the only methods available to most travelers will be hyperspace, warp, or stargate travel.

Hyperspace

Description: Hyperspace is a region where faster than light (FTL) travel is possible. Many hundreds of thousands of research hours have gone into the calculations and theory of generating stable hyperfields. It is within these hyperfields that FTL takes place. Anything inside the field will be converted into tachyons and will move into hyperspace. Hyperspace is a region, not an alternate universe, where the top speed of light is changed. The tachyon field is only there to offer a stable region for the spaceship to enjoy. A hyperfield extends as a cylinder into infinity, so it must be contained. The only domain which is stable to the ship for safe travel is that of the ship's exterior. This means that the field actually exists inside the hull of the ship. The hyperfield is produced by charging the exterior of the ship, much like a Van de Graff accelerator, as a charged dome. Inside the charged dome, and therefore inside the hyperfield, there exists a charge free area, equal in dimensions to the spaceship.

Problems: Objects possessing large mass interact with hyperfields, and destructive forces are exerted on the ship should a hyperfield be generated too close to the gravity well of a planet. A hyper-jump is automatically terminated, should the ship's sensors detect a gravitational field in close proximity. If the ship's computer can react to the detection of a gravitational mass, the jump is terminated without adverse effects. However, a ship which encounters a rogue object in space and is forcibly ejected from hyperspace is in deep yogurt!

In addition, the mass of the spaceship itself will interact with a field of the wrong dimensions; the field equations must be carefully calculated to conform to the shape of the ship. Because of this, hyperspace drives are non-transferable between ships. Also, in order to make precise calculations, the ship must be traveling within a certain speed range to make the jump to hyperspace. The speed range is determined by the ship's engines and jump drive computer. Trying to jump to hyperspace at the incorrect speed can have unpredictable and disastrous results.

Speed: Because tachyons are the “mode” of travel, the maximum “speed” of this system is only equal to 1 parsec/15 standard hours (1 map hex/standard day), or 1810 times the speed of light. However, this represents the maximum achievable speed using hyperspace. Very few ships are able to produce the efficiency required for this speed. Actual speeds of ships in hyperspace can be as slow as 1 parsec/105 standard hours, or 259 times the speed of light (1 map hex/standard week). The “average ship” runs at about 1 parsec/45 standard hours, or 603 times the speed of light (1 map hex/3 standard days).

There also exists a lower-tech version of hyperspace known as “intermittent hyperspace.” Intermittent hyperspace involves generation of a hyperfield, but without sufficient power to maintain it over an extended period of time. The ship must periodically drop out of hyperspace, recalculate, and jump again, due to the lack of power. This method of FTL travel is very inefficient, and generates a speed of 1 parsec/17.5 standard days, or 52 times the speed of light (1 map hex/standard month). However, intermittent hyperspace FTL travel is quite common among tech level 4 cultures. Also, damaged ships are sometimes forced to resort to this mode of travel when their engineer can't completely repair the hyperdrive (i.e. the Battle Master screws you!).

Effect: When a spaceship enters hyperspace, all that is seen by other ships is that it has disappeared. Ship sensors can detect residual tachyons, and a good navigation computer can plot the course the spaceship took in hyperspace. Certain high-tech devices even allow ships to pursue ships which have made the jump to hyperspace. To those inside the ship traveling in hyperspace, the universe outside looks like it does when flying through a dust cloud.

Fuel: Hyperspace fuel is just the fuel required to generate the power from the powerplant. This is usually Di-Tritium, but in any case the fuel is used up by parsec jumped. Every time a ship jumps into hyperspace, it is assumed to use up 1 parsec of fuel to enter hyperspace, in addition to the fuel used to travel each parsec. Therefore, a ship traveling 1 parsec with the best engine uses up 2 increments of fuel to travel the first parsec and one additional increment of fuel for each additional parsec.

Warp

Description: Warp is an FTL method which was born out of combining hyperfield mathematics with sub-space field kinetic manipulation theory. The idea is to propel the ship while keeping it in “real” space. This is done by “warping” the space around the ship in such a way as to make it slide in the desired direction. Everything with a mass in space will deform the fabric of space to a certain extent. This deformation is similar to how a baseball would deform a well made bed, but in all three dimensions at the same time. This deformation is smoothed out by the warp field, pulling the fabric of space tight. The trick is not to

pull as hard in the direction the spaceship is intended to go. This re-deformation of space must continue until the spaceship gets to its destination, or the ship will return to sub-light speeds. The deformation of the region of space around the spaceship also changes the velocity of light accordingly to a velocity higher than that of the spaceship (a bunch of mumbo jumbo, pseudo-scientific garbage. All that is important is that you can say, “I need warp power in thirty seconds or we're all dead,” and some “enterprising” chief of engineering will pull a rabbit out of his @\$\$, and everything will be fine!).

A warp field is generated at a source and automatically comes into being outside the ship. The power needed to create and hold a warp field is determined by the speed step. As the warp is stepped up, the power drawn increases exponentially, but so will the true velocity of the ship. The top speed to date of a warp driven ship is step 9.4 with a cruising speed of step 6. The reason for a top speed is that the fabric of space, much like a bed sheet, can only be pulled so tight before it will rip.

The cruising speed is the step at which standard fuel is used. For each step above this, fuel usage is tripled. For each step below, fuel usage is divided by 3. Older warp ships have cruising speeds of step 4 and max speeds of step 6; the average ship has a cruising speed of step 5 and a max speed of step 7. Exceptional ships have a cruising speed of step 6 and max speed of step 8. The ship mentioned above was purely experimental. Power requirements are too high to have a maximum warp speed above step 8 on any production-model ships.

Problems: Warping close to planets and stars can be a real drag, literally! The result of warping too close to a heavenly body, even a large moon, is that the ship is sent headlong into the center of that body's gravity well. This could really ruin Christmas! Minimum safe distance from a body is equal to 100,000km times the body's gravity rating (i.e. Earth has a gravity rating of 1.0, so the minimum safe distance is 100,000km). A level 8 Navigation check will determine when warp is safe. A spaceship warping inside the body's minimum safe distance has



roughly a 50% chance of being destroyed. The other 50% of the time it is severely damaged by the stresses exerted against it.

Due to this sensitivity to gravity fields, a very careful course must be plotted. Also, pirates have found many ways to stop ships that use warp engines, so beware.

Speed: The speed of a warp ship is dependent on an exponential equation related to the warp step and the gravitational constant. Since you probably aren't a Mutzachan, we won't give the equation here! Instead, the following table relates warp step to speed.

WARP TRAVEL		
WARP STEP	SPEED	TIME TO TRAVEL 1 HEX
1	13c	140 Days (4 Months)
2	35c	52.5 Days (7.5 Weeks)
3	93c	20 Days
4	250c	7.5 Days
5	694c	2.66 Days (80 Hours)
6	1859c	1 Day (30 Hours)
7	5076c	11 Hours
8	13947c	4 Hours
9	37174c	1.5 Hours
9.4	50761c	1.1 Hours

Effect: When a warp engine is engaged, the ship seems to stretch in the direction it is going, and then moves away at an unbelievable speed. Those inside the spaceship do not notice a thing except that the stars are moving by very quickly.

Fuel: Warp drives require a better power source than hyperspace drives. The most common source in use by the Alliance is Ti-Tritium, a rare substance derived from Di-Tritium. Warp craft use this fuel at a rate dependent on both speed and distance traveled.

Stargates

Description: Stargates are the ultimate in transportation technology. Only the Mutzachans hold the secrets to building these gates, which seem to be stabilized wormholes in the space/time fabric. In order to use a stargate, there must be a stargate at both ends of the route. You can only use the stargate to go to other stargates. There are two exceptions to this rule. One, the Masnrock Generator orbiting New Terra is effectively a one way stargate: You can be transported to anywhere in the known universe. Of course, you have to be at New Terra (in Andromeda) to do this, and you have to pay an incredible sum of money. Other than this, the only people who seem to be able to use stargates to get to places where there are no stargates are the Mutzachans. After all, they had to get out to the location of each stargate to build them in the first place. However, this is officially denied by the Council of Timar. No one believes that a fast warp ship was used to get to Ursa Major to build Stargate Horizon, but this is the official line.

In any case, all other stargate travel is between stargates only. Any stargate may connect with any other stargate which is functioning, anywhere. There are no distance limitations, which is why intergalactic travel has become feasible. Most sectors contain 1 or 2 stargates, while those of strategic importance contain 3 to 5. The No Man's Land sector

is home to three stargates, at Naxtar, Transit, and Starbase 411. All travelers from other sectors or galaxies enter at one of these systems.

Problems: The first problem with stargates is the cost. Stargate fees range from 100,000-2,000,000cr, depending on the distance between gates to be connected. This fee is per ship, of course. A typical in-sector trip would cost 100,000cr per ship, an inter-sector trip about 300,000cr, an inter-quadrant trip about 750,000cr, and an intergalactic trip 1 million credits and up.

Secondly, all stargates require a security check before access is permitted. This means that no pirates are going to be allowed to use the local stargate! Also, you can forget about forcing your way through. Most stargates are attended by a Mutzachan warship (i.e. you are slain), or an Alliance Navy patrol at the very least! Players who try more subtle means (bribery, kidnapping, extortion, etc.) will have more success at using a stargate while "on the lam." However, BMs should be aware that most stargate operators are Blue or Red robed Mutzachans, with ridiculously large heads. They won't be easily fooled. To date, there are only 117 recorded incidents involving unauthorized stargate access, in 187 years of operation.

Finally, there are unsubstantiated rumors that ships have been attacked while in transit!! Some ships have supposedly been lost to unknown causes during stargate transport. However, this is officially denied, and the Mutzachans claim that the wormhole is perfectly safe. All losses are recorded as ship malfunction or attacks by ships on the other side of the gate.

Speed: Speed is immeasurable in a stargate transit. Due to various random factors, the transit time for a trip is not always the same. The actual "jump" is instantaneous. The travel time below represents the time a vessel spends within the boundary of the gate while its computer and the stargate operators work out the energies and navigation needed for the jump.

STARGATE TRAVEL TIME	
TYPE OF TRAVEL	TIME
In-Sector Transit	1-6 minutes
Inter-Sector Transit	2-20 minutes
Inter-Quadrant Transit	10-40 minutes
Intergalactic	1-4 hours

Effect: The external appearance of a stargate is that of a large structure hanging in space. When it is not functioning, the space on the other side is visible. During operation, a swirling energy field appears inside the frame. Observers see ships enter this and vanish. On the other side, warnings flash and the energy field becomes operational. Ships emerge from the field, apparently from nowhere.

To people inside the ship, looking out, they see chaotic patterns of light and darkness. There have been unconfirmed reports of people seeing faces and monsters in the patterns, but these have been explained as mere hallucinations.

Fuel: There is no significant fuel usage in a stargate transit.

Gas Stations

When you're 20 light years from the nearest starbase and the tank reads empty, what do you do? Well, if you're a little bit lucky, there's a gas station close by. If not, pray to hell that you have a cryogenic sleep tube. If not... well... start dictating the terms of your will to the ship's computer, so that when they find your frozen corpse in another month or two, they can settle your affairs.

Gas stations are automated fuel depots set up in deep space, far away from the typical travel routes, and designed to assist ships that are low on fuel. They were originally designed to aid short range ships which couldn't cover great distances, so that they could get to where they were going. As the concept developed, it became more apparent that the most effective reason for deploying a gas station in deep space was to assist a ship that misjumped and then ran critically short of fuel with no hope of reaching a starport. Thus, the federal government has systematically deployed automated fuel depots in the empty recesses of space.

Ships requiring refueling enter pre-assigned coordinates into their main computer and make for the nearest gas station. At a 200,000km distance, the ship transmits its registration number and a special nine bit security access code (level 23) to the station. All registered Alliance vessels are given a special fuel code at the time the ship is registered, and every 3 years thereafter. This security code transmission is independent of the communications gear and will be transmitted regardless of any damage to the ships communications. Once the ship has entered the code, it is cleared to "pull in." The captain maneuvers the vessel into position. Thrusters are fired, aligning the ship (level 4 check) so that it can link to a universal umbilical arm that extends outward from the station. The station is actually an enormous cylindrical tank-like structure filled with Grade-A fuel Di-Tritium and Ti-Tritium. The umbilical pump transfers fuel to the ship and the owner's bank account is automatically credited with the bill. The owner must pay off the balance owed within 30 days or face charges.

Ripping off the gas station or blowing it up is a serious crime, carrying with it the charge of attempted murder for endangering the lives of any future customers. Robbing the gas station is almost impossible, since without the code, there is no way to access the fuel. Furthermore, attempting to approach a gas station without the proper authorization codes causes the system to raise its automatic defense systems (see platform defenses). Each time a vessel approaches within 200,000km of the station, the attendant (a computer) automatically becomes suspicious. It electronically registers all information about the vessel; size class, weapons hardpoints, fuel capacity, current fuel status, etc. This information is then transmitted to a distant control center data bank. No known direct fire weapon has a range greater than 160,000 kilometers. The attendant broadcasts an identify friend or foe message and if it doesn't receive a prompt response, engages weapon systems. A 2,000 HP flux shield raises to surround the station, and a multi-fire, long range laser system activates and automatically engages the thief (see space station for details). Gas stations also carry missiles and can engage up to 10 targets simultaneously. The station's AI alerts all ships in the vicinity which are immediately dispatched to thwart the thieves.

Rebels have often tried to blow up gas stations in the past. They have since given up on this concept. Random gas stations are armed with a pressure ridge generator. When under attack, the generator emits a devastating energy shockwave that propagates outward in all directions, doing 5,000KP to all objects within 500km. The strength of the wave is

reduced by 1KP per 500km (1 orbital hex) distance of travel. The generator is a modular system which can be transported with ease to another station somewhere down the line. It fits into the bay of a police ship.

A final note: All gas stations are equipped with a communications up-link so that captains may radio for assistance if they need it.

Traveling in Class

Persons can purchase passage from one place to another for different prices, depending on what class they wish to travel in. There are 6 travel classes, utilizing the Royal Transport System. The effects of traveling in different classes are given below.

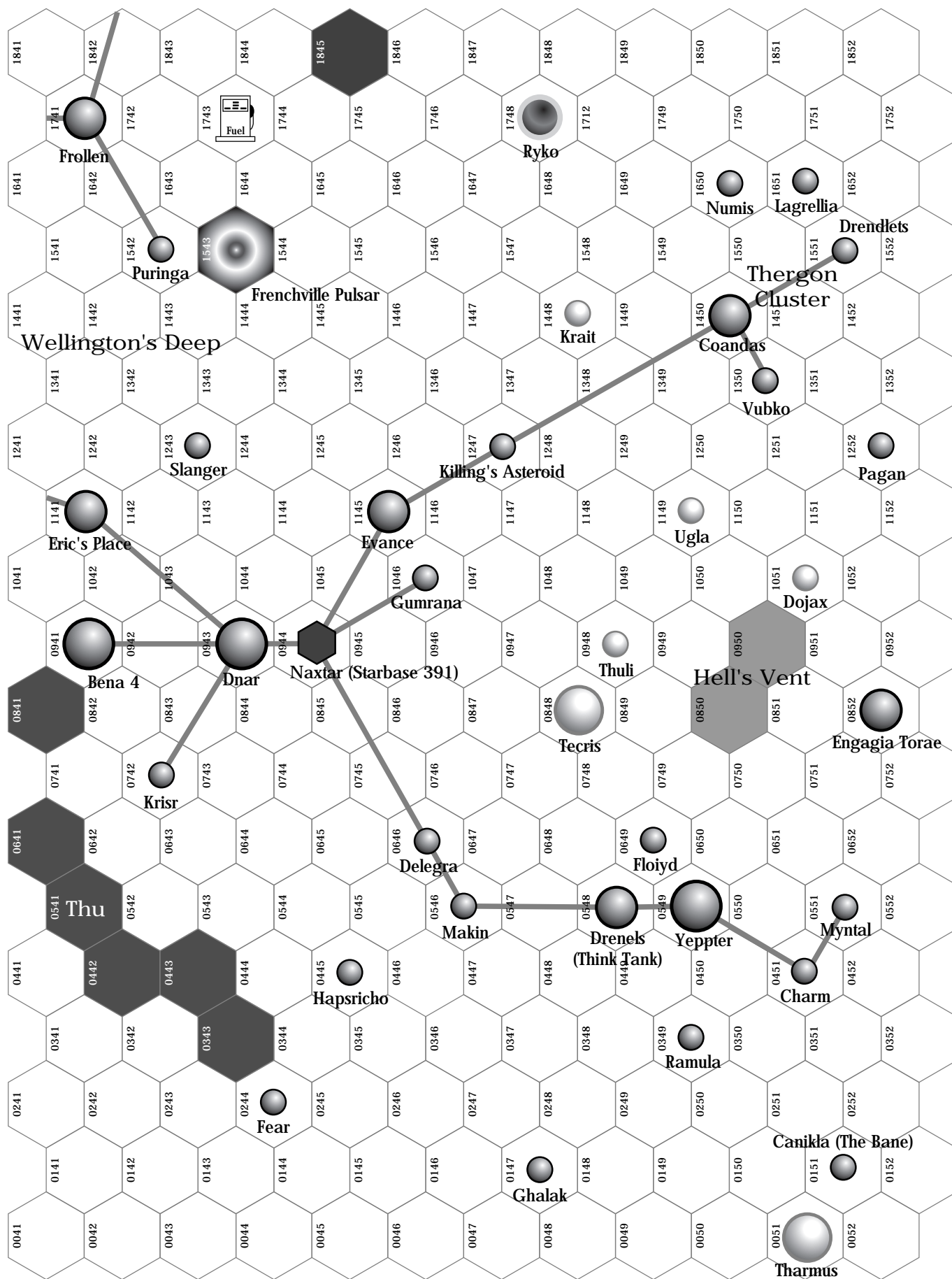
Elite: Elite class patrons are privy to a wide variety of entertainment; from personal companion services, full room service, holo-rooms, luxury cuisine, live entertainment, long range communications services, etc. The elite class berth in their own private suites, far from the endless drone of the engines. The motto of the elite class patron is "NO COMFORT IS TOO MUCH COMFORT." Elite class travel costs 200% of the list price ticket. Maximum Baggage: 5,000kg.

Bourgeoisie: Bourgeoisie class patrons travel in leisure quarters which are not at all uncomfortable. They are offered a wide range of entertainments, including many of those reserved for the Elite. The major difference between the two is the attention paid to the customer's whimsical desires. Stewards make scheduled passes by cabins and service is not as quick, nor is it quite as good as Elite service. The cost for Bourgeoisie travel is 150% of list ticket cost. Maximum Baggage: 2,500kg.

Proletariat: The normal masses travel in coach class. Proletariat class travel is a no frills service. Cabins are clean, but spartan, and so is the service. The proletariat are entitled to a maximum of 1,000kg of baggage, and can be bumped off a flight by someone seeking Bourgeoisie or Elite travel. All in all, if you aren't worried about having your worms steamed to the correct softness, and your bed made every morning, Proletariat class travel will do just fine.

Freight Travel: If you are a bum without any money, occasionally you can secure travel on board a liner by working for your passage. However, freight travel is almost a common occurrence on board faring starfreighters. The ability to obtain such passage depends on availability of space and the traveler's skills. Freight passengers usually sleep in the cargo holds, or in any other cranny where they can find a place to crash. You meet some interesting persons traveling this way, although it can be very dangerous. The captain usually charges 2% of the going rate and works you into the ground for your passage. But traveling this way is cheap.

Cryogenic Freezers: In rare circumstances, a ship must travel an inordinately long distance. Such a journey may require months. In this case, all personnel are placed into cryogenic freeze chambers, where they sleep for the duration of the journey. There are some dangers associated with this type of travel, such as the fact that sometimes you don't wake up! If that doesn't bother you, then sign up for a trip to the edge of nowhere.



CHAPTER 9

The Industrial Province • 9

BENA 4 I4-H39D-056 (Hex:0941)

The Beanese, a race of small humanoids, call Bena 4 home. This tech level 4 society is currently seeking entrance into the Alliance, but its factional government, and religious based xenophobia are hampering efforts.

The Beanese fought a devastating war with the Aeodronians several centuries ago, stirring up racial hatreds that came to a head when the Beanese encountered humans for the first time and attacked them immediately.

It is rumored that the Rebels are trying to keep Bena 4 out of the Alliance as it would provide an excellent base for attacks in this sector.

Bena 4 is detailed in *Injection*.

MGE

Rebels (1)

SERVICES

Grade B Di-Tritium

Grade B Ti-Tritium

Refit (1)

STRUCTURES

Corporate Headquarters

Medical Research Center (2)

Quarantine Zone

Resorts (1,7)

DEFENSES

Layered Array (4)

Fleets (CNN)

Ground Lasers (7)

Ground Missiles (4,6)

Orbital Mines (4)

CANIKLA (The Bane) U-□□□□□-□□□ (Hex:0151)

Canikla is a large asteroid belt in the third orbit of the uninhabited system. This field is considered hazardous and of extremely little interest. Recently, an explorer by the name of Sable McShane returned from a day of "slaloming" the field in possession of a strange piece of broken machinery made from an unknown alloy. He claimed to have found it in the Bane. Perhaps a planet once existed in the third orbit of Canikla, destroyed long ago.

MGE

Nil

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Nil

CHARM A0-N01Y-056 (Hex:0451)

Humans find this beautiful, tropical, oxygen based system charming. Hence the name. An enormous assortment of plant and animal species can be found here, including a sentient species of tree-like creatures called the Wood People. These creatures grow from the vertical cliff faces which overlook many of the plateaued jungles. Wood People have been known to leave their perches in order to descend to the forest floor where they hunt small animals. Generally peaceful, these beings become irascible when undue damage is caused to the environment.

A prominent biologist has theorized that Charm is self-aware on the

biospherical level. The tree creatures act as antibodies to destroy external threats. Dr. Samantha Grimes bases her theory on old Earth mythology, regarding the world as a closed system in which the planet would attempt to maintain equilibrium, given an unbalancing factor or condition, hence the almost pattern-like phenomena of mass extinctions, polarity reversals, and long term climatic patterns. Dr. Grimes has been ridiculed by other scientists interested in Charm for espousing such a radical derivative of an old and almost forgotten theory.

Recently, Dr. Grimes and a group of unidentified Geminis disappeared into the rainforest. No one knows their purpose. They took no supplies or equipment. Dr. Grimes left this note:

We have this weakness of character, this fear based on desire, that drives us to be independent creatures, free in thought and action. We want to believe that the universe is composed of parts, separable and distinct, closed systems devoid of necessary interaction. These contentions are wrong, and perhaps fateful. The universe "knows." It is alive.

It is in becoming one with the mother, the father, and the children that our dooms will be averted. We are Family. We are all. All we are.

The differences we call "war" are images of our feeble and secluded minds. The true threat comes from not within, but outside of the family. We will seek to reunite the Family.

No word has been received regarding Dr. Grimes since her disappearance. Most think she caught "jungle fever." Others are not so sure. The Council of Timar has dispatched a special investigative team to Charm to look into the Doctor's disappearance. Isn't that a bit odd for one lost doctor?

Restrictions on technology and activities are severe. The typical waiting period for a surface visit is one to four months, but you can gaze upon the planet's beauty from the elaborate orbiting observation platform located in low orbit. Several mega-corps have vied for access to the planet's vast natural treasure troves. This is especially true of Khiander Pharmaceutical and Askore Biomedical Associates, both of which are searching not only for raw resources, but for new products as well. So far, both companies have steadfastly been refused. The Humans and Gen-Humans remember all too well the near destruction of their own world's biosphere and the repercussions and loss that resulted.

MGE

Nil

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Minefields (3)

Patrols (3/2)

COANDAS A5-F33E-056 (Hex:1450)

Coandas is the shipping point to all planets in the Thergon Cluster, and the local pirates seek to interdict the flow of traffic spiraling outward from Starbase 391. The planet is owned and managed by the Orionist Mercantile Guild, whose sector headquarters are located here. The ruling government maintains a strict policy on the interdiction of intergalactic commerce and actively seeks to bring pirates to justice. Coandas is a hotbed for such activity, and those caught face stiff sentences. Orions caught committing piracy automatically receive the death penalty.

Coandas maintains a sophisticated spaceport in high orbit known as the Vision Quest Shipyard. Adventurers often come here seeking good deals on ships and the shipyard is a great place to have customized ships built.

50,000,000 Orions inhabit this sub-arctic world, most of which are directly or indirectly employed by the shipyard. The inhabitants are friendly and welcome outsiders. Tech level 3 or lower sidearms may be carried at any time.

MGE

Mercenaries (6)
Pascians (3)
Pirates (7)

SERVICES

Grade A of All Fuel Types
Refit (5)
Legal Networks (4)

STRUCTURES

Corporate Headquarters
Prison (3)
Resorts (2,10)
Shipyard (4)

DEFENSES

Layered Array (4)
Bio-Sentient Organisms (3)
Fleets (CNV)
Ground Based Lasers (7)
Ground Based Missiles (4,6)
Fighter Base (L)
Orbital Mines (4)

DELEGRA A5-F02D-T61 (Hex:0646)

Delegra produces heavy machinery for industry. The planet's surface is dedicated specifically to this purpose while the inhabitants live in the cloud cities above the surface. Its people have forgone living on the surface due to the severe pollution produced by the industries. Most of its 10,000,000 people are Hemareans.

MGE

Hemareans (10)
Mentors (M) (3)

SERVICES

Grade B Di-Tritium
Survival Warrior
Terr. Knowledge Service (3)

STRUCTURES

Cloud Cities
Resort (8)

DEFENSES

Layered Array (1)
Fleets (CNN)
Fighter Base (S) (7)
Ground Slug Thrower (5)
Orbital K-sats (5,7)
Space Platform (3/7)

DNAR A4-N36D-055 (Hex:0943)

Dnar is a former Beanese colony now controlled by the Alliance. After the Beanese were driven off the planet, a savage civil war amongst the

original Alliance colonists (mostly humans) ended with the erasure of several of the colonial regions by the Mutzachans. Their leaders attempted to end the civil war with nuclear weapons and the Mutzachans became unhappy with this. Peace was restored after the liberal use of the Cataclysm matrix.

The world is now under Alliance control and is tech limited to TL 3. AMC has a large presence on this world.

Dnar is detailed in *Injection*.

MGE

Kimyaruk (3)

SERVICES

Grade B Di-Tritium
Terr. Knowledge Service (3)

STRUCTURES

Corporate Headquarters
Resorts (2,7)

DEFENSES

Ground Defense Bases
Orbital Mines (3,8)
Patrols (3/3)

DOJAX E4-H02M-052 (Hex:1051)

Dojax is the most militant planet of the Tcreasean empire. Its 2,000,000 people believe that the Alliance should be attacked outright to gain desert worlds. There has been much strife over the fact that Dojavian ships regularly hunt down and destroy small Alliance vessels such as personal warcruisers. The Council of Timar recently passed a referendum, authorizing the use of military force to stop Dojavian aggression, though little has been done up until this time.

Dojax is a semi-arid desert world, and somewhat inhospitable to the ant-warriors who live there. The planet's main export is minerals extracted from the desert. Alliance personnel are not expressly forbidden from landing on Dojax and some people come for the great desert hunting.

MGE

Dojavian Mercenaries (8)

SERVICES

Grade B Di-Tritium

STRUCTURES

Nil

DEFENSES

Ground Based Lasers (2)
Fleets (Tcreasean)

DRENDLETS A4-U41Y-075 (Hex:1551)

Drendlets is exclusively a Benjari farm planet owned by the Phentari. There are some 200 kasernes (army style bases) that raise and genetically breed the slave race. The economy is booming with the pronounced need for Unreals to work on the frontier. Phentari themselves don't live on the planet, but rather work three month shifts there. Drendlets is a cold, oxygen based world that has a high gravitational coefficient (1.4). The squids live on Beguse, the methane moon that orbits the planet. Shuttle craft transport workers to and from the moon on a regular basis. Drendlets is off limits to all races, with the exception of Orions and Phentari. Tza Zens who make their presence and motives known are also welcome here. A Phentari contingent of warships make station on Drendlet's second moon Atte.

