



O P E R A T I O N

SEVEN SWORDS



Seven Swords Seven Worlds
One Dream

The flag of the Seven Worlds System stood for the greatest ideals of humanity. Each of the Seven Swords, the legendary units which led the Seven Worlds military, was represented, and each of their unit symbols was proudly displayed.

From the glorious battles of the Red Swords to the unending search for truth of the White, it was always the Seven Swords which led the way. When at last the Seven Worlds were defeated by the alien Dragoncrests and the oppressive Imperium, many members of the Seven Swords were saved, and placed in stasis to wait for another chance. 150 years later that chance came on the isolated, besieged world of Rhand, and **Operation Seven Swords** was begun.

Operation Seven Swords, a supplement to the **Living Steel** High-Tech Role Playing System, takes a close look at the Characters. It includes a thorough history of the Seven Worlds, information on the ideals and campaigns of the Seven Swords, and expansions on the existing rules for Ringers. Also included are detailed discussions of Alpha Team characters, their histories, skills, and equipment; the ORCA teleportation system; the breakdown of society since the Spectral Invasion; and a starter scenario for the Apocalypse Setting.

Operation Seven Swords is the ideal supplement for **Living Steel** players and Gamemasters alike, and will make the fascinating world of Rhand even more vivid.



LEADING EDGE
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O P E R A T I O N

SEVEN SWORDS



LEADING
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LIVING STEEL
10301
SUPPLEMENT

PREFACE

Jason had too little time, too little information, and too much chaos. Three days of constant exertion, mostly out of armor, had left him with a better grasp of the situation but only short term safety. It had also left him with three wounded Alphas and a score of dead Vissers.

The Operation Team was holding itself together, and the civilians were more useful than he had expected. Operation Seven Swords required that he create a Holding in this mess, though, and even with the help of Niki, Marcel, and Trent he thought his chances were not good.

There was no point in worrying. The time and the chaos he could do nothing about, but information was another matter.

"Briefing, Val."

"Certainly, Jason. What data do you require?" responded his Bicom.

Too much. If Val is to help me, thought Jason, I must ask her the right questions.

Jason organized his thoughts, and selected his largest, most immediate problems. Everything else would have to wait.

"Required information is as follows:

"Seven Worlds and Seven Legions recent history.

"RQ Services, and how they are involved in all this.

"Alpha Team background and abilities.

"ORCA information. Not the tech data, but practical applications. Where it can still take us, what we can use it for.

"And data on who I am dealing with out there. Immediate surroundings, as well as information on what is left of normal human society."

"Very well, Jason. Any further categories?"

"Yes. One more." The one that bothered him most, that had awakened him each night with visions of an ambush hovering before his eyes, an ambush that should have left him dead. "How did I get here?"

"Briefing follows."

PREFACE

Principle Design
Barry Nakazono

Writing
David McKenzie

Game Design
Robert Calvet
Clay Clement
Irene Kinzek

Illustration/Graphic Design
Jon Conrad
Toni Dennis
Nadir Elfarra
Dennis Francis
Steve Huston
Scott Miller
Joel Nakamura

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1

THE HISTORY OF THE SEVEN WORLDS

"It is clear that it is neither arms nor skill that identifies a Seven Swords warrior, but a special kind of focus, an obsession if you will, on nebulous concepts like virtue and honor."

Gralen Hawkland
Chairman of the Imperial Special
Commission on the Seven Swords,
2177.

"It is our responsibility, indeed our obligation, to be merciless. Because as long as a single Seven Worlds child remains alive, the Starguild will never be safe."

Gralen Hawkland
2179.

The **Seven Worlds** began with a small group of people who had a vision of what the human race could be, and with an almost magical planetary system; one with seven inhabitable worlds. These seven worlds were Vallone, Dietz, Marcel, Triton, Abon-Kar, and the two which were the most developed, Alpha and Hryken. The early years of these people are not of concern here. It is enough to say that the society of the Seven Worlds was based on a code of honor, and that it fought courageously to preserve its freedom.

There were two great threats to that freedom: the **Imperium** and the **Dragoncrests™**, and though the Imperials were human, the people of the Seven Worlds often felt they had more in common with the aliens. This is because the Imperium had grown to be corrupt and oppressive, a force concerned only with increasing its own power and with preserving the privileges of the **Starcaste** elite, while the Dragoncrests, inhuman as they were, believed in a code of honor. No Dragoncrest ever fired upon civilians; no Dragoncrest ever sought an unfair advantage over an opponent; and though the Dragoncrests generally had Starfleet superiority in the Seven Worlds system during wartime, their ships never fired on a single ground target that did not fire on them first.

Beginning in 2170 and continuing for decades, all three powers fought for control of the Seven Worlds system. There were no alliances; only a series of debilitating wars. In 2194, badly weakened by the **First Seven Worlds—Dragoncrest War**, the Seven Worlds fell to a massed attack by Imperial forces, and Hryken and Alpha were bombarded from space. It was from this period that the Ringers used in **Operation Seven Swords** were drawn.

For the next 25 years the Imperium sought to establish itself on the Seven Worlds. Five of the planets were successfully colonized, but Alpha and Hryken remained trouble spots. An organized and very capable rebel underground saw to it that no Imperial was safe on the surface of Hryken, and even launched raids on other Starcaste planets. Several Starcaste Houses were suspected of supporting the rebels and helping to smuggle them off Hryken, and these Houses had their charters voided as a result. Those that were not exterminated were stripped of their holdings and forced into a fringe existence as the first **Surrogate** groups.

In 2221 conflict between the Starguild and the rebels reached a peak with the destruction of the Imperium's main space station. Pushed too far, the Starguild voted for the complete extermination of Hryken. Before that was done, however, the Dragoncrests reentered the system in force.

The **Starguild—Dragoncrest War** lasted almost 30 years. One by one, the Imperial bases were captured by advancing Dragoncrest forces, and as the Imperials weakened, the Seven Worlds rebels came into the open. In 2251, on distant Earth, the Imperial Technical Research and Development Department made a breakthrough in interstellar transportation. This brought formerly inaccessible planets within reach and changed the economic balance of human space. A system with seven worlds was less valuable, and this allowed the Imperium to gracefully rationalize its loss of the Seven Worlds. The war ended.



2194: Jason, White Sword, Alpha Rear Guard

The withdrawal of the Imperium left the Dragoncrests in control of most of the system, and a reborn Seven Worlds government in command of Alpha and Hryken. The Dragoncrests immediately invaded Alpha, and the **Second Seven World—Dragoncrest War** had begun. For more than thirty years they fought on Alpha, with neither side able to triumph. The people of the Seven Worlds were able to survive and to rebuild only because the Dragoncrests had too much integrity to use space bombardment or attacks on civilians as tools. The result was a war of honor, and during this period the spirit of the Seven Worlds flourished.

The deadlock was broken in 2286 by a Seven Worlds technological development; the **Divine Lightning Stardrive**. Far smaller than any existing Stardrive, it allowed the

"Jason would think nothing of giving his life away to save some technician, or a Visser child. He thinks their lives are as valuable as his. Fine. I suppose that is why I follow him. But their lives are not as valuable as his, and he must never make that sacrifice."

Niki
Seven Swords Special Service
Field Operative

"What makes the Seven Swords such terrible enemies is that they do not fight for themselves, but to defend the rights of their people."

Gralen Hawkland
2182.

"What disturbs me most is this...How could the Seven Worlds have survived so long, in the face of such odds, if their society did not have merit?"

Excerpt from the letter of resignation of Galen Hawkland, 2185.

Seven Worlds to pit small fighting craft, each piloted by a single member of the **Silver Legion**, against the far slower battleships of the Dragoncrests. In a little over a year, the Dragoncrests withdrew.

Against the Dragoncrests, a race which believed utterly in honorable combat, the development of Divine Lightning was enough. The Imperium, however, had no such honor, and in 2291 invaded the battered Seven Worlds system in force, seeking vengeance. Imperial victory was swift, although a substantial part of the **Seven Legions** escaped. Hryken was again ruined, and this time the survivors of the Seven Worlds were relocated on Alpha. The Imperium banned technology from Alpha, and the remnants of the Seven Worlds lived in a dark age.

It was at about this time that the Dragoncrest empire collapsed, and the Starguild entered its Golden Age. Although the reasons for the Dragoncrest collapse were mysterious at the time, it became clear that they had been fighting a long war with the **Spectrals™**, a war which they had finally lost. The Starguild knew nothing of this, however, and began expanding through Dragoncrest space, encountering the races and powers which had remained behind when the Dragoncrests disappeared. Progress was swift but haphazard, with the various members of the Starguild more concerned with competing with each other than developing the new areas for humanity.

On the far side of Dragoncrest space, in the ruins of an empire, in a place where the Spectrals were the new rulers, the rebels who had escaped the fall of the Seven Worlds came to terms with the remaining Dragoncrests. The two groups had long been related in spirit; at last they were united in purpose. Together they drove toward the Seven Worlds system, and in 2337 they invaded. Led by the humans, the Dragoncrests established a foothold on forgotten Alpha and the **Third Seven World—Starguild War** began.

The people who lived on the other six planets came quickly to the banner of the rebels, but true unity was impossible, for only on Alpha was the spirit of the Seven Worlds still alive. The inhabitants of the other worlds, though hostile to the Imperium, knew little of what freedom meant, and at heart they were still Starguild colonists. And so the Seven Legions and the Dragoncrests battled the Imperium, while the people of Alpha sought support from people who claimed to be allies, but who cared more for wealth than they did for truth.

The war was soon interrupted by the Spectral invasion of human space. In 2339 the Starguild abandoned its battle for the Seven Worlds to face this new threat, and all contact with the Seven Worlds ended. The last report to come out of the Seven Worlds indicated that the Seven Legions had gathered the people of Alpha, departed the Seven Worlds system with the Dragoncrests, and disappeared.

The worlds of humanity were in chaos, and the spirit of the Seven Worlds seemed lost. In 2349, however, the Spectrals launched their invasion of Rhand, and that spirit was reborn. The earliest champions of the Seven Worlds, saved and set aside for this time, were awakened, and Operation Seven Swords was set in motion.

THE SEVEN LEGIONS

The majority of the military of the Seven Worlds was organized like any large army. All Seven Worlds soldiers, however, also received a provisional Legionary assignment, based on psychiatric evaluation. There were seven Legions, each based on a different aspect of Seven Worlds ideals. A full description of these Legions and the concepts behind each is below.

Soldiers remained in mixed units in the regular military. The provisional assignment at this level was simply a tool for officers, making it easier for them to handle their troops. As a soldier's career advanced, however, if an increasing affiliation with one particular Legion was shown, the soldier was reassigned to a unit consisting primarily or entirely of the same personality type. These were the Legionary units, the elite of the Seven Worlds formed into units with a single will and a clearly defined purpose.

The Legions further defined the warriors as either Command Element, called **Dragons**, or Combat personnel, called **Targas**. As with Legionary assignments, these roles were based on personality and aptitude. Dragons generally handled infiltration, espionage, and strategy; they were responsible for selecting targets and timing attacks. They then turned over command to the Targas, who led during actual combat situations. The two classes received their titles from the acronyms of the missions they were primarily used for; TARGA stood for Tactical Assault-Rear Guard Action, and DRAGON stood for Disruption-Reconnaissance-Advisory-Guerilla Operations-Noncombat.

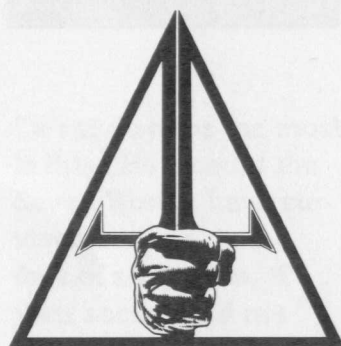
At the peak of the Seven Legions were the **Seven Swords**. Drawn from the very finest the Seven Legions had to offer, they were the warriors to whom the most critical assignments fell, and also served as the Guard of the leaders of the Seven Worlds. They were not used as units; individual Swords might be placed in command of other units, usually Legionary ones, or a small band of Swords might be sent on a particularly important and dangerous mission. It is from these units that most of the Ringers have been drawn.

To enhance role-playing, players may wish to choose a Legion for their Ringers, and use that as a starting point for the character's development.

Black Legion—"Know Only Battle"

The Black Legion was usually a temporary assignment. Battle fatigue, defeat, or personal loss could cause even the truest warrior to lose his way, and these people were assigned to the Black Legion. It was the Legion for those who were lost or embittered, and Black Legion evaluation generally resulted in immediate transfer to a recuperation facility. The soldiers were then cared for until their evaluations showed them capable of rejoining their units.

LEGION DESCRIPTIONS



"Sword's Path: Glory"

Insignia
Red Sword

Sometimes therapy was of no use, however, and the Black Legion assignment became permanent. These people were encouraged to retire and were accorded full honors and considerable support. Society recognized them as warriors who had sacrificed everything for the freedom of the Seven Worlds, and no effort was spared on their behalf.

Those who chose not to retire made up the active duty Black Legion. They were people who still believed in all that the Seven Worlds stood for, yet felt they could never share in it. As a result they were fierce, uncompromising warriors, careless of their own lives and utterly dedicated to defeating the enemy, so that others would never have to suffer as they did. Kept separate from the rest of the military, the Black Legion was made up of grim, somber people, a band of troubled souls of great worth.