Drendlets is notorious for fielding the most vicious bounty hunters in their part of the galaxy. It is a great honor to be invited to be trained at the School of the Assailant.

MGE

Benjari (7)
Bounty Hunters (9)

STRUCTURES

Slave Farms (7)
Naval Base (IBF)

SERVICES

Grade B Di-Tritium
DNA Masking (7)

DEFENSES

Layered Array (4)
Early Warning Station (8)
Electronic Screen (3)
Fleets (IBF)
Orbital Mines (3,4,7)
Space Platform (3,9,12)

DRENELS (Think Tank) A5-F04D-052 (Hex:0548)

Think Tank is a separatist Human and Hemarean colony, set apart from other planets in the subsector. Travelers come from all over the galaxies to learn here at the best hyper-training facility in the known universe. No weapons are allowed on Think Tank. The learning time for new skills is 1/6 of the norm. Mathematics and science related fields can be learned at 1/2 the normal price.

The Think Tank exports artificial intelligence. Even with its grow gardens, it cannot feed its population of 400,000,000. It imports nearly 60% of its food requirements.

MGE

Shuestron (6)
Doltharians (3)

STRUCTURES

Nil

SERVICES

DNA Masking (4)
Hyper-Training (9)

DEFENSES

Early Warning System (4)
Orbital Mines (5)
Space Platform (4,7)

ENGAGIA TORAE 01-N03F-057 (Hex:0852)

A strange world, not unlike the Earth of the Middle Ages. Engagia Torae is of interest for its immense psycho-kinetic potential, fluctuating within the planet's ecosystem. The inhabitants, a dozen humanoid types, seem to control the power source with ease. They have forsaken technology for the most part. Transportation, production, war, and medicine are handled through various matrix manipulations.

Access to Engagia Torae is strictly forbidden by recommendation of the Council of Timar. It is regularly patrolled. A surveillance platform is currently being constructed in high orbit to oversee the world's development. Only federal freighters may trade here.

MGE

Nil

STRUCTURES

Nil

SERVICES

Nil

DEFENSES

Minefield (2)
Patrols (3/1)

ERIC'S PLACE I4-U83Q-M55 (Hex:1141)

There is virtually no law and order, yet things seem to function just fine on Eric's Place. The planet is effectively run by crime syndicates and other unsavory types who make sure not to become too powerful, lest

the planet's governor remove them from power (and life). Murder is an accepted form of action, as long as it's justified (i.e. your gun is bigger than theirs). Most people avoid confrontation, fearing retribution. The methane, arctic environment is inhospitable to non-methane breathers and the majority of citizens are transients who live beneath domed cities. Of course, all Eridani receive a warm welcome here by decree of governor Scirickisious Phentari!

MGE

Arms Dealers (8)
Bounty Hunters (8)
Doltharians (7)
Mercenaries (8)
Pirates (6)
Shepherds (2)
Yontacha (7)

STRUCTURES

Resort (9)

SERVICES

Armor Repair Station (3)
Fencing Operations (6)
Hyper-Training (3)
Legal Networks (5)

DEFENSES

Early Warning Systems (9)
Fleets (P)
Fighter Base (L) (4,8)
Space Platform (6)

EVANCE I2-N43F-055 (Hex:1145)

Evanca is currently embroiled in violent turmoil and yet refuses outside intervention. This predominantly Human agro-world was founded by James Evance in 2096 as part of the expansion effort into this section of the Fornax Galaxy. The planet's tropical environment could sustain an agricultural community, in support of the new starbase being constructed on nearby Naxtar. Settlers flocked to Evance for the chance of prosperity. Small, feudal states sprang up across the planet, each controlling and governing its own plot of land. Crops were taken to Kemish for export at the planet's only land base. Over the years, the small feudal plots grew to become giant farm states and so began the territorial disputes which still rage today. Border clashes soon became guerrilla wars.

Presently, the planet is a tech level 2 society, armed with tech level 4 weapons technology. The death toll continues to rise. Mercenaries are welcome. There is a medical research center here devoted to curing terminal illnesses.

MGE

Kimyaruk (7)
Mercenaries (5)

STRUCTURES

Medical Research Center (3)

SERVICES

Grade A Di-Tritium
Grade C Ti-Tritium

DEFENSES

Fighter Base (L) (5)
Early Warning Systems (3)

FEAR 05-U61M-042-T (Hex:0244)

The Fear planetoid is a dangerous and inhospitable place, located near the Thu ion cloud. Fear was once an emerging world, colonized by Humans and Eridani. In 2259, the red dwarf sun Magna exploded, killing most of the planets 340,000,000 inhabitants. The resulting meteor showers and radiation destroyed the planet surface. The expanding Nova stopped unexpectedly, in what is now called a "Capture Nova" —

a fortunate occurrence, for further expansion of the cloud would eventually have rendered the entire area uninhabitable.

Scientists have recently built an underground post in the caverns of Fear to monitor hyperionic radiation and conduct surface experiments. They soon discovered that they weren't the only inhabitants of the radiation world. Energy beings of various temperaments and dispositions began attacking the post. Mercenaries are currently being hired at a starting rate of 70,000cr per year.

MGE	SERVICES
Mercenaries (3)	Nil
HAL	
STRUCTURES	DEFENSES
Ruins	Nil

FLOIYD Y2-N01F-O55-T (Hex:0649)

FloiYd is a quarantined system, infected with a strange radiation sickness that is killing its people. The world is quarantined and off limits to all but authorized medical and scientific personnel, or specially cleared merchant ships. Some 200 Mutzachan scientists are trapped and dying, along with the 25,000 inhabitants. Science outpost Prospect holds high orbit above the planet. Persons can stop to refuel here only.

MGE	SERVICES
Nil	Grade A-C Di-Tritium Grade A-B Ti-Tritium
STRUCTURES	DEFENSES
Medical Research Center (4)	Early Warning System (2) Patrols (4/2)

FROLLEN A5-F53D-M69 (Hex:1741)

Frollen is an ocean world, famous for cities which are carved from giant icebergs. Typically, only Eridani and Phentari "enjoy" visiting this frigid wonderland. There are no sentient lifeforms. However, in recent months there have been reports of disappearances. Sub-surface sensors have picked up movement at previously unexplored depths. Methane atmosphere. Excellent quality ores in the limited landmasses which exist as oceanic mountains.

MGE	SERVICES
Bounty Hunters (3)	Grade B Di-Tritium Armor Repair Station (4) Cybernetic Repair (4) Weapons Training (8)
STRUCTURES	DEFENSES
Ice Cities Resorts (4,5)	Early Warning System (2) Fleets (P) Fighter Base (S) (3) Orbital Mines (6)

GHALAK A0-U81A-T41 (Hex:0147)

A little known and marginally habitable planet on the edge of the sub-sector, Ghalak has the distinction of being a "junk world." Waste mate-

rial from nearby systems is deposited onto this planet's surface. Anything from ships' hulls to yesterday's leftovers can be found here. However, be forewarned that the occasional Goola-Goola prospector might shoot you if you just happen to find the right gizmo-a-goody he was looking for! Thin atmosphere.

MGE	SERVICES
Nil	Armor Repair Station (4) Cybernetic Repair (4) Robotics Repair Station (5)
STRUCTURES	DEFENSES
Junk Yards (8)	Orbital Mines (3) Patrols (2/3)

GUMRANA A5-N12X-O59 (Hex:1046)

Gumrana is a water world, and Python Lizards live freely in its vast oceans. A mere 10% of the planet's surface is covered by land masses. Pythons live in underwater complexes and farm the algae (which is exported) and fish. Two land based Human cities exist as exporting points for processed goods. Some strife exists between the Humans and irascible Pythons who occasionally go on a rampage and kill a Human or twelve. Deep rigs are being erected to drill for oil in the sediment filled oceans.

The Vivan Prison is located here on the tiny island of Vive and Gumrana is routinely patrolled by vessels from Starbase 391.

MGE	SERVICES
Nil	Grade B-Di-Tritium
STRUCTURES	DEFENSES
Underwater Complexes Prison (3)	Early Warning Systems (5) Orbital K-sats (6) Orbital Mines (7) Patrols (4/3) Space Platforms (9)

HAPSRICHO Yα-αααα-ααα-T (Hex:0445)

Its star is dying and experts predict that within the next ten years a supernova may occur in the Hapsricho system. This large star is currently burning silicon at over a billion degrees Kelvin, creating an iron core, which at the end of the current reaction will reflect the collapsing elements of the star into the surrounding regions of space. The radiation of the supernova may be a hazard to nearby systems. Orbiting warning beacons broadcast interstellar danger signals and Hapsricho is off-limits.

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Nil	Patrols (1/1)

KRAIT E5-H02M-O51 (Hex:1448)

Krait is the most remote of all the Tectreasean worlds. Its primary function is as a research center to develop tech level 5 weapons technology.

It also exports limited quantities of high grade alloys to the homeworld of Tecris. Krait is off limits to Alliance personnel and is guarded by a Tcreasean destroyer at all times. Rumor control suggests that weapons manufacturing firms like the Balshrom Science Corporation have ignored the Kraitian off limits decree and injected mercenary teams onto the planet surface to gather intelligence on Kraitian operations.

A host of hostile indigenous lifeforms wander about this desert world.

MGE	SERVICES
Tcreasean Forces (10)	Grade A-C Ti-Tritium
HAL	Grade A-C Di-Tritium

STRUCTURES	DEFENSES
Mines (3)	Fleets (Tcreasean)
Weapons Research Center	Ground Defense Bases
	Space Platforms (3)

KILLING'S ASTEROID A5-N51E-N20 (Hex:1247)

This asteroid was so named for all of the blood spilled to claim it. In 2145, units from both the Asteroid Mining Consortium and Space Systems Development Corporation laid stake to the asteroid after the unexpected discovery of rare metals. The Asteroid Mining Consortium reacted first and attacked the SSDC survey team, killing 145 of its members. SSDC responded in kind, landing a regiment of crack mercenaries to secure the planet. AMC warships moved into position circling the planet. Next, SSDC threatened full scale corporate war and a contingent

of its own warships set sail, seeking confrontation. The Council of Timar finally stepped in to arbitrate the dispute, which threatened to de-stabilize inter-corporate balance. Eventually, the asteroid was equally divided in half, the Council recognizing the right of both companies to mine the planetoid. An invisible line was drawn and both companies built facilities in orbit, on the surface, and below. Border disputes have been contested over the years and thousands have died in retaliatory strikes executed by the two arch rivals. There are some 50,000 AMC personnel based at the Olympia's Crater and at Merminsk. Most of SSDC's 120,000 workers live beneath the ground in the City of the Carven Angels. Mercenaries are contracted out to perform a variety of covert activities.

Operations by SSDC eventually led to deep excavation and Stone Towns were constructed on its half of the asteroid. AMC installations remain primarily on the surface.

MGE	SERVICES
Mining Away Teams (7)	Grade A-C Di-Tritium
	Grade A-B Ti-Tritium

STRUCTURES	DEFENSES
Mines (4)	Fleets (P,CNN)
Resort (7)	Ground Defense Bases
Stone Towns	Fighter Base (L)
	Space Platforms (7)

KRISR A5-N31E-M68 (Hex:0742)

The Krisr iceworld contains geo-thermal zones where the ice melts and methane-water is plentiful. The small planet is owned by Eridi-Corp and



Word is getting out about Merg's lush, almost planetwide, jungles. It's quickly turning into a favorite vacation spot of the Pythons

the Swordsaints export the methane-water all over the sector. Eridi-Corp has also received grants to explore geo-thermal activities. A small contingent of Mutzachan scientists abide here.

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Prison (4)	Fleets (P)
	Bio-Sentient Organisms (3)
	Early Warning System (6)
	Fighter Base (L) (P)
	Ground Slug Thrower (3)

LAGRELLIA I6-H8M-M64 (Hex:1651)

This planet is owned by the Cultural Advancement Coalition, a brain child of Jaquassarious Phentari himself. The coalition keeps records and archives of the conquests and achievements made by the Phentari people in this part of the sector. It is also widely believed to be a wicked place of torture where Humans are taken and never seen again. It is off limits to all non-Phentari personnel. Violators of Lagrellian space will be destroyed. There is little other information available about this planet.

MGE	SERVICES
Unknown	Unknown
STRUCTURES	DEFENSES
Unknown	Fleets (P)
	Other Capabilities Unknown

MAKIN A5-N81E-O66 (Hex:0546)

An untamed, creature infested jungle world owned by SSDC. Science teams come here to catalogue the strange and diverse eco-system. Makin is a well known Mazian, Ram Python, and Python Lizard vacation spot. The Anarchists are suspected of carrying out covert operations on Makin to increase their product line.

MGE	SERVICES
ARM (4)	Grade B Di-Tritium
HAL	
STRUCTURES	DEFENSES
Nil	Automated Defense Systems
	Patrols (3/3)

MYNTAL A4-N41E-X50 (Hex:0551)

Myntal is a binary star system, supporting two inhabited planets. It should be noted that none of this system's worlds support indigenous life, due to the intense and varied radiation that they receive from moving through a figure eight orbit of the two suns. All eight worlds have harsh environments and only the two described below are even accessible to surface landings without extensive and costly material input. The two inhabited worlds are Myntal-4 and Myntal-5.

Myntal-4 A4-N41E-X50: Myntal-4 is a desert planet, racked by violent storms which drastically alter the planet's surface every few months. Limited mountainous regions exist in shallow bands of regional calmness. These areas are safe from the fury of the raging sands. For approximately 17 galactic days out of each galactic year, it is relatively safe to transport cargo and personnel into these areas without overt risk of loss of the transport craft. Myntal-4 orbits its red giant parent every 308 galactic days and its companion star, a small M-class main sequence, every 111 galactic days. Both orbits are fairly close within each stars gravity well. Only the thick atmosphere (completely incapable of supporting life) prevents this world from being blasted into an ocean of glass by reflecting most of the heat and radiation back into space.

Sub-surface mineral deposits are in abundance beneath the endless oceans of blowing sand. Magnus Mining, a subsidiary of Erectus, maintains an operation within the mountainous area of the planet's north pole. No one relishes the job.

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Nil	Automated Defense Systems
	Fleets (Private)

Myntal-5 I3-H81N-X40: At perigee, Myntal 5 is so close to the companion star that its oceans of dark sand would melt into glass, were it not for the thick and toxic atmosphere. However, its irregular orbit changes and at its furthest distance from the sun, the planet becomes a frigid arctic world, barely capable of supporting life. Regardless of the planet's current position within the solar system, Myntal-5 is a turbulent and hostile world. Its only distinguishing feature is the sub-surface city known as Myntal-Igas-Eridi (which translated means the Grave Of Eridine), a one time mining facility that extracted valuable silver deposits. In the end, geological surveys determined that only limited ore reserves existed and were probably the result of another terrestrial body slamming into the planet, presumably a meteor or comet. The mining facility was eventually abandoned and later became a hideout for various smuggling bands and pirate groups. Now, if there was ever a place to be called a wretched hive of scum and villainy, it is here on Myntal-5. There is little law, except that of plasma, steel, and mind over matter. Pirates, convicts, terrorists, rogue matrix controllers, berserk Python warriors, and insurance salespeople all hang out on this forbidding lump of dirt. To these people, Kodiak country is a walk in the park.

Myntal-Igas-Eridi is in a bad neighborhood. Most people live in filth, buildings being merely ramshackle huts, thrown together with sections of portable wall units and other materials. Since the entire city is underground, there is no night and day, and a sporadic lighting system gives the city even more of a gloom. The city maintains its own fusion plant as well as back-up generators, all protected and maintained by the King's forces. The landing platform and underground hangar bays are half a kilometer away from the city and are accessed by tunnels. The old mines used to open into the hangar facility, but have long since been closed. Hover cabs provide transport from the hangars to the city. There are even sanitation bots to keep major thoroughfares clear.

Overall order is maintained through quiet influence of the King, Camaea Mayea, a mysterious individual who rules with a strict yet fair hand.

Recently, a group of insurgents under the leadership of Dirk Riven began carrying out assassinations and terrorist attacks in an attempt to overthrow the King. These insurgents currently have taken over the old mines themselves, possibly utilizing secret or long forgotten tunnels to strike out at will. The "local authorities" are seeking out assistance to terminate the problem. Although the general populace understands the need for leadership, they also agree that it is the unspoken law of Myntal that power is what you earn and what you take.

A small contingent of Chatilian Empaths specialize in torture and information extraction services in Myntal-Igas-Eridi. They are known as the Mindbreakers. An assassination team, known as the Dread Tentacle, also operates out of Myntal-5. They are reportedly responsible for the deaths of at least 9 planetary officials in this sector, and more are suspected. An Eridani mercenary squad, called the Paladins of Purgatory, make Myntal-5 its home base. The Paladins of Purgatory are often hired on as escorts for merchants. They generally keep to themselves, but have been known to assist the underdog in lopsided conflicts.

If you need an I.D. change or Black Market services, then Myntal-5 is the place to go. Anything can be bought for a price and life is cheap. Several eating establishments and a couple of hotels here support the occasional traveler. The Savage Max Pub and Grub is the most popular eatery and bar, while the Azure Halo Hotel provides relatively good service. Of course, the price reflects this.

Many wonder why the Alliance hasn't just blown this place out of the universe. Bureaucratic red tape. That's all. The central government is waiting for permission from the Eridani government to begin conducting operations. However, the red tape never seems to end and it is very unlikely that the government is going to do anything about this rat hole in space any time soon.

MGE

Black Market (9)
Drug Dealers (7)
Mutants (see *Hell's Kitchen*) (4)
Pirates (8)
Mercenaries (8)
Smugglers (7)
Terrorists (6)

STRUCTURES

Mines (2)

SERVICES

Assassination Services (8)
Cybernetic Repair (4)
DNA Masking (7)
Fencing Operations (7)
Identification Change (9)
Laundering Services (7)

DEFENSES

Fleets (Private)
Early Warning Systems (7)
Patrols (3/3)
Fighter Base (L/P) (4/9)

NAXTAR (SB 391) A5-N36X-067-T (Hex:0944)

Naxtar supports Starbase 391 (Superior) in high orbit above the planet surface. Four times in the last twelve months, Aeodronian patrols have crossed over the border and directly engaged Alliance warships. Numerous attacks on civilian shipping have occurred in the local area, with the loss of 31 craft and the disappearance of 7 others. Although an official state of war does not exist between the Alliance and the Aeodronians, a high level traveler's warning has been issued to all persons en route to Naxtar.

Naxtar is a thriving, industrial center, sprawling over 5 continents. It is populated by a mixture of all races who for the most part happily

accept the rule of the benevolent dictator, Brett Miller Jr., son of the famous husband/wife scientist pair Brett and Julie Miller. Brett Miller Sr. made significant breakthroughs in plasma technology and his wife did comparable work in the field of optics. No weaponry may be retained within city limits, but patrons are welcome to hunt in the rural areas.

Naxtar is the Sector Headquarters for Cyberdyne Research and the Asteroid Mining Consortium. It is the third planet in the system.

MGE

Arlington Assoc. (4)
Aziam (3)
Benjari (3)
Black Market (5)
Black Mondays (6)
Doltharians (8)
Intrepids (6)
Kinyaruk (5)
Mentors (All)
Mercenaries (7)
Pirates (6)
Silk Lambs (6)
Smugglers (7)
Yontacha (7)

STRUCTURES

Cyball
Matrix School (4)
Prison (4)
Resorts (1-9)
Shipyards (5)
Stargate
Virtual Reality Center
Weapons Training (3)

SERVICES

Grade A Ti-Tritium
Grade A-C Di-Tritium
Refit (5)
Armor Repair Station (4)
Clonic Production (6)
DNA Masking (6)
Identification Change (7)
Laundering Services (7)
Legal Networks (7)
Rent-A-Skill (4)
Slave Auctions
Terr. Knowledge Service (4)
Weapons Shop (4)

DEFENSES

Starbase
Complex Battle Array (5)
Fleets
Armor Divisions
Automated Defense Systems
Bio-Sentient Organisms (8)
Early Warning Stations (9)
Fighter Base x 4 (L)(14,20,23)
Flux Shield (10)
Ground Lasers (5,12)
Ground Slug Thrower (6,12)
Ground Missile Base (15)
Orbital K-Sats (7)
Orbital Mines (8)
Space Platform (5,9)

Huma A4-N40Y-T31: Huma is the satellite of Naxtar. Strip mining operations produce minerals and ores to feed Naxtar's industrial machine. Several hostile lifeforms have been encountered there recently, suggesting the efforts of the Anarchist Rebellion Movement to destabilize operations. A gravity landing port exists at Tibis.

MGE

HAL

STRUCTURES

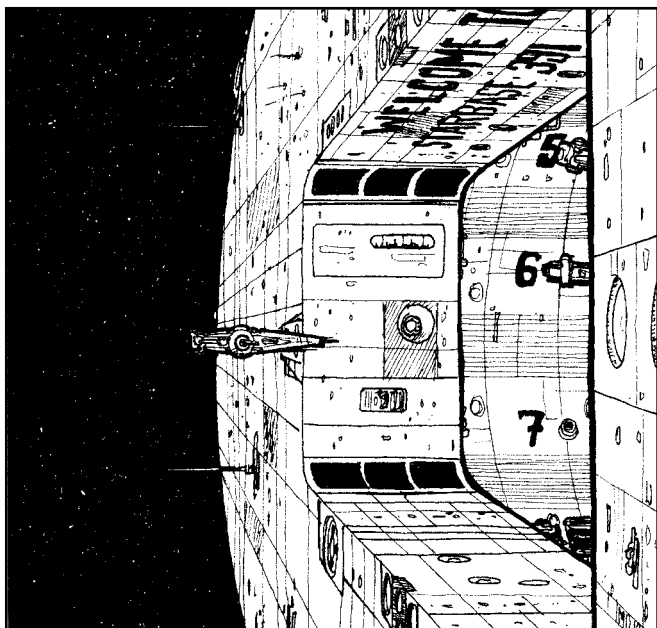
Mines (3-4)

SERVICES

Grade B Di-Tritium

DEFENSES

Early Warning Systems (8)
Fighter Base (S) (17)



Cxrex A4-N02D-045: The 4th planet in the system, life on the planet is tough. Consequently, this world imports luxuries such as Mesange Nectar, Keltirinn Ice, and Raj Lizard skins to provide distractions. Cxrex is an agrarian society, set up to provide Huma and Naxtar with some of their food requirements. Unlike Naxtar, Cxrex is a democracy, whose denizens are anti-dictatorial. A small contingent of Zen Rigeln and Chatilians abide here. Travelers can stop at the food processing planet in low orbit for fueling.

MGE

Voyd (see *Uncle Emie's*)
Mentors (3)

STRUCTURES

Nil

SERVICES

Grade B Di-Tritium

DEFENSES

Early Warning Systems (7)
Fighter Base (5)
Ground Lasers (7)

Basnirack 04-N41M-N49: Basnirack is a lump of ice in the 12th and last orbit of the Naxtar system. It is a hardship tour for military personnel who get sent to the "Rock," as it is called, for infractions. Duty Assignment: 1 year. Basnirack is completely restricted to authorized personnel only. Emergency landings at Hyiv are allowed.

MGE

Nil

STRUCTURES

Nil

SERVICES

Grade B-Di-Tritium

DEFENSES

Early Warning System (9)
Fleets
Other capabilities Unknown

NUMIS I5-U02D-055 (Hex:1650)

The planet has a population of some 2,000,000, about one third of which are scientists devoted to the study of the Halix Nebulon. Numis is a peaceful world where all arms technology is prohibited. It is inhabited primarily by Sheustrons, overly zealous scientists bent on developing

tools to advance the understanding of the universe. The planet is unfriendly to outsiders, unless they are intellectuals. Many brilliant Mutzachan minds can be found here working to understand the Halix Nebula. Expeditions to chart and measure the Nebula leave almost every month. Persons who are accepted (Persuasion check at a -30, and must have an IQ of 80 or higher) can learn all science and engineering related skills at 1/2 the normal price and time. The modern Diomant Space Station maintains high orbit and there are a variety of services available here. Derelict spacecraft lost to Wellington's Deep are often brought here and one can sometimes pick up an unclaimed ship at a cheap price.

Numis maintains a single Mutzachan warship (more than enough to handle an Arachnid cruiser) as a protectorate of this sovereign and isolated world.

MGE

Sheustrons (7)
Mentors (M) (6)

STRUCTURES

Ship Graveyard (5)

SERVICES

Cybernetics Station (4)
Clonic Production (3)
Hyper-Training (4)
Rent-A-Skill (4)
Robotics Repair Station (3)

DEFENSES

Flux Shield (8)
Space Platform (4)
Fleets (MDC)

PAGAN 00-80E-036 (Hex:1252)

Alliance geologists studying lava flows uncovered a strange circle of stone blocks, dating back 5000 years. Further research revealed that the stone circles were identical in formation to one found on ancient Earth. The Earth structure was called Stonehenge! Off limits!

MGE

Nil

STRUCTURES

Ruins

SERVICES

Nil

DEFENSES

Patrols (3/2)
Early Warning Systems (7)

PURINGA 05-N01D-N80-M (Hex:1542)

Puringa is a scientific outpost, established to observe and monitor the Frenchville Pulsar. A heavy gravity environment exists on this desolate planetoid. Access is restricted (due to safety reasons), however, shipments of luxuries and water are brought in once every 3 months. All ships must land at the Cromus spacedock, a landing strip carved in the mountainous terrain.

Puringa monitors the gravity waves generated by the most peculiar pulsar ever discovered. The pulsar emits gravity waves like any other pulsar. The important difference is that the Frenchville pulsar is a shadow pulsar. At times it is visible, but the pulses cannot be measured. Other times, it functions normally. The existence of the Frenchville Pulsar adds support to the theory that the Motaran Rift connects different universes, or different parts of the same universe.

The 400 person team, mostly composed of Mutzachans and Gen-Humans, occasionally allow ships to land, if those vessels carry entertainment of the sexual variety.

MGE

Scientists
Mentors (M) (1)

STRUCTURES

Nil

SERVICES

Grade A Di-Tritium
Grade B Ti-Tritium

DEFENSES

Early Warning Systems (3)
Patrols (2/2)

RAMULA 00-U80A-T24-T (Hex:0349)

Some strange calamity occurred to Ramula's sun nearly two years ago. Mutzachan scientists have theorized that it was drained of nearly 90% of its energy and mass. More remarkable still was that it was done in less than 3 seconds and, following residual energy traces, from somewhere in the Hell's Kitchen sector. Ramula's vast oceans froze solid within 2 weeks, and all of the population that was unable to escape in the first 2 days of the catastrophe froze to death. Ramula is covered in the frozen remains of its once Tech Level 5 society. System-wide gravitational fluctuations make the planet's surface very unstable.

MGE

Nil

STRUCTURES

Ruins

SERVICES

Nil

DEFENSES

Patrols (1)

RYKO A0-80M-056-M (Hex:1748)

This world was discovered by professor Daniel Kubik who recently sold off the rights to Ryko to Space Systems Development Corporation for a reported 3,000,000,000,000cr. Unsubstantiated rumors claim that 2 ARSAP teams dispatched to the planet by SSDC met with foul play and neither was ever heard from again. No other information is available on this planet.

SLANGER U0-80E-071 (Hex:1243)

Slanger is owned by the Balshrom Science Corporation, which intends to use the site as a weapons testing facility. However, all 7 Advanced Surveillance and Patrol (ARSAP) parties sent to explore the planet were lost shortly after setting down. No remains were ever found. There are a multitude of hostile indigenous lifeforms, particularly the Sand Gargantuan.