Red Legion—"Sword's Path: Glory"

Members of the Red Legion sought glory in battle. They requested the most dangerous, foolhardy assignments, and gave little thought to themselves. While this search for glory made them poor strategists and could result in high casualties, the members of the Red Legion were the ones who successfully assaulted the most dangerous positions, who intimidated the enemy with their intensity, and whose energy served to revitalize even the most despondent unit. Strike battalions and Heavy Assault troops were traditional Red assignments.

Green Legion—"For the Good of All"

Order was the primary concern for the Green Legion. They were the soldiers who lived and fought 'by the book', and this made even inexperienced Greens fast decision makers and steady people in times of crisis. They also made sure that the rules were obeyed and that everyone was treated fairly. Because of these traits, the Greens were excellent combat NCO's, Drill Instructors, and military police, and were largely responsible for the military court.

Blue Legion—"Duty Binds Us All"

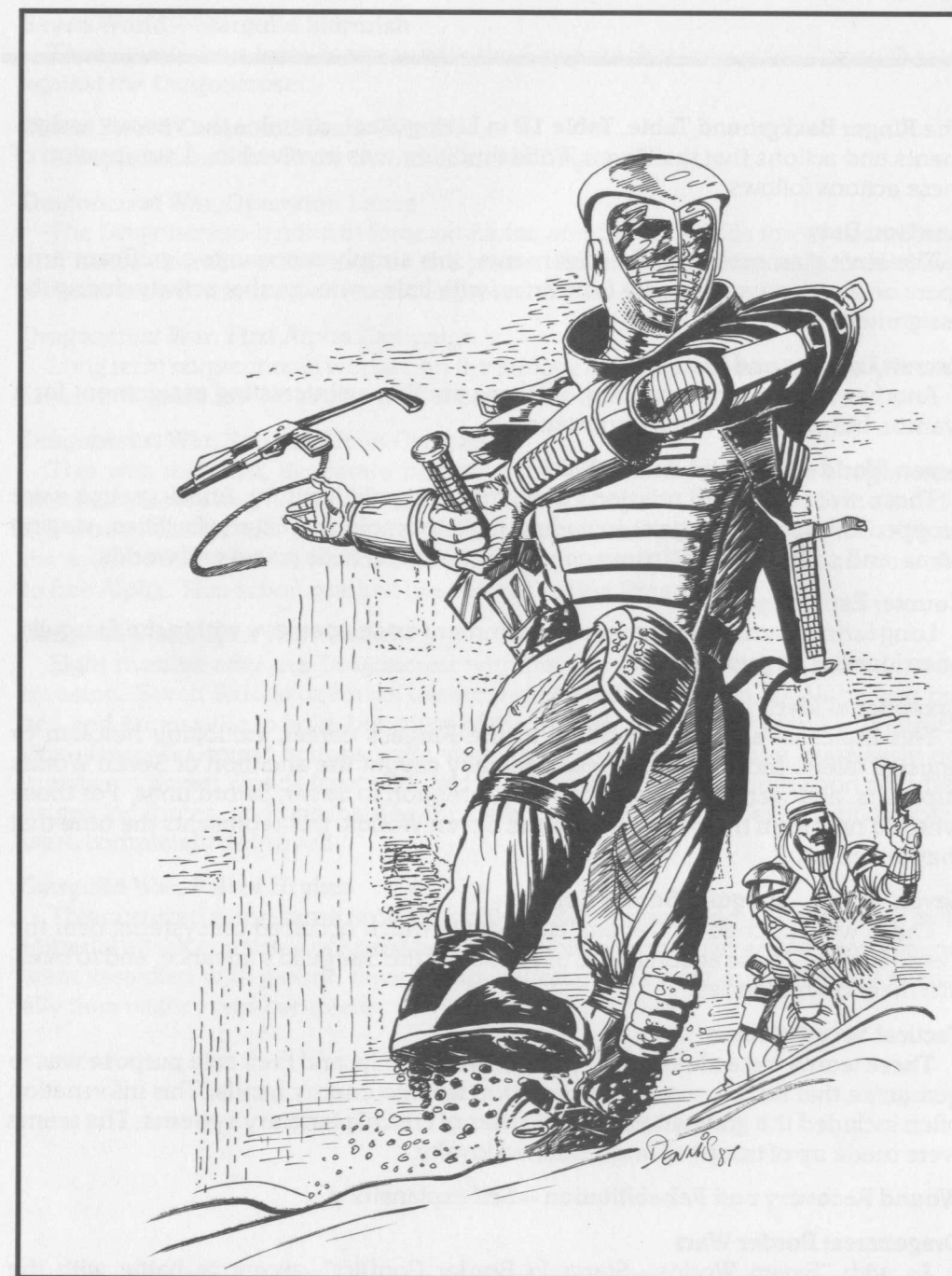
The heart of the Blue Legion was Duty. These were soldiers who were more open-minded than the Greens, and far more concerned with the reasons behind what was done. They put their loyalties in people rather than rules, and, in service to a leader they respected, Blue Legion soldiers were unswerving in their devotion and complete in their commitment. Blues were the largest single section of the military, and were often found as guards, NCO's and junior officers. They were also placed in positions requiring absolute loyalty.

Silver Legion—"For An Honor Greater Than Ourselves"

Those who belonged to the Silver Legion were leaders and champions. They lived by a strict code of Honor, and gladly fought to defend their ideals. Believing that they must be an example to all, they never compromised their own beliefs. This gave them an extraordinary ability to inspire, and yet limited them as well. Their chivalric values and their willingness to sacrifice themselves, while admirable, meant that they were not suited for many leadership positions. Silvers were often found as Captains of Guard units, leading Blue Legion detachments, and in situations which required individual heroism and sacrifice.

Gold Legion—"For the Good of Our People, We Lend Ourselves to Battle"

Members of the Gold Legion had set aside the personal concerns of the Silver, and focussed themselves on long term goals. Because of this vision, and their commitment to the finest ideals, they were the principle leaders of Seven Worlds forces. Golds advanced quickly through the ranks, both because of their commitment and due to the great respect that other Legions held for them. Honorable, committed, and resourceful, the Golds held most of the positions of leadership and responsibility.



2188: Rodrigo, Silver Sword Dragon, Alpha Campaign

White Legion—"Truth"

The White Legion was both the smallest and the most important of the Seven Legions. It consisted of the very best, the finest warriors and leaders of the Seven Worlds. These were the Kami™; people who possessed almost supernatural self-control and focus. Although they were few, they held the very highest positions in the Seven Worlds, and were the most respected figures in or out of the military. Preferring peace to war, and always seeking truth, members of the White Legion were the inspiration and the ideal for the rest of the army.

"The Dragoncrests were cutting us up bad until Rodrigo drew his sword. The firing stopped immediately, and one of them came out to meet him. While the two of them fought, the rest of us were able to withdraw."

Sargeant Shustec
Green Legion Targa

ACTIVE DUTY ASSIGNMENTS

The **Ringer Background Table, Table 1B** in *Living Steel*, contains the various assignments and actions that the Seven Worlds military was involved in. A summation of these actions follows.

Garrison Duty

The least glamorous of all assignments, this simply represents significant time spent on a post away from the front lines, with little or no combat activity during the assignment.

Recruit Training and Instruction

Another self-explanatory entry, this was another uninteresting assignment for a warrior, but was of obvious importance.

Seven World—Starguild Border Raid

These were extended missions deep into Starguild territory. Attack groups were dropped on specific targets, including high technology military facilities, staging areas, and so forth. A single tour consisted of several raids on several worlds.

Counter Espionage

Long term information gathering assignment as an operative within the Starguild, often locating targets for raids.

Exceptional Merit

This indicates a specific incident in the Ringer's career, exhibiting heroism or unusual talent. Incidents like these generally caught the attention of Seven Worlds superiors, and were often rewarded by promotion to Seven Sword units. For those who did not begin their careers with the Seven Worlds, this represents the time that they joined up.

Seven World—Starguild Border Conflict

These were pitched battles and campaigns which occurred on systems near the Seven Worlds. These actions were used to slow the Starguild's advance, and to interdict their forward bases.

Tactical Security Team

These teams were aboard every Seven Worlds ship, and their sole purpose was to guarantee that no top security information fell into enemy hands. This information often included the gravitational coordinates of critical planetary systems. The teams were made up of troops of unquestioned loyalty.

Wound Recovery and Rehabilitation—Self explanatory.

Dragoncrest Border Wars

As with "Seven Worlds—Starguild Border Conflict", except in battle with the Dragoncrests.

First Seven World—Starguild War

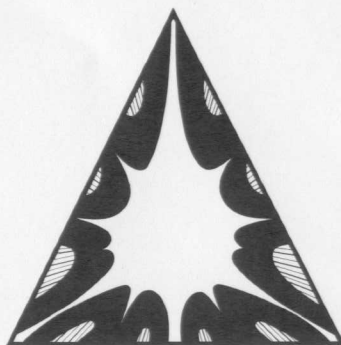
This represents organized warfare and long lasting campaigns on several worlds. In this period, the Seven Worlds troops were heavily outnumbered, but the Starguild had no Power Armor.

Joins Seven Sword Command Element

Acceptance into one of the Seven Swords as a Dragon. (White Sword excluded.)

Joins Seven Sword Combat Team

Acceptance into one of the Seven Swords as a Targa. (White Sword excluded.)



"For The Good Of Our
People, We Lend
Ourselves To Battle"

Insignia
Gold Sword

Seven World—Starguild Skirmish

These were short term contacts with the Starguild that took place during the war against the Dragoncrests.

Seven Sword Command Team (Kami)

Acceptance into the White Sword as either Targa or Dragon.

Dragoncrest War, Operation Lance

The Dragoncrests landed in force on Alpha, and Seven Worlds forces used Operation Lance to create a foothold on the planet. Fighting was intense, and the Seven Swords were committed en masse to protect the landing zone.

Dragoncrest War, First Alpha Campaign

Long term conventional warfare on the surface of Alpha. There was heavy contact for several years, as the two armies attempted to control the planet.

Dragoncrest War, Second Alpha Campaign

This was the final, desperate battle for the control of Alpha. The Dragoncrests attacked in force and nearly drove Seven Worlds troops off the planet. In the heart of the winter, using most of their transport to supply refugees instead of the military, the soldiers of the Seven Worlds broke the Dragoncrests' final assault, and were able to free Alpha. This action marked the end of the first Dragoncrest War.

Starguild War, Alpha Rear Guard

Eight months after the Dragoncrest withdrawal, the Imperium launched a huge invasion. Seven Worlds defenses were concentrated on Hryken, as Alpha was broken and impossible to hold, but some of the military remained behind to conduct a final defense. Ground actions were short but very intense, as the hopelessly outnumbered Seven Worlds forces refused to surrender. The Imperium soon withdrew its ground forces, and bombarded the defenders from space. Seven Worlds' forces were completely destroyed.

Starguild War, Fall of Hryken

This occurred at the same time as the Alpha Rear Guard action. Again, most of the Imperial attack consisted of space bombardment, although several key installations were assaulted with ground forces. Imperial casualties were appalling, but eventually their victory was complete.

"Every time I start
thinking about getting
off this rock, our Star-
fleet gets destroyed."

Wily Bob Draco
Green Legion Dragon
First Alpha Campaign

3

THE RINGERS

The people who are now the **Ringers** were once the greatest heroes of the Seven Worlds, and their valor provided the ideals that later generations aspired to. The Seven Worlds society that they lived in, however, was too young and too heavily besieged to survive. No courage or skill could be great enough to withstand both the talents of the Dragoncrests and the sheer firepower of the Imperium. The last memories for most Ringers are of the final years of the war, and of the destruction of Hryken. Their story would have ended there, and much of the hope for the Seven Worlds would have died with them, except for the intervention of **RQ Services**.

RQ Services was also known as "The Queen of the Battlefield". It owned a large fleet of medical ships, and an RQ vessel was at nearly every space battle, and in orbit above all major ground combat. RQ Services treated any and all who were injured, and gave them the finest medical care at low cost. As a result, nearly all military groups contracted with RQ Services for field medical care. Many troops, especially Surrogates, refused to fight if an RQ ship was not going to be present.

Little was known of the people behind RQ Services, but their competence, reliability, low prices, and confidentiality were enough to ensure that few questions were asked. RQ Services was always there; a faceless, mysterious presence dedicated to the saving of lives.

It was RQ Services that preserved the Ringers. Through the many wars, through the fall of the Seven Worlds, RQ Services was at all the battles, and when warriors of unusual spirit fell, badly injured, RQ Services was there to take them in, tend to them. ... and report them dead.

These people, reported dead or missing on dozens of battlefields, were placed in stasis to await medical advances. When technology was capable of repairing them they were healed, and in many cases unusual modifications were made. They were then transferred to Rhand, to wait in stasis again, for a time when the world would change.

To wait for Operation Seven Swords.

Some Ringers are defined as having single, double, or even triple "**Exceptional Merit**". This rating gives the Ringer some unusual abilities, dealing primarily with survival and recuperation. These abilities are the results of **Biomodifications** performed in the recent past.

All Biomodifications were performed by RQ Services, using technology unavailable even to Starcaste.

Part of each Biomod involved neural replacement in the brain and spine. A symbiotic cellular organism was implanted, which allows for rapid nerve regeneration. The nerves now seek to maintain a set form; when they are damaged, the pattern is reestablished as soon as tissue replacement is complete. This is why all Ringers are immune to **Permanent Disabling Injuries**.

For Triple Exceptional Merit people, this neural rework also included additional modifications called **Golem Encryptor Circuits**. These are essentially coding and decoding devices implanted directly into the brain, and are used for all top priority messages.