MGE

HAL

STRUCTURES

Nil

SERVICES

Nil

DEFENSES

Nil

TECRIS I6-H8M-051 (Hex:0848)

The alien world of Tecris is home to ant-like beings called the Tereasean Warriors (see pg.27 for a description of Tereaseans). The Tereaseans are a non-aligned race, recently having developed interstellar drive technology. Tereaseans are expansionist and seek to conquer desert worlds for their own use.

MGE

Unknown

SERVICES

Unknown

STRUCTURES

Unknown

DEFENSES

Layered Array (9)
Fleets (Tereasean)
Other Capabilities Unknown

THARMUS I3-U36M-067 (Hex:0051)

Independent jungle world under military rule. Outsiders unwelcome. Tharmites are a lizard-like race that aren't very friendly and don't trust outsiders (see pg.27 for a description of Tharmites). Tech Level 3.

Tharmus' difficult climates make survival the center of Tharmite philosophy. It is widely believed that whatever is necessary to keep yourself or your clan alive should be done without hesitation or regret. Individual survival is important, clan survival more important, and survival of the Tharmite people as a whole is of utmost importance. For an outsider to be adopted into a Tharmite clan is an extreme honor, as it means that the Tharmites of that clan are willing to lay down their lives for you. (Of course, it also means that you're expected to lay down your life, if necessary.)

MGE

Nil

STRUCTURES

Nil

SERVICES

Grade A Di-Tritium

DEFENSES

Ground Forces
Ground Lasers (4)

THULI I6-H8M-062 (Hex:0948)

Thuli is a desert world populated by the Tereaseans. The ant warriors apparently use the planet as a testing ground for a variety of biological weapons systems, although ostensibly the planet is a farming commune. Thuli is off limits to all Alliance personnel and trespassers are subject to Tereasean law.

MGE

Unknown

STRUCTURES

Unknown

SERVICES

Unknown

DEFENSES

Fleets (Tereasean)
Other Capabilities Unknown

UGLA I5-T320-052 (Hex:1149)

Ugla enjoys the most relaxed and friendly relations with the Alliance. Its 10,000,000 inhabitants are mostly farmers and workers, supporting a manufacturing and agrarian economy. Alliance personnel often travel to Ugla to hunt the Raj Lizard, which is indigenous to Ugla and worth large sums of money to Ram Pythons and Python Lizards. The Uglains are threatening to break off from the Tereasean empire and become an Alliance world.

MGE

Nil

STRUCTURES

Nil

SERVICES

Grade C Di-Tritium

DEFENSES

Early Warning Systems (6)
Fleets (Tereasean)

VUBKO A4-T21E-056 (Hex:1350)

Vubko is an annexed planet, owned by the Avron Corporation. It has never been formally settled and the company hierarchy invites all people to come here as a gesture of good will. There is, however, a 2 year waiting period for permanent accommodation and screening program. The company seeks to prevent over-depletion of the planet's plentiful natural resources. All inhabitants must pay a yearly rent of 25,000cr apiece and some 150,000 residents abide here. No corporate structures may be maintained on Vubko and all businesses must first obtain written permission before locating here. The planet is predominantly deciduous with polar inclinations. Vubko is mostly peaceful and there are few hostile indigenous lifeforms. Many Avron employees have built vacation bungalows on the planet. A private destroyer class warship patrols the planet at all times. There are only 2 major cities, Endulask and Malrike, with populations of 35,000 and 25,000 people respectively.

MGE

Shepherds (8)

STRUCTURES

Nil

SERVICES

Grade-B Di-Tritium

DEFENSES

Fleets (P)

Fighter Base (L/P)

YEPPTER A4-U46Q-M68 (Hex:0549)

The 2nd of three planets to orbit the Red dwarf star called Mingala. Yeppter is a prospering tech level 4 slave world, built on the ice fields of this methane planet where Phentari raise Benjari and Cashou for sale on the slave markets. Yeppter is so cold and inhospitable that even the Phentari have been forced to take refuge under dome cities, against the brutal wind and temperatures that regularly plummet to 150 degrees below zero. Yeppter is ruled by the totalitarian dictator Scarmithis Phentari who is expanding the planet's economic base by developing an industrial center. Large reserves of iron and gold have been discovered beneath the icepack and great efforts are now being made to extract the metals. Yeppter is hiring journeymen in a variety of capacities at a 50,000cr base salary. The dictator promises that Human applicants won't wind up as dinner.

Bounty hunters can be hired relatively cheaply on Yeppter.

MGE

Arms Dealers (4)

Bounty Hunters (6)

Mining Away Teams (1)

Sarands (6)

STRUCTURES

Mines

SERVICES

Grade A-C Di-Tritium

Refit (2)

DEFENSES

Layered Array (2)

Fleets (P)

Bio-Sentient Organisms (8)

Early Warning System (8)

Ground Defense Bases

Ground Missile Bases (3,6)

Ground Based (7)

Orbital Mines (7)

Hyac 06-U41Q-M55: Hyac occupies Mingala's 3rd orbit. The planet is used solely for weapons testing by the Phentari firm Future Tech. Access is restricted. The planet exports lasers under contract by the Able Corporation. It primarily imports food. The Phentari have built an underground city at the equator called Gempar.

MGE

Nil

STRUCTURES

Nil

SERVICES

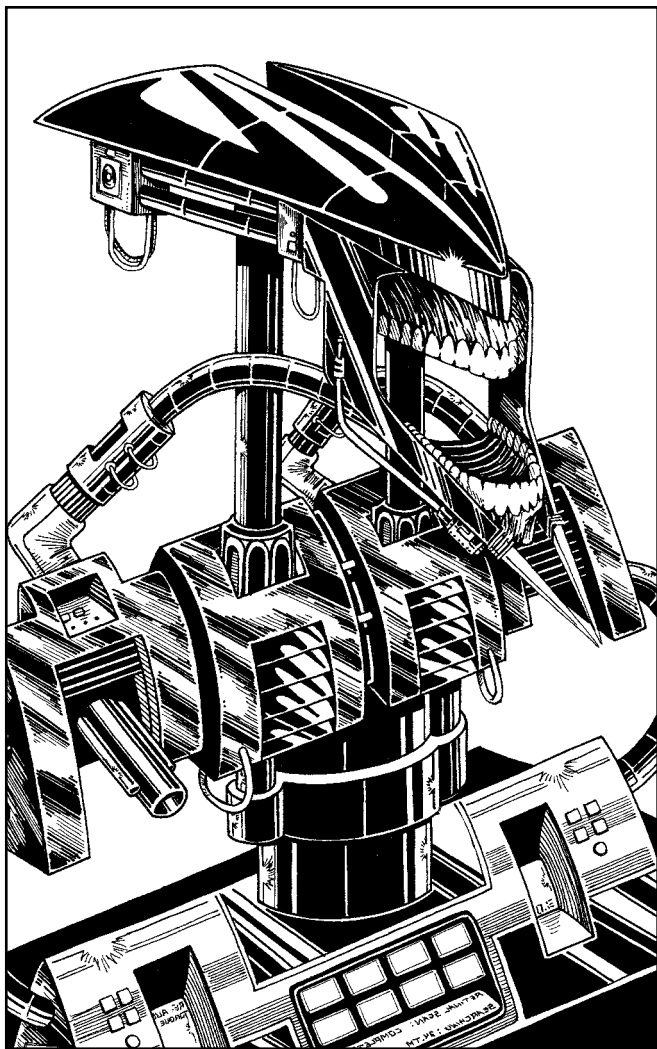
Grade-B Di-Tritium

DEFENSES

Early Warning System (9)

4 Fighter Bases (S) (P)

Patrols (4/3)



THE INDUSTRIAL PROVINCE INTERSTELLAR STOCK MARKET TRADE INDEX

PLANET	MIN	NARC	MAN. GOODS	SLAVES	LGA	A.I.	HGA	FOOD	LUXURY	WATER	TECH	MED	MACH	PRECIOUS
Basnirack	0	5	8	5	2	5	2	4	7	2	5	5	5	5
Bena 4	5	8	4	7	5	5	5	3	6	3	5	5	3	3
Canikla	L11	∞	∞	∞	L13	∞	L14	∞	∞	∞	∞	∞	∞	L16
Charm	0	0	7	0	0	0	0	2	6	2	0	5	3	0
Coandas	5	8	4	7	5	5	5	3	6	3	5	5	3	3
Cxrex	3	5	6	7	4	5	4	1	6	2	4	2	4	5
Delegra	5	4	4	4	6	6	8	7	5	6	6	5	1	5
Dnar	6	4	4	0	3	0	3	3	5	6	0	5	5	5
Dojax	2	0	5	5	3	7	8	7	6	8	7	3	7	5
Drendlets	4	5	4	2	4	4	4	2	8	2	8	6	8	5
Drenels	4	4	5	4	4	2	6	9	5	6	5	3	5	4
Engagia Torae	3	0	8	0	3	0	3	2	8	4	0	8	5	3
Eric's Place	3	5	3	5	3	5	3	5	6	5	6	5	6	2
Evance	4	4	7	7	5	0	5	1	8	3	8	7	8	3
Fear	5	0	7	5	5	7	5	7	7	8	5	5	5	5
Floi'd	0	0	7	0	0	6	0	5	8	5	7	9	6	5
Frollen	3	5	7	8	1	5	1	8	7	3	5	6	5	4
Ghalak	0	0	0	0	4	5	4	5	0	5	5	5	6	0
Gumrana	4	7	6	0	5	0	5	2	7	1	5	5	7	4
Hapsricho	L10	∞	∞	∞	L12	∞	L8	∞	∞	∞	∞	∞	∞	L14
Huma	2	7	4	7	2	4	2	4	7	5	4	5	4	5
Hyac	4	4	6	4	4	4	4	8	6	4	5	6	6	4
Killings Ast.	2	7	8	4	2	6	2	7	9	9	8	6	8	2
Krait	4	4	5	8	5	8	2	5	5	5	8	5	8	5
Krisr	4	0	6	7	3	6	3	6	7	1	5	5	5	3
Lagrellia	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Makin	3	2	4	4	5	0	5	2	7	4	5	4	7	4
Myntal-4	2	8	6	0	3	0	3	9	6	9	5	6	7	4
Myntal-5	4	4	5	3	4	5	4	8	6	9	6	6	5	5
Naxtar (SB 391)	2	7	3	7	3	3	3	4	5	3	2	4	2	6
Numis	5	4	5	5	4	6	5	4	6	3	2	5	5	5
Pagan	L6	∞	∞	∞	L7	∞	L12	L1	∞	L2	∞	∞	∞	L10
Puringa	0	7	6	0	0	4	5	6	9	8	4	7	4	4
Ramula	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Slanger	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Tecris	4	0	7	5	4	9	8	6	5	5	8	6	7	5
Tharmus	4	6	6	8	3	4	4	2	5	3	7	4	5	6
Thuli	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ugla	3	3	3	7	4	8	6	4	7	5	9	6	9	3
Vubko	4	4	6	4	5	5	5	2	7	2	6	5	7	4
Yeppter	4	5	4	1	2	5	5	4	6	5	8	5	5	2

Trade Index Key

MIN: Minerals

NARC: Narcotics

MAN. GOODS: Manufactured Goods

LGA: Low Grade Alloys

A.I.: Artificial Intelligences

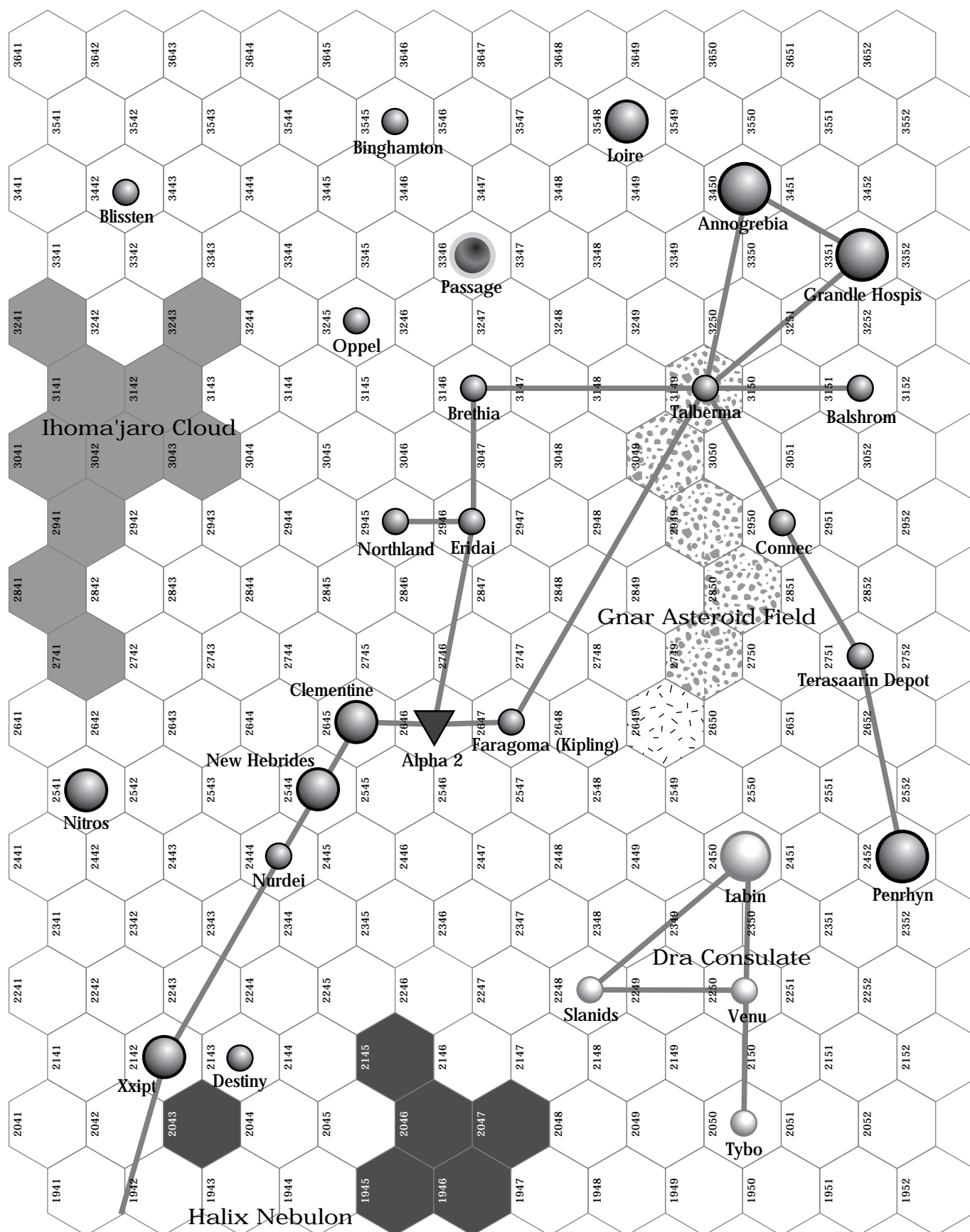
HGA: High Grade Alloys

TECH: Technology

MED: Medical Goods and Services

MACH: Machinery

PRECIOUS: Precious Metals



CHAPTER 10

The Denderon Hemisphere • 10

ALPHA-2 A6-N02M-054 (Hex:2646)

Alpha-2 provides defense for the subsector. The 12th Fornax Fleet makes its home here. It is composed of 4 cruisers, the Orion carrier *True Vision*, 7 destroyer class warships, and several dozen police cruisers. The fleet is assigned to guard all planets, from Misery to Loire and Penrhyn to Fsorac. Travelers may only stop at the spaceport in orbit. The planet is used as a major military training and operations installation.

MGE

Galactic Forces

SERVICES

Grade A Di-Tritium
Grade A Ti-Tritium
Refit (5)

STRUCTURES

Prison (4)
Shipyards (2)
Testing Range

DEFENSES

Layered Array (8)
Battle Station (2)
Bio-Sentient Organisms (9)
Fleets (CNN,CNV)
Flux Shield (7)
4 Fighter Bases (L)
Ground Defense Bases
Orbital Mines (8)
Orbital K-sats (6)
Space Platform (9)
2 Armor Divisions
1 Robot Brigade
4 Marine Divisions
1 Storm Trooper Division

ANNOGREBIA A3-N26B-057 (Hex:3450)

This multi-culturalist Orion world is similar to that of Earth in the late 20th Century. There are a number of nations spread across the 5 continents. Their governments range from democracies to dictatorships. 35 wars are currently being fought for as many different reasons.

Annogrebia maintains an anti-technology proliferation policy with strict laws on weapons. However, as with all nations seeking weapons, if the price is right, some smuggler will run the risk of detection to make an extra buck. High tech weapons sell at five times the market rate, as well as complimentary technology. The planet is well protected.

MGE

Arms Dealers (2)
Smugglers (4)

SERVICES

Grade A Di-Tritium

STRUCTURES

Prison (1)

DEFENSES

Orbital K-Sats (5)
Patrols (3/3)
Space Platform (3)

BALSHROM A7-H02E-057 (Hex:3151)

This planet is the Balshrom Corporation's universal headquarters. It is heavily defended and off-limits to most travelers. Only federal freighters, government officials, and Balshrom personnel may land here. Other ships may not approach within a parsec, or they face possible destruction. The planet manufactures weapons, armor, and associated technologies.

MGE

Balshrom Forces
Doltharians (1)
Galactic Forces
Mercenaries (5)
Mentors (all) (4)

SERVICES

Grade A Di-Tritium
Grade A Ti-Tritium
Refit (5)
Armor Repair Station (5)
Cybernetics Repair (5)
Robotics Repair Station (5)
Weapons Station (5)

STRUCTURES

Corporate Headquarters

DEFENSES

Complex Battle Array (9)
Battle Station (5)
Bio-Sentient Organisms (9)
Early Warning Stations (9)
Electronic Screens (10)
Fighter Base (large)
Fleets (L/P,CNN)
Flux Shield (10)
Ground Lasers (8)
Ground Particle Beam (7)
Ground Slug Thrower (9)
Ground Defense Bases
Ground Missile Base (10)
Orbital K-Sats (9)
Orbital Mines (9)
Patrols (4/9)
2 Armor Divisions

BINGHAMTON A2-H81A-X64 (Hex:3545)

It is owned by SSDC. However, the Anarchist Rebellion Movement have released a deadly virus into the atmosphere and transplanted a host of dangerous lifeforms to prevent anyone from colonizing this ore rich world. A small contingent of die-hard colonists live here at Stone Mountain.

MGE

HAL

SERVICES

Grade C Di-Tritium

STRUCTURES

Nil

DEFENSES

Nil

BLISSTEN U0-80A-056 (Hex:3442)

The unexplored planet of Blissten is situated on the edge of the Ithoma'jaro radiation cloud. Several expeditions to the planet have revealed ruins of an ancient Humanoid culture (tech level 3). Three different teams have encountered hostile indigenous lifeforms.

MGE	SERVICES
HAL	Nil
STRUCTURES	DEFENSES
Ruins	Nil

BRETHIA A7-T01Y-055 (Hex:3146)

The Mutzachans are endeavoring to build the universe's first known Dyson Sphere in orbit around Brethia. The project goal is to build a metal structure that surrounds the sun, an object with a surface area equal to 92,000,000,000 Earths. According to official releases by the Mutzachan government, this momentous scientific undertaking, to date, has taken 102 years and 502 lives to reach 35% completion. The funding for the project is made solely by the Mutzachan government. Eventually, the Dyson Sphere will harness enough energy to fuel the largest and most powerful stargate ever built, which will not require an exit station to facilitate operations.

The massive undertaking is guarded by three Mutzachan warships: the cruisers *Constellation Wind*, *Driacus*, and *Sebe*. Some 25,000 personnel live on the planet's surface at Port Neutronium.

MGE	SERVICES
Mentors (M) (2)	Grade A Di-Tritium Grade A Ti-Tritium Refit (2)
STRUCTURES	DEFENSES
Dyson Sphere	Fleets (MDC) Flux Shield (9)

CLEMENTINE A5-F24E-041 (Hex:2645)

Clementine is a hollowed out planetoid, more commonly called a Stone Town. Its 100,000,000 occupants live beneath the surface in great cities which are connected by subway lines called "veins." The population is composed of 40% Humans, 25% Gen Humans, 15% Orion Rogues, 10% Eridani, and 10% other. Clementine's denizens primarily work the fertile iron ore belts that line the planet's striated surface.

MGE	SERVICES
Nil	Grade A Di-Tritium
STRUCTURES	DEFENSES
Stone Towns	Early Warning Systems (3) Ground Defense Bases Ground Lasers (4) Orbital K-sats (6) Patrols (3/1) 1 Armor Division

CONNEX A4-U42M-M38 (Hex:2950)

A crater filled methane iceworld, this Phentari world breeds slaves for exportation throughout the sector. The squids have developed efficient farms, producing Benjari and Cashou as their staple products. The School of Connec is based here, and students (primarily Phentari and the occasional Orion) can learn weapons and military skills at 1/2 point cost and in 1/4 of the time. The school is one of the most efficient designs of its kind. Such schools are often found on slave farm worlds, as the slaves provide readily available quarry for the students to practice on.

MGE	SERVICES
Bounty Hunters (6)	Grade B Di-Tritium Refit (2) Auctions (6) Hyper-Training (5)
STRUCTURES	DEFENSES
Nil	Early Warning Systems (6) Orbital K-Sats (4) Space Platform (8) Fleets (IBF)

DESTINY A0-F01A-057 (Hex:2143)

The first settlers in the subsector landed at Destiny in 2120 and two years later, an insidious airborne viral plague wiped out all of the 150,000 colonists. The plague has never been isolated and efforts to re-colonize the planet have been abandoned. A small Zen medical team carries out research here. Destiny contains large quantities of precious metals.

MGE	SERVICES
Mentors (Z) (3)	Nil
STRUCTURES	DEFENSES
Medical Research Center	Automated Defense Systems Patrols (1/1)

ERIDAI A5-N32Y-M63 (Hex:2946)

Eridai tracks the activities of all Eridani personnel in the region, and all Swordsaints are in-processed here before entering the sector. The planet also acts to further the Eridani nation by supporting its peoples. It provides free legal service to any Swordsaint, as long as he/she can make his/her way back to the planet for consultation. There is a 25% discount on all weapons purchased and the planet offers a week of free lodging. Eridai is home to the Cuontol, the Eridani's equivalent of the Ninja. A contingent of Kizanti also live and train here.

MGE	SERVICES
Cuontol (9)	Grade A Di-Tritium Refit (4) Weapons Training (8)
STRUCTURES	DEFENSES
Resort (4)	Bio-Sentient Organisms (3) Ground Slug Throwers (6) Fleets (INE) 2 Fighter Bases (L)

GRANDLE HOSPIS A5-F47D-057 (Hex:3351)

Grandle Hospis is a large planet, home to 8,000,000,000 inhabitants. It is similar to Earth in geographic makeup, and the predominantly Human and Orion population find it quite comfortable. The Potomac Naval station is located in high orbit, and a wide variety of services can be obtained here. Many mega-corporations hold business conventions here, and persons seeking work are advised to travel to Grandle Hospis.

MGE

Eikeel (7)
Doltharians (6)
Kinyaruk (4)
Silk Lambs (4)

SERVICES

Grade A-B of All Fuel Types
Refit (5)
Armor Repair Station (4)
Cybernetic Repair Station (4)
Government Networks (3)
Hyper-Training (7)
Laundering Services (4)
Robotics Repair Station (3)
Weapons Shop (4)

STRUCTURES

Piloting School
Resorts (1,2,7,10)
Shipyards (4)

DEFENSES

Layered Array (6)
Early Warning Stations (5)
Fleets (CNN,CNV)
Ground Slug Thrower (6)
Space Platforms (8)

FARAGOMA (KIPLING) A2-N02X-055 (Hex:2647)

Kipling is an intellectual paradise colony built on a philosophy that life should be a continuous quest for knowledge, without materialistic distractions. The colony world is completely self-sufficient, and its 400,000 Humans and Chatilians live spartan lives, working and playing hard. Technology beyond tech level 2 is prohibited and persons wishing to stay on Kipling must pay 1,000cr per week or work within the community. Kipling is ruled by Dr. Melbourne Jernel. Ships may land at Friendship.

MGE

Mentors (C) (7)

SERVICES

Grade A Di-Tritium

STRUCTURES

Nil

DEFENSES

Automated Defense Systems
Orbital K-Sats (5)
Space Platforms (7)
Patrols (3/1)

LABIN I4-F07D-T47 (Hex:2450)

The Dra Consulate is composed of four systems: the capital world of Labin, Slanids, Tybo, and Venu. The system is ruled by King Abis, and populated by a spacefaring, intelligent race called the Dryeen. Dryeen are slender humanoids with snakelike heads and long prehensile tails. The Alliance first encountered the race in 2102, when the exploration ship Departure ran across a Dryeen military warship, and was detained until the ship proved not to be hostile. Since then, the Alliance and the Dra Consulate have managed a peaceful coexistence. However, the Dra staunchly refuse to become part of the Alliance. The Council of Timar

rejected ideas of forceful annexation, respecting the rights of the Dryeen peoples.

Dryeen culture stresses art and philosophy above all else. Central to their beliefs is the precept that truth and beauty are one and the same. The serpents and Mutzachans get along well, though the Dryeen sometimes find Mutzachan attention to technical detail a bit annoying. The Dryeen believe that intellectual development is the highest virtue. They look upon those of no intellectual distinction in much the same way a bodybuilder would look upon a 600 kilogram couch potato. And Ram Pythons are the biggest, fattest potatoes! This attitude has made for some tension, as Dryeen scorn Ram Pythons and the Rams squash them in response.

Dryeen are fond of intellectual types. They detest Python and Ram Python types. Hard to figure, huh?

The planet Labin is a jungle world. It produces a variety of manufactured goods, importing cold fusion energy technology. The atmosphere is thin and the planetary flora is strange and amazing!

MGE

Dryeen

SERVICES

Grade-B Di-Tritium

STRUCTURES

Nil

DEFENSES

Electronic Screen (6)
Fleets (Dryeen)
Ground Missile Bases (7)

LOIRE A4-U65N-M64 (Hex:3548)

Loire is a industrial world, inhabited mostly by Eridani and Kizanti. The New Weapons School is located at Syda. Phentari are prohibited from landing on the planet's surface, under the decree of Knysis Dmax-idan, of the 13th Royal House of Eridine. Duels are sanctioned as a means of population control for those who are unfit. Eridani may receive hyper-training at 1/2 cost. Weapons are allowed!

MGE

Mercenaries (5)
Kinyaruk (1)

SERVICES

Hyper-Training (6)

STRUCTURES

Palace

DEFENSES

Space Platform (9)
Fleets (INE)

NEW HEBRIDES A3-F330-059 (Hex:2544)

The island world of New Hebrides is known galaxy wide for its fish markets. Over 95% of the planet's surface is covered by salt water oceans, and some of the best fishing grounds in the universe may be found here. One's palate can be pleased by eating Pica Mackerel or Jonoa Tuna. Life is peaceful on New Hebrides, which is mostly inhabited by Humans on land and Python Lizards in the ocean. Travelers are allowed to carry weapons when voyaging on the oceans, which contain a variety of hostile indigenous lifeforms, such as the Frescer, a shark-like creature that has been known to grow to 30m in length! Many Python Lizards come here to battle the great monster, though most quietly respect it from afar.

The planet imports a variety of machinery for construction and industry. It has no known accessible reserves of metals. Frontier Developments

Unlimited is presently bringing equipment to drag the seas. They have met with stiff resistance from both Pythons and Humans alike.

MGE

HAL

SERVICES

Grade C Di-Tritium

Refit (1)

STRUCTURES

Nil

DEFENSES

Orbital Mines (7)

Automated Defense Systems

NITROS 05-N01M-092 (Hex:2541)

Top secret genetic experiments are carried out on the gravity heavy world of Nitros. Some 5,000 scientists research new emerging technology at the planet's only base, Dyma, which is at the equator. Any vessel approaching within 2 parsecs, without special clearance, will be destroyed, no questions asked! Nitros is guarded by several warships, including the war cruiser *Sprite*.

MGE

HAL

SERVICES

Grade A Di-Tritium

Grade A Ti-Tritium

STRUCTURES

Medical Research Center

DEFENSES

Fleets (CNN,INE)

Other Capabilities Unknown

NORTHLAND A4-U41E-055 (Hex:2945)

The name belies the true beauty of this small, privately owned world. It was named Northland to dissuade people from landing there. Northland is home to some 500,000 people who believe in the precepts of an eye for an eye and a tooth for a tooth. Few gun laws are enforced here, and persons can openly carry tech level 4 or lower side arms. Heavy weapon permits are fairly easy to obtain. It should be noted that the penalty for murder on Northland is swift death by injection, with no retrial or appeal possible. This brutal fact deters random violence. Northland is 99% Gen Human, and this accounts for its xenophobic nature. Outsiders are tolerated, but they are not welcome.

MGE

Nil

SERVICES

Grade A Di-Tritium

STRUCTURES

Genetic Eng. School

Resort(1)

DEFENSES

Early Warning Systems (5)

Patrols (3/4)

NURDEI A0-F01Y-053 (Hex:2444)

Nurdei is an artifact preserve that attracts millions of travelers every year. The remains of an ancient Humanoid civilization have been found here. Vacationers can stay at the EconLodge at Mobile Base 1324. They travel to the planet surface by shuttle for guided tours of the strange abandoned paradise. Nurdei only has 7,000 permanent occupants. Evidence suggests that the Atlanteans made their home on Nurdei (which means "new discovery" in Mutzachan) 11,000 years ago. The civilization vanished for some unexplained reason.

MGE

Nil

SERVICES

Grade A Di-Tritium

Grade B Ti-Tritium

STRUCTURES

Zoo

Resort (7)

DEFENSES

Automated Defense Systems

Patrols (2/5)

OPPEL A0-80A-X64 (Hex:3425)

Oppel was forsaken with the onslaught of the ever growing Ihoma'jaro radiation cloud. The planet is "too hot" even for Mutzachans. It was once home to 50,000,000 Eridani.

MGE

Nil

SERVICES

Nil

STRUCTURES

Ruins

DEFENSES

Nil

Edac A0-80A-X57: Sister planet to Oppel. The same fate befell this world, which was once an Eridani industrial complex. Hostile lifeforms have been encountered by exploration teams.

MGE

HAL

SERVICES

Nil

STRUCTURES

Ruins

DEFENSES

Nil



PASSAGE A4-F51Y-C62-M (Hex:3346)

The only known access point to the colony planet appears at random intermittent intervals off the orbit of Xensera. A small contingent of ships have begun setting up operations on the planet surface, which is hostile, possessing an atmosphere similar to that of Venus. Scientists confirm that there exists a parallel universe surrounding Passage. Plans by Telydyne to explore this phenomena are under consideration.

MGE

Nil

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Automated Defense Systems

PENRHYN AARF A6-T01E-05 π (Hex:2452)

This large starbase orbits the second moon of the eighth planet of the Penrhyn system. The base serves as a recreation and relaxation center for executives from around the subsector. It is known as the Penrhyn Cafe and is owned and administered by Angstrom Associates, a company whose motto is, "The elite for the elite!" The facility is very expensive and the security is very tight. Unwants, trouble-makers, and all those without memberships will be asked to leave in the nicest of ways. Strangely enough though, bounty hunters are given free reign here, and are often allowed to carry light firearms. Friggle's Hotspot Bar is the only place open to the public, and can be found near the docking facility concourse. Bounty hunters and all kinds of visitors (those that can afford it) hang out in this chic establishment. Rarely seen races often stop in to see the best the Alliance has to offer. Even an occasional Washiran or other unusual being may be seen at the Penrhyn Cafe, visiting "foreign" lands and sipping exotic beverages (as a cultural note, it is well known that caffeine has a highly euphoric and intoxicating effect on Washirans. There is nothing they enjoy more than a good "java shot," their favorite brand being Carlton's Coffee).

The nightclubs, hotels and other hangouts inside the main concourse (an area known as "the Boulevard") are considered some of the best and most expensive in the universe. A Phentari chef by the name of Benjius Phentari once said, "The fattest and finest treats await the superior hunter in the bowels of that technological paradise... if only there were hunting permits!" It is interesting to note that Phentari bounty hunters are not allowed past Friggle's.

There are no weapons permitted anywhere within the Penrhyn Cafe, except for the weapons of honor carried by Eridani, and even then they must be sheathed and bound with silk cord (provided by security). Integral stunners assure little violence, and well armed security troops, including mercenary matrix controllers, maintain close watch over the clientele. The maintenance of a peaceful and relaxing atmosphere is the priority of the complex.

There are facilities on Penrhyn for Virtual Reality excursions, holographic performances, zero-G sports, hyper-learning, cloning and memory storage, cybernetic enhancement, gambling, and various other services and pleasures for the rich. Rumors persist of darker, illegal entertainments taking place within this vast, labyrinthine complex. Such things as live game hunting (with sentient game), illegal drug parties, and gladiatorial battles, just to name a few. Pleasure slaves are a favorite attraction at the Penrhyn Cafe. The Angstrom Cyball Arena is located where the annual Nebula Bowl is played, in which the best players from

around the leagues are formed into teams to compete. This event is watched by billions across the galaxies every year.

A large satellite maintains close proximity orbit to the Penrhyn Cafe. It contains Seventh Heaven, reputed to be the galaxy's ultimate pleasure cove. The satellite is protected by an enormous flux shield and has no external access points or airlocks. Patrons are transported to the cove from the central security station and must possess a gold rated membership card. No one has ever made an unauthorized access to Seventh Heaven, though countless individuals (mostly Orions) have tried. The gods do not share with mere mortals!

Dizzy Moon awaits planetside, a public recreation and amusement park that spans much of the moon's surface, and is also owned by Angstrom Associates. There are over 1,000 rides and 200 other attractions on the Dizzy Moon, which has a warm, Earth-like climate. There is even a dome city called Methane Land, especially geared towards methane breathers. Some of the rides last over 20 minutes and include high-G roller coasters which traverse continents, go beneath oceans, and rise high into the atmosphere, only to plunge breathtakingly back to the surface. There is an immense xeno-zoo, the third largest in the universe, and various outdoor activities. Park Director Steven Wineman claims, "If we don't have the attraction, no one does!"

A membership to the orbital facility costs 1 million smackers (Paradise doesn't come cheap!), while the Gold rated membership costs 25 million. One day on Dizzy Moon runs 500 credits; yearly passes cost 2,500.

MGE

Bounty Hunters (6)

Moig Dua (3)

Doltharians (4)

SERVICES

Trade Networks

DNA Masking

Virtual Reality Center

STRUCTURES

Cyball Arena

Casinos

Resorts(1,2,5,6,10)

Wildlife Preserves

DEFENSES

Orbital K-sats (8)

Patrols (4/2)

Early Warning Systems (6)

SLANIDS I4-FO4D-054 (Hex:2248)

Slanids is a tropical world. It produces the natural resources that the Dryeen need to manage their lives. Slanids is growing rapidly and it imports technological information. Journeymen are welcome to help the snakes build up this emerging industrial might.

The planet holds strange ancient ruins. Carbon dating methods place them at nearly 10 million years old. Alliance excavation teams have recently obtained permission from the Dryeen to begin digs at sites all over the planet. In the past, the Dryeen had left the sites undisturbed out of superstition.

MGE

Dryeen

SERVICES

Grade A Ti-Tritium

Grade A-B Di-Tritium

STRUCTURES

Ruins

DEFENSES

Electronic Defense Screen (3)

Fleets (Dryeen)

Ground Missile Bases (5)

TALBERMA A6-T21E-010-T (Hex:3149)

Talberma is an asteroid with sufficient mass and atmosphere to accommodate habitation. Its primary purpose is to connect systems that would otherwise be unreachable by small ships or starfreighters. This planet is located at the edge of the Gnar Asteroid Field. The base sprawls across some 5 square kilometers and is lavish in design. The planet, as well as the entire Gnar Asteroid Field, is owned by trillionaire business tycoon Derrick Basset. Basset pioneered the Minus Process, a method of extracting ore from a planet's athenosphere.

Basset and his Colonial Police seek to curb the rise of piracy in the field in order to protect travelers and merchants alike. His private warships constantly patrol the field which is home to some of the most ruthless pirate clans on the frontier. Basset maintains a crack para-military group known as the Hit Squad who operate warships disguised as freighters in an effort to lure pirates out into the open. Talberma is a code yellow traveler's advisory. Personal craft are strongly advised to steer clear of the area or enter en masse for protection.

The Talberma Grave Digger Cyball team makes its home here.

MGE

Smugglers (2)
Pirates (4)
Silk Lambs (2)
Arlington Association (3)

SERVICES

Grade A Di-Tritium
Grade A Ti-Tritium
Refit (3)

STRUCTURES

Mines
Shipyards (5)
Cyball

DEFENSES

Layered Array (7)
Fleets (P)

TERASAARIN DEPOT I5-N01S-N30 (Hex:2751)

The Terasaarín Depot is a fueling station built into the Gnarrsxlax Asteroid of the Gnar Asteroid Field. Depot is a Stone Town, carved into the depths of a massive 5,000km radius rock. It was built by huge robots. The project took almost 10 years, and its construction was an ambitious design of the renowned Gen-Human architect Eric Wood. The Terasaarín Depot refines large quantities of high grade Ti-tritium. Depot is a world with a barren surface, where deadly levels of hyper-ionic radiation persist. Ships land at Ro, the only surface installation, undergo decontamination, then are transported by a freight elevator to the world below.

The underground world is actually comprised of 7 cities connected to each other by tunnels. Depot is thriving and vacationers often come here just to witness this architectural masterpiece. Depot's inhabitants are a mixture of different, non-violent peoples from all over the galaxy, but Orions and Gen-Humans make up almost 60% of the population. It is run by the Socialist Reformist Party and no weapons are allowed. Hand-to-Hand combat is the only legitimate form of sanctioned violence.

The Terasaarín Depot is staunchly independent and the long arm of the law doesn't reach here. Banking is big business and Depot's financial operations are carried out at the city known as Switzerland. Depot boasts a well trained, heavily armed military, including 8 warships, 1 armor division, and 4 underground combat infantry divisions. It is an impenetrable fortress.

MGE

Benjari (2)
Eikeel (4)
Cashou (3)
Moig Dua (5)

STRUCTURES

Mines
Stone Towns
Resorts (3)

SERVICES

Grade A-C of All Fuel Types
Refit (4)
Fencing Operations (4)
Laundering Services (5)
All Network Types (3)

DEFENSES

Ground Missile Base (9)
Ground Forces
Fleets (L/P)
Armor Division

TYBO I2-U02X-T46 (Hex:2050)

A small group of separatist Dryeen live on Tybo, which is a temperate planet that can be developed. The group is self-sufficient. Alliance companies are currently carrying out negotiations hoping to exploit the planet's abundance of natural resources. A small naval contingent abides here as well. Tybo also maintains a maximum security prison for Dryeen.

MGE

Dryeen

SERVICES

Nil

STRUCTURES

Prison (2)

DEFENSES

Fleets (Dryeen)

VENU I4-F420-X61 (Hex:2250)

Venu is the largest planet of a Dryeen mining star system, involving three of its six worlds. The planet's heavy, carbon dioxide laden atmosphere is harmful to the Dryeen. The snakes have built atmospheric cleansers and are currently reducing the toxic carbon dioxide levels. Heavy metals necessary for building ships are mined here and a small contingent of Mutzachsans have made their homes on Venu's lava fields in the northern hemisphere.

MGE

Dryeen
Mentors (M) (1)

SERVICES

Grade A Di-Tritium
Grade B Ti-Tritium

STRUCTURES

Nil

DEFENSES

Electronic Defense Screen (6)
Fleets (Dryeen)
Ground Missile Bases (7)

Carthos I4-F41E-058: The polar icecaps are heated so water can be "mined" and then transported to Rangal and other locations. Population: 5,000. Hostile indigenous lifeforms.

MGE

Dryeen
HAL

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Automated Defense Systems

THE DENDERON HEMISPHERE INTERSTELLAR STOCK MARKET TRADE INDEX

PLANET	MIN	NARC	MAN.	GOODS	SLAVES	LGA	A.I.	HGA	FOOD	LUXURY	WATER	TECH	MED	MACH	PRECIOUS
Alpha-2	6	4		6	4	5	5	7	4	5	4	4	6	6	4
Annogrebia	3	9		6	4	3	9	6	2	7	1	9	8	8	6
Balshrom	5	0		3	0	6	2	9	5	5	6	1	6	5	4
Binghamton	1	6		7	4	2	4	3	3	8	3	7	8	5	4
Blissten	L8	∞		∞	∞	L8	∞	L9	L3	∞	L1	∞	∞	∞	L12
Brethia	8	0		6	0	8	3	9	4	6	4	2	6	9	4
Carthos	4	4		6	4	4	5	2	4	7	2	6	6	7	4
Clementine	2	7		7	6	3	4	4	7	8	6	6	6	5	4
Connec	4	0		4	1	4	7	5	6	6	3	5	3	5	3
Destiny	L11	0		7	0	L11	7	L11	6	7	5	5	9	6	0
Edac	L12	∞		∞	∞	L16	∞	L15	∞	∞	∞	∞	∞	∞	L15
Eridai	4	0		5	6	4	5	5	5	5	3	7	6	5	4
Grandle Hospis	6	6		2	4	4	5	5	2	6	2	4	2	4	5
Kipling	4	0		4	0	5	0	5	3	4	3	0	3	5	4
Labin	4	4		2	4	5	3	6	4	3	2	7	7	7	4
Loire	3	0		4	3	5	6	5	7	2	2	6	5	7	5
New Hebrides	6	5		4	4	8	5	7	1	6	4	6	5	9	7
Nitros	4	0		4	0	4	8	4	7	7	3	9	6	0	4
Northland	6	5		5	4	5	6	6	3	8	2	5	3	6	4
Nurdei	0	0		0	0	0	0	0	4	6	4	7	5	0	4
Oppel	L15	∞		∞	∞	L8	∞	L12	∞	∞	∞	∞	∞	∞	L17
Passage	L13	∞		∞	∞	L12	∞	L12	L1	∞	L2	∞	∞	∞	∞
Penrhyn	0	8		6	9	0	7	0	6	8	7	7	7	5	5
Rangal	2	4		4	5	1	5	4	5	6	3	5	6	6	3
Slanids	2	5		3	6	2	4	3	3	7	3	7	8	7	4
Talberma	2	8		6	0	2	7	3	6	8	8	7	5	7	2
Terasaarin Dep.	3	6		5	3	2	8	3	9	7	9	7	4	4	5
Tybo	3	5		5	4	3	5	4	4	5	3	5	5	6	4
Venu	3	4		5	4	3	6	1	5	7	6	7	5	6	4
Xxipt	7	1		3	3	6	4	6	4	2	6	4	4	4	4

Rangal I4-F01E-X51: Light alloys and minerals are mined on this desert world. The planet has a population of less than 100,000 and there exists dangerous levels of sulfuric acid in the atmosphere.

MGE

Dryeen

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Automated Defense Systems

steer clear of this den of iniquity. Hunters come here to hunt the dangerous Dune Striders of the Polinari desert. Mclure hires out private ships to protect the planet. No Eridani allowed!!

MGE

Pirates (7)

Bounty Hunters (7)

Black Market (6)

SERVICES

Grade A-C Di-Tritium

Grade A-C Ti-Tritium

Refit(2)

STRUCTURES

Drug Rehab Center

DEFENSES

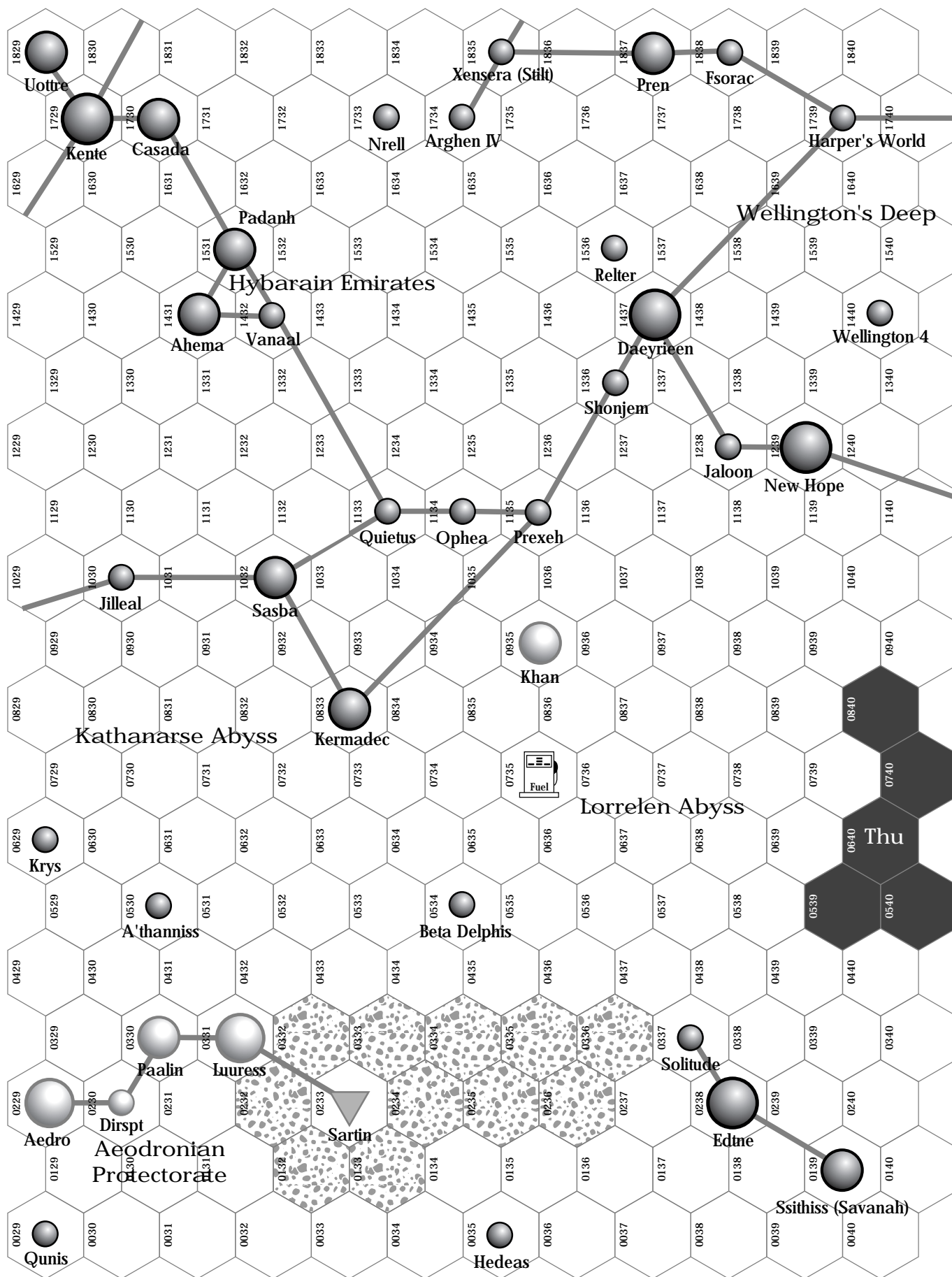
Early Warning Systems (5)

Ground Missile Bases (4)

Fleets (P)

XXIPT I3-F83X-051 (Hex:2142)

Xxipt is another Orion Rogue stronghold with some 40,000,000 inhabitants. A large contingent of nearly 200,000 Phentari abide here. Xxipt is a desert world, privately owned by Jarice Mclure, a renowned Orion entrepreneur. The planet is well known for its export of Mesange nectar, an addictive liquid used to enslave the Benjari peoples. Xxipt hosts the famous Gambling Parlor Casino at Melete. The planet is a center for piracy and is believed to be the base for the infamous Shadow Demon Instigator group. Xxipt is a rough world, and travelers are advised to



CHAPTER 11

The Plains of Desolation • 11

AEDRO E4-H07M-066 (Hex:0229)

The Aeodronian home world. See Aeodronians.

AHEMA A4-U13D-056 (Hex:1431)

Ahema is a less-than-friendly forest world at the center of the Hybarain Emirates. Much of the planet is a huge wildlife preserve managed by the 400,000 agriculturalists who inhabit the planet. There are approximately 50,000,000 Novites sprinkled across the preserve, which maintains four industrialized centers at Tallwood, Mountainvale, Lauderdale, and Minosk. Novites are staunchly independent and lean towards pacifism. There exists much anti-war sentiment on this world of little conflict. Logging, botanical services, and fishing are the primary sources of revenue. Ahema is the sector headquarters for Eridi-Corp. The company leases land for its weapons testing programs in return for hard credits and protection. 10 warships are stationed at Battle Station Kimarasou in high orbit. The Swordsaints are pillars in the community, and respect the non-violent wishes of the Human majority. Many Ahemans are xenophobic. Consequently, there is much animosity projected toward outsiders.

Non-licensed weapons are prohibited.

MGE

Nil

SERVICES

Grade A Di-Tritium

STRUCTURES

Corporate Headquarters

Nature Preserves

Prison (2)

DEFENSES

Battle Station (4)

Early Warning Systems (6)

Naval Base (INE)

Fleets (INE)

Patrols (4/7)

ARGHEN IV A4-U32C-T42 (Hex:1734)

Arghen IV is an arid, relatively flat world. There are only a few species of animal life, and 90% of the plant life consists of lichen-type organisms. The atmosphere is thin, but breathable by human standards. Few ships stop here, and the planet exports and imports little of anything, trying to remain self-sufficient. The communist colony group which acquired the world's charter is very staunch about independence. A small starport exists to handle visitors. It is seldom busy. The citizens of Arghen are mostly Human.

The fourth planet orbiting the star Arghen is famous for its "blah" factor. Technology is severely limited. The communist government limits the access of materials in order to keep its people under control. The local constabulary are strict in their enforcement of weapon codes. Death by hanging is common and this is the last place you want to spend your birthday. At least being eaten by Arachnids would be exciting!

MGE

Kizmetor (2)

Moig Dua (2)

SERVICES

Grade C-Di-Tritium

STRUCTURES

Nil

DEFENSES

Patrols (1/5)

A'THANNISS A5-N32M-063-T (Hex:0530)

This planet is the subject of a territorial dispute between the Alliance and the Aeodronians. Formerly a pleasant world with a varied ecosystem, A'Thanniss has been ravaged by war. Alliance military forces are stationed here to defend against Aeodronian hostilities. No trade. Emergency refueling available.

MGE

Galactic Forces

SERVICES

Grade B Di-Tritium

Refit (2)

STRUCTURES

Ruins

DEFENSES

Early Warning System (6)

Fleets (CNN,CNV)

Layered Array (5)

BETA DELPHIS U-00000-000 (Hex: 0534)

Beta Delphis is a binary star system with 11 planets, all of which are inhospitable. A Rebel faction which has broken off from the main movement is rumored to maintain a base here. One of the goals of this splinter movement is the destruction of the Mutzachan race. They see the Mutzachans as the progenitors of all major universal conflicts. The Council of Timar has not made a public statement in response to this, but it is rumored that a small contingent of locally based warships have entered the system to conduct "military maneuvers!"

MGE

Rebels (4)

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Early Warning Systems (3)

Fleets (Rebel)

Layered Array (2)

CASADA A1-F13F-055 (Hex:1730)

Casada is the agrarian hub of the Plains of Desolation subsector. The planet is broken up into pre-industrialized feudal colonies. Humans, called Maze, live here and make their living raising crops. The importing of goods above tech level 1 is strictly regulated.

MGE

Nil

SERVICES

Grade A Di-Tritium

STRUCTURES

Nil

DEFENSES

Early Warning Systems (2)

Patrols (2/3)

Yanuck A2-F13F-056: The sister planet to Casada. Both were settled at the same time by religious fundamentalists who did not wish to be involved in a technological age. However, the Yanuck peoples have been given some assistance in developing farm machinery, whereas the Casadans have not. Furthermore, Yanuck is privy to primitive archaic powder weapons such as the M16A3. A team of Alliance scientists is running experiments to determine the effect of technological assistance on emerging cultures, which in the past has only yielded negative results.

MGE

Nil

STRUCTURES

Nil

SERVICES

Grade A Di-Tritium

DEFENSESEarly Warning Systems (3)
Patrols (2/3)**DAEYRIEEN A4-H46A-044 (Hex:1437)**

Daeyrieen is in the midst of a civil war between the communist and the capitalist factions. Over 20,000,000 people have died in 3 years of fighting while the Alliance follows a policy of non-intervention. Base station *Zebra* maintains orbit and is safe from the surface violence. Travelers can stop off for refuel, refit, and Satel accommodations, along with limited personal service. Planetary craft are advised to stay clear of the station which is patrolled by the warcruiser *Prince Valiant*, the light carrier *Xrcy*, and her compliment of support vessels. Persons who wish to travel to the surface may bring tech level 4 weaponry. Good luck!

MGEEikeel (5)
Mercenaries (6)**STRUCTURES**

Resorts (3)

SERVICESGrade A-C of All Fuel Types
Refit (4)**DEFENSES**Base Station (3)
Early Warning Systems (5)
Fleets (CNN)**DIRSPT E4-H□□□-046 (Hex:0230)**

Little is known about this Aeodronian world, which is considered off-limits to Alliance personnel. It seems to be a small colony world but maintains considerable defenses.

MGE

Aeodronians

STRUCTURES

Unknown

SERVICES

Unknown

DEFENSESFleets (Aeodronian)
Other Capabilities Unknown**EDTNE A24-U26Z-045 (Hex:0238)**

Edtne is a church state system, presently at war between competing factions of the New Christianity and Hisamic Fundamentalism. Most of its 4,000,000,000 occupants are Humans. Nearly 3,000,000 people have perished so far in the bloody fighting that has raged over the last 10 years. The planet is hiring mercs and imports a large amount of weapons, machinery, and technology. Edtne produces huge quantities of textiles.

MGEMercenary Groups (7)
Kymyaruk (1)**STRUCTURES**

Nil

SERVICESGrade A Di-Tritium
Grade B Ti-Tritium**DEFENSES**

Patrols (1/3)

FSORAC A3-F02N-049 (Hex:1838)

Fsorac is a water world. All of its 5,000,000 Human inhabitants live on the only continent Plantasia. Fisorac's huge tanker fleet exports water all over the subsector and the planet is governed by Queen Katherine the 3rd, a mother-like figure to her happy people. Fisorac imports cold water fusion generators to power its purification plants. It rains over 250 days a year here.

MGE

Nil

STRUCTURES

Nil

SERVICES

Grade C Di-Tritium

DEFENSESGround Particle Beam (7)
Large Fighter Base**HARPER'S WORLD A6-F47D-T57 (Hex:1739)**

Both ground and cloud cities exist here. Harper's World is an emerging industrial power, producing artificial intelligence hardware, machinery, and computers. It is a temperate world, inhabited mostly by Humans. It is the commerce hub of The Plains of Desolation subsector, and travelers can find a myriad of services to choose from on this friendly, high tech world.

Harper's World is the sector headquarters for Averon Corporation. Interested parties can purchase spacecraft at substantial discounts from 10-25%. The newly constructed battle station *Partisan* holds position in high orbit. The Chariots of Doom Cyball team is based on Harper's World.