Much of the rest of a Ringer's body has been modified as well, and many of the cells implanted were not standard human tissue. The new tissue can reproduce at impressive rates, much as uncontrolled cancer, and circulates through the bloodstream to damage sites. At these sites the tissue is amalgamated into the damaged tissue, and takes on whatever functions are required. In essence, these cells are polymorphous—capable of acquiring any shape. As the new cells are adopted, damaged tissue is carried away to be broken down and recycled.

This is what gives Ringers their amazing healing ability, as well as the automatic medical aid. The various levels of healing available depend on the number of polymorph cell sites established in the patient. Each site was implanted by RQ Services in a time consuming and expensive operation, with only a small chance of success. This complexity and the desire to assist as many Ringers as possible is what has limited the number of full Triple Exceptional Merit Ringers.

Ringers with **Special** background have **Telepathic Sensitivity** of 21. This extraordinary TS gives them the ability to use Virca™, a Dragoncrest word for unusual powers of spirit and body.

These people were selected and watched from childhood by a special branch of RQ Services. RQ Services involvement was not overt; it took the form of a special mentor or friend. They were guarded well, and their abilities promoted. Their lives were not channelled, but those who chose military service were watched carefully in the field. When possible, RQ Services salvaged them from untimely deaths and preserved them for Operation Seven Swords.

These people always knew they had a special gift; they awaken on Rhand to find that gift enhanced. They are the first humans to actively command the use of Virca. The powers of Virca are based on the conscious control of the physical body, but only a person of exceptional awareness may develop this control. All Virca powers are purely personal; they can only be used by the Special Ringer on himself. Use of a Virca ability requires 1 second for every point of Virca employed; to increase Health by one point, therefore, requires 10 seconds or 5 phases. A full listing of Virca abilities is in **Living Steel, Section 1.7**.

The life of a Ringer was tightly focussed and allowed for little leisure. As a result, they have less Professional Skills than most people. Players may use the **Combat Ringer** entry on the **Professional Skills Table (Table 1A)** to determine the starting skills of their Ringers.

3.1

BIOMODIFICATIONS

3.2

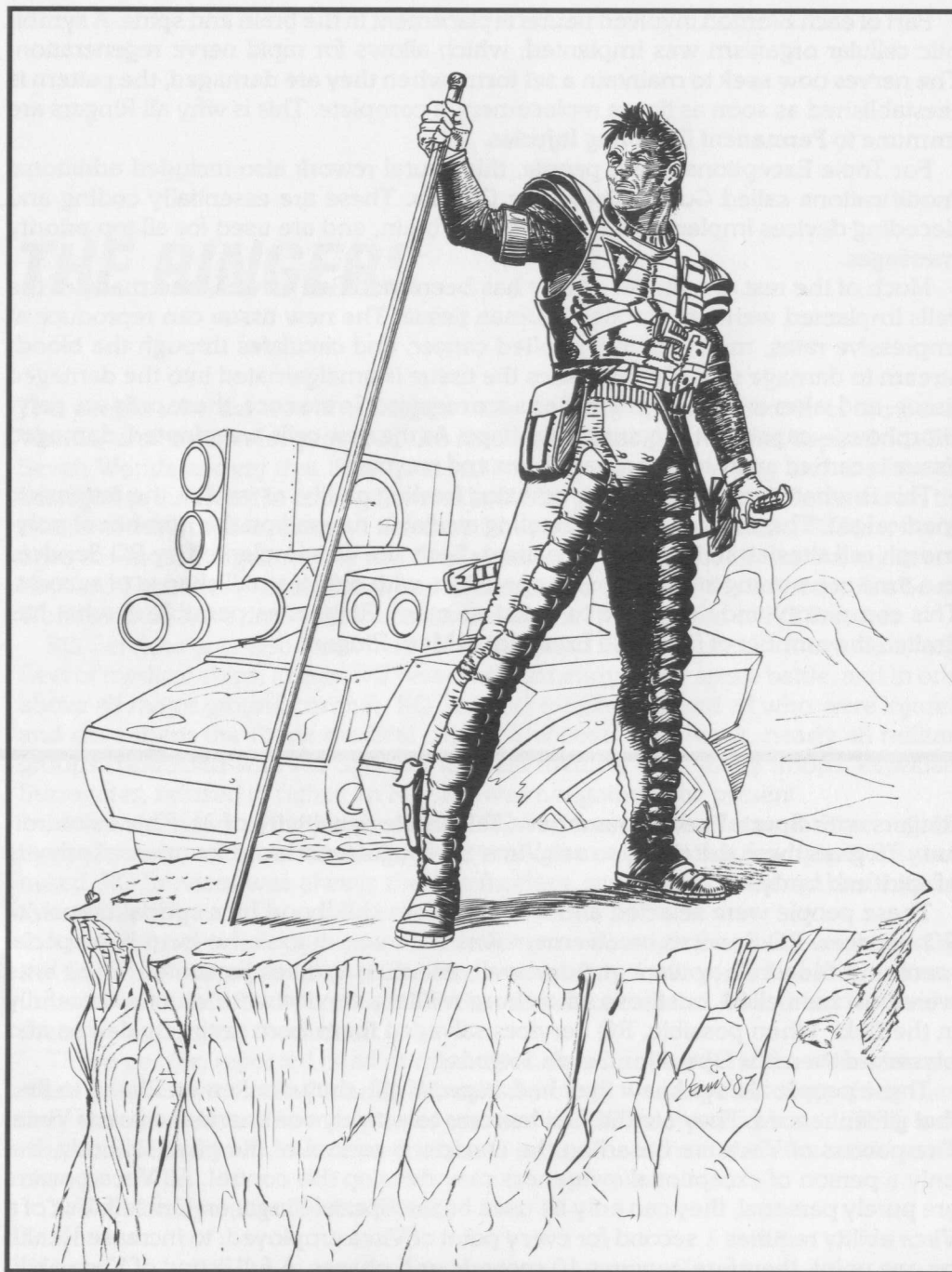
VIRCA™

3.3

PROFESSIONAL SKILLS FOR RINGERS

"Vladimir stood looking out over the Landing Zone. The troops thought he was planning the campaign, but I knew him better than that. On the eve of a battle, his mind was always filled with visions of the casualty reports he would be reviewing in the days to come."

Trent
Blue Sword Targa



2188: Vladimir, Gold Sword Dragon, Operation Lance

3.4

NON-COMBAT RINGERS

No army consists solely of fighters, and no operation exists without support personnel. This is especially true of Operation Seven Swords, and of course not all the people brought to Rhand by RQ Services were Special Ringers or great warriors. A number of technicians, operations officers, and vital support personnel were also gathered from the Seven Worlds and held for this time. They are now present, and available as player or non-player characters.

These people, called **Non-Combat Ringers (NCR)**, were evacuated during the Alpha Rear Guard and Fall of Hryken actions in the same way as other Ringers. They are highly trained specialists: in some ways they are more capable than the Ringers themselves. NCR's also have high **Intelligence** and **Motivation**; assume that NCR MOT is 16 or better. Several types of NCR's are described below, and the Professional Skills for each are defined on **Table 1A**. General Skills for all NCR's are the same as those for 7 World Starmarine before 2180, as defined on **Table 1A** in **Living Steel**. The only exceptions are the **Qualified Skills**; NCR's are not qualified with **Heavy Weapons**, **Power Armor**, or **Grav Vehicles**.

Operations Officer

Operations Officers are responsible for allocating equipment and resources. They are given assignments from higher command and their duties include Team selection, equipment review, scheduling, communications, drop and pickup locations, briefing and debriefing, and the control of reserves. For soldiers in the field, the Operations Officer is the link to higher command.

Operations Officers do not get along well with Targas, and prefer to channel their work through Dragons. Targas are not concerned with long term planning and make demands based on their immediate needs. Dragons, on the other hand, understand the way Operations Officers have to function, and are easier for them to deal with. As a result, Operations Officers prefer to discuss situations with Dragons even when Targas are in command.

Medical Personnel

There are two basic types of Medical staff; **Surgeons** and **Field Medics**.

Surgeons are highly skilled physicians who remain at a base or field hospital, using their abilities to save the lives of the injured. Although generally kept away from combat, they are the ones who take the final responsibility for the survival of the wounded.

The problems of a Field Medic are different, but certainly no less serious. Positioned on or near the line of battle, the Field Medic deals with the immediate problems of injuries and makes sure the wounded remain alive until they reach the Surgeons. Although less skilled in Medical Aid, Field Medics face the danger of battle directly and are a critical link in the healing of the injured. In many ways, the Field Medics are the truest heroes of the battlefield.

Field Medics have a set of **Thralls** which are linked to their **SAS Encoder**. These Thralls may be set for independent transport, allowing the Medic to send them back through the **ORCA** at his command, while he remains in the field. The Auto Medic Kit has a beacon tied to the Combat Suits of the injured, which allows the medic to follow the location and status of his patients.

Some Medics are trained in Gun Combat, others are not. Those who are trained carry weapons and are combat soldiers as well as medics. This type of Medic was always common during the wars the Seven Worlds fought with the Imperium, as medical insignia were no deterrent to Imperial fire. Dragoncrests, however, never fired on non-combatants, and so Medics during the Dragoncrest wars were never armed.

Senior Technicians

Service technicians are vital to any armed force, particularly one which features Power Armor. The NCR **Senior Technicians** are the very finest: they are highly dedicated and skilled, and they are accustomed to working under terrible conditions. They are also capable engineers and designers, and are far more creative than would be expected of a technician.

Because of their importance, all Senior Technicians were assigned a **Tech Security Team** of two men. Tech Security Teams, evacuated with the Senior Technicians, are discussed below.

"Send in both sets of Rebar, and I want the Rear Guard too!"

Narjack
Red Sword Targa

"Is there a Dragon around I can talk to?"

Andy Brennan
Operations Officer



"Know Only Battle"

Insignia
Black Sword

Technician Security Teams

The Tech Security Teams consist of two people, and are assigned exclusively to the protection of a Senior Technician.

One member of each Security Team is a former Seven Sword soldier, one who has a minor disability or who is too old for active field assignment. The imperfections are slight, but even small flaws could be disastrous in a Seven Sword mission. They are on permanent Security duty, and on the Seven Worlds they were responsible for both the Tech and their Security Team partner.

The partner is a Seven Sword warrior who has been temporarily classified as Black Legion, and given a short-term Security assignment. The assignment was intended to give the warrior a clear responsibility, while allowing time to heal and recuperate under the guidance of an older, steadier Sword. The awakening on Rhand has stripped these people of the peace and support that are needed, and so those around them must use considerable wisdom in handling these unstable warriors. The temporary Black Legion members may or may not eventually restore themselves; that will depend on their teammates, their environments, and their own spirits.

Determine the initial skills of the Tech Security Team members as with any regular Ringer. The only modifications are that they must be members of a Sword combat or command unit, and the older member must roll one die to determine his disability, using the following table.

- 1 = Arm Injury. $\times 2$ AC cost when using injured arm.
- 2 = Leg Injury. +1 to all Movement costs.
- 3 = Serious Body Injury. -3 to STR and HLT.
- 4 = Serious Arm Injury. $\times 3$ AC cost when using injured arm.
- 5 = Serious Leg Injury. +2 to all Movement costs.
- 6 = Age. Character is $48 + (20)$ years old. Apply the appropriate modifier from **Table 4A** in *Living Steel*.

THE ALPHA TEAMS

The people who make up the **Alpha Teams** are unlike any others. Although they are mostly Bondsmen, they are free of the limitations and hostility common to that caste. This is because they were born and raised in communities run by Trident's **RMBK** division, and RMBK's view of human existence was sharply different from that of the rest of the Starguild.

RMBK did not accept traditional patterns for society. The caste system and the incessant oppression of the Bondsmen, on which Starguild power was based, were unacceptable to RMBK, and in their communities Bondsmen and Starcaste lived and worked side by side. As a result, their Bondsmen were bright and creative, and completely loyal to RMBK. This was naturally a primary source of friction between RMBK and the Imperium, and even between RMBK and the rest of Trident. It also created a new pool of capable individuals, however, and contributed to RMBK's success. From this group of free Bondsmen were drawn the Alpha Teams; since RMBK was in control of the ORCA, it was able to decide the makeup of the emergency crews.

It should be noted that only three of the Trident communities were managed by RMBK. The remaining Trident bases and rest of the planet were under normal Starcaste guidelines, and while Rhand was a paradise compared to more established Imperial planets, life for the Bondsmen in these areas was still bleak.

ALPHA TEAM DESCRIPTIONS AND SKILLS

Many of the most important abilities for Alpha Team members are not General Skills, but **Job Skills**. Each Alpha Team member is trained to a minimum level in a certain set of these skills, depending on profession. The Job Skills for each Alpha profession are listed on **Table 1A**. Since so much time has been spent on the acquisition of these Job Skills, Alpha Team members only receive 1/2 the **Professional Skill Learning Points** mentioned in *Living Steel* **Section 2.2**; these points may be used to learn **Hobbies, Sports, and Activities (HSA)**, to learn additional Job Skills, or to increase the level of an existing Job Skill.

Many of the skills on the HSA table are more than simple hobbies, and translate into General Skills as well. **Table 1B** lists these skills, and the rate at which they transfer. Simply divide the HSA Skill Level by the number listed and round off to determine the effective level in the General Skill.