MGEBlack Market (4)
Doltharians (2)
Intrepids (6)**STRUCTURES**Archives (6)
Corporate Headquarters
Cloud Cities
Cyball Stadium
Resorts(1,5,10)**SERVICES**Grade A Di-Tritium
Refit (4)
Legal Networks (4)
Clonic Reproduction
Armor Repair Station (4)
Cybernetics Station (4)
Weapons Station (5)**DEFENSES**Battle Station (3)
Complex Battle Array (4)
Ground Slug Thrower (6)
Early Warning Systems (4)
Fleets (L/P,CNN)
Shipyard (8)

Danuas A6-U01C-N70: Danuas is a completely automated world which produces machinery for Harper's World. The planetoid is run by robots and only 10,000 personnel inhabit the planet, mostly technicians and repairmen who commute back and forth to work from Harper's

World. Patrons often venture here to earn up to a 50% discount on robotics repair services. Danuas is heavily patrolled by Alliance forces.

MGE

Nil

SERVICES

Grade C Di-Tritium

Robotics Repair Station (5)

STRUCTURES

Nil

DEFENSES

Early Warning Systems (2)

Patrols (3/5)

HEDEAS (Kane) Uα-αααα-X62 (Hex:0035)

A radioactive wasteland of a planet that has not yet been explored. It orbits a G-class star named Hedeas and shares its orbit with another

▼ They are the Erdit Sauthar-ican brothers of the 2nd Royal House of Eridine, skilled Koordine (a high level of Buddon warrior). The pair has come to the frontier to restore order as red cloak bounty hunters. Their methods are brutal and direct, and these Eridani believe that those guilty of a crime should be punished to the fullest extent of Alliance law, death. There has been much controversy over their methods, which are notoriously brutal, and many contend that the twins are nothing more than assassins masquerading under the robe of the law. Others revere the Koordine, known as Fear and Pain, who have brought hundreds of criminals to justice. They are credited with the capture of Ardincuz Phentari, the 19th most wanted criminal in the galaxies. Dennis Bethard, the "Gaspig Gutter" (who would disembowel his victims while they were still alive) was brought in by Fear and Pain. Coincidentally, Bethard was gutted accidentally while being taken alive.



planet known as Abel. Rumor has it that there are ancient ruins of twisted and burned steel that cover large areas of the planet's surface, but this is likely a rumor only.

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Ruins	Nil

Abel U0-888E-056: Abel is vibrant with life, unlike Hedeas and Danuas, and contains a diverse biosphere, including a number of intelligent species of animal and plant life. Exploration into the particulars of this world have yet to begin. It is owned by Telydyne Corporation.

MGE	SERVICES
HAL	Nil
STRUCTURES	DEFENSES
Nil	Nil

JALOON A4-N61E-T31 (Hex:1238)

Jaloon is a rather boring mining world controlled by the Alliance. Operations are contracted out to whatever company offers the best prices. A Balshrom subsidiary, Wexlin Mineral Extractions, is in control of operations here and there are currently five sites being mined, all of them deep underground complexes. Each site comprises about 5,000 workers. Coordination of activities is maintained from an orbital platform which also acts as a communications relay facility.

Jaloon is a barren waste world with a low oxygen atmosphere. There is a species of silicon based arthropods here that vaguely resemble manta rays. In the early stages of exploration, several individuals fell victim to these creatures, which seem to have developed a taste for humanoids. The rays often hover near the entrance to the underground mining sites like moths drawn to a flame. Recently, mutated monstrous versions of the rays have attacked miners. It is widely believed that these genetic mutations are a result of experiments performed on the creatures by the Anarchist Rebellion Movement.

MGE	SERVICES
ARM (2)	Grade A Ti-Tritium
HAL	
STRUCTURES	DEFENSES
Mines	Early Warning Systems (2)
	Patrols (2/3)

JILLEAL A5-U43M-M59 (Hex:1030)

Jilleal is a Phentari slave world that mines alloys. This frozen wasteland contains reserves of Iron 2, a relatively rare element required to make Plas-Steel. This is one of the few places in the galaxies where the Eridani and Phentari get along, let alone maintain friendly relations. The Phentari import Cashou slaves from neighboring Sasba in exchange for Iron-2 which the Eridani in turn use to make spacecraft. Both planets are prospering, so why engage in war? They can always do that later. However, the Phentari aren't stupid. They maintain a large military presence in the area just in case the Swordsaints get any ideas. But so far

there haven't been any problems. The squids are responsible for patrolling the Kathanarse Abyss where it borders their territory. They love to pick up stranded Human crews and invite them home for lunch... most of these crews wind up reported as "presumed lost."

MGE	SERVICES
Bounty Hunters (6)	Grade A Di-Tritium
Cashou (5)	Auctions (2)
STRUCTURES	DEFENSES
Nil	Early Warning Systems (6)
	Layered Array (4)
	Fleets (P)

KENTE A6-F66E-053 (Hex:1729)

Kente is a small moon orbiting the large gas giant of this star system. The entire moon is geared towards the production of spacecraft, and 85% of its population is involved directly or indirectly in this industry. The planet is governed by a council of the major corporations, which maintain facilities on and above Kente. The major members of this 9 member council are, of course, SSDC and Telydyne. Other smaller, but growing companies, include Red Dwarf Dynamics, USS (Universal Starships), and Avron Corporation. There are also a couple of local shipyards which do independent and contractual work. The two major facilities are owned by Kente Design and Fabrication and Bluestar Shipyards. There are at least 19 major orbital facilities for ship construction and over 30 ground based facilities, providing anything from parts manufacture and design to administration and support. Three major cities support Kente's stable population.

Every year a special event is held called the Galactic Starship Convention during which new ship models are displayed and new technological information is discussed (of course any major breakthroughs are kept secret: everybody still wants to get ahead). It is always a great show, and not just a little over-hyped. Orions flock to the starship convention to check out the new sports models, and there are always at least a few attempted "hotwirings!"

MGE	SERVICES
Intrepids (7)	Grade A of All Fuel Types
Corporate Spies	Refit (5)
Kizmetor (2)	Armor Repair Station (4)
Moig Dua (4)	Weapons Shop (4)
Cashou (4)	
STRUCTURES	DEFENSES
Shipyards (9)	Layered Array (6)
	Fleets (L/P)

KERMADEC A4-F45E-056 (Hex:0833)

Kermadec is a corporate world, home to Computex, the largest computer manufacturing firm in the galaxies. This heavily populated world is the largest trade center, outside of the industrial might of the Industrial and Denderon subsectors. Our friends the Orions are in the process of building a veritable paradise! The citizens of Kermadec are content; all medical costs, along with schooling, are free. They earn an average of 42% more money per year than the average for this sector.

Kermadec is prosperous, and our pointy-eared friends are operating one of the most complex pirate operations around to make sure that ends meet... and then some. The planet is a well known pirate haven, much to the consternation of the Council of Timar. Sanctions have been considered, but not applied, since the planet is run by businesses and is a lucrative tax base. Still, the government is actively trying to suppress these illegal operations, which are known to export narcotics.

Many resort hotels dot the surface of Kermadec and the planet has multiple Virtual Reality Centers.

MGE

Drug Dealers (5)
Intrepids (5)
Mentors (all) (3)
Pirates (6)
Smugglers (6)

SERVICES

Grade A of All Fuel Types
Refit (4)
DNA Masking (3)
Fencing Operations (6)
Identification Change (3)
Laundering Services (8)
Legal Networks (3)
Rent-A Skill

STRUCTURES

Medical Research Center (8)
Virtual Reality Center
Resorts

DEFENSES

Early Warning System (7)
Fleets (CNV)
Large Fighter Base
Layered Array (7)
Space Platform (6)

KHAN 01-U15B-065 (Hex:0935)

A low tech world, known for its roving nomads who seem to be endlessly engaged in war. "Nations" change shape almost weekly on Khan. Supplying high technology to Khan is expressly forbidden, due to the inhabitants' extreme war-like tendencies. The natives are very tan skinned. Their epicanthic eyes stare forth from what on humans would be their earlobes. Their noses jut from high bony foreheads. Long hair, coarse, dark, and braided, hangs from the back of their heads.

Crude steel weapons of many varieties are created by these people. Military strategy and technology are their highest achievements. The Alliance think tanks have been discussing the use of these natives on the modern battle field as advanced, expendable combat teams. The Eridani maintain interest in the natives as gladiatorial slaves in the Arenas of Honor upon Eridine.

The planet is multi-climactic, with five major continents. The pre-dominant terrain type is large plains.

MGE

Khan Nomads

SERVICES

Nil

STRUCTURES

Nomadic Towns

DEFENSES

Early Warning Systems (5)
Orbital Mines (6)
Patrols (3/4)

KRYS I3-U01G-056 (Hex:0629)

Krys is an all-Human, female, separatist world that has completely isolated itself from the rest of the universe. Many of these battered women

seek sanctuary from males, whom they consider to be nothing more than barbarians. Sexual concubines are brought in to satisfy the women on a regular basis. Any male may come here to act as a "Servitor," at a pay rate of 1,000cr per day. Those who fail to please are often beaten. The planet is owned by Sabrine Lassiter. Phentari have been known to raid the colony to get snacks.

MGE

Benjari (8)
Zendareans (4)

SERVICES

Grade B Di-Tritium

STRUCTURES

Nil

DEFENSES

Early Warning System (3)
Ground Missile Bases (5)

LUURESS Eα-αααα-066 (Hex:0331)

Little is known of this planet within Aeodronian territory that is off limits to Alliance subjects. It appears to be an agricultural center.

MGE

Aeodronians

SERVICES

Unknown

STRUCTURES

Unknown

DEFENSES

Unknown

NEW HOPE A5-F48D-057 (Hex:1239)

New Hope is a large planet, providing home to over 12,000,000,000 inhabitants. It is roughly proportional in land and water content to Earth before the onslaught of the 2nd Holocaust. Most of its denizens are Humans and Orions who proudly call themselves New Earthlings. The Potomac Naval station is located here. A wide variety of services can be obtained here, including excellent hyper-training for wannabe pilots at 1/2 the cost. Many mega-corporations hold business conventions and persons seeking work are advised to travel to New Hope. It is rumored that extensive Black Market operations are being carried out on the planet. The widely acclaimed Chatilian School of espionage is located on New Hope; training at this school requires half the time and produces better qualified personnel (+12% per level of espionage skill, rather than +10%). There is only a 10% chance of being accepted, and applicants must often wait for up to one year before an opening occurs.

MGE

Black Market (5)
Kimyaruk (3)

SERVICES

Grade B Di-Tritium
Refit (4)
Armor Repair Station (4)
Auctions (4)
Cybernetics Station (2)
Government Networks (2)
Hyper-Training (6)
Robotics Repair (3)

STRUCTURES

Espionage School
Naval Base (CNN)
Shipyards (3)

DEFENSES

Early Warning Systems (5)
Fleets (CNN)
Large Fighter Base
Layered Array (6)

NRELL Y0-H80A-X64 (Hex:1733)

Nrell is owned by SSDC. However, the Anarchist Rebellion Movement released a deadly virus into the atmosphere and transplanted a host of dangerous lifeforms to prevent anyone from further colonizing this ore rich world. 1,000,000 Humans and Eridani perished.

MGE

Nil

SERVICES

Nil

STRUCTURES

Ruins

DEFENSES

Nil

OPHEA A4-U41X-N60 (Hex:1134)

Ophea is a crater-pocked world, rich in minerals and alloys. Many different operations have been set up to extract precious gems, along with large reserves of gold. Ophea is known as the "Junkie Planet," for it imports large quantities of Durelin, an amphetamine that also induces euphoria. In large dosages it kills. Business is in collusion with the drug traffic, in order to increase the output of their mines. Luxuries are also in high demand on Ophea. Weapons are allowed with special permits.

MGE

Mining Away Teams (4)
Drug Dealers (8)
Pirates (3)

SERVICES

Grade A-C Di-Tritium
Grade A-B Ti-Tritium

STRUCTURES

Mines
Prisons (3)

DEFENSES

Early Warning Systems (3)
Ground Particle Beam (7)
Small Fighter Base (5)

Iye Inslought A4-U41Q-060: The seventh planet in the system. It is very similar to Ophea. However, Iye Inslought also employs slaves in its mines. It is patrolled by Ophea forces. Ruins have been found, the remains of some strange culture that once inhabited the planet.

MGE

Mining Away Teams (2)
Benjari (8)
Cashou (8)
Wakon (3)

SERVICES

Nil

STRUCTURES

Mines
Ruins

DEFENSES

Early Warning Systems (3)
Ground Particle Beam (7)

Brin 06-U61M-N69: The 12th and last planet in the Ophea system, Brin is a top secret weapons testing site for the military. Authorization is required to land on this frozen arctic world, where temperatures regularly plummet to 250 degrees below zero. Military personnel sent here are considered to be on double hardship tours. The planet is called "Popsicle." Soldiers claim "If you get sent to the Popsicle, then life sucks!" Half a dozen warships are stationed here to protect the planet as well as patrol the rest of the system.

MGE

Galactic Forces

SERVICES

Nil

STRUCTURES

Large Military Base

DEFENSES

Fleets (CNN)
Other Capabilities Unknown

PAALIN 7 E4-H44M-T73 (Hex:0330)

This Aeodronian world is considered an enemy of the state. However, the Alliance is reluctant to take military action against Paalin 7's people, fearing a full blown confrontation with the Aeodronian Protectorate. Alliance personnel are currently allowed to land on Paalin 7, yet unconfirmed reports claim to have spotted Arachnid agents here. Paalin 7 excavates heavy metals needed to produce battle armor. The planet is protected by an elaborate defense system, and incoming vessels must pass through 3 different defense nets and check points before landing.

MGE

Aeodronians
Arachnids (2)

SERVICES

Grade A Di-Tritium



While beautiful, the frozen surface of Brin makes life extremely difficult, at best, for the poor troopers stationed here - very little joy is gained in trying to dig a latrine in million year old permafrost

STRUCTURES

Unknown

DEFENSES

Bio-Sentient Organisms (6)
Complex Battle Array (7)
Early Warning Systems (9)
Fleets (Aeodronian)
Orbital Mines (2)

PADANH A5-N43G-O53 (Hex:1531)

Padanh is a Cizerion world. It's isolated and prefers to remain that way. Some 30,000,000 felines roam the open plains of this arid planet, which offers reduced service rates to any Cizerack and most alien female types. Accepted persons can purchase almost anything for a 10-25% discount. The cats feel strongly about the female position in this male dominated sector's society. This is their way of showing it. The planet is ruled by Chiras, the great panther.

MGE

Nil

SERVICES

Weapons Shops (3)
Armor Repair Station (3)

STRUCTURES

Nil

DEFENSES

Space Platform (7)
Fleets (CWE)

Tram Frextl E4-H44M-T83: Sixth planet in the star system, Tram Frextl is an Aeodronian agro-world. It does not trade its produce with the Alliance. Tram Frextl does however import machinery. Tram Frextl is a dangerous world where Arachnids and known Arachnid conspirators have been spotted working side by side with the Aeodronians. It supports a small military contingent and a naval presence of at least 4 warships.

MGE

Aeodronians
Arachnids

SERVICES

Grade A Di-Tritium

STRUCTURES

Small Military Bases

DEFENSES

Early Warning System (3)
Fleets (Aeodronian)
Ground Particle Beam (6)

PREN A4-N04T-O43 (Hex:1837)

Pren, the only habitable planet in the star system, is a Chatilian technocracy, flourishing with an immense trade surplus. Here, the value of a person is determined by his ability to provide a technical service, creating a class system, based on I.Q. and job profession. It has caused major civil unrest among its 250,000,000 people. Some believe that everything that one is should not be based on purely technical ability. What about artistic creativity? All schooling is free and so is medical treatment. There are no civil taxes imposed on its people, only federal taxes. The planet imports technological information such as research, etc. Pren attracts many scientists.

MGE

Mentors (C) (5)

SERVICES

Grade A Ti-Tritium
Refit (2)
Terr. Knowledge Service

STRUCTURES

Nil

DEFENSES

Bio-Sentient Organisms (5)
Ground Based Missiles (6)
Space Platforms (7)

PREXEH A4-F22X-N40 (Hex:1135)

Prexeh is a den of iniquity. Travelers venture here to escape from reality, and the planet supports hedonism in its wildest conception. Persons come to the Cracker Jack Palace, the only city on this desolate planet of craters and mountains, and pay handsome amounts to live out their wildest fantasies at the Virtual Reality Center, where I-bots and holerooms are set up to recreate any setting. All other desires are entertained at the domed Cracker Jack Palace, including some we cannot mention. Occasionally, replicated creatures go berserk. Therefore all patrons are allowed to bring a tech level 2 handgun onto the planet. The planet is ruled by the voluptuous Sheila Ease, whose name and exploits are legend among males all over the Alliance!

MGE

Yontacha (2)
Intrepids (5)
Pirates (4)
Drug Dealers (7)
Mentors (all) (1)

SERVICES

Grade A-C Di-Tritium
Refit (2)

STRUCTURES

Drug Rehab Center
Virtual Reality Center
Resorts (1,4,6)

DEFENSES

Early Warning Systems (4)
Ground Based Missiles (6)
Large Fighter Base

QUIETUS A4-T02S-O81 (Hex:1133)

This stormy, desert world is home to a large Chatilian library. The strong Alpha waves of Quietus induce relaxation in most people, a notable exception being the Goola-Goola, who, for an unknown reason, get more irritable (if that is possible) when visiting this world. For Chatilians, the waves have the effect of dulling the empath's natural mind reading abilities, thereby making Quietus a perfect place to find peace and quiet in order to study, or just relax. Many refer to this world by its nickname, "Closet Land." The single dome city is actually maintained by a group of Sarands who have lived on Quietus for centuries, but do not remember how they came to be here.

MGE

Sarands (4)
Mentors (C) (5)

SERVICES

Terr. Knowledge Service

STRUCTURES

Dome Cities

DEFENSES

Early Warning Systems (3)
Ground Based Lasers (6)
Layered Array (5)
Space Platform (8)

QUNIS Y6-U01Y-N10 (Hex:0029)

A huge lifeless asteroid orbiting a gas giant, this is the site of some top secret Alliance project. The inside of Qunis is hollow and whatever is

going on here is taking place within that strange environment. The system has been quarantined by the Alliance and is under Galactic Forces jurisdiction. The second planet of the system is home to a TL 3 Human culture which is largely unaware of the activities occurring nearby. Careful watch of the few exploratory tendrils sent out by this culture is maintained.

MGE

Galactic Forces

SERVICES

Nil

STRUCTURES

Unknown

DEFENSES

Early Warning Systems (3)

Layered Array (5)

Mines (9)

Patrols (4/8)

RELTER A6-F01D-045 (Hex:1536)

This isolated system is completely dedicated to the teaching of special powers. A mixture of over 100,000 matrix controllers co-inhabit the planet under a peaceful democratic rule. The famous Visionary School is located on Relter. Weapons are forbidden and all applicants are carefully screened. No one on Relter teaches "Unnaturals," matrix controllers who have gained their abilities through technology or latent extraction. The planet exports cold fusion energy systems along with medical technology and fuel. Relter imports luxuries.

MGE

Mentors (all) (8)

SERVICES

Grade B Di-Tritium

Refit (4)

STRUCTURES

Matrix Schools

DEFENSES

Early Warning Systems (4)

Electronic Screen (1)

Layered Array (6)

Hubaa I2-F03C-058: The Hubaains are an asocial group of malcontents who have escaped the lies of capitalist society for the "sanctuary" of this desolate world's blazing heat. All persons are welcomed as long as they come in peace. The Hubaains are a melting pot filled with all races. They follow the communist doctrine and are led by a 20th level Chatilian named Maru. The Hubaains are farmers and primarily produce grain. The planet is protected by some secret weapon.

MGE

Nil

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Unknown

SARTIN E██-███-███ (Hex:0233)

Little is known of this Aeodronian military outpost in the center of the Jumalcis Range. Sartin is suspected of harboring pirates and is probably the launching point for Aeodronian raids. Off limits and heavily defended.

MGE

Aeodronians

SERVICES

Unknown

STRUCTURES

Unknown

DEFENSES

Unknown

SASBA A4-N43M-M67 (Hex:1032)

Sasbans are a non-violent separatist group of Eridani who don't seek battle as a means to achieve success in life. They would rather make money. Combat is fine. It just isn't all that it is cracked up to be. Thus, these Eridani get along fine with their friends the Phentari... at least for now. Here at Sasba, the Eridani export Cashou, whom they trade for badly needed alloys required to build their ships. The company War Machinists has been subcontracted by the Eridani government to build ships here at the Makron Shipyards. The Sasbans are sure to monitor Phentari fleet movements and match them ship for ship in fire power, lest the Squids get any ideas.

MGE

Cashou (8)

SERVICES

Grade A Di-Tritium

Refit (2)

Auctions (7)

STRUCTURES

Shipyards (3)

DEFENSES

Early Warning Systems (7)

Fleets (L/P)

Layered Array (5)

SHONJEM A5-F02D-T61 (Hex:1336)

Shonjem produces heavy machinery for industry. The planet's surface is dedicated specifically to this purpose, and therefore the inhabitants live in the cloud cities above the surface. The atmosphere is thin here, and there exist indigenous hostile life forms. Shonjem is a planet experiencing geological havoc, primarily tectonic plate activity and vulcanism, causing its people to forgo living on the surface. Mutzachans love to vacation here, coming from all over to do some camping! Most of its 10,000,000 people are Hemareans.

MGE

Hemareans

Mentors (M) (4)

HAL

SERVICES

Grade A Di-Tritium

Terr. Knowledge Service

STRUCTURES

Prison (4)

DEFENSES

Early Warning Systems (2)

Layered Array (4)

Orbital K-Sats (3)

Space Platform (6)

SOLITUDE A4-N01E-058 (Hex:0337)

A star with a single planet bearing the same name as the system, this is a popular vacation spot for those who want to get away from it all. There is one giant city-like resort facility which can cater to the whims and fancies of over 75,000 guests. The entire planet is laid out as a recreational facility, with a variety of geographical and environmental settings. Chatilians often travel to Solitude where entire regions may be devoid of mental babble. Orions find this quaint resort to be nothing but a waste of valuable beer money.

MGE

Mentors (C) (3)

Zendareans (6)

SERVICES

Entertainment

STRUCTURES

Resorts (8)

DEFENSES

Ground Missile Base (4)

SSITHISS (SAVANNAH) A4-T34G-054 (Hex:0139)

Savannah's real name is Ssithiss in Cizerack. Savannah is a Cizerack world, however there are also a large number of humans living on this world of grassy plains. Savannah is a binary star system with two suns, Myccia and Lopridas. The sun never sets on Savannah, and often both suns fill the sky—a fact which the night-hunting Cizerack consider its one flaw. Myccia is the smaller red dwarf, while Lopridas is a sun approximately the same size as Sol. Savannah is a resort world where hunters come to bag big game on the prolific grasslands. One can find Danstel Resorts, Starhaven Lodges, and other major hotels represented on the planet surface. Many dignitaries vacation at the Stellar Regency in orbit above the world.

Only Cizerack may carry weapons inside of a city. In the grasslands, tech level 3 is permitted. The planet is an overall tech level 4 society.

Base Station Darwin hovers in high orbit. This facility works in conjunction with Starbase 391 to defend the sector from Aeodronian exploitation. Base Station Darwin is currently being upgraded into a battle station and work is about half complete.

MGE

Intrepids (5)

SERVICESGrade A Di-Tritium
Refit (2)**STRUCTURES**

Resorts (1,7,10)

DEFENSESBio-Sentient Organisms (5)
Base Station (5)
Early Warning System (6)
Ground Missile Base (8)
Ground Particle Beam (5)
Fleet (CWE)**UOTTRE A5-T35D-037 (Hex:1829)**

Uottre is a small Earth like planet that suffers from an over-population problem. Colonists have found this planet very hospitable. Lush forests

and plains cover most of the surface. Word spread quickly, and settlers flocked to this promising new world. Cities sprawled and eventually ran together forming a huge megalopolis that covered thousands of square kilometers.

Alliance civil engineers have been called in to help solve the over crowding that was turning the cities into crime infested sprawls. The civil engineers came up with a daring plan to build a series of cloud cities above the sprawling cities. The cloud cities are constructed with Ferro Ultra-lite™ materials, supplied by Telydyne Corp. The structures are suspended in the air using a series of ion propulsion drives, with another series of backup drives.

All of the propulsion units are built with doubly redundant systems to prevent critical failure. Even all the planning the engineers did could not prevent the Alpha Dallas disaster when a group of Rebels penetrated the engineering section of the platform and planted explosives. They destroyed beta sector's ion propulsion units, sending the city plummeting to the surface. Over half of the cities population (20 million) died. The total body count climbed to over 34 million, when Alpha Dallas landed in a highly populated surface area.

MGE

Rebels (2)

SERVICES

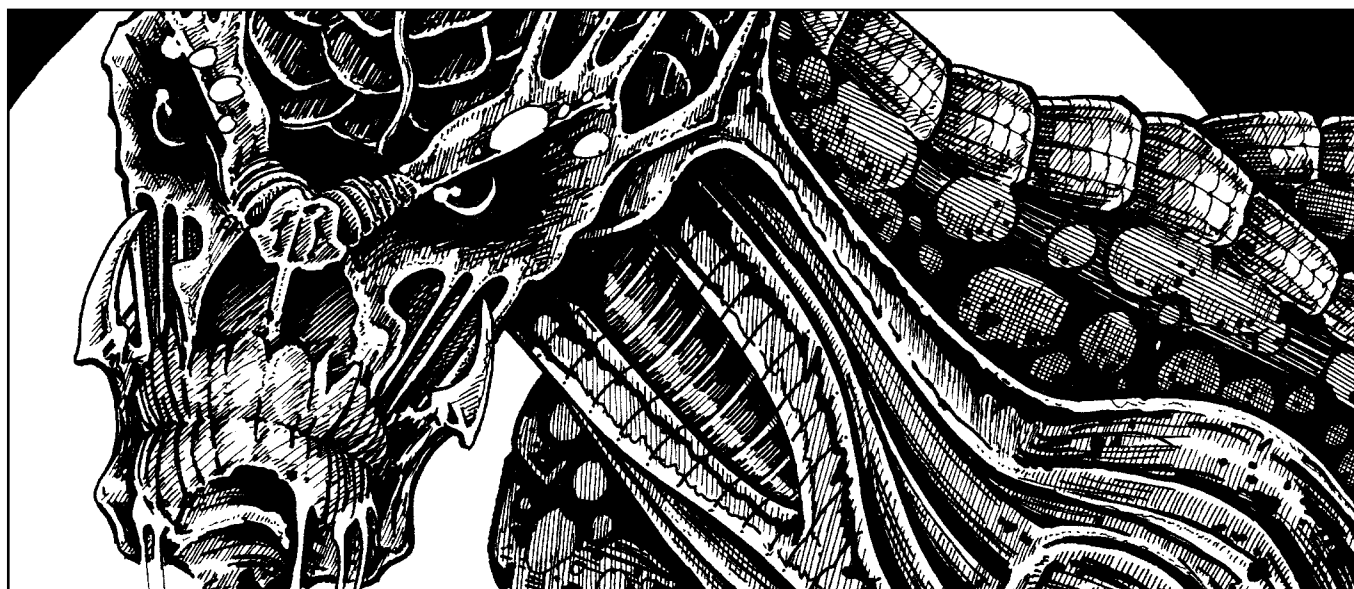
Grade A-Ti-Tritium

STRUCTURES

Cloud Cities

DEFENSESEarly Warning System (7)
Fleets (CNN)
Ground Based Missiles (8)**VANAAL A3-F01D-062 (Hex:1432)**

This system is named for its one inhabited world which circles the two stars, called the Brother Twins, of this binary system. All of the other four worlds are gas giants, themselves with no habitable moons. Though quite dry, Vanaal has more than enough of a hydrosphere to support life, of which the indigenous varieties tend to center around small mammals and some larger reptilian forms. None, however, are much of a threat to humanoids. In fact, the Vanaals make no attempts to keep the animals of this world from roaming freely within the confines of their settlements, stating that they were there first anyway.