Basic Skills

Certain basic abilities are common knowledge and require no Professional Skill Learning Points whatsoever. These include skills held by everyone, such as reading and writing or basic arithmetic, as well as common sense activities like using elevators and basic calculators. A Skill Level of even 1 indicates a degree of specific special training beyond what can be picked up through casual exposure.

Alpha Team Descriptions

A description of each Alpha Team job follows, along with the standard equipment which the team member would have. Some items have asterisks beside them; these are defined in **Section 4.2, Alpha Team Special Equipment**. The other items are described in **Living Steel Section 3.5**.

Comm Repair: This job included the repair of standard civilian communication equipment, including cable video systems, computer microwave links, simple fiber optics, and radio. It did not include any training in Starcaste technology, deep space communication, or military laser communications.

Equipment—Uniform, SAS Encoder, Flashlight, Hand Calculator, Radio, Level I Mechanical Tool Kit, and Level I Electrical Tool Kit.

Search and Rescue: Members of Search and Rescue teams were rangers and outdoorsmen, and as a consequence they have trained intensively in outdoor survival. Their Professional Skill training, on the other hand, was somewhat limited. Their 2nd Skill Level ORCA operator training allowed them to use ORCA navigation equipment.

Equipment—Basic Combat Suit with thermal Life Support, SAS Encoder, Flashlight, Climbing Equipment, Framepack, 7 Days Rations, Entrenching Tool, First Aid Kit, Headset Communicator, Night Vision Equipment, Binoculars, and Canteen. Each member also rolls a 6 sided die once, and receives an item or items from the following list; a roll of 1 = Field Radio, 2 = Auto Medical Kit, 3 = Navigation Equipment, 4 = Scent Tracker, 5 = Block and Tackle, 300 Feet of Rope, and Megaphone, 6 = Sonic Barrier*.

Fire Fighting: These teams specialized in urban fire fighting, inside buildings and on city streets. Rural fires were rare on Rhand, and the Alpha Teams were not used to combat them.

Equipment—Fire Proof Suit with 24 hour Life Support, SAS Encoder with 12 Thralls, Flashlight, Night Vision Equipment, First Aid Kit, Headset Communicator, Fire Ax, and Floorplan Tracker*. One item is received from the following table, as well; 1 = Fire Fighting Equipment (ORCA), 2 = Megaphone, 3 = Rope (200 ft.), 4 = Floorplan Computer*, 5 = Emergency Air Supply*, 6 = Abrasive Saw.

Hazardous Chemicals: These emergency teams dealt with chemical spills, plant shutdowns, and other emergencies involving toxic or hazardous materials.

Equipment—Fire Proof Isolation Suit with 24 Hour Life Support, SAS Encoder, Flashlight, Night Vision Equipment, Level I Mechanical Tool Kit, Headset Communicator, and Floorplan Tracker*. One of the following is supplied as well; 1 = Chemical Emergency Unit*, 2 = Floorplan Computer*, 3-4 = Four Explosion Damper Bombs*, 5-6 = Blast Shield (PF 34).

Paramedic: Emergency medical response units, these teams applied immediate aid, determined which facility the patient should be taken to, and performed the ORCA transport.

Equipment—Isolation Suit with Air Filtration, SAS Encoder, Headset Communicator, Flashlight, Field Medical Kit, and Medical Drug Kit*. Also, one of the following; 1 = Auto Med Kit, 2-5 = 45 Pounds of Medical Supplies (enough to treat 15 patients), 6 = Med Evac Transport.

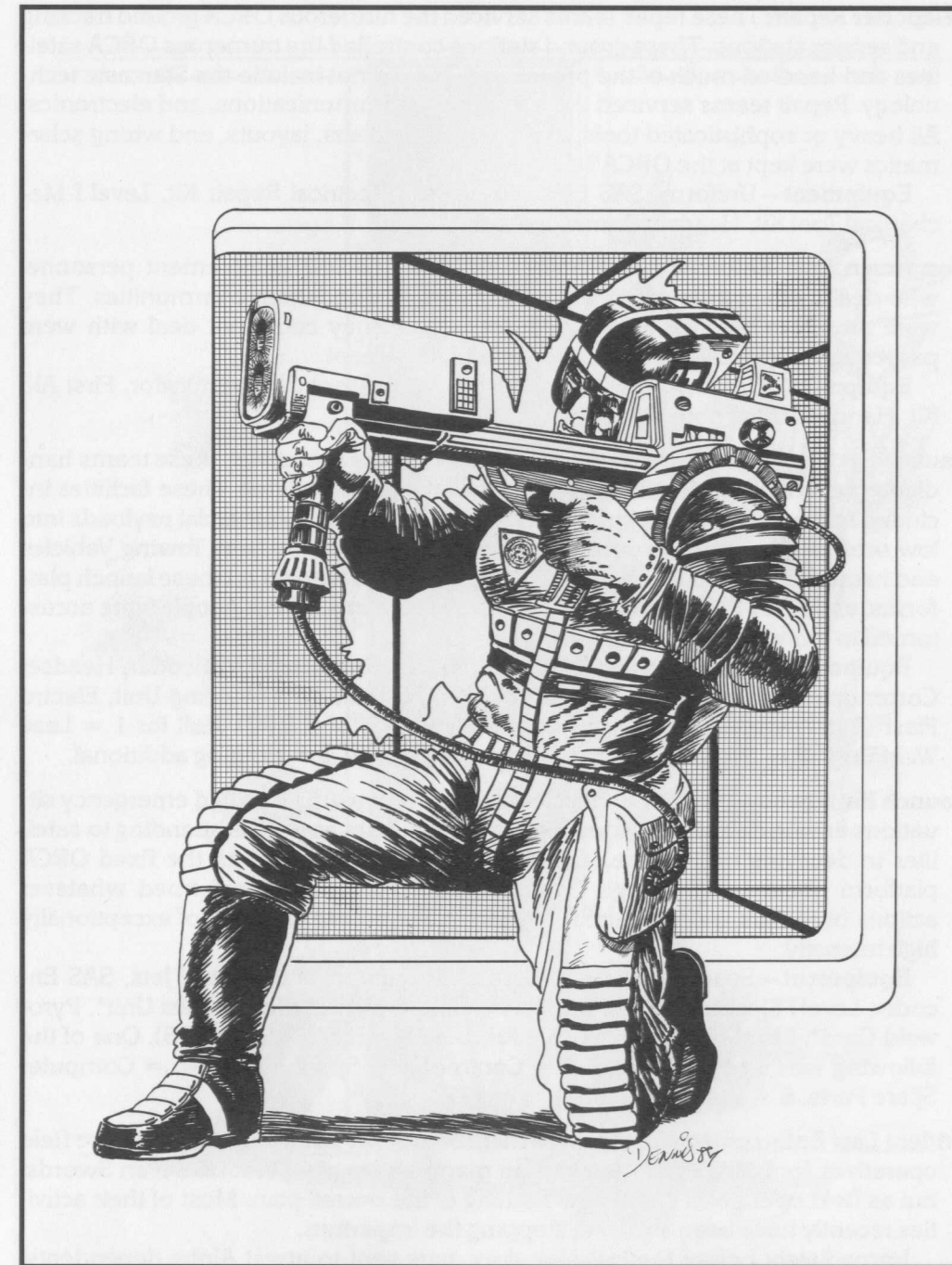
Power Receiver Repair: These teams responded to everyday problems with Mounted, Mobile, and Portable Power Receivers. They did not service the critical module which contained the reserved Starcaste technology, nor the receiver encoder, but handled common repairs of external wiring, dropped units, damaged reception dishes, and standard control panel electronics.

Equipment—Uniform, SAS Encoder, Level I Mechanical Kit, Headset Communicator, and Level I Electronic Repair Kit.



"For The Good Of All"

Insignia
Green Sword



2163: Jocasta, Green Sword Targa, Seven Worlds - Starguïld Border Wars

Power Relay Station Repair: These teams repaired standard damage to the Power Relay Stations. This did not include any work on the actual core unit. The core unit and all Starcaste technology equipment were enclosed in a sealed section, and this entire section was transported to the appropriate Subcon facility for repair when necessary. The Alpha Teams were responsible for simple physical damage done to the building, dishes, rigging, antennae, and so forth.

Equipment—Uniform, SAS Encoder, Headset Communicator, Climbing Gear, 200 Feet of Rope, Level I Mechanical Tool Kit, Lase Welding Unit*, Electro Plast Unit*, and Strut Repair Kit*.

"On those extended missions into Guild territory, it was the Greens that held us together. With them as the core, we were always solid, no matter how bad it got."

Flynn
Gold Sword Targa



"Duty Binds Us All"

Insignia
Blue Sword

"Members of Imperial Law Enforcement are not issued Stunners. They'd really rather kill you."

Gados Thayr
Trident Law Enforcement Special Operations

Teleporter Repair: These repair teams serviced the numerous ORCA ground tracking and service stations. These ground stations controlled the numerous ORCA satellites and handled much of the processing, but did not include the Starcaste technology. Repair teams serviced the computers, communications, and electronics. All heavy or sophisticated tools, along with floorplans, layouts, and wiring schematics were kept at the ORCA stations.

Equipment—Uniform, SAS Encoder, Level I Electrical Repair Kit, Level I Mechanical Tool Kit, Headset Communicator.

Bondsmen Law Enforcement: These were unarmed law enforcement personnel who dealt with simple crime and disruptions in Bondsmen communities. They were an internal police force. Problems which they could not deal with were passed on to Landcaste or Starcaste Law Enforcement.

Equipment—Uniform, Billyclub, Flashlight, Headset Communicator, First Aid Kit, Handcuffs, Remote Video Camera*.

Launch Facility Repair: Consisting entirely of Starcaste personnel, these teams handled emergency mechanical repair at civilian launch facilities. These facilities included huge electromagnetic launch cannon which put commercial payloads into low orbit at tremendous speeds, where they were met by Grav Towing Vehicles and hauled to interstellar carriers. The Alpha Teams worked on these launch platforms, as well as fixing external mechanical problems. These people were accustomed to working at great heights.

Equipment—Basic Combat Suit with full Life Support, SAS Encoder, Headset Communicator, Level I Mechanical Tool Kit, Portable Lase Welding Unit, Electro Plast Unit*, Pyroweld Cord, and Lase Machine Pistol (LMP8). Roll for 1 = Lase Weld Unit*, 2 = Power Winch*, 3 = Hydraulic Jack, 4-6 = Nothing additional.

Launch Emergency: Another Starcaste section, these teams handled emergency situations arising during and immediately after launch, as well as attending to satellites in decaying orbits. The teams were teleported directly to the fixed ORCA platform aboard each Cargo Container or satellite, and performed whatever actions or repairs were required. These missions were rare, but of exceptionally high intensity.

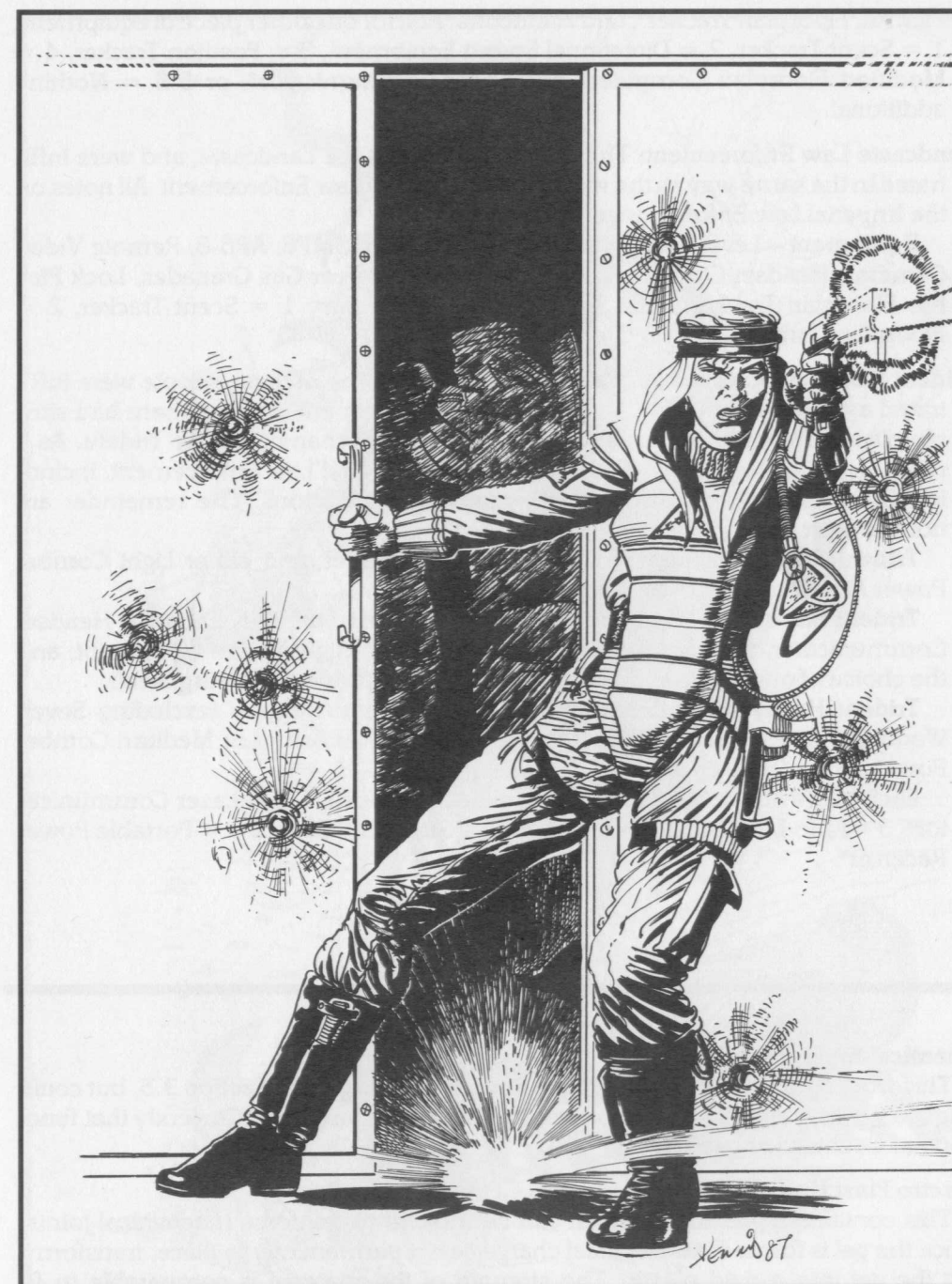
Equipment—Spacesuit, with 24 hour Life Support and Control Jets, SAS Encoder, Level I Electrical Repair Kit, Portable Lase Welder, Electro Plast Unit*, Pyroweld Cord*, Level I Mechanical Tool Kit, Lase Machine Pistol (LMP8). One of the following was also supplied; 1-3 = Control Panel Spare Parts, 4-5 = Computer Spare Parts, 6 = Lase Weld Unit*.

Trident Law Enforcement: These were members of the Starcaste, and were the field operatives for RMBK. They worked on many stages of Operation Seven Swords, but as field operatives they knew nothing of the overall plan. Most of their activities recently have been aimed at stopping the Imperium.

Immediately before the invasion they were sent to arrest Alpha dependents, without provoking incidents, and were then to escort them to another location through the ORCA. They were, of course, held in transit and delivered with the rest of the Operation Team.

Equipment—Level 2 Combat Suit, SAS Encoder, SMP8, FMP8, Remote Video Camera*, Headset Communicator, Night Vision Equipment, First Aid Kit, Lock Pick Kit, Stunner*, Pistol Silencer, Floorplan Tracker, and Combat Drug Armband with 3 Combat Drugs chosen by player. There is also one of the following; 1 = Scent Tracker, 2 = Directional Sound Equipment, 3 = Modified Floorplan Computer* and Laser Communicator*, 4 = Tranq Gun, 5-6 = Nothing additional.

Imperial Law Enforcement: These were not part of the Alpha Teams in any way, but were members of the Starcaste who were infiltrated by RMBK into Imperial service at an early age. These people have lived undercover since the ages of 12 to 14, and were RMBK's deep cover informants within Imperial Law Enforcement.



2194: Tess, Blue Sword Targa, Fall of Hryken

They do not question their orders; they are akin to the Blue Legion in their loyalty. They are intense, quiet individuals, and have little to say about their pasts. Like the Trident Law Enforcement Alphas, they also were involved in rounding up Alpha Team dependents, and are somewhat surprised by the situation.

They have one other special attribute; they have Golem Encryptors and neural synapse modifications. This makes them central components of Operation Seven Swords, much as the Ringers, as well as making them immune to permanent disabling injuries. They do not have any of the other Biomodifications common to Ringers.

Equipment—Level 2 Combat Suit, SAS Encoder, SMP8, FMP8, Remote Video Camera*, Headset Communicator, Night Vision Equipment, First Aid Kit, Lock

"We made them pay for every room, and for every foot of corridor. We were ordered to hold. So that's what we did."

Tess
Blue Sword Targa

Pick Kit, Floorplan Tracker*, and Handcuffs. Roll for one other piece of equipment; 1 = Scent Tracker, 2 = Directional Sound Equipment, 3 = Position Tracker, 4 = Modified Floorplan Computer* and Laser Communicator*, or 5-6 = Nothing additional.

Landcaste Law Enforcement: These are members of the Landcaste, and were infiltrated in the same way as the members of Imperial Law Enforcement. All notes on the Imperial Law Enforcement Alphas apply.

Equipment—Level 2 Combat Suit, SAS Encoder, SMP8, AP6-8, Remote Video Camera*, Headset Communicator, First Aid Kit, 2 Tear Gas Grenades, Lock Pick Kit, Floorplan Tracker*, and Stunner*. They also carry 1 = Scent Tracker, 2 = Floorplan Computer*, or 3-6 = Nothing additional.

Trident Starfleet, Starmarine, and Heavy Assault: Some of these people were infiltrated as with Imperial and Landcaste Law Enforcement; most of them had simply placed their primary loyalty with RMBK, rather than corporate Trident. As a result, 1/3 of these team members are as the Imperial Law Enforcement, including Golem Encryptors and neural synapse modifications. The remainder are normal Starcaste personnel.

Trident Starfleet Equipment—LMP8, SAS Encoder, and either Light Combat Power Armor or Skiffdress (50% each).

Trident Starmarine Equipment—Level 2 Combat Suit, SAS Encoder, Headset Communicator, First Aid Kit, 4 Grenades, FMPX8, Night Vision Equipment, and the choice of one weapon from Arms Class 4 (See Table 4D, Living Steel).

Trident Heavy Assault Equipment—FMPX8, any weapon (excluding Seven World Battlepacks), and either Heavy Combat Power Armor or Medium Combat Power Armor (50% each).

Each of the above have one of the following as well; 1-2 = Laser Communicator*, 3 = Auto Medical Kit, 4-5 = Explosive Support Weapon, 6 = Portable Power Receiver*.

Chemical Emergency Unit

This works like the **Fire Fighting Equipment** in **Living Steel Section 3.5**, but could originally pump chemicals away from the site, as well as into it. Currently that function has been deactivated.

Electro Plast Unit

This contains a plastic gel which can be molded to reinforce mechanical joints. Once the gel is formed, an electrical charge sets it permanently in place, transforming the gel into a rigid plastic. The strength of the material is comparable to fiberglass. It is commonly used to anchor bolts in stone and concrete. The unit weighs 10 pounds, and contains enough power for 100 uses. The plastic weighs 65 pounds per cubic foot.

Emergency Air Supply

Four pressurized air bottles with masks. Each bottle has a 5 minute supply of air and weighs 3 pounds.

Explosion Damper Bombs

These weigh 5 pounds each, and have the same effect as the **Explosive Damper Auxiliary Pack** in the **High Tech Weapon Supplement, Section 2.5**.



2194: Unknown Black Sword Targa, Fall of Hryken

Floorplan Computer

Contains commercial floorplans for most unclassified buildings, which are displayed on a small screen. It weighs 10 pounds.

Floorplan Tracker

This is tied to the Floorplan Computer, and is a small screen worn on the wrist that shows building floorplans and displays a dot where the wearer is located.

"We finally unleashed the entire Black Legion. I heard that some of them actually made it all the way to the Imperial Landing Zone."

Rodrigo
Gold Sword Dragon

"What good is my life, if I do not use it to defend what I believe in?"

Palin Soddak
Silver Sword Targa

Lase Welding Unit

A high energy, continuous beam laser equipped with a variable welding head. A maximum of 200 PF per inch per minute may be welded. Weld penetration may not be more than 1/2 inch. It is equipped with a multi-purpose Attachment Base that allows it to be anchored onto standard I-beam frameworks, and weighs 25 pounds.

Laser Communicator

This device, which weighs 32 pounds, uses the ORCA satellite network to relay communications. The exact location of the target unit must be known, and transmissions can only be initiated when the ORCA is active in the area. For a detailed description of laser communications, see Section 5.2.

Medical Drug Kit

This kit contains a wide variety of antibiotics and other commonly required medicines, as well as 15 injections of Oxyspan. The drugs are in pill and capsule form, as well as single use injection packs, and the total weight of the kit is 12 pounds.

Modified Floorplan Computer

As the Floorplan Computer, but including a Laser Communicator, for secure communications and loading classified information. Total weight is 38 pounds.

Portable Power Receiver

These receivers were open access and, before the invasion, all Trident Power Relay Stations provided them with power. Since the invasion, the new owners of many power stations have nullified the old access codes. If that is the case, then these receivers must have new access codes assigned, by whatever means the Team can arrange. The unit weighs 50 pounds.

Power Winch

Portable winch, capable of lifting 5000 pounds, with 200 feet of 1/4" cable made of a high-strength alloy. It weighs 75 pounds and operates for 2 hours. It is used for lifting heavy equipment to work areas, as well as moving struts and the like. It is also equipped with an Attachment Base (see Laser Welding Unit).

Pyroweld Cord

This is a tube of chemicals and metal which weighs 2 pounds per foot that is used to restore sheared metal in frameworks. It is tied around the location of the tear and activated. The chemicals superheat both the Cord's metal core and the metal of the framework, and they flow together. This, when cooled, forms a decent fusion weld.

Remote Video Camera

This camera, which weighs 2 pounds, is tied to a control unit, and is used for transmitting information from the field. The description of the control unit is in Living Steel, Section 3.5.

Sonic Barrier

A portable Sonic Barrier used to ward off the various predatory animals indigenous to Rhand. The device emits ultrasonic frequencies designed to irritate the animals, as well as a high-pitched tone audible to humans. Radius is 100 yards, and the power charge lasts 96 hours. The unit weighs 30 pounds.

Strut Repair Kit

This unit consists of a number of metal tubes which are slightly larger than the 2" standard struts used in construction. They fit over broken struts, and when activated are welded in place, forming a reinforcing bond. Each repair collar weighs 4.5 pounds, and there are 4 per kit.

Stunner

A Tranq Gun pistol with a range of 10 hexes. It is semi-automatic, and has a 20 round gas powered magazine. It fires Somalon cartridges, the effects of which last 1 to 2 hours. The pistol weighs 1.5 pounds.

ALPHA TEAM
DEPENDENTS

The lives of most Alpha Team members were limited by their professions. With fully half of each month spent in stasis or in crisis situations, normal family lives were hard to maintain. As a result, many Alphas were solitary people, or associated only with other Alphas.

Those Alphas who had families, however, find them present on their arrival. These dependents will explain that they were arrested without charge by Trident Law Enforcement officers just before the invasion, and held within the ORCA. Special care has been taken to insure that all Alphas have been linked up with their families, both out of kindness and to minimize the chance of the Alphas breaking off on their own to find them.

As stated in Living Steel, Section 1.3, Alpha Team members are between 21 and 30 years old. To find if an Alpha is married or closely attached to anyone, determine the Chance of Bonding. This is equal to 5%, +1% for each point of Charisma, TS, Motivation, and/or Leadership over 15. 00-99 is rolled for each year of age over 20. If less than or equal to the Chance of Bonding is rolled, a bond is formed that year. More than 1 bond may be made.

If a bond is formed in a given year, roll on the following table to determine what type of relationship has been created.

Roll	Relationship
00-40	Spouse or equivalent (marital status may be decided by the player.)
41-62	Comrade/Best Friend
63-68	Family Member (Brother, Sister)
69-70	Relative (Cousin, niece/nephew, or in-law)
71-99	Parent (If more than 2 occur, reroll)

A second occurrence of the "Spouse" entry means that the couple had a child. The Non-Player Character Background and Skills Tables (Tables 4B and 2B in Living Steel) are used to generate these people.

INDIVIDUALIZING
ALPHA TEAM
MEMBERS
(OPTIONAL)

For simplicity, all Alpha Team characters of a given type are assumed to have identical base skills. They are all at early stages in their careers, and have all been trained to proficiency in the same things. If players would like greater individuality, these skills may be modified based on each character's Motivation. Characters with high Motivation would apply themselves to their professions, and be capable of more than the minimum expected of them.

To represent this, each character receives a number of Motivation Points, or MP based on the following formula:

MP = 3 × (MOT - 10)

For example, a character with MOT 14 would receive 3 × (14 - 10) = 3 × 4 = 12 MP.

These MP may be applied to any skill or skills in which the character has been trained. To advance from one level to the next costs a number of MP equal to the higher level. For example, to go from 4th to 5th Skill Level uses 5 MP. It would cost 6 additional points to go from 5th to 6th. A character's MP may all be placed in one skill, or may be spread among a few or many at the player's discretion.

5

ORCA

The **ORCA** is the single most powerful tool of Operation Seven Swords, but it is a tool with definite limitations. Once in every fourteen days the Operation Teams have the ability to strike or withdraw with complete freedom, to establish beachheads, and to support each other without restriction. That level of mobility is unavailable to any other force on Rhand, and is vital to the success of Operation Seven Swords.

The limitations are very simple. In order to guarantee complete security for Operation Seven Swords' use of the ORCA, all the teleportation coordinates for the world have been changed. This outdates all pre-invasion maps and guidelines, and means that an Operation Team in the Apocalypse Setting must use **Navigation Equipment** to establish each point they wish to teleport to. (In the Mission Setting, a wide variety of these locations are available.)

The biggest restriction on the post-invasion ORCA, however, is that the destruction of three of the four **ORCA Main Satellites** and of the supporting **Ground Bases** has crippled the system, allowing it to function only one day in fourteen. The ORCA system is fully detailed in **Section 5.1**.

For practical applications, the **ORCA Operations Schedule**, on **Table 2**, allows Mission Teams to know when and where they can go. The table lists the times that various ORCA passes begin in the equatorial regions. Across the table are listed the 16 ORCA Districts; the map below the schedule indicates which parts of Rhand are in each District. The shaded bars indicate which Districts can be reached during each pass. These are referred to as **Active areas**.