The aggressive Zherlik Lizard, the dominant carnivore of the northern hemisphere of Shonjem. Nearly three meters of bad attitude!

Vanaal is an amicable Zen world named after its founder, who travelled here from Katrek in order to start a colony in this part of the universe for the healing and well-being of all. The colony was a success and within a few years had become a major supplier of medical goods and services for the sector. The people of Vanaal also practice quite a bit of farming, believing that adequate food supply is the first step to health. Food, mostly in the form of various strains of grain, imported from Vanaal is nutritious if not a bit too bland, and is remarkably cheap.

All outsiders of non-violent intent are welcome on Vanaal. The Zen realize the need to use forced restraint sometimes and have learned the appropriate matrices. It has even been said that some of the Zen of Vanaal have learned Empath powers, in order to better understand their patients and to detect the intent of violence before it happens. Training in the healing arts is readily available, but the students of such teachings must swear upon the Sacred Stone of Vanaal never to inflict harm, except in self-defense.

One of the planet's many interests is its use as neutral ground in conflicts. Many times in the recent past Rebel and Alliance representatives have met to discuss aspects of their conflict. Other times, after battles, wounded soldiers from both sides of a conflict brought here for care have become friends, at least for a short time, if not forever. The Vanaals assure that the peace is kept.

This aspect of the planet is what makes the recent string of murders even more shocking and horrible than they would otherwise be. Several Zen have been found with their bodies mangled and burned almost beyond recognition, staked out in one of the many salt flats of this world. A Tza sect calling itself the Blood Princes lay claim to these crimes, but have made no statements of intent or design. Offers have been made to the Vanaals to help with this atrocious problem, but they have all been turned down. The Vanaals accept no help or defense from anyone, claiming that to create defense is to bring about its evil twin, offense. This philosophy stammers most, who would do much to preserve the peaceful state of the Zen world. The Galactic Police are making off-world inquiries into the sect.

Further interest for the Alliance with this world lies in the fact that the Vanaals also provide services to the Xarians, who trust the non-aggressive Zen. The Vanaals keep Xarian visitors safely away from Alliance personnel in order to reduce any pretenses for conflict. The Alliance is taking every opportunity to study the Xarians and gain information regarding their tendencies. One thing confuses Alliance sources at this point: a lot of Xarians are coming to Vanaal for medicinal purposes, mostly the healing of wounds gained in combat, but there is no actual conflict between them and the Alliance at this point. So, who are they fighting? Therein lies another reason that the Vanaals refuse Alliance protection; they do not want to create any pretenses for conflict with the Xarians. In other words, the Vanaals are a neutral party all the way.

MGE

Cults
Mentors (Zen) (5)
Xarians (see Hell's Kitchen)

STRUCTURES

Nil

SERVICES

Grade-B Di-Tritium
Grade C Ti-Tritium

DEFENSES

Nil

WELLINGTON 4 Y2-U82Y-056 (Hex:1440)

The jungle world of Wellington 4 is a leper colony. It was named after Professor James Wellington, whose spaceship crashed here in 2125. He and all his surviving crew lived in this jungle world for a year before succumbing to a terrible disease, known as Tar Leprosy. In 2230, an Eridani ship landed here and its passengers contracted the virus. Their bio-filters did not detect its presence and when the ship departed, it transported the highly infectious and incurable disease with it. A Tar Leprosy epidemic spread across the sector and was finally contained. Subsequently, all persons known to have contracted it were dumped on Wellington 4 to live out their shattered lives.

Tar Leprosy got its name for the black pus-like liquid that drips from the body as it rots. Monthly shipments are dropped at Fekat, the center for the colony. Otherwise, Wellington 4 has been abandoned by the outside world. A lone police cruiser patrols the planet periodically.

MGE

Nil

SERVICES

Nil

STRUCTURES

Death Farm

DEFENSES

Patrols (1/1)

XENSERA (Stilt) A6-N42D-044 (Hex:1835)

Xensera is a heavy industrial world named for its "stilts." Two giant tubes lead from Jericho city on the surface into the sky where they meet the city of Enginalo. Almost 200,000 Alliance personnel live in Enginalo, while another 5 million live below in the surface cities of Enkidu, Corabanel, and Jericho City. Most of the megacorps have subsector, if not sector headquarters, here. SSDC, which built and maintains the lifelines, has elaborate facilities on Enginalo.

The lifeline is composed of two main tubular support systems, each over 200 meters in diameter. The first carries life support systems, while the other serves mainly in a transportational capacity with the utilization of ultra-high G acceleration lifters equipped with very sophisticated inertial dampeners. The orbital city of Enginalo is capable of detachment and independent operation of the stilts for as many as 20 days, before the thrusters run out of energy and the city is pulled into the planet's atmosphere. The Alliance heavily monitors events here.

MGE

Black Market (4)
Pascians (2)
Wakon (1)

SERVICES

Grade A Di-Tritium
Grade A Ti-Tritium
Refit (4)
Armor Repair Station (4)
Cybernetics Repair (5)
I.D. Change (4)
Rent-A-Skill
Weapons Station (4)

STRUCTURES

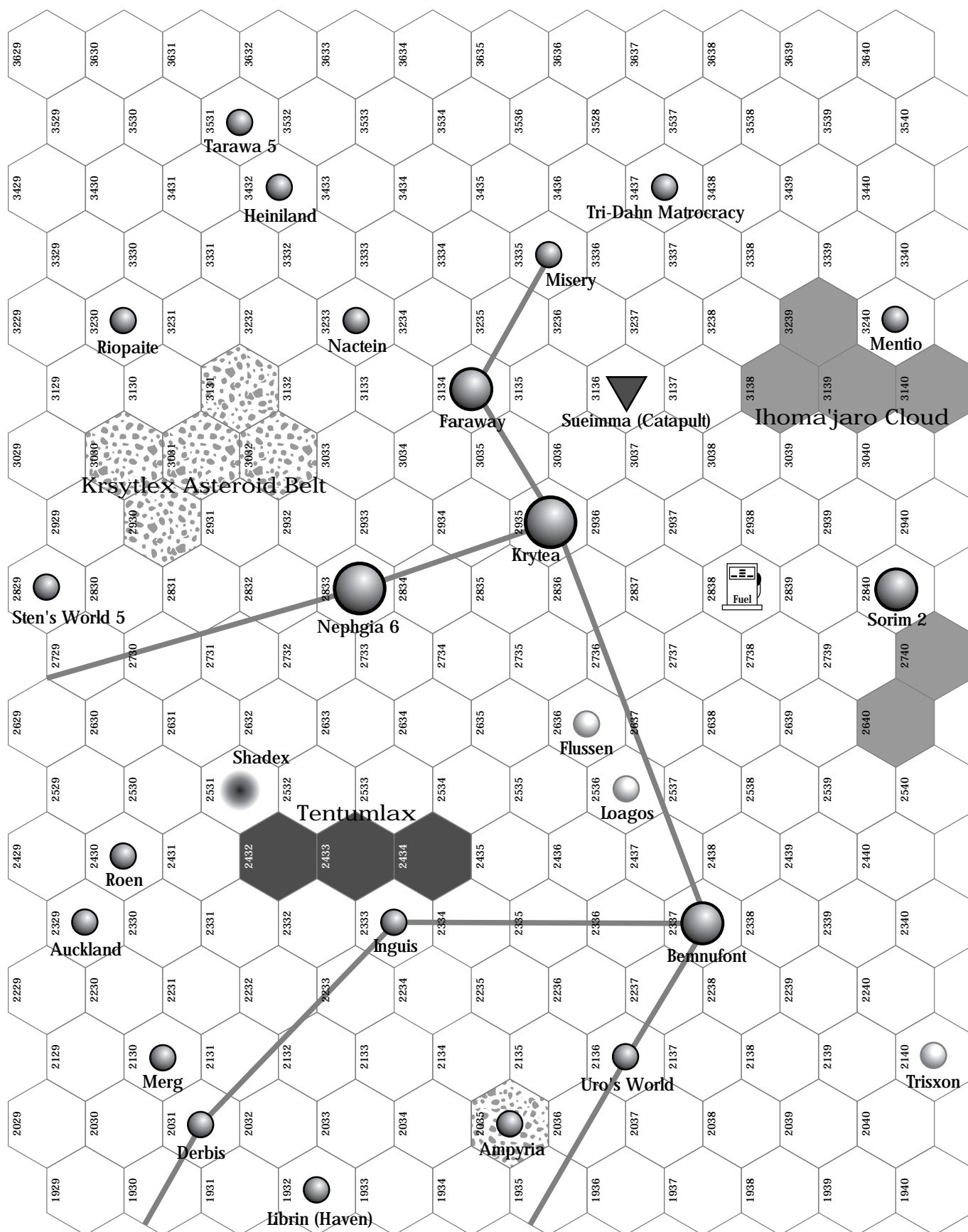
Resorts (1,2,3,7,10)
Corporate Headquarters

DEFENSES

Layered Array (7)
Early Warning System (7)
Fleets (CNN)
Ground Based Missiles (6)

THE PLAINS OF DESOLATION INTERSTELLAR STOCK MARKET TRADE INDEX

PLANET	MIN	NARC	MAN.	GOODS	SLAVES	LGA	A.I.	HGA	FOOD	LUXURY	WATER	TECH	MED	MACH	PRECIOUS
	L13	▯	▯	▯	▯	L11	▯	L13	L1	▯	L3	▯	▯	▯	L15
Aedro	7	2	9	5	0	8	5	2	5	4	9	4	8	8	
Ahema	4	5	3	4	5	5	5	2	6	2	5	4	7	4	
Arghen IV	4	0	4	0	5	0	5	3	4	4	0	4	5	4	
A'Thanniss	L14	▯	▯	▯	▯	L13	▯	L12	▯	▯	▯	▯	▯	▯	L12
Beta Delphis	L20	0	0	0	0	L22	0	L24	0	0	0	0	0	0	L19
Brin	0	9	7	0	0	5	0	5	10	4	6	5	6	0	
Casada	4	6	8	3	4	▯	4	2	5	2	▯	5	7	5	
Daeyrieen	4	7	7	2	5	5	6	6	3	4	5	8	7	4	
Danuas	4	4	5	0	6	4	8	4	4	4	4	6	1	4	
Dirspit	4	7	7	2	5	5	6	6	3	4	5	8	7	4	
Edtne	3	6	3	0	4	4	5	5	5	4	8	7	7	5	
Fsorac	6	0	7	0	5	0	5	6	7	1	9	6	6	4	
Harper's World	4	5	5	4	6	3	8	4	5	4	3	7	2	4	
Hedeas (Kane)	L9	▯	▯	▯	▯	L10	▯	L12	L20	▯	L18	▯	▯	▯	L15
Hubaa	4	4	7	4	4	6	4	4	4	3	6	5	4	2	
Iye Inslought	2	8	4	8	2	6	1	8	7	6	5	4	6	4	
Jaloon	3	5	6	7	3	5	2	7	6	7	4	6	6	2	
Jilleal	4	2	7	8	3	6	2	3	7	2	7	3	4	6	
Kente	7	4	5	7	7	6	8	4	5	4	5	4	6	5	
Kermadec	4	2	3	6	6	3	8	3	5	3	2	3	3	4	
Khan	4	4	5	3	4	0	4	3	5	2	8	6	6	4	
Krell	L12	0	0	0	0	0	L15	0	0	0	0	0	0	L14	
Krys	4	7	3	8	4	4	5	3	9	2	7	3	6	6	
Luuress	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
New Hope	3	7	6	0	4	7	4	3	2	2	5	5	6	4	
Ophea	1	9	4	6	2	6	2	8	8	6	5	5	7	3	
Paalin 7	3	4	4	8	4	9	2	3	4	4	9	4	6	4	
Padanh	5	4	3	5	3	5	5	4	8	4	5	4	5	6	
Pren	5	6	2	5	5	7	6	4	3	4	7	7	4	4	
Prexeh	4	10	4	9	4	4	4	4	3	7	5	4	4	7	
Quietus	4	6	4	0	4	7	4	4	6	7	6	5	4	4	
Qunis	4	6	4	0	5	7	5	4	6	7	6	5	4	4	
Relter	4	4	3	0	5	2	7	3	8	3	3	2	5	4	
Sartin	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Sasba	5	0	8	2	5	5	6	4	3	4	3	4	3	5	
Shonjem	3	4	6	4	7	7	6	5	4	6	2	4	1	4	
Solitude	4	6	6	6	4	4	6	5	7	3	3	5	4	6	
Ssithiss	3	0	4	0	3	6	3	2	5	5	8	6	9	5	
Tram Frextl	0	0	0	0	0	0	0	0	0	0	0	0	7	0	
Uottre	3	6	3	5	4	6	5	7	7	5	6	5	4	3	
Vanaal	3	4	6	0	4	6	5	2	6	3	5	2	6	4	
Wellington 4	L13	▯	▯	▯	▯	L10	▯	L11	L1	▯	L1	▯	▯	▯	L12
Xensera (Stilt)	7	7	2	6	7	6	6	5	5	4	6	6	3	4	
Yanuck	4	6	7	5	6	▯	4	1	5	2	8	5	7	4	



CHAPTER 12

The Voidlands • 12

AMPYRIA Y0-N81A-N46-T (Hex:2035)

Ampyria mysteriously exploded less than a year ago, killing virtually all of its billion Human and Orion inhabitants. Less than half remains of the once prosperous planet. It is believed by many to be the work of the Arachnids. Others claim it was Phentari testing a new weapon. Regardless, a travelers' warning has been put out to stay 2 parsecs away from the planet, whose explosion has created a huge asteroid belt. Pirate ships have been seen operating in the area, apparently looking for potential bases.

MGE

Pirates (4)

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Nil

AUCKLAND O6-H81Y-O37 (Hex:2329)

This world is the location of a top military bio-weapons research facility. Protest groups demand that the experiments be stopped immediately, due to the disruption of the planet's ecosystem. These environmentalists believe that this particular world's abundant ecosystem may contain unique, beneficial lifeforms. The cures to various racial maladies may be wiped out by this abuse of nature. Same sad story, different scale. No trade, access restricted.

MGE

Galactic Forces

SERVICES

Nil

STRUCTURESBio-Research Centers
Testing Range**DEFENSES**Early Warning Systems (6)
Patrols (4/7)**BEMNUFONT A5-U04Q-O45 (Hex:2337)**

Bemnufont is the last exit before one gets on the Highway. It is predominantly a Chatilian manufacturing world. Mentors as well as other services are available. The inhabitants are unfriendly toward travelers and only Hemareans, Mutzachans, and Chatilians are openly welcomed. Refueling and Refit are carried out at Base Station *Empathy* in orbit. There is a major Terrestrial Knowledge Center at Bemnufont.

MGEHemareans (3)
Mentors (C) (5)
Mentors (M) (2)**SERVICES**Grade A Ti-Tritium
Grade A Di-Tritium
Refit (2)
Legal Networks (4)
Terr. Knowledge Service**STRUCTURES**

Prison (4)

DEFENSESLayered Array (5)
Early Warning Systems (6)
Fleets (CDG)

Omus A5-U81E-N60 (3rd Orbit): The Grandar Mining Project spans a huge portion of the planetoid's service. Robots work the 1,000,000 square kilometer effort which extracts 20% of the sector's Ti-Tritium. Omus is a tough planet with no tech law. This raucous and rowdy world is the Wild West at its wildest. Wimps stay away.

MGEMercenaries (7)
Mining Away Teams (5)
Silk Lambs (2)**SERVICES**Grade A-B Ti-Tritium
Armor Repair Stations (3)
Robotics Repair Station (4)
Weapons Stations (2)**STRUCTURES**

Mines

DEFENSESSmall Fighter Base
Early Warning Systems (5)
Fleets (CDG)

Varre A4-N51E-T32 (6th Orbit): Refineries produce a huge amount of iron. The only city is at Mikkinos where the freighters land to load their cargo.

MGE

Nil

SERVICES

Grade A Di-Tritium

STRUCTURES

Nil

DEFENSESEarly Warning Systems (6)
Patrols (3/3)**DERBIS A0-N01Y-N60 (Hex:2031)**

This lifeless rock is of interest, due to its fabulous Crystal Forest. A brilliant panorama of colors greet visitors as sunlight reflects off the massive crystalline structures that dot this world. The view is particularly breath taking from orbit when the sun rises over the horizon. A Chatilian organization comes to Derbis annually to collect crystals. Gemini are also common visitors. Any Gemini worth his dirt loves a good crystal! The entire planet is a nature reserve and protected from exploitation. Rangers patrol the surface and a small resort colony exists at Rild. Vacationers often travel to Debris to take tours of the majestic crystal forests.

MGEMentors (C) (1)
Gemini (see GUII)**SERVICES**

Grade C Di-Tritium

STRUCTURES

Resorts (1,2,7)

DEFENSESEarly Warning Systems (5)
Patrols (4/4)**FARAWAY A2-T23D-O49 (Hex:3134)**

Surveyors and explorers are making progress in mapping this largely water world. They have been greatly assisted by an amphibian race,

indigenous to Faraway, who call themselves Shreeji. Shreeji are brilliant, possessing more convoluted grey matter than any other race. The amphibians are not, however, arrogant and have proven themselves gracious hosts and guides. They hope to gain full acceptance into the Alliance in the next decade. The race has mastered the Alliance languages as well as the lower levels of technology in less than two years. Note: There is much animosity and resentment being foisted against the Shreeji by the Chatilians, Hemareans, and to a limited degree, the Mutzachans.

Extensive deep sea mining is being carried out by SSDC, much to the dismay of the Shreeji whose planet has been annexed by the Alliance. The amphibians have staunchly protested these operations, claiming that the uncontrolled mining is polluting their waters and causing health problems amongst their people.

Python Lizards have taken up the cry and many mercenary groups have volunteered to fight against the deep water mining. SSDC mercenaries are often pitted against well armed Python sympathizers who have been branded as terrorists.

There are several underwater cities and numerous underwater mining complexes on Faraway.

MGE

Mercenaries (4)
Mining Away Teams (5)

SERVICES

Grade C Di-Tritium

STRUCTURES

Underwater Complexes

DEFENSES

Ground Based Missiles (5)
Patrols (2/4)

FLUSSEN U0-80-057 (Hex:2636)

There exists no apparent lifeforms on this world, only the remains of an ancient Human culture and possible proof of the existence of pre-earth Humans. Yet all attempts to colonize the planet Loagos and Flussen have failed. There exist specter like entities that dwell on both worlds, forbidding the settling of them. Colonies who have pitched tent on this beautiful Earth-like planet, have all been politely asked to leave. Most have obliged, fearing reprisals from the ghosts. Those who ignored the specters were all subsequently attacked by warriors clad in ancient battle gear, wearing great helms and wielding sword, bow, and axe. The specters slew all who defied them and few managed to escape. Many Flussen survivors still quiver at the words the ghosts spoke, "It is not time for the dead to walk the world again. No, not yet. The answers exist in the rift of time. But the dead live everywhere in every universe." The mystery has baffled scientists for decades.

MGE

HAL

SERVICES

Nil

STRUCTURES

Ruins

DEFENSES

Nil

HEINILAND U-888-888 (Hex:3432)

This unexplored system has been claimed by AMC. Surveys indicate three small planets and two gas giants, with over 15 moons. There is a high probability of mineral deposits on the smaller planetoids. Life is seen as unlikely, due to the lack of atmosphere on the smaller worlds.

MGE

Nil

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Nil

INGUIS A3-N42Y-066 (Hex:2333)

Inguis is orbited by thirty two moons, some of which appear to be captured asteroids from the system's Los Diablos asteroid field. The two closest moons play havoc with the planet's single ocean, Balton. The gravitational forces exerted on the planet by the two moons, Crius and Enceladus, cause huge tidal variations, with waves often reaching as high as 100m. Most settlements are built far away from the ocean on plateaus or in mountainous regions, due to constant coastal flooding.

SSDC was recently contracted to survey this world, accompanied by a contingent of scientists from the Alliance Explorer Corps. The survey team has encountered several hostile lifeforms. The Alliance and SSDC have combined efforts to speed up the survey, but colonists are still arriving daily. Although they have been cautioned about the native lifeforms, colonists still insist upon building settlements outside the safe zones.

Several enterprising Orion Rogues (it figures!) have built stone towns inside the smaller, outer moons. These villages started out as trading posts and mining settlements, but have since become dens of villainy and piracy. If you need anything illicit, you will find it here in the Inguis star system, but you need the right connections.

MGE

HAL

Pirates (5)
Shepherds (4)
Silk Lambs (3)
Wakon (4)

SERVICES

Grade B Di-Tritium
Grade C Ti-Tritium
Refit (1)
Laundering Services (4)
Weapons Station (2)
Government Networks (1)

STRUCTURES

Mines

DEFENSES

Layered Array (5)
Early Warning Stations (2)
Fleets (CNN)

► The well known and well liked Telydyne mercenary group Happy Cannibals acts as an Advanced Reconnaissance, Surveillance, and Patrol Team on the planet Theras. The group is seen moving through the hostile, unexplored jungles on the planet surface. Their bodies were eventually found mutilated beyond recognition. The group never even had a chance to radio for assistance before it met its end. Telydyne has reacted to criticism that it unnecessarily put the Cannibals in danger by promising to get to the bottom of what has been called the "Therin Mutilation."



KRYTEA A4-F37D-055 (Hex:2935)

The Krytea Star system is situated almost directly in the center of the Voidlands. It is the refueling point for travelers, making their way along the sector's major traffic route. The capital is a densely populated Human world, friendly to outsiders. Newport Naval Yard is located here, which is home to 25 warships. The Krytea spaceport has everything that a traveler might need, excellent living accommodations, refit, refueling, etc.

MGE

Doltharians (2)
Galactic Forces
Mentors (all) (4)
Moig Dua (3)
Rebels (2)
Yontacha (4)

SERVICES

Grade A Di-Tritium
Grade A-B Ti-Tritium
Refit (5)
Armor Repair Station (4)
Cybernetics Repair (3)
Hyper-Training (6)
Legal Networks (3)
Rent-A-Skill
Weapons Station (4)

STRUCTURES

Naval Base (CNN)
Resorts (2,7,8)
Shipyards (5)

DEFENSES

Complex Battle Array (6)
Base Station (4)
Early Warning Systems (5)
Fleets (L/CNN)
Ground Based Missiles (6)
Space Platforms (6)

LIBRIN (Haven) A2-N21F-050 (Hex:1932)

The name of this dirtball was ill chosen, unless you originate from the Sahara desert. Librin has a terribly dry and dusty climate. The local climate is near constant, except for polar inclinations. The occasional geyser can be seen spraying up from the ground, but the water evaporates almost immediately. It rains maybe once every fifty years on Haven and all lifeforms can be found below ground, in close proximity to subterranean lakes. Minimal colonization has occurred, and much of the planet is unexplored. Towns are built in close proximity to subterranean lakes, due to the fact that water is the surest form of currency.

MGE

Nil

SERVICES

Grade C Di-Tritium

STRUCTURES

Underground Structures

DEFENSES

Early Warning Systems (2)
Patrols (2/4)

LOAGOS U0-80-057 (Hex:2536)

See Flussen.

MENTIO A0-H80A-X66 (Hex:3240)

The jungle world of Mentio has been left to the hundreds of hostile indigenous lifeforms that reside here. Hunters travel to Mentio, looking for excitement and the big KILL! The atmosphere is tainted with high levels of cyanide.

MGE

ARM (3)
HAL

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Nil

MERG A0-N81-057 (Hex:2130)

Merg is a small planet, with an oxygen rich, tropical biosphere. The planet's surface is dotted with several small seas, along with many inland lakes and rivers. A semi-intelligent race of creatures called Mergians inhabit the planet. These beings are small, rotund humanoids, about 0.7 meters tall who have very rubbery bodies. They also display very annoying social tendencies. Mergians love to bounce off of hard objects, things like starships and buildings, that are rare in their native jungles. The first colonial explorers slaughtered over a thousand Mergians before they realized that their ship was not under attack. The Mergians just wanted to bounce off of the vessel!

What is also disturbing about these creatures is that Mergians do not seem interested in communicating with other species. In fact, they ignore any attempts to communicate with them at all. The Mergians just shamle around, bouncing off of whatever hard surfaces they can find. Most of the exploratory team members here have asked for transfers.

MGE

Nil

SERVICES

Grade B Di-Tritium

STRUCTURES

Exploratory colony

DEFENSES

Nil

MISERY A3-U31E-T64 (Hex:3335)

Misery is one of the most sparsely populated of the allied worlds in this sub-sector. It has been savagely battered by a constant bombardment of meteors over the last century. The joke is, "It doesn't just rain on Misery, it pours meteors!" The icepack is cratered with deep holes and the landscape looks like a frozen version of the moon.

Such savage storms have forced the frontiersman of Misery underground. SSDC maintains two small ground bases about a kilometer below the surface. Severe meteor storms can leave you stranded underground for days, unless you are courageous (foolhardy) enough to venture out into the fun! Telydyne is presently constructing an underground network of tunnels to connect the two settlements.

Many Rebels, and other fugitives from Galactic Law, have found a home here on Misery. Crime is a problem and gunfights are an all too common occurrence. The Alliance has appointed sheriffs to help enforce law on Misery, and prevent the total degeneration of its society.

MGE

Bounty Hunters (4)
Cuontol (2)
Drug Dealers (7)
Rebels (3)
Pirates (5)
Yontacha (4)

SERVICES

Grade A Di-Tritium
DNA Masking (3)
Laundering Services (4)
Identification Change (3)

STRUCTURES

Nil

DEFENSES

Patrols (1/4)
Early Warning Systems (3)

NACTEIN Y0-#80#-056 (Hex:3233)

A world that has been the subject of a mind boggling mystery since it was first explored. When SSDC explorers landed in 2114, they discovered a group of large circular mounds on Nactein. These structures were large enough to be visible from space. Excavation of the mounds uncovered no clues about their apparent function or origin. Mutzachan archaeologists have studied the site in depth and found no solutions to this mystery. The Council of Timar has quarantined the site until further answers can be obtained.

MGE

Nil

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Automated Defense Systems

NEPHGIA 6 A6-T66D-X72 (Hex:2833)

Nephgia 6 is noteworthy for its six geometrically shaped cloud cities, reminiscent of Mutzachan architecture. All six cities are sealed by large transparent domes, accessible only through magnetic windows. Two of these cities are mining facilities that extract nitrogen from the atmosphere. Nitrogen is shipped out in raw form and is produced into gunpowder and fertilizer to be used throughout the galaxy. Human Antique Systems Corporation maintains its headquarters on Nephgia 6 at Bawedan.

Uewran is the home of several magnificent libraries. The largest, the Archives of Seafleik, is owned by a Vissu sage for whom the library was named. The Archives are famous, providing volumes of information on all aspects of the sector.

The other three cities, Rillvake, Farflight, and Acrine, are multi-service cities with few outstanding interests to the traveler.

MGE

Vissu (4)
Black Market (3)

SERVICES

Grade A of All Fuel Types
Networks (2)
Terr. Knowledge Service

STRUCTURES

Cloud Cities
Corporate Headquarters

DEFENSES

Layered Array (5)
Early Warning Systems (2)
Space Platforms (3)

RIOPAITE I5-H81M-M81 (Hex:3230)

This is an independent Eridani world controlled by the Kandica Andku, a right wing Eridani faction that sees the ways of the main Eridani government as being weak and unacceptable. They believe in total victory for the Swordsaint nation, whatever the cost. Although still building a power base and recruiting, the Kandica Andku have already managed to acquire several destroyer class warships, numerous fighter craft, and rather extensive reserves of land based weaponry.