Teams in these areas have the full use of the ORCA, and may transfer immediately to another **Active area**. If a team wishes to reach an area that is not currently **Active** it simply waits in transit, within the ORCA memory, until the desired area becomes **Active**.

The full pass of the Main Satellite lasts 30 hours. After this the satellite moves out of range, and for the next 13 days there is no ORCA transportation. This is the time that Missions are considered **Spinward**.

Note that the way in which the ORCA begins and ends its functional phase means there are certain areas of the world which are better for ORCA use than others. Many missions will have to wait 14 days to be delivered back to their bases. This is naturally far faster than travelling on foot, but can be a frustrating restriction. Using the ORCA wisely is a learned skill, and players should study the ORCA Operations Schedule carefully when planning missions.

The ORCA is a complex and highly sophisticated system, and a thorough discussion of it involves some unusual concepts. This discussion is not vital to normal use of the ORCA; the Operations Schedule contains all the information that is required. How-



2163: Falx, Red Sword Targa, Seven Worlds - Starguild Border Wars

"Yes, they were unruly, undisciplined, and nearly impossible to deal with. But when I had a rough job that needed doing, there were none more eager."

Flynn
Gold Sword Targa

ever, for those who want to truly understand the ORCA, and who might want to develop new ways of approaching and using the system, the following section has been included.

At the time of the Spectral attack, the ORCA system consisted of 4 Main Satellites, orbiting the equator, and 4 sets of 15 **Polar Satellites**. Each set of Polar Satellites followed a single elliptical orbit, or **Station**, and provided coverage for one quarter of the globe (90 degrees) at any given time. Each of the 15 satellites provided ORCA coverage for 10 minutes during its pass, and a pass was made over Rhand every 20 minutes. As a result, every spot on Rhand was under ORCA coverage half the time, on a 10 minutes on/10 minutes off basis. The Main Satellites made a complete orbit

5.1

ORCA SATELLITE SYSTEM DETAIL

every 14 days, passing control of the Polar Stations smoothly. There was considerable redundancy in the system, as no Satellite was ever stretched to its full capacity and all were supported by ORCA Ground Bases. With the Ground Stations on line, only 2 of the Main Satellites were needed.

The Spectral invasion destroyed the smooth functioning of the ORCA. The Ground Bases were bombarded, and the four Main Satellites were subjected to intense electromagnetic charges. These charges damaged the delicate ORCA circuitry, but fortunately one of the Satellites had been built to survive this sort of attack. It was able to resume functioning on a limited basis after two months, but when it came back on line it was virtually unsupported by Ground Bases. Its automatic programming has allowed it to continue on only a very limited basis.

It is currently only locked into one of the Polar Stations, and is unable to switch that assignment. As a result, it can only activate that Station. Moreover, its Tracking Mirror can only remain in contact with that station for a little more than a day. Lastly, it can only power three of the Satellites in the orbit, restricting the possible teleportation periods to four passes 90 minutes apart. The remaining 57 Polar Satellites are currently deactivated, continuing endlessly in their orbits in a passive state, awaiting the commands which would power them again.

There are several key pieces missing; the three damaged Main Satellites, of course, which are still in orbit; an operational main Ground Base, which would allow the Main Satellite to handle all 15 Satellites in its Station, giving 10 on/10 off coverage one day in fourteen; and the four **Main Satellite Tracking Bases** on the equator. Repairing those would allow the Main Satellite to provide coverage for a full quarter orbit, or 3-1/2 days out of every fourteen. Unfortunately, all ground installations were subjected to intense Spectral bombardment.

5.2

THE ORCA AND COMMUNICATIONS

Mission Teams in the field may use satellite-assisted laser communication to contact their bases and other teams; this type of communication is completely secure. The tight-beam lasers used are almost impossible to intercept, and no transmission has to be in code.

The Mission Team must have a Laser Communicator (see **Section 4.2**), and must know the location of the receiving Communicator to within 12 feet, whether it is the Base or another team in the field. If the receiver is another normal Laser Communicator, then the two units remain in contact for any 10 minute period during which one of the units is under Active ORCA coverage. Additionally, if one of the devices is a **Command Laser Communicator** (discussed below), the link may be maintained every other 10 minute period, regardless of ORCA coverage.

Command Laser Communicators can establish links at any time, but as always must know the precise location of the receiving unit. Once the link has been created, even normal Laser Communicators can remain in contact.

For the curious, the exact mechanism of this is as follows. A Laser Communicator has enough power to transmit a message to an active Polar Satellite. The Satellite may then pass the message, by way of the many dormant Polar Satellites, to the destination. A Command Laser Communicator has a larger power supply, and can transmit to passive Polar Satellites. This allows it to reach teams in the field, and to feed enough power into the link to keep it active. It requires very little power to receive a laser transmission, but the location is critical; this is a tight beam, and the receiver must be within 12 feet of the expected location. (ORCA transmission coordinates are precise enough to define the location.)

6

SOCIETY

There were sharp differences in the appearances and attitudes of the various classes before the invasion, and even that disaster and the intervening months have not erased them. A brief description of each category and its former and present states follows.

6.1

STARCASTE

Wealth and power were the provinces of the Starcaste. Possessing superior technology, they designed and maintained the caste society of the Imperium, and took whatever steps they deemed necessary to guarantee their own positions. Most of their energies were consumed in competing and bickering among themselves, and the remainder used to keep the Landcaste in line.

Starcaste Civilian

These people were formerly very finely dressed, in business suits or leisure outfits. Their clothing was all made by the most prestigious designers and was custom fitted and hand sewn, using the best materials available. It was never mass produced, and usually sported complex stitching and pattern work.

This attire has now seen considerable wear and is showing signs of abuse. The custom tailoring and superb craftsmanship of this clothing is still apparent, however, although it is generally reserved for ceremonial occasions.

The people of the Starcaste had the best of medical aid as well. They do not require glasses, as their eyes have been surgically corrected. Their teeth are perfectly straight, and body adornments, such as glistening tatoos, feathers, and scales are fairly common. Specialized creams were used to inhibit hair growth once a hairstyle was established, and so the Starcaste still appear fairly well groomed.

They had moderate amounts of excellent quality jewelry, including rings bearing their family crests, and were far more likely to actually own their personal effects than the lesser classes, which were mostly forced to rent. Anything they did own was custom tailored to their needs. Much of this property may have been lost, stolen, or bartered in recent months, but it is still likely that they possess more wealth than members of other castes.

Starcaste Bodyguards

The Starcaste chose their bodyguards with care, and almost always selected elite Landcaste ex-military personnel. These people are 30 to 45 years old, with high Strength and Agility.

The bodyguard of a member of the Starcaste enjoyed many advantages, and so these posts were taken by the best of the combat troops in the military. They are

people who have always been at the top of their field, and have a look of confidence and command. These people were often the heroes of their society, and as such they confer a kind of prestige upon their employers.

Bodyguards were always well dressed and groomed, and like Starcaste they had the best medical care and access to grooming creams. Their clothing, while well made, did not have the flair of Starcaste civilian clothing. It was durable and completely functional, but presentable enough for social settings. This clothing is holding up well under current conditions, and can be readily replaced.

Under their jackets they usually wore Body Armor and an equipment harness for weapons and accessories. While some have discarded their jackets, the armor and harness remain. Standard Bodyguard equipment included an FMP 8 machine pistol, brass knuckles, first aid kit, and appropriate support equipment such as a small metal detector, night vision gear, and so forth. An injection kit was kept on an arm band, containing up to four syringes of combat drugs.

Additionally, a small communicator was implanted in one ear and a voice activated microphone implanted in the neck.

Starforce

Every member of the Starguild had its own Starforce. These private armies enforced the will of the Starcaste throughout the Imperium, and were generally better trained, better equipped, and more highly motivated than other military, such as the Landcaste. The troops were usually drawn from Starcaste families with military traditions, and members of the Starforce were held in high regard. They are equipped as Trident Starforce, as described in **Section 4.1**.

Surrogates

Surrogates were the outcasts of the Starguild, and as such their equipment was less expensive than that of the more accepted Houses. They generally kept it for longer periods as well, and it was always marked by use. They did not wear jewelry or use similar luxuries. Since the invasion, the Surrogates have found their power in the world increasing rapidly, and they are now preparing themselves for future conquests.

Members of this class, who usually referred to themselves as "Management", were responsible for intimidating the Bondsmen and forcing them to produce. They were often caught between the Starcaste's high demands and the Bondsmen's unwillingness or inability to meet those demands, and generally solved their problems by the use of force. As a result, Landcaste society was devoted almost entirely to the military. All Landcaste people served a mandatory 16 year term in military service, either on active duty or as support personnel.

Landcaste Civilian

These were the support personnel and managers of the Landcaste military. They dressed to present an image of competence and capability, and they tended to be shallow and concerned only with direct material things. Most are currently dressing in fatigues and similar functional clothing.

Landcaste Law Enforcement

These people were the first line of defense for the Landcaste against the Bondsmen. They used violence, law, and psychology to keep the Bondsmen quiet, and rarely encountered serious opposition. When they did, they called on the Military for support. They were also used internally, to monitor Landcaste behavior.

Landcaste Military

These troops were rarely in combat with other organized military; their primary opponents were disorganized, poorly armed Bondsmen rebels. They were generally used when Landcaste Law Enforcement had not been able to sufficiently intimidate the Bondsmen. Standard equipment included a Combat Suit with Body Armor, Assault Rifle (AR8), and backpack.

Landcaste Combat Suits, unlike the Starforce equivalent, were not designed for deep space and did not carry a life support system. Gloves, boots, and helmet were separate pieces. The suits were usually the traditional camouflage pattern.

Bondsmen were the working class, and dressed in functional clothing. Owning nothing, and living under the constant gaze of the Landcaste, workers wore fatigues and overalls resembling jump suits. This durable clothing, although probably quite dirty, is still in fair condition and is readily replaceable.

They were the common people, adequately groomed, and their current appearance depends entirely on the individual.

Currently most Bondsmen are Refugees and carry their possessions with them, including extra clothing, food, cooking supplies, and so forth. About 1/3 of adult Bondsmen are armed, and almost all are travelling with family members and small groups.

Newlords

The people who now call themselves Newlords were once Bondsmen. They are people who have seized the chaos to improve their stature in life, and as such they are the most aggressive of the generally mild Rhand Bondsmen.

Many of them resent their pasts, and they generally dress in the nicest available clothing. This will usually be ex-Starcaste, but the fit and style will be flawed. It is not uncommon for Newlords to wear excessive amounts of jewelry and other status items.

Their grooming is average. While their hair is regularly cut, it is clear that it is being done by an apprentice barber.

Armed Newlords generally carry both pistol and rifle — an AP5-8 and an AR8L.

Rogues

These are former Bondsmen who have much in common with Newlords. They are, however, considerably less organized, and usually are not united behind a single capable leader. As a result, they have a lower standard of living in all ways than the Newlords, and have trouble holding their groups together and keeping their equipment in good repair.

The arms, equipment, and attire of Vissers vary widely, depending on their original caste, their recent experiences, and how unstable they are. In general they still have the clothing and equipment they started with, augmented by whatever they have been able to steal, and modified to suit their personal tastes. Many Vissers adopt a hard, violent style, and chains, spikes, and spare knives are popular Visser accessories.

7

THE AWAKENING

This section is included to give the Gamemaster a starting point for an Apocalypse Setting campaign, and to give the players a better idea of what their first experiences in post-invasion Rhand are like. The following information is not a scenario as such. It is intended to be taken as a set of guidelines. The Gamemaster is encouraged to modify the suggestions below, or change them completely as desired.

7.1

WELCOME TO RHAND

The Ringers awaken first. Each is lying inside a strange padded box, with a transparent lid that stands open. Sitting up, the Ringers discover each other and the room around them. It is a storeroom, perhaps 25 feet long, with a door at each end. At the foot of each Ringer's box is a crate with his or her name on it. There is also a single heavy security door, with the bolt mechanism on this side.

The first moments for the Ringers are tense. Each finds himself alone in an alien place, and surrounded by strangers. Additionally, the last memories of all these people are of pain, and of their own impending deaths. There is some guarded conversation, as each Ringer attempts to digest the situation and size up the others. They are quick to investigate the crates, and when they are opened one of the mysteries is solved.

Within each box is the Ringer's equipment. Ringers with Power Armor find their suits hanging on the standard equipment racks that allow them to put on the armor easily.

All the Ringers quickly respond by arming up, and the Bicom in each Power Armor suit indicates stored orders. For Ringers without Power Armor, the orders come in sealed tubes, and self-destruct after they are read.

The orders begin with code words recognizable to any Seven Worlds warrior; **APOCALYPSE—PHOENIX**. With these words, the Ringers are forced to adjust to painful facts, and to accept what they all felt to be inevitable. The Seven Worlds have fallen, and all units must salvage what they can for independent operations. For the Ringers who were at the Fall of Hryken or who were assigned to the Alpha Rear Guard, the Apocalypse is no surprise. The Phoenix, however, offers them hope, and gives them the responsibility of saving the best ideals of the Seven Worlds. These soldiers see no burden in the Phoenix order; it is only what they would do on their own.

What follows in the orders is an update on the current situation. The Ringers are told of the Spectrals and the Slozek, and of the Visser virus. They are also given brief summations of the other Ringers and the Alphas who will make up their Operation Team, as well as a full list of the supplies available.

The last section of their orders deals with secrecy. They are to operate as an independent cell, and they are not to broadcast their identity. As far as Rhand is concerned, the Seven Worlds system is far away and of little concern. The Imperium is still powerful here, and there are certain to be other powers as well. The Ringers must go their way quietly, and rebuild this world piece by piece. As time passes, they will find opportunities to link up with other groups, and in time they may receive an all-clear signal, and come into the open. Until that day, these warriors who were once hunted by the Imperium must remain undercover, and the banner of the Seven Worlds must be something they carry only in their hearts.

Formed into a team by their orders, the Ringers will turn their attention to their surroundings. After assessing the equipment in the facility, they will go through the security door, and up the long, steep ramp outside. At the top of the ramp is another door, and it leads into a barren garage. One door leads into a large, roomy, unfurnished house. The power armor Ringers cannot enter, because the floor would collapse. Their ultrasonic sensors indicate that the house is uninhabited. The main door of the garage leads to a clearing beside the house.

They find themselves on a sparsely wooded hillside. The house is the only structure nearby, and its design seems bizarre to them. From this angle the Ringers can see that many of the windows have been broken out, and there is some rubbish on the property. The clearing becomes a long driveway that leads down to a distant road. Scattered about in the distance, visible among the trees, are other exotic, solitary homes. As the Ringers stand in the driveway of this new world, the Alpha Team members and their dependents are beamed down.

There is immediate chaos. The Alphas are shocked at their surroundings. They would expect to be at an emergency of some kind, or stepping out of their boarding stations. Instead they find themselves in the middle of a group of other Alphas, and with their families. Warriors in unmarked Power Armor face them, and nothing about the situation makes sense.

The Ringers soon establish a little order, and attempt to tell them what has happened, but each new revelation is met with angry questions, confusion, and doubt. Many of the Alphas feel that what the Ringers are saying is madness. Even if the Spectrals had attacked, the Alphas find it hard to accept that they and their families would mysteriously be brought down to the surface two months later.

This goes on for several minutes, until the sound of gunfire is heard in the distance. A group of people are visible on the road, and they are coming this way quickly. Many of them are armed, and some are firing their guns in the air as they come. Using their Bifocal Units, the Power Armor Ringers take a close look at this strange crowd. The people seem crazed, and their clothing, odd to begin with, has been modified beyond any normal standards. Wearing bicycle chains and spikes, carrying axes, sticks, and more sophisticated weapons, these people can only be the Vissers mentioned in the orders.

They are less than 500 hexes away, about half a mile, and they are closing quickly. They will be in range in a couple of minutes, and they will be here in a couple more. The Alphas are starting to believe what they have been told.

And, after 150 years of sleep, the Ringers are once again fighting to make a better world.



"Truth"

Insignia
White Sword

7.2

The **Apocalypse** setting is a fascinating way to approach **Living Steel**, and it demands the very best efforts of both the Gamemaster and the players. The setting

**GAMEMASTER
INFORMATION**

"I had always been taught that the ideals of the Seven Worlds were like a virus. I feel now that they are actually an antibody."

Jesse Bocker
Paramedic

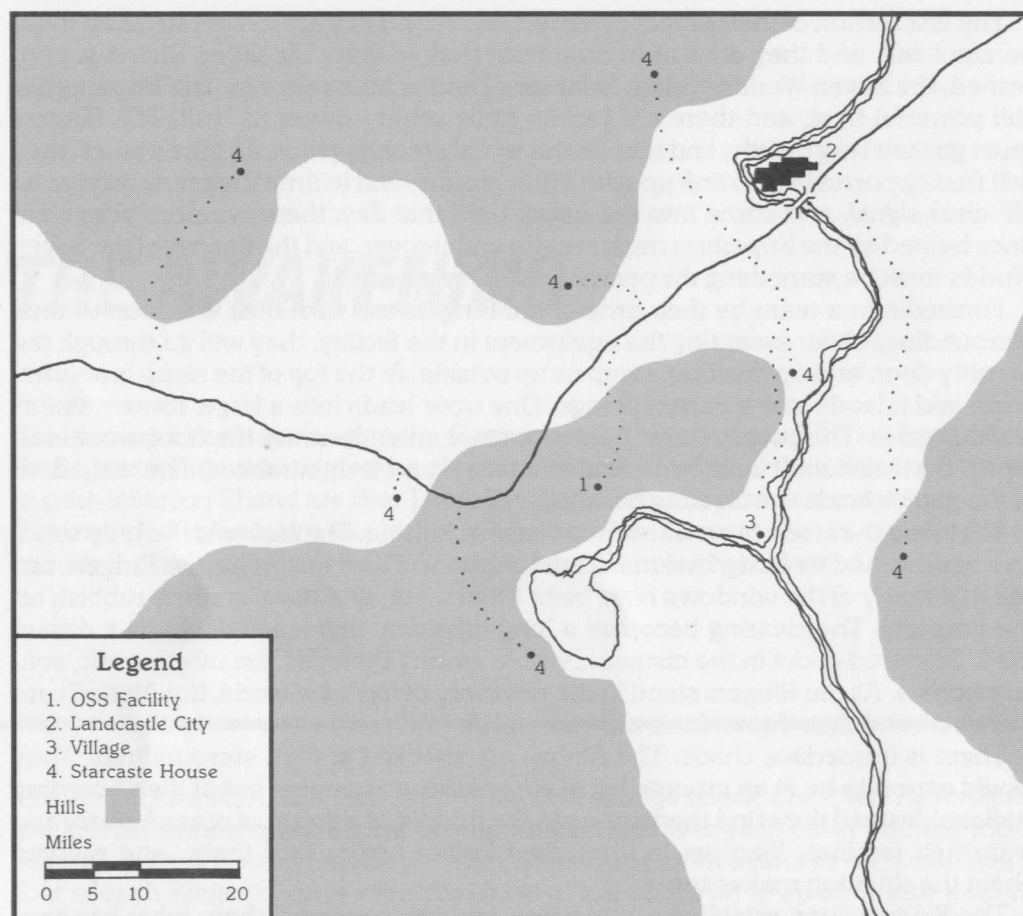


Figure 1 Local Map

above, supported with the basic information that follows, should allow those who are attracted to this scenario to get a quick start on it, but the Gamemaster will soon find the players moving beyond these horizons. That means the Gamemaster will have to create what comes next ... but that's why people become Gamemasters in the first place.

Starting Out

The **Local Map** (Figure 1) supplies a basic starting point for the Operation Team, including the terrain and some inhabitants. The most important feature on the map is the Landcastle city, and the Gamemaster may choose which of the 12 Landcastle communities on Rhand this is. This will give the Operations Team a precise location on the world map, and determine what ORCA district it will be in.

The Facility

The place where the Team starts out has obviously been specially prepared. The house, depicted in Figure 2, is one of several scattered through this quiet area. They were owned by Starcaste, and used as vacation homes. The Team's base is built under a house that had no real owner; it was simply a front. It has a **Fixed Power Receiver** which was licensed with the nearest Power Relay Station. Power is currently being supplied (see Other Powers below), but a jump in power consumption is certain to draw the attention of the owners of the station.

The main bunker is at the end of a steep ramp that leads down into the hillside, and contains two storerooms and the Ringers' chamber. The entrance to the passage is concealed behind a large cabinet in the workroom. The bunker itself is dimly lit and has little ventilation, and so is not an ideal headquarters. Within the bunker

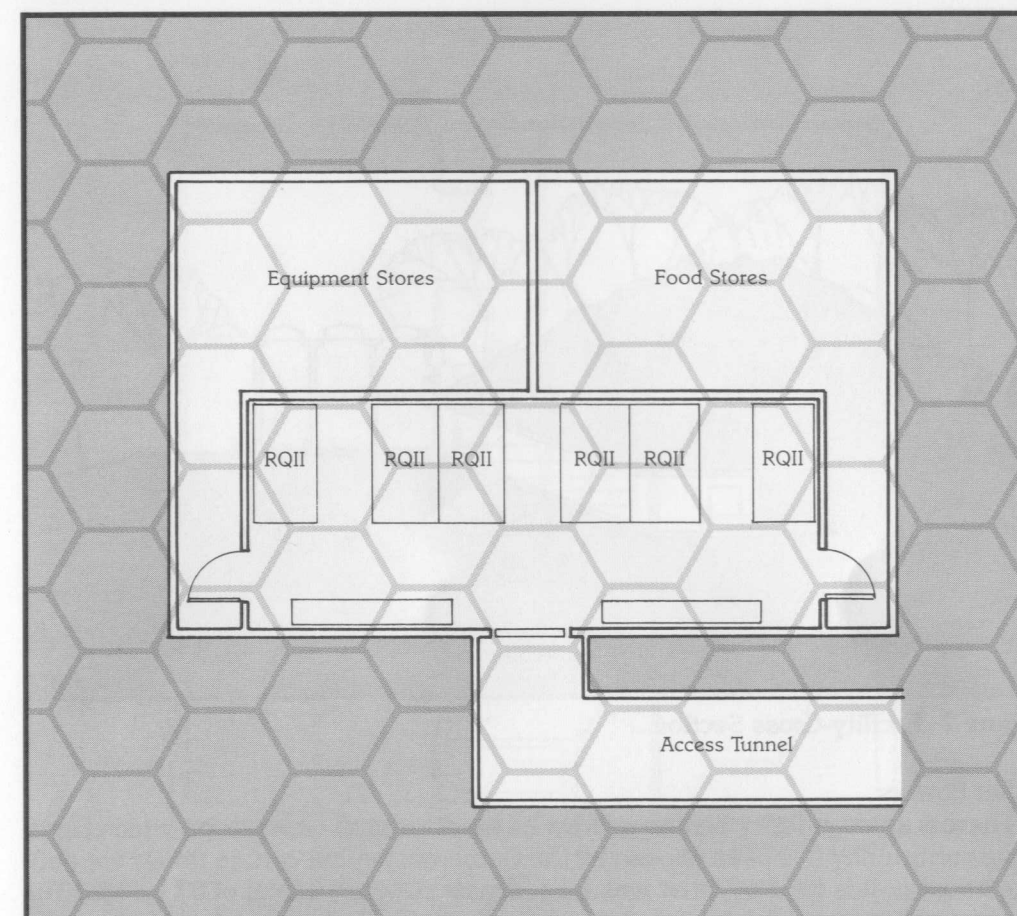


Figure 2 Facility-Main Bunker

are two Command Laser Communicators (see **Section 5.2**), six normal Laser Communicators (see **Section 4.2**), and six sets of ORCA Navigation Equipment, in addition to the materials mentioned in **Section 5.7**, The Apocalypse Setting, of **Living Steel**.

The Ringers awaken in **RQ11 Stasis Boxes**. These devices use a technology that is only a rumor, even to the Starcaste. The boxes contain an internal battery with a six month reserve charge, but have been running off normal power. RQ11's weigh 250 pounds when empty, and are ORCA transportable.

The RQ11's remain available and functional through the campaign. All they need is power, and the Team will be able to hold at least a few people in stasis for later transport to medical facilities. These are highly valuable pieces of equipment, and SCAN in particular would be very interested in them. Revealing the existence of the boxes, however, might well draw a great deal of attention to the Team, and much of that attention would be negative.

Forty miles away is a Landcastle community. This community was hit by viral attack, and in the last two months has disintegrated. Food ran out quickly in the weeks after the attack, and there was a tremendous exodus of the surviving people. Most of that flood has passed, but there are still Visser bands leaving the city.

It is one of these that the Team has encountered in the preceding section, and they will continue to encounter them for another month. For encounter purposes, assume that the Team is essentially in a **Defensive Rear Guard Action**, and that they are meeting **Risk Level 4 Visser** bands, drawn from the **569-796 Vissers** on **Table 10** of **Living Steel**. (The ones which are all Landcastle.) This "Rear Guard Action" will continue for four to six weeks, with a 10% chance per day of an encounter. Not all Visser bands will attack; if the Team maintains a low profile, they are likely to pass by.



"For An Honor Greater
Than Ourselves"

Insignia
Silver Sword

"We learn more every day about the value of freedom, and its cost."

Esteban Teller
Communications Repair

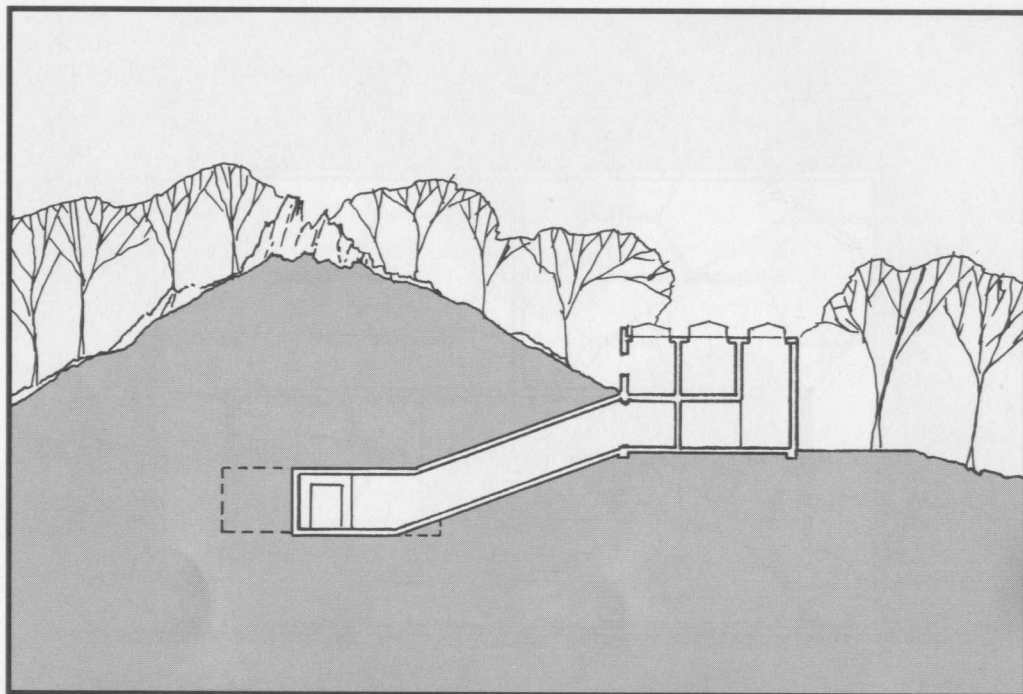


Figure 2 Facility-Cross Section

Other Powers

There is a Power Relay Station nearby. Its exact location depends on which Landcaste community has been chosen by the Gamemaster, but certain things are definite about it. It is held by what was a Landcaste platoon, a total of 67 troops. The commander is currently supplying power to all previously licensed units, but periodically shuts it off for brief periods as a reminder to all that he is still in charge. Use is also being monitored, and should the Team start requiring a great deal of power, for recharging Power Armor, for example, it will draw attention and a demand for tribute from the Station's rulers.