Approximately 25,000 Eridani live on the methane world of Riopaita. The Kandica Andku are recognized by their skull helmets and

black bladed swords. Their leader is known as Erius Calad-imoc, or Grim God, an Eridani of immense strength and skill who leads his people as if a demigod. It is rumored that he was once an instructor at the school of Swintash. Erius Calad-imoc is ruthless and indomitable.

The Alliance and the Eridani government keep a watchful eye on Riopaita. This world is self-sufficient and does not trade with outsiders. Sympathetic Eridani or Kizanti can receive training here.

MGE

Kandica Andku

SERVICES

Grade C Di-Tritium
Hyper-Training (5)

STRUCTURES

Nil

DEFENSES

Early Warning System (4)
Fleets (L/P)
Ground Lasers (5)
Ground Slug Throwers (4)
Ground Based Missiles (6)
Large Fighter Base

ROEN U0-#00#-M54 (Hex:2430)

The desert world of Roen has been abandoned by its owners, the Phentari Exploration Firm. All six ARSAP (Advanced Reconnaissance, Survey, And Patrol) teams have disappeared, along with four combat teams who were sent here in search of them. Available for sale or lease. A small contingent of Sarands abandoned here are believed to still be alive.

MGE

Sarands (1)

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Nil

SHADEx I#-####-056-G (Hex:2531)

The Shadex ghost planet has been studied for a dozen years and no access route has ever been discovered. It is apparently a thriving oxygen-atmosphered planet, with regular interstellar trade. Alien vessels are constantly seen entering and leaving orbit of both Shadex and its orbiting moons. No other information is available on this planet.

SORIM 2 I4-F05C-055 (Hex:2840)

The separatist Zen world of Sorim 2 has the second largest concentration of Healers in the universe. Some 5 million Zens live here, along with a million Chatilians and about 500,000,000 Hurbs, a vaguely humanoid looking race that advocates communism. Sorim 2 is completely self sustaining, importing virtually nothing. It exports medicine and food and medical technology can be purchased here for 1/2 of the standard price.

The communist government of Sorim 2, the Collective Will, is proof that communism can work on a large scale. The planet is a high tech agrarian world. Weapons are prohibited. A police cruiser regularly patrols the planet.

MGE

NAM (3)
Mentors (All) (2)
Vissu (3)

STRUCTURES

Nil

SERVICES

Grade A-Di-Tritium
Rent-A-Skill

DEFENSES

Automated Defense Systems
Early Warning Systems (5)
Patrols (4/2)

STEN'S WORLD 5 I1-H12F-057 (Hex:2829)

Currently inhabited by a handful of researchers and technicians, Sten's World 5 is an earth-like planet with some of its own lifeforms. They have been described as near-simian to aboriginal development who have proven to be hostile. Land here at your own risk.

MGE

HAL

STRUCTURES

Nil

SERVICES

Grade C-Di-Tritium

DEFENSES

Automated Defense Systems

SUEIMMA (Catapult) 07-U03D-N30 (Hex:3136)

This is actually a small moon, orbiting the eighth planet of the star system. 60% of Sueimma's surface is covered with Alliance bases, solar collectors, defensive systems, and support facilities, giving the moon an artificial look from orbit. Rumor has it that a huge mass-driver is being constructed on Sueimma, which will be capable of destroying not only large vessels, but perhaps small moons. The mass-driver will circle the moon at its equator and utilize super-powerful magnetic conductors as well as the moon's own magnetic and gravitational forces to propel star-ship sized projectiles.

Rumors hint that these projectiles may even be able to utilize star-gates! Imagine waiting at a stargate for clearance when suddenly all ships receive a warning signal to clear the gate. The gate opens. Nothing is seen to come through. The all clear is given. Later it is heard that a Rebel base on some unexplored planet not far from the stargate was laid waste by an incredible explosive force which upset the planet's entire biosphere. Imagine if these projectiles were to be fitted with chemical or biological warheads.

If any of this is true, then the Alliance is spending enormous sums of money on a very grim weapon. Whatever the case, over a dozen warships make port on Sueimma and patrol the system regularly. A support fleet of construction and maintenance ships numbering over 100 is stationed here. Balshrom Science Corporation appears to be intimately involved with the project here.

Off limits to unauthorized personnel. Freighters may be indiscriminately searched with no notice.

MGE

Balshrom Forces
Galactic Forces

SERVICES

Grade A Di-Tritium
Grade B Ti-Tritium
Refit (3)

STRUCTURES

Nil

DEFENSES

Complex Battle Array (5)
Bio-Sentient Organisms (5)
Early Warning Systems (5)
Fleets (L/PCNN)
Flux Shield (7)
Ground Slug Thrower (10)
Orbital Mines (8)
Space Platforms (9)

TARAWA 5 Uα-αααα-ααα (Hex:3531)

Tarawa 5 is a large binary star system. Seventeen planets orbit around a F0, cepheid variable and a red dwarf. Over ninety moons circle fourteen of the seventeen planets. Furthermore, an asteroid belt exists between the third and fourth planets.

This system has yet to be fully explored. SSDC has staked a claim and plans on sending an Explorer Corps team to survey things. Long range scanners have concluded a high probability of vegetation on the sixth planet, making this a possibility for colonization in the near future.

MGE

Unknown

SERVICES

Nil

STRUCTURES

Unknown

DEFENSES

Unknown

TRI-DAHN MATROCRACY (Hex:3437)

Named Dahn after the Cizerion scout who discovered it, Tri-Dahn's government is comprised of a council of matrix controllers, hence the title "matrocracy" (not to be confused with matriarchy, a rule by females). The matrocracy spans the three inhabited planets of this system. None of these worlds are normally habitable, possessing thin or tainted atmospheres, so the Tri-Dahn citizens live inside large dome cities, one per world. The system's population is composed of races from all across the galaxies, especially a high number of common slave races who escape to this system because of its "no slavery" policy. The prevalent matrix using races, and those who have learned to harness power, can be found here in abundance. The founding members of the council, individuals known as "the Grand Matrixes," are two Mutzachs, two Chatilians, a Zen, and a Misha known only as the Star Sage. The identities of these individuals are not known, though suspected. The council rules in secrecy from an unknown location somewhere within the system, cloaked by their own great powers. The Alliance seems to have no real interest in, nor fear of, this politically reclusive enclave, and follows a policy of non-intervention with regard to the Tri Dahn Matrocracy. A few "observers" have been sent here, but have been knowingly shuffled away by the friendly security forces.

Established only about twenty-five years ago, this system has grown into an icon of freedom and peace, as well as dedication to the scholarly arts. Multiple colleges exist for the study of matrices, as well as other fields of interest such as the social sciences and even technical and commercial pursuits. Over one million species of plants are maintained in the schools' greenhouses, including some that are illegal to grow within Alliance jurisdiction. Much botanical research is being conducted here and all projects require the approval of the council.

before funding is granted. So far, no military related programs have been granted funding, reflecting the peaceful disposition of this government. Only citizens may fully gain access to these institutions, while non-citizens must pay exorbitant fees. This is how the matrocracy generates much of its income.

Citizenship may be attained only by enrolling at one of the schools for a year (standard), and then passing through a series of exams, which include having the depths of your mind read to insure your peaceful intentions. Yearly taxes levied are only 5%, and are waived completely if you make under 40,000cr annually.

Socrates I6-T310-N51: The innermost inhabited planet in this system is known as Socrates, in honor of the ancient Earth philosopher. Over 55,000 citizens live on Socrates, which exports starship drive parts. This dome city lies within a large crater and is often referred to as the "Rainbow Bubble." The people of Socrates are fairly technical in their applications and various experimental and unidentifiable machines can be seen roaming the streets performing unknown or uncontrolled tasks. The machines pose little threat, as there are strict laws governing artificial intelligence. The greatest portion of the populace of Socrates is Mutzachan, and a small contingent of Goola-Goola technicians reside here also. Maybe there is danger after all!

MGE Mentors (M) (7)	SERVICES Grade A Di-Tritium Grade A Ti-Tritium Legal Networks (3) Robotics Repairs (5)
STRUCTURES Dome Cities	DEFENSES Unknown

Gaia I6-T310-N51: The second inhabited planet is called Gaia, and is the home of most of the Tri-Dahn's natural studies. The city's population is roughly 100,000 and is demographically weighted towards Zen and Gemini. Neither one of these races is prolific, accounting for about 10% of the city's population. The school of Botany is located here, as well as the Clinic For Benevolent Medicine, a Zen based organization which is involved in research of the most nefarious diseases in the universe. Studies include the rare Fuglobis Dysentery which causes its victims to spontaneously excrete their bowels. The virus almost always results in death. Its origins remain a mystery.

Benevolent Medicine is developing antidotes for all major toxins, including chemical and biological agents used in military roles. The scientists of Gaia show great enmity for ARM, and will always drop any current projects to deal with any micro-organic weapons the Anarchists unleash on innocent populations. ARM, in turn, is forever attempting to infiltrate the clinic and obtain samples of new and more devastating plagues for use as weapons. The city maintains extensive open areas devoted to hydroponic farms and artificial farmlands, which provide 85% of the matrocracy's food supply.

MGE Mentors (Z) (5) Gemini (see GUII)	SERVICES Grade A Ti-Tritium Grade A Di-Tritium
STRUCTURES Dome Cities Medical Research Centers (9)	DEFENSES Unknown



Two Alliance xenobiologists study the lumbering Thlump, native to Sten's World. The simian-like inhabitants of Sten's World avoid the Thlumps at all costs, although the Thlumps do not seem to be aggressive

Freehold I6-T310-N51: The third city, and the administrative center of the entire government, is called Freehold. The metropolis is a thriving trade and educational city with over 175,000 inhabitants. This is by far the largest of the three cities. Chatilians, Vissu sages, Misha and other more exotic matrix controllers make-up this city's denizens. Freehold's major industry is education and exports information.

The annual Tri-Dahnian Universal Encyclopedia is produced on Freehold, a well respected work which brings in some 500,000,000cr worth of revenue each year. Considering the rate of information increase in raw volume, this effort grows by an average of 20% annually. This work would comprise over 800,000 pages if translated into printed text! And that's the abridged version!

There is no official war machine maintained by the government of Freehold, as the great number of matrix controllers serve to deter most acts of hostility. The Eridani see this place as a den of thieves and cowards. Security is very tight and it is nearly impossible to gain entrance to these enclaves with any hostile intentions in mind.

The Tri-Dahn security forces are capable of penetrating most anti-psycho devices, as no one has ever been able to invade these complexes unbidden. Although privacy is respected, it is taken for granted that your thoughts can't be completely concealed. Most citizens are very open and a common saying heard is, "He wears his mind on his sleeve."

MGE

Mentors (All) (5)
Benjari (3)
Eikeel (4)
Cashou

SERVICES

Hyper-Training (5)
Terr. Knowledge Service

STRUCTURES

Dome Cities

DEFENSES

Unknown

TRISXON I5-U01M-O48 (Hex:2140)

The abandoned Trisxon Kraked outpost was re-discovered and recently the Kraked government pushed to gain back the rights to this planet from the Telydyne Corporation, which had built up mining facilities. The federal government gave the planet back to the Kraked! Consequently, the number one Alliance mega-corporation has filed suit against the government for breach of contract. Many contend that the central government caved into threats of hostilities from the potent Kraked adversary. Military conservatives call the decision to allow the Kraked to maintain a base deep within Alliance territory as foolhardy. However, the Alliance is attempting to improve relations with its historic adversary in the wake of the Arachnid threat.

The Kraked government is considering opening up trade with the Alliance.

MGE

Krakeds (see Hell's Kitchen)

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Fleets (Kraked)
Other Capabilities Unknown



S37, one of the fleet of S.C.A.M.P. (Self Contained Asteroid Mining and Processing) ships owned by AMC. Typically crewed by 20, S.C.A.M.P.s are highly automated; seen here loading refined ore onto a bulk container-freighter

THE VOIDLANDS INTERSTELLAR STOCK MARKET TRADE INDEX

PLANET	MIN	NARC	MAN.	GOODS	SLAVES	LGA	A.I.	HGA	FOOD	LUXURY	WATER	TECH	MED	MACH	PRECIOUS
Ampyria	L10	▣	▣	▣	▣	L12	▣	L12	L12	▣	L16	▣	▣	▣	L18
Auckland	L10	▣	▣	▣	▣	L11	▣	L14	L1	▣	L1	▣	▣	▣	L12
Bemnufont	4	4	2	5	4	6	5	3	3	3	3	5	7	5	4
Derbis	L1	▣	▣	▣	▣	L14	▣	L12	L3	▣	L2	▣	▣	▣	L14
Faraway	4	4	7	0	2	0	2	4	6	4	4	8	6	5	6
Flussen	L14	▣	▣	▣	▣	L10	▣	L11	L1	▣	L2	▣	▣	▣	▣
Freehold	4	0	3	0	4	3	5	5	5	5	7	3	2	4	3
Gaia	7	0	3	0	4	5	4	2	4	4	2	5	2	5	0
Heiniland	L9	▣	▣	▣	▣	L15	▣	L11	▣	▣	▣	▣	▣	▣	L12
Inguis	5	7	8	7	4	0	6	3	7	7	1	8	6	7	4
Krytea	3	6	5	5	2	6	3	4	5	5	3	6	5	7	3
Librin (Haven)	4	6	6	0	2	0	4	7	7	7	9	7	7	6	3
Loagos	L11	▣	▣	▣	▣	L10	▣	L16	L7	▣	L2	▣	▣	▣	L20
Mentio	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Merg	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Misery	2	4	7	3	4	0	5	6	8	8	6	7	8	6	4
Nactein	L10	▣	▣	▣	▣	L14	▣	L14	L1	▣	L1	▣	▣	▣	L15
Nephgia 6	2	5	7	5	4	7	5	6	5	5	5	4	5	5	4
Omus	2	5	5	5	2	9	1	5	8	5	5	5	4	7	2
Riopaite	5	6	2	5	5	7	6	4	3	4	4	7	7	4	4
Roen	L15	▣	▣	▣	▣	L18	▣	L18	▣	▣	▣	▣	▣	▣	L13
Socrates	5	0	6	0	5	2	5	5	7	5	5	2	2	2	0
Sorim 2	4	5	4	0	4	4	5	2	5	5	2	5	1	4	3
Sten's World 5	L14	▣	▣	▣	▣	L15	▣	L15	L7	▣	L1	▣	▣	▣	L16
Sueimma	4	0	7	8	5	9	5	8	7	7	8	9	7	7	0
Tarawa 5	L11	▣	▣	▣	▣	L12	▣	L12	L4	▣	L4	▣	▣	▣	▣
Trisxon	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Uro's World	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Varre	2	6	6	6	1	5	3	4	8	8	4	6	5	7	3

URO'S WORLD I6-U41Q-043 (Hex:2136)

Uro's World is owned by self-made trillionaire Austin Uro, the industrialist. He has been a member of almost all of the corporate boards for the Big Ten at one time or another. Now he relaxes on his own little planet, which has more security than most starbases. He is planning to attain the Presidential office, a job he feels is rightfully his. He is not popular, because the masses see him as a megalomaniacal Gen-Human.

MGE

Mercenaries (7)

SERVICES

Nil

STRUCTURES

Resorts (2,4,7)

Virtual Reality Centers

DEFENSES

Layered Array (4)

Early Warning Systems (8)

Fleets (L/P)

Orbital K-Sats (7)

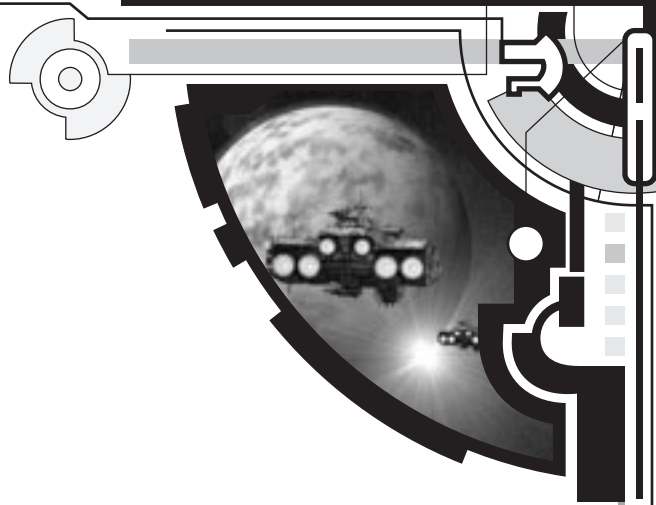
Orbital Mines (6)

Space Platforms (5)



CHAPTER 13

Contacts & Networks • 13



IN THIS CHAPTER...

Starting Contacts
Contact Strength
Contact Maintenance
Contact Location
Networks

◀ On the mostly uninhabited world of Penselar, rumored to be somewhere in the Krsytlex Asteroid Belt, there exists a creature of legend. It is called the Black Bird of Penselar. This being is purportedly capable of seeing into the future. It is a peaceful creature, but there have been attempts, both private and government sponsored, to capture it. All such attempts have failed, for the being appears to know when and how the assailants intend to take him. His response has been exceptionally violent. The being apparently possesses empathic powers, which it uses with great skill. Some claim that he has taught them Empathic powers previously unknown. Many have sought him out as a mentor, few have ever succeeded in finding him, and still fewer have ever returned to tell of their encounter. All verify that the being opens up their souls and asks them to defend their existence. Those who pass the test are taught. Those who fail perish.

The Black Bird of Penselar carries what he calls a Globe of Vision. Through this, he claims to be able to see the different possible time streams that one's life will take, and therefore be able to shed light on a person's possible future. Unsubstantiated reports claim that this being has been encountered outside the desolate world of Penselar.

he Alliance is a huge place that is ever expanding. Characters will travel more on a typical mission than most Alliance citizens will in their entire life. Characters will run into situations where a crucial piece of information or a vital piece of equipment will make the difference. This is where contacts come in. Characters can develop powerful contact networks that can provide vital assistance in

times of need.

Starting Contacts

Each PC begins the game with a certain number of contacts based on their race which is then modified by Charisma and Social Class. All PCs, regardless of race or modifiers begin the game with one level 5 contact (see Contact Strength below) on their homeworld.

STARTING CONTACTS BY RACE

RACE	CONTACTS	RACE	CONTACTS
Aeodronian	2	Kizanti	2
Ashanti	4	Jezzadeic	6
Andromeni	5	Mazian	2
Chatilian	3	Misha	4
Cizerack	3	Mutzachan	4
Eridani	6	Orion Rogue	7
Fott	1	Phentari	6
Furbl	7	Python Lizard	2
Gemini	5	Ram Python	2
Gen-Human	7	Sye-Men	3
Goola-Goola	4	Tanndai	3
Human	6	(Tza) Zen Rigel	7
Ikkrini	5		

Note: I-Bots never start with contacts.

CHARISMA MODIFIERS

SCORE	MODIFIER	SCORE	MODIFIER
-30 - 00	-3	51 - 75	0
01 - 25	-2	76 - 100	+1
26 - 50	-1	101 - 125	+2

SOCIAL CLASS MODIFIERS

CLASS	MODIFIER	CLASS	MODIFIER
Poverty	-2	Content	+1
Lower	-1	Wealthy	+2
Middle	0	Rich	+3
Upper Middle	+1	Loaded	+4

Each contact will have useful information in one field of expertise. Roll on the table below to determine the contact's knowledge area. If a PC wants to find a contact in a particular skill area later in their career, the BM must make a

judgement as to whether they could find such a contact on the world they are looking (i.e. it would be impossible to find a contact in Alien Tech on a Ram tree-farm world). There is a 03% cumulative chance per day of active searching that a PC can find the contact he needs. If the desired contact is available, the PC must make a successful Persuasion check to establish a level 1 contact in that field (BM may also want to roleplay the encounter).

CONTACT AREA OF EXPERTISE

ROLL	CONTACT	ROLL	CONTACT
01	ARM	37 - 42	Legal Network
02 - 03	Arlington Assoc.	43 - 45	Madusiams
04 - 06	Arms Dealer	46 - 50	Mentor
07	Black Monday	51 - 60	Moig Dua
08 - 12	Bounty Hunter	61 - 62	Mutants
13	Cuontol	63 - 80	Network*
14 - 16	Customs Agent	81 - 83	Pascians
17	Doltharians	84 - 85	Pirates
18 - 20	Drug Dealers	86 - 87	Rebels
21 - 22	Eikeel	88 - 90	Sarands
23 - 30	Gov. Network	91 - 92	Shepherds
31 - 32	Hemarean	93	Sheustron
33	Kimyaruk	94 - 96	Silk Lambs
34 - 35	Kizmetor	97 - 99	Smugglers
36	Krakeds	100	Xarians

Note: When Network is rolled, roll on the following table to determine what skill area your contact is in. These contacts will work the same as a Network developed through skills (see Networks below).

NETWORK TYPES

ROLL	SKILL	ROLL	SKILL
01 - 05	Physical	46 - 50	Journeyman
06 - 08	Academic	51 - 55	Medical
09	Alien Tech	56	Mental
10	Animal Hand.	57 - 62	Military
11 - 12	Arts & Crafts	63 - 64	Robotics
13 - 18	Business	65 - 70	Sciences
19 - 22	Communications	71 - 73	Security
23 - 30	Computers	74 - 79	Social
31 - 32	Cybernetics	80 - 88	Vehicles
33 - 38	Deep Space Ops	89 - 95	Weapons
39 - 40	Engineering	96 - 100	Weap. Gunnery
41 - 45	Espionage		

Contact Strength

For each starting contact roll a d10; the result is the strength of the contact. A level 1 contact will not provide any help unless immediately rewarded, while a level 10 contact will possibly die for the PC. The strength of the contact represents a percentage chance that the contact will be able to help the PC. Thus a level 5 contact would have a 50% chance of being useful.

The strength of the contact can be increased by using proficiency

points. For every proficiency point spent on a contact the strength is increased by 1.

Note: Bribes can of course be used to create a contact. Generally 1,000cr for a level 1 contact, the price doubling for each level higher. The cost is totally up to the BM however. For instance a level 10 contact in the computer industry would cost WAY more than a level 10 contact in a social skill category. Bribed contacts are also more difficult to maintain (see below).

Contact Maintenance

"You never call. You don't love me anymore. Why should I help you? Show Huggy Ram some love!"

All contacts' strength degrades as time goes on (the exception being the PC's homeworld contact. This contact needs no maintenance). For every year of inactivity, a contact's strength is reduced by 1. This can be avoided by expending a proficiency point, per year, for each of a character's contacts. Bribed contacts lose 2 points of strength per year of inactivity.

Every time you use a contact, its strength is reduced by 1 temporarily. This will last through the current adventure. This means high level contacts will allow you to call on their services more often. You can't go to the well too often with the low end contacts.

Conversely, a PC's contact may ask for help from time to time. If a PC does not help a contact when requested, that contact's strength is reduced by 2.

Contact Location

"If only I was on Naxtar, that dude I helped out once, Coop Shwag, could get me out of this jam."

Having contacts is one thing, being near them when you need them is another. The Alliance sprawls across multiple galaxies, and there's no telling where you'll be from one day to the next. If you're lucky, you'll be somewhere familiar and have a few buddies around that can help.

Because of the size of the Alliance it would be next to impossible, in game terms, for PCs to ever run into their contacts. Below is a list of random locations as a starter for contact locations. The Battle Master should probably step in at this point, and give the players suitable locations for their contacts, that will allow them to be useful in their campaign. It tends to be frustrating when all your contacts are in the Core Worlds, but you're never adventuring anywhere but the Fornax Galaxy.

CONTACT LOCATION

ROLL	CONTACT LOCATION
01 - 20	Core Worlds
21 - 25	Character's Homeworld
26 - 36	The Industrial Province - No Man's Land
37 - 50	The Denderon Hemisphere - No Man's Land
51 - 60	The Plains of Desolation - No Man's Land
61 - 65	The Voidlands - No Man's Land
66 - 72	The Gyran Republic - Hell's Kitchen
73 - 85	The Ivory Coast - Hell's Kitchen
86 - 90	The Xarian Confederacy - Hell's Kitchen
91 - 100	Hell's Kitchen

These are only guidelines, and the Battle Master should use or modify this table as he/she/it sees fit.

Another method for finding some help is asking if the PC's contact knows anyone close by, or a "proxy contact." The chance that your contact can recommend someone closer is equal to his level (level 6 = 60% chance). That proxy contact has a temporary level equal to half the original's level and only for that one encounter.

Note: When Core Worlds is rolled, roll a d12 (12 races in the rulebook) to determine which races' homeworld the contact is on. The Battle Master may allow the Core Worlds roll to include the homeworlds of other PC races.

Note: When one of the subsectors from *No Man's Land* or *Hell's Kitchen* is rolled, roll randomly to determine what planet the contact is on (see the Interstellar Stock Market Trade Index list at the end of each subsector chapter).

Networks

Networks are groups of colleagues or friends that generally exist in the same profession and social circles. PCs will meet them in their chosen skill fields during training, on a mission, or just on the town. A network contact represents these friends and associates.

Network contacts are gained automatically as a PC increases in skill points. Once a PC reaches expertise in a field (40 points) he has gained a level 1 network in that field. Each year, the PC has a percentage chance of half their total proficiency points in that field to increase the network strength 1 point (allowable only if experience points were expended in that field during the year). The more skilled you become, the more your name is known and the more friends you have. If you

would like to have a contact in a specific skill (Mechanical Engineering as opposed to just Engineering) ignore the network rule above and use the BC column in the skills list to determine whether you have gained a contact or not (see the *Battlelords* rulebook and *Galactic Underground* for details).

Networks are mainly there to provide information. Legal Networks allow you to find lawyers or local law information when you get in a jam (that never happens!), and government networks mainly help with cutting through the titanic Alliance bureaucracy. Skill networks can get you the latest information and trends in your field of expertise. The hypernet allows these networks to exist. Therefore you don't necessarily have to be on a certain planet or in a certain city to hook up with your network.

Note: Network contacts do not need maintenance like other contacts unless they are rolled randomly and not gained through skill advancement.

Note: A Network will only ask assistance from the PC if he/she gained that Network through skills. Characters who rolled a Network randomly will not be asked for help.