The Team will have to make some kind of peace with these people, or fight it out. When the players are making this decision, it might be wise to remind them that Ringers and Alphas are not easily replaced. The Team must choose its battles wisely, but this is a lesson that may have to be learned the hard way.

There is also a Starcaste enclave at the **Village**. The Village is made up of a cluster of Starcaste homes similar to the one the Team is using as a base. It was commonly used for group retreats and corporate parties. It is currently populated by a group of 41-60 Tourists. 15% of the group are Bodyguards, and another 30% are armed as Tourist Civilians. There are also 61-90 Bondsmen servants. They do not currently possess weapons, but are aware that the old order is dying and are trying to figure out where they fit in. Food supplies for this group are running low, and they are actively hunting and sending out patrols to bring in food.

Another place for the Team to explore is the Landcaste community. It is comparatively empty, and is currently ruled by several large Visser bands which are warring over its dwindling resources. The city could prove to be a treasure trove for the Team, but is also highly dangerous.

Team has the normal Encounter chances as well. There may be other Facilities and Dominant Powers out there which are not mentioned on the map. These may be encountered randomly, and the Gamemaster should certainly feel free to add encounters as desired.

And that should stand as the final word. As with all rules, these guidelines are only a springboard. The designers strongly encourage players and Gamemasters to apply all rules with common sense, and to use their own imaginations to the fullest.

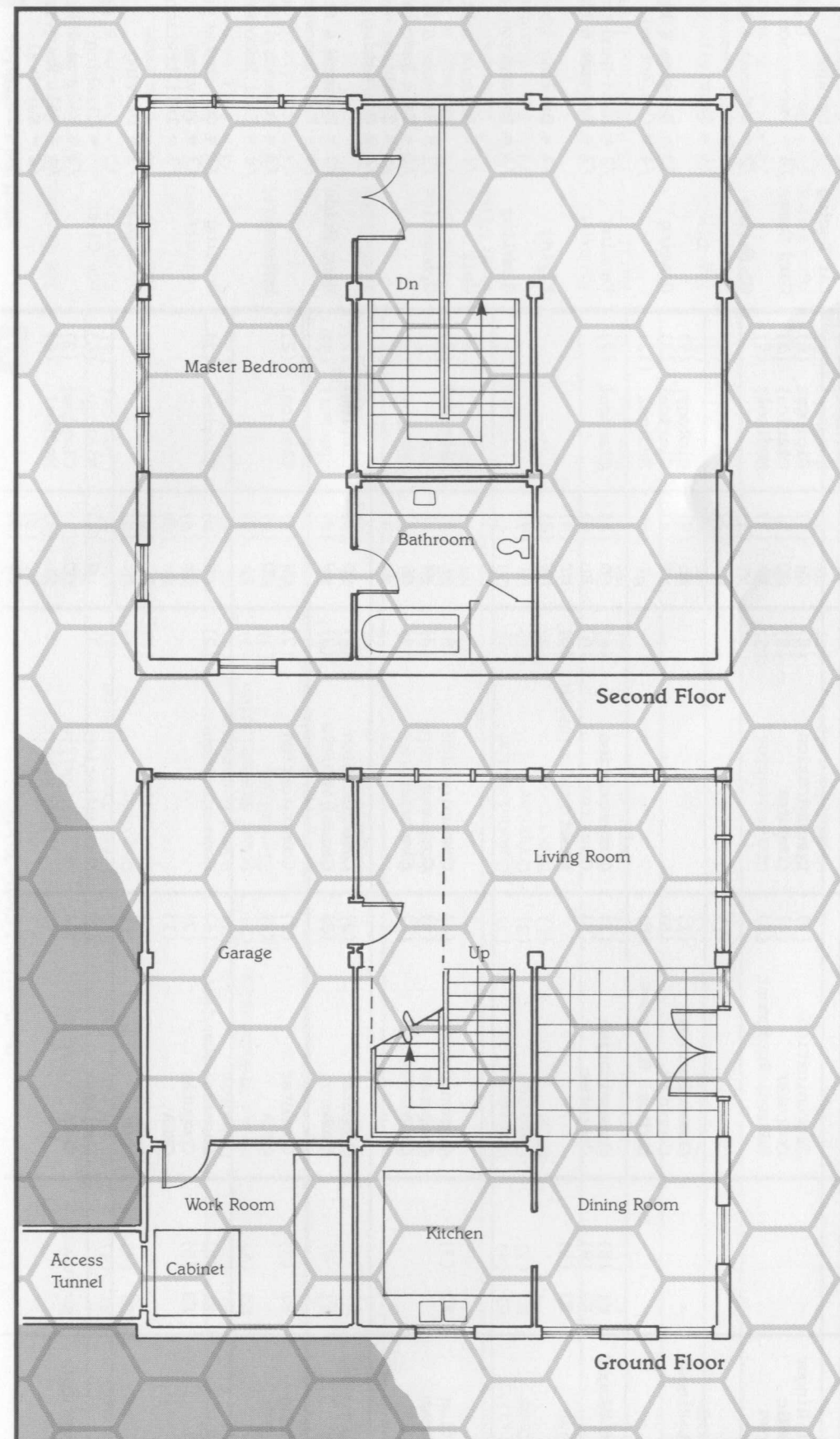


Figure 2 Facility-Starcaste House

"At first I could not imagine how someone could be so willing to sacrifice his life for a stranger. It has taken some time, but now I am beginning to truly understand."

Esteban Teller
Communications Repair

"Seven Swords
Seven Worlds
One Dream"

Motto of the Seven Worlds

PROFESSIONAL SKILLS TABLE/1

Professional Skills Table					1A	Skill Tradeoff Table 1B	
Ringer/Alpha Team	Engineering	Operator	Repair Skills	Skilled Trades	Other	Acting	/4 = Perception
Combat Ringer Non-Power Armor	-	Communication Computer	Communication Computer Electrical	(2) (2) (2)	EL (2) MT (2)	Archery	/3 = Gun Combat
Combat Ringer Power Armor	-	Communication Computer	Communication Computer Electrical	(3) (3) (3)	EL (4) MT (4) MI (4)	Biking	/4 = Balance & Ftwk /4 = Driving
Non-Combat Ringer Operations Officer	E1 (4)	Communication Computer	Communication Computer	(3) (3)	EL (3) MT (3) MI (3)	Boating	/4 = Balance & Ftwk
Non-Combat Ringer Field Medic	-	Communication Computer Medical Equipment	Communication Computer	(2) (2)	CH (4) CO (2) EL (3) MT (4) MI (3)	Boxing	= Unarmed H-H /3 = Hand-Hand Cmbt /3 = Balance & Ftwk
Non-Combat Ringer Surgeon	-	Communication Computer Medical Equipment	-	(1) (5) (8)	EL (2) MT (4)	Bridge	/4 = Perception
Non-Combat Ringer Senior Technician	E1 (8) E2 (8) E3 (5)	Communication Computer	Communication Computer Electrical	(6) (6) (6)	CO (4) EL (9) MT (9) MW (8) MI (9)	Car Racing	= Driving
Communication Repair Team	E2 (3)	Communication Computer ORCA	Communication Computer Electrical	(8) (3) (4)	EL (4) MI (4) OP (4) MT (4)	Card Games	/4 = Perception
Search and Rescue Team	-	Computer ORCA	Communication Ground Vehicle	(2) (3)	CO (3) WW (3)	CC Skiing	/2 = Balance & Ftwk /4 = Fall Recovery /4 = Survival
Fire Fighting Team	E1 (3)	Computer ORCA	Communication	(2)	CH (4) CO (4) PL (3)	Dancing	/2 = Balance & Ftwk /4 = Con/Acting
Hazardous Chemical Team	E1 (4) E3 (5)	Chemical Manufact. Computer ORCA	Communication	(2)	CH (6) CO (4) EL (3) PL (3) MT (3)	Fencing	/2 = Hand-Hand Cmbt /2 = Balance & Ftwk
Paramedic	-	Computer ORCA	Communication	(3)	CH (4) CO (3) EL (3) MT (3) MI (3)	Flying	/4 = Driving
						Gambling	/3 = Perception
						Golf	/4 = Balance & Ftwk
						Gymnastics	/2 = Balance & Ftwk /4 = Fall Recovery /4 = Climbing /4 = Con/Acting
						Hang Glide	/3 = Balance & Ftwk /4 = Fall Recovery
						Horseman	/3 = Balance & Ftwk /4 = Fall Recovery
						Hunting	/3 = Gun Combat /3 = Survival /3 = Infiltration
						Hydroplane	/3 = Driving
						Ice Climb	= Climbing /2 = Balance & Ftwk /4 = Fall Recovery /4 = Survival /4 = Traps

PROFESSIONAL SKILLS TABLE/1

Professional Skills Table					1A	Skill Tradeoff Table 1B	
Ringer/Alpha Team	Engineering	Operator	Repair Skills	Skilled Trades	Other	Ice Skate	/2 = Balance & Ftwk /4 = Fall Recovery
Power Receiver Repair Team	E1 (4) E2 (4)	Computer ORCA	Power Transmission Computer Electrical	(8) (3) (4)	Clerical (3)	Kayaking	/3 = Balance & Ftwk
Power Relay Station Repair Team	E1 (2) E2 (2)	Computer Power Transmission ORCA	Power Generation Power Transmission Electrical	(3) (3) (3)	CO (5) EL (4) MT (4) MW (7)	Make-up	/4 = Espionage
Teleporter Repair Team	E2 (4)	Computer ORCA	Communication Computer Electrical	(6) (6) (6)	EL (4) MI (4)	Motorcross	/2 = Driving /2 = Balance & Ftwk /4 = Fall Recovery
Bondsmen Law Enforcement Agent	-	Communication Computer ORCA	Communication Ground Vehicle	(2) (4)	CO (2) EL (2) MT (2) MW (2)	Naturalist	/4 = Survival /4 = Infiltration
Launch Facility Repair Team	E1 (4) E2 (3)	Communication Computer ORCA	Communication Computer Electrical Power Transmission	(2) (4) (4) (4)	CO (4) EL (4) MW (8)	Off-Road	= Driving
Launch Emergency Team	E1 (3) E2 (3)	Communication Computer ORCA	Communication Computer	(4) (6)	EL (4) MI (4)	Racket Spt	/3 = Balance & Ftwk /4 = Fall Recovery /4 = Hand-Hand Cmbt
Trident Law Enforcement Agent	-	Communication Computer ORCA	-	(1) (1) (1)	EL (2) MT (2)	River Raft	/4 = Balance & Ftwk
Imperial Law Enforcement Agent	-	Communication Computer ORCA	Communication Computer Electrical Ground Vehicle	(2) (2) (2) (2)	EL (2) MT (2) MW (2) MI (2)	Rock Climb	= Climbing /2 = Balance & Ftwk /4 = Fall Recovery /4 = Traps & Spot
Landcaste Law Enforcement Agent	-	Communication Computer ORCA	-	(2) (2) (1)	EL (2) MT (2)	Running	/4 = Balance & Ftwk
Trident Starfleet Infantry	E1 (1) E2 (1)	Communication Computer ORCA	Communication Computer Electrical	(2) (2) (2)	EL (3) MT (3) MI (2)	Sailing	/3 = Balance & Ftwk
Trident Starmarine	-	Communication Computer ORCA	Communication Computer	(2) (2)	EL (2) MT (2)	Scuba	/4 = Traps & Spot
Trident Heavy Assault Team	-	Communication Computer ORCA	Communication Computer	(2) (3) (1)	EL (4) MT (4) MI (3)	Sky Diving	/3 = Fall Recovery
						Snow Ski	/2 = Balance & Ftwk /4 = Fall Recovery
						Spelunking	/3 = Balance & Ftwk /3 = Climbing /4 = Survival /4 = Traps & Spot
						Surfing	/2 = Balance & Ftwk /4 = Fall Recovery
						Team Sport	/3 = Balance & Ftwk /4 = Unarmed H-H
						Water Ski	/2 = Balance & Ftwk /4 = Fall Recovery
						Wght Lift	/4 = Balance & Ftwk
						Wrestling	= Unarmed H-H /2 = Balance & Ftwk /3 = Fall Recovery

ORCA Operations Schedule