Appendix A • MGE, Services, Structures Index

SECTOR	PLANET	HEX #	SECTOR	PLANET	HEX #	SECTOR	PLANET	HEX #
MAJOR GROUP ENCOUNTERS								
ARM			Eikeel			Mentors (Zen)		
Industrial Province	Makin	(0546)	Industrial Province	None		Industrial Province	Naxtar	(0944)
Denderon Hemisphere	None		Denderon Hemisphere	Grandle Hospis	(3351)	Denderon Hemisphere	Balshrom	(3151)
Plains of Desolation	Jaloon	(1238)	Denderon Hemisphere	Terasaarin Depot	(2751)	Denderon Hemisphere	Destiny	(2143)
Voidlands	Mentio	(3240)	Plains of Desolation	Daeyrieen	(1437)	Plains of Desolation	Kermadec	(0833)
			Voidlands	Freehold	(3531)	Plains of Desolation	Prexeh	(1135)
Arlington Association			Kimyaruk			Plains of Desolation	Relter	(1536)
Industrial Province	Naxtar	(0944)	Industrial Province	Dnar	(0943)	Plains of Desolation	Vanaal	(1432)
Denderon Hemisphere	Talberma	(3149)	Industrial Province	Evanca	(1145)	Voidlands	Krytea	(2935)
Plains of Desolation	None		Denderon Hemisphere	Naxtar	(0944)	Voidlands	Sorim 2	(2840)
Voidlands	None		Denderon Hemisphere	Grandle Hospis	(3351)	Voidlands	Tri-Dahn Mat.	(3531)
Arms Dealers			Denderon Hemisphere	Loire	(3548)	Mercenaries		
Industrial Province	Eric's Place	(1141)	Plains of Desolation	Edtne	(0238)	Industrial Province	Coandas	(1450)
Industrial Province	Yeppter	(0549)	Plains of Desolation	None Hope	(1239)	Industrial Province	Eric's Place	(1141)
Denderon Hemisphere	Annogrebia	(3450)	Voidlands	None		Industrial Province	Evanca	(1145)
Plains of Desolation	None		Kizmetor			Industrial Province	Fear	(0244)
Voidlands	None		Industrial Province	None		Industrial Province	Naxtar	(0944)
Black Monday			Denderon Hemisphere	None		Denderon Hemisphere	Balshrom	(3151)
Industrial Province	Naxtar	(0944)	Plains of Desolation	Arghen IV	(1734)	Denderon Hemisphere	Loire	(3548)
Denderon Hemisphere	None		Plains of Desolation	Kente	(1729)	Plains of Desolation	Daeyrieen	(1437)
Plains of Desolation	None		Voidlands	None		Voidlands	Omus	(2337)
Voidlands	None		Madusiams			Voidlands	Faraway	(3134)
Bounty Hunters			Industrial Province	None		Voidlands	Uro's World	(2136)
Industrial Province	Drendlets	(1551)	Denderon Hemisphere	None		Moig Dua		
Industrial Province	Eric's Place	(1141)	Plains of Desolation	Padanh	(1531)	Industrial Province	None	
Industrial Province	Frollen	(1741)	Plains of Desolation	Ssithiss	(0139)	Denderon Hemisphere	Penrhyn	(2452)
Industrial Province	Yeppter	(0549)	Voidlands	None		Denderon Hemisphere	Terasaarin Depot	(2751)
Denderon Hemisphere	Connec	(2950)	Mentors (Chatilian)			Plains of Desolation	Arghen IV	(1734)
Denderon Hemisphere	Penrhyn	(2452)	Industrial Province	Naxtar	(0944)	Plains of Desolation	Kente	(1729)
Denderon Hemisphere	Xxipt	(2142)	Denderon Hemisphere	Balshrom	(3151)	Voidlands	Krytea	(2935)
Plains of Desolation	Jilleal	(1030)	Denderon Hemisphere	Kipling	(2647)	NAM		
Voidlands	Misery	(3335)	Plains of Desolation	Kermadec	(0833)	Industrial Province	None	
Cuontol			Plains of Desolation	Prexeh	(1135)	Denderon Hemisphere	None	
Industrial Province	None		Plains of Desolation	Quietus	(1133)	Plains of Desolation	None	
Denderon Hemisphere	Eridai	(2946)	Plains of Desolation	Pren	(1837)	Voidlands	Sorim 2	(2840)
Plains of Desolation	None		Plains of Desolation	Relter	(1536)	Pascians		
Voidlands	Misery	(3335)	Plains of Desolation	Solitude	(0337)	Industrial Province	Coandas	(1450)
Doltharians			Voidlands	Bemnufont	(2337)	Denderon Hemisphere	None	
Industrial Province	Drenels	(0348)	Voidlands	Derbis	(2031)	Plains of Desolation	Xensera	(1835)
Industrial Province	Eric's Place	(1141)	Voidlands	Krytea	(2935)	Voidlands	None	
Industrial Province	Naxtar	(0944)	Voidlands	Sorim 2	(2840)	Pirates		
Denderon Hemisphere	Balshrom	(3151)	Voidlands	Tri-Dahn Mat.	(3531)	Industrial Province	Coandas	(1450)
Denderon Hemisphere	Grandle Hospis	(3351)	Mentors (Mutzachan)			Industrial Province	Eric's Place	(1141)
Denderon Hemisphere	Penrhyn	(2452)	Industrial Province	Delegra	(0646)	Industrial Province	Naxtar	(0944)
Plains of Desolation	Harper's World	(1739)	Industrial Province	Naxtar	(0944)	Industrial Province	Myntal-5	(0551)
Voidlands	Krytea	(2935)	Industrial Province	Numis	(1650)	Denderon Hemisphere	Talberma	(3149)
Drug Dealers			Industrial Province	Puringa	(1542)	Denderon Hemisphere	Xxipt	(2142)
Industrial Province	Myntal-5	(0551)	Denderon Hemisphere	Balshrom	(3151)	Plains of Desolation	Kermadec	(0833)
Denderon Hemisphere	None		Denderon Hemisphere	Brethia	(3146)	Plains of Desolation	Ophea	(1134)
Plains of Desolation	Kermadec	(0833)	Denderon Hemisphere	Venu	(2250)	Plains of Desolation	Prexeh	(1135)
Plains of Desolation	Ophea	(1134)	Plains of Desolation	Kermadec	(0833)	Voidlands	Ampyria	(2035)
Plains of Desolation	Prexeh	(1135)	Plains of Desolation	Prexeh	(1135)	Voidlands	Inguis	(2333)
Voidlands	Misery	(3335)	Plains of Desolation	Relter	(1536)	Voidlands	Misery	(3335)
			Plains of Desolation	Shonjem	(1336)	Sarands		
			Voidlands	Bemnufont	(2337)	Industrial Province	Yeppter	(0549)
			Voidlands	Krytea	(2935)	Denderon Hemisphere	None	
			Voidlands	Sorim 2	(2840)	Plains of Desolation	Quietus	(1133)
			Voidlands	Tri-Dahn Mat.	(3531)	Voidlands	Roen	(2430)

NO MAN'S LAND

SECTOR	PLANET	HEX #	SECTOR	PLANET	HEX #	SECTOR	PLANET	HEX #
Denderon Hemisphere	Balshrom	(3151)	Plains of Desolation	Kermadec	(0833)	Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Brethia	(3146)	Voidlands	None		Plains of Desolation	Pren	(1837)
Denderon Hemisphere	Connec	(2950)	Government Networks			Plains of Desolation	Quietus	(1133)
Denderon Hemisphere	Eridai	(2946)	Industrial Province	None		Plains of Desolation	Shonjem	(1336)
Denderon Hemisphere	Grandle Hospis	(3351)	Denderon Hemisphere	Grandle Hospis	(3351)	Voidlands	Bemnufont	(2337)
Denderon Hemisphere	New Hebrides	(2544)	Plains of Desolation	New Hope	(1239)	Voidlands	Nephgia 6	(2833)
Denderon Hemisphere	Talberma	(3149)	Voidlands	Inguis	(2333)	Voidlands	Freehold	(3531)
Denderon Hemisphere	Terasaarin Depot	(2751)	Hyper-Training			Weapon Stations		
Denderon Hemisphere	Xxipt	(2142)	Industrial Province	Drenels	(0348)	Industrial Province	Naxtar	(0944)
Plains of Desolation	A'Thanniss	(0530)	Industrial Province	Eric's Place	(1141)	Denderon Hemisphere	Balshrom	(3151)
Plains of Desolation	Daeryieen	(1437)	Industrial Province	Numis	(1650)	Denderon Hemisphere	Eridai	(2946)
Plains of Desolation	Harper's World	(1739)	Denderon Hemisphere	Connec	(2950)	Denderon Hemisphere	Grandle Hospis	(3351)
Plains of Desolation	Kente	(1729)	Denderon Hemisphere	Grandle Hospis	(3351)	Plains of Desolation	Harper's World	(1739)
Plains of Desolation	Kermadec	(0833)	Denderon Hemisphere	Loire	(3548)	Plains of Desolation	Kente	(1729)
Plains of Desolation	New Hope	(1239)	Plains of Desolation	New Hope	(1239)	Plains of Desolation	Padanh	(1531)
Plains of Desolation	Pren	(1837)	Voidlands	Krytea	(2935)	Plains of Desolation	Xensera	(1835)
Plains of Desolation	Prexeh	(1135)	Voidlands	Rioipaite	(3230)	Voidlands	Omus	(2337)
Plains of Desolation	Relter	(1536)	Voidlands	Freehold	(3531)	Voidlands	Inguis	(2333)
Plains of Desolation	Sasba	(1032)	Identification Change			Voidlands	Krytea	(2935)
Plains of Desolation	Ssithiss	(0139)	Industrial Province	Myntal-5	(0551)	STRUCTURES		
Plains of Desolation	Xensera	(1835)	Industrial Province	Naxtar	(0944)	Medical Research Centers		
Voidlands	Bemnufont	(2337)	Denderon Hemisphere	None		Industrial Province	Bena 4	(0941)
Voidlands	Inguis	(2333)	Plains of Desolation	Kermadec	(0833)	Industrial Province	Evanee	(1145)
Voidlands	Krytea	(2935)	Voidlands	Misery	(3335)	Industrial Province	Floiye	(0649)
Voidlands	Sueimma	(3136)	Laundering Services			Denderon Hemisphere	Destiny	(2143)
Armor Repair Stations			Industrial Province	Myntal-5	(0551)	Denderon Hemisphere	Nitros	(2541)
Industrial Province	Eric's Place	(1141)	Industrial Province	Naxtar	(0944)	Plains of Desolation	Kermadec	(0833)
Industrial Province	Frollen	(1741)	Denderon Hemisphere	Grandle Hospis	(3531)	Voidlands	Gaia	(3531)
Industrial Province	Ghalak	(0147)	Denderon Hemisphere	Terasaarin Depot	(2751)	Prisons		
Industrial Province	Naxtar	(0944)	Plains of Desolation	Kermadec	(0833)	Industrial Province	Coandas	(1450)
Denderon Hemisphere	Balshrom	(3151)	Voidlands	Inguis	(2333)	Industrial Province	Gumrana	(1046)
Denderon Hemisphere	Grandle Hospis	(3351)	Voidlands	Misery	(3335)	Industrial Province	Krisr	(0742)
Plains of Desolation	Harper's World	(1739)	Legal Networks			Industrial Province	Naxtar	(0944)
Plains of Desolation	Kente	(1729)	Industrial Province	Coandas	(1450)	Denderon Hemisphere	Alpha-2	(2646)
Plains of Desolation	New Hope	(1239)	Industrial Province	Eric's Place	(1141)	Denderon Hemisphere	Annogregbia	(3450)
Plains of Desolation	Padanh	(1531)	Industrial Province	Naxtar	(0944)	Denderon Hemisphere	Tybo	(2050)
Plains of Desolation	Xensera	(1835)	Denderon Hemisphere	None		Plains of Desolation	Ahema	(1431)
Voidlands	Omus	(2337)	Plains of Desolation	Harper's World	(1739)	Plains of Desolation	Ophea	(1134)
Voidlands	Krytea	(2935)	Plains of Desolation	Kermadec	(0833)	Plains of Desolation	Shonjem	(1336)
Clonic Production			Voidlands	Bemnufont	(2337)	Voidlands	Bemnufont	(2337)
Industrial Province	Naxtar	(0944)	Voidlands	Krytea	(2935)	Shipyards		
Industrial Province	Numis	(1650)	Voidlands	Socrates	(3531)	Industrial Province	Coandas	(1450)
Denderon Hemisphere	None		Rent-A-Skill			Industrial Province	Naxtar	(0944)
Plains of Desolation	Harper's World	(1739)	Industrial Province	Naxtar	(0944)	Denderon Hemisphere	Alpha-2	(2646)
Voidlands	None		Industrial Province	Numis	(1650)	Denderon Hemisphere	Grandle Hospis	(3351)
Cybernetics Repair Station			Denderon Hemisphere	None		Denderon Hemisphere	Talberma	(3149)
Industrial Province	Frollen	(1741)	Plains of Desolation	Kermadec	(0833)	Plains of Desolation	Harper's World	(1739)
Industrial Province	Ghalak	(0147)	Plains of Desolation	Xensera	(1835)	Plains of Desolation	Kente	(1729)
Industrial Province	Myntal-5	(0551)	Voidlands	Krytea	(2935)	Plains of Desolation	New Hope	(1239)
Industrial Province	Numis	(1650)	Voidlands	Socrates	(3531)	Plains of Desolation	Sasba	(1032)
Denderon Hemisphere	Balshrom	(3151)	Robotics Repair Station			Voidlands	Krytea	(2935)
Denderon Hemisphere	Grandle Hospis	(3351)	Industrial Province	Ghalak	(0147)	DNA Masking		
Plains of Desolation	Harper's World	(1739)	Industrial Province	Numis	(1650)	Industrial Province	Drendlets	(1551)
Plains of Desolation	New Hope	(1239)	Denderon Hemisphere	Balshrom	(3151)	Industrial Province	Drenels	(0348)
Plains of Desolation	Xensera	(1835)	Denderon Hemisphere	Grandle Hospis	(3351)	Industrial Province	Myntal-5	(0551)
Voidlands	Krytea	(2935)	Plains of Desolation	Danuas	(1739)	Industrial Province	Naxtar	(0944)
DNA Masking			Plains of Desolation	New Hope	(1239)	Denderon Hemisphere	Penrhyn	(2452)
Industrial Province	Drendlets	(1551)	Voidlands	Omus	(2337)	Plains of Desolation	Kermadec	(0833)
Industrial Province	Drenels	(0348)	Voidlands	Socrates	(3531)	Voidlands	Misery	(3335)
Industrial Province	Myntal-5	(0551)	Terrestrial Knowledge Service Center			Fencing Operations		
Industrial Province	Naxtar	(0944)	Industrial Province	Delegra	(0636)	Industrial Province	Eric's Place	(1141)
Denderon Hemisphere	Penrhyn	(2452)	Industrial Province	Dnar	(0943)	Industrial Province	Myntal-5	(0551)
Plains of Desolation	Kermadec	(0833)	Terrestrial Knowledge Service Center			Denderon Hemisphere	Terasaarin Depot	(2751)
Voidlands	Misery	(3335)	Robotics Repair Station			Fencing Operations		
Industrial Province	Drendlets	(1551)	Industrial Province	Ghalak	(0147)	Industrial Province	Eric's Place	(1141)
Industrial Province	Drenels	(0348)	Industrial Province	Numis	(1650)	Industrial Province	Myntal-5	(0551)
Industrial Province	Myntal-5	(0551)	Denderon Hemisphere	Balshrom	(3151)	Denderon Hemisphere	Terasaarin Depot	(2751)
Industrial Province	Naxtar	(0944)	Denderon Hemisphere	Grandle Hospis	(3351)	Fencing Operations		
Denderon Hemisphere	Penrhyn	(2452)	Plains of Desolation	Danuas	(1739)	Industrial Province	Eric's Place	(1141)
Plains of Desolation	Kermadec	(0833)	Plains of Desolation	New Hope	(1239)	Industrial Province	Myntal-5	(0551)
Voidlands	Misery	(3335)	Voidlands	Omus	(2337)	Denderon Hemisphere	Terasaarin Depot	(2751)
Voidlands	Misery	(3335)	Voidlands	Socrates	(3531)	Fencing Operations		
Fencing Operations			Terrestrial Knowledge Service Center			Industrial Province	Eric's Place	(1141)
Industrial Province	Eric's Place	(1141)	Industrial Province	Delegra	(0636)	Industrial Province	Myntal-5	(0551)
Industrial Province	Myntal-5	(0551)	Industrial Province	Dnar	(0943)	Denderon Hemisphere	Terasaarin Depot	(2751)
Denderon Hemisphere	Terasaarin Depot	(2751)	Robotics Repair Station			Fencing Operations		

Index

A

A'Thanniss 111
 Aginaldo 40
 Abel 114
 Aedro 111
 Aedronian 31, 42
 Ahema 111
 Alpha-2 103
 Ampyria 123
 Anarchist Rebellion Movement 9
 Annogrebia 103
 Archives 67
 Arghen 111
 Arlington Association 10
 ARM 9
 Armor Station 53
 Arms Dealers 10
 Assassination Services 54
 Asteroid Fields 82
 Astrographical Features 82
 Atlantis 50
 Auckland 123
 Available Matrices 21
 Aziam 10

B

Balshrom 103
 Bases 73
 Base Station 73
 Battle Station 73
 Exploratory Base 73
 Ground Defense Base 73
 Starbase 74
 Basnirack 98
 Battle Station 81
 Bemnufont 123
 Bena 4 91
 Benjari 11
 Beta Delphis 111
 Binghamton 103
 Black Flag 50
 Black Market 11
 Black Monday 11
 Blissen 104
 Brethia 104
 Brin 116

C

Canikla 91
 Carthos 108
 Casada 111
 Cashou 12
 Changing Mentors 20
 Charisma Modifiers, Contacts 133
 Charm 91
 Clan 48
 Clementine 104
 Clonic Production 54
 Cloud Cities 68
 Coandas 92
 Connec 104
 Contact Area of Expertise 134
 Contact Location 134
 Contact Maintenance 134
 Contact Strength 134
 Contacts & Networks 133
 Cuontol 13
 Cxrex 98
 Cyball 13
 Cybernetic Repair Station 55

D

Daeyrieen 112
 Danuas 112
 Delegra 92
 Denderon Hemisphere 82, 103
 Derbis 123
 Destiny 104
 Dirspt 112
 Distance 81
 DNAMasking 55
 Dnar 92
 Dojax 92

Doltharians 16
 Dream Scape 36
 Dream World 36
 Drendlets 92
 Drenels 93
 Drug Dealers 16
 Dryeen 16
 Dyson Sphere 68

E

Edac 106
 Edtne 112
 Eikeel 17
 Engagia Torae 93
 Eric's Place 93
 Eridai 104
 Ernest Freiberg 9
 Evance 93

F

Faragoma 105
 Faraway 123
 Fear 93
 Fencing Operations 56
 Fleets 74
 Chatilian Defense Group (CDG) 74
 Cizerion War Effort (CWE) 74
 Colonial Naval Network (CNN) 74
 Confed. of Naval Vessels (CNV) 74
 Imperial Battle Fleet (IBF) 74
 Imperial Naval Echelon (INE) 74
 Mutzachan Defense Core (MDC) 74
 Floiyd 94
 Flussen 124
 Flying Dulchmen 50
 Fornax Galaxy 5
 Freehold 130
 Frenchville Pulsar 82
 Frollen 94
 Fsorac 112

G

Gaia 129
 Gas Station 81
 Gas Stations 89
 Ghalak 94
 Ghost Planet 82
 Gnar Asteroid Field 84
 Government Networks 56
 Grandle Hospis 105
 Ground Based Defense Systems 75
 Armor Divisions 75
 Automated Defense Systems 75
 Ground Based Lasers 76-77
 Ground Based Missile Base 77
 Ground Based Missiles 76
 Ground Based Particle Beam 76-77
 Ground Based Slug Thrower 77
 Ground Based Slug Throwers 76
 Ground Based Weapon Ranges 77
 Ground Based Weapons 77
 Gumrana 94

H

Halix Nebulon 83
 Hapsricho 94
 Harper's World 112
 Hedeas 113
 Heiniland 124
 Hell's Vent 83
 Hemareans 18
 Hooker 47
 Hostile Alien Lifeforms 18
 Hubaa 118
 Huma 97
 Hyac 100
 Hyper-Training 57
 Hyperspace 86

I

Identification Change 57
 Ihoma'jaro Cloud 83

Industrial Province 82, 91
 Inguis 124
 Interstellar Stock Market Trade Index
 86, 101, 109, 121, 131
 Intrepids 18
 Ion Storms 82
 Iye Inslought 116

J

Jacking 48
 Jaloon 114
 Jilleal 114
 Jumalcis Range 83

K

Kathanarse Abyss 83
 Kentle 114
 Kermadec 114
 Khan 115
 Killing's Asteroid 95
 Kimyaruk 19
 Kismet 50
 Kizmetor 19
 Kizmetor Effects 19
 Krait 94
 Krisr 95
 Krys 115
 Krylea 126

L

Labin 105
 Lagrella 96
 Laundering Services 58
 Legal Networks 58
 Librin 126
 Loagos 126
 Loire 105
 Lorrelan Abyss 83
 Luuress 115

M

Maduslams 20
 Major Group Encounters 9, 86, 136
 Makin 96
 Map Symbols 81
 Matrix Schools 69
 Medical Research Center 69
 Mentio 126
 Mentor Ability 21
 Mentor Personality 21
 Mentors 20
 Merg 126
 Mining Away Team 23
 Misery 126
 Misha 43
 Misha 35
 Moig Dua 23
 Myntal 96
 Myntal-4 96
 Myntal-5 96

N

Naclein 127
 NAM 24
 Naxtar 97
 Nephgia 127
 Network Types 134
 Networks 135
 New Hebrides 105
 New Hope 115
 Nitros 106
 Northland 106
 Nrell 116
 Numis 98
 Nurdei 106

O

Oelph 32
 Omus 123
 Ophea 116
 Oppel 106

P

Paalin 7 116
 Padanh 117
 Pagan 98
 Pascians 24
 Passage 107
 Patrol Complement 75
 Patrol Frequency 75
 Patrols 75
 Penrhyn Aarf 107
 Pirate Promotion Points 48
 Pirate Rank 48
 Pirates 47
 Plains of Desolation 82, 111
 Planet Atmosphere 85
 Planet Government 85
 Planet Gravity 85
 Planet Hydrosphere 85
 Planet Population 81, 85
 Planet Reaction Modifier 84
 Planet Relation 84
 Planet Suffix 86
 Planet Tech Level 84
 Planetary Codes 84
 Planetary Defense 73
 Planetary Defenses 86
 Planetary Information 85
 Planker 47
 Pren 117
 Pressure Ridges 82
 Prexeh 117
 Prisons 69
 Puringa 98

Q

Quietus 117
 Qunis 117

R

Radiation Belts 82
 Ramula 99
 Rangal 108
 Refit 58
 Refuel 59
 Relter 118
 Rent-A-Skill 59
 Resorts 60
 Budget Way Inns 62
 Danstel Resorts 62
 Galaxy Inns 60
 Imperial Palaces 61
 Mentor Mansions 62
 OK Corral Bed 'N Breakfast 62
 Phena Trust Resort 61
 Transworld Hotels 60
 Tree Home 61
 Universal Salels 60
 Riopaille 127
 Robotics Repair Station 62
 Roen 127
 Ryko 99

S

Sarands 24
 Sartin 118
 Sasba 118
 Scry 36
 Services 86, 137
 Services 53
 Shadex 127
 Shadow Worlds 82
 Shepherds 25
 Ship Types 74
 Ship's Graveyard 70
 Shipyards 70
 Shonjem 118
 Shuestron 25
 Silence Deplore 50
 Silk Lambs 26
 Slanger 99
 Stanids 107
 Slave Auctions 62

Sleep Cheap 62
 Smugglers 27
 Social Class Modifiers, Contacts 133
 Socrates 129
 Solitude 118
 Sorim 2 127
 Space Defenses 77
 Bio-Sentient Organisms 77
 Complex Battle Array 77
 Defense Screens 78
 Early Warning Stations 77
 Electronic Defense Screens 77
 Fighter Base 79
 Flux Shield 79
 Gunboat Squadron 77
 Layered Array 77
 Orbital Killer Satellites 78, 79
 Orbital Mines 78-79
 Space Based Weapon Ranges 79
 Space Platform 79
 Space Platforms and Station
 Weaponry 78

Ssilthiss 119
 Starbase 81
 Starbase 391 61
 Stargate Travel Time 88
 Stargates 88
 Starting Contacts 133
 Starting Contacts by Race 133
 Sten's World 128
 Stone Towns 71
 Structures 67, 86, 138
 Subsectors 82
 Sueimma 128
 Suffix 86
 Surface-to-Orbit Artillery 77
 Sye-Men 39, 44

T

Talberma 108
 Tarawa 5 128
 Tetreaseans 27, 99
 Tecris 99
 Tentumlix 83
 Terasaarin Depot 108
 Terrestrial Knowledge Services 63
 Tharmiles 27
 Tharmus 99
 Thu 83
 Thuli 99
 Trade Routes 81
 Tram Frextll 117
 Traveling in Class 89
 Tri-Dahn Matrocracy 128
 Trisxon 130
 Tybo 108

U, V

Ugla 99
 Unharvested Resources 86
 Uoltre 119
 Uro's World 131
 Vanaal 119
 Varre 123
 Venu 108
 Vissu 28
 Voidlands 82, 123
 Vubko 100

W, X, Y, Z

Wakon 28
 Warp 87-88
 Weapon Tech Law 84
 Weapons Shop 63
 Wellington 4 120
 Wellington's Deep 82
 Xensera 120
 Xxipt 109
 Yanuck 112
 Yeppter 100
 Yontacha 29
 Zendareans 29

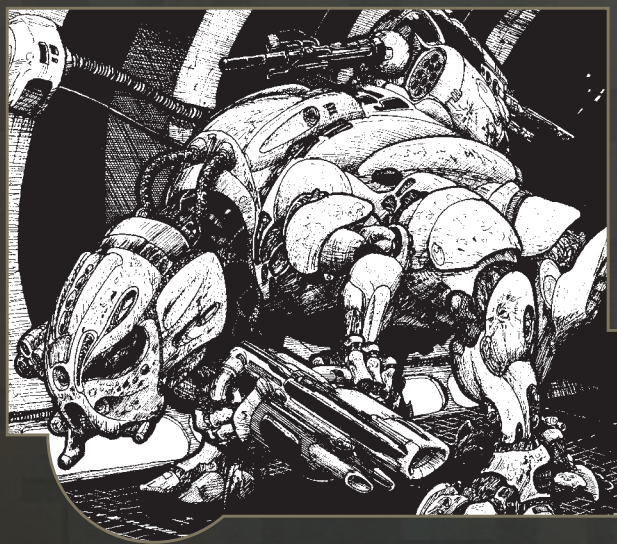
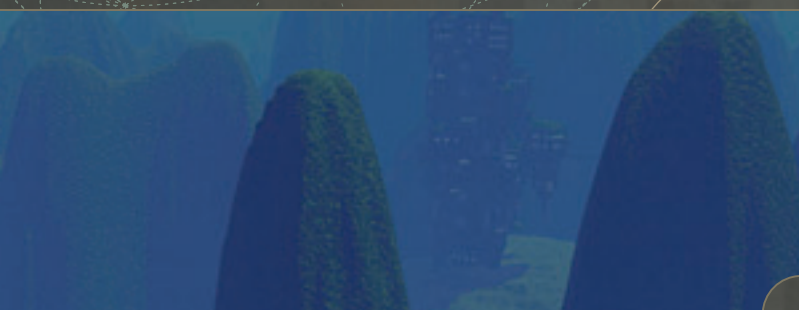
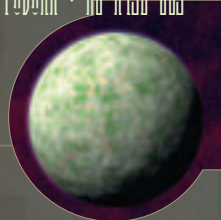
PSONAL • AS-P020-049

DENNIS • AD-0014-050

DOJAX • E4-H020-052

PADWIN • AS-0436-053

BRANDLE HOSTIS • AS-P470-057



The Frontier Awaits...

Adventure in one of the most dangerous regions of Alliance space. No Man's Land is a place where only the bold, desperate, and dauntless travel. You always go to sleep at night wondering if Death will come for you by morning.

Battle the Cuontol, the Eridani version of the Ninja; uncover an assassination plot by the Black Monday terrorist faction. In No Man's Land, Intrepids scramble to assist you while Yontacha seek your "purification."

*A Battlelords' destiny is somewhere out in
NO MAN'S LAND*

No Man's Land™ Features:

- Over 140 planets detailed in four sectors
 - a planet can be found to suit any campaign
- Three Player Character Races & Archetypes
 - Aeodronian
 - Misha
 - Sye-Men
- Descriptions of a variety of NPC races, terrorist groups, and outlaw societies
- Expanded information on space travel and deep space structures and facilities
- Rules for the creation and maintenance of Contact Networks

Check Out all of SSDC's
Products **Online** at
ssdc.com



\$17.95 (US) • SSDC401

ISBN 978-0-9679400-8-3



9 780967 940083

BATTLELORDS®
OF THE TWENTY-THIRD CENTURY
Roleplaying In A Dangerous Future

FEATURING THE

d100
system