

Guy Mc Limore • Greg Poehlein • Mike Pondsmith • Jesse Matonak

MIEKTON EMPIRE

Science Fiction Adventure in a Distant Universe



**R. TALSORIAN
GAMES, INC.**

Four to Save an Empire!

"Twelve minutes, fifty-seven seconds to self-destruct," said Gai. The Kirini scientist's green tentacles waved gently, as if in a slight breeze, and there was nothing in that well-modulated voice to betray any sort of nervousness. Gai's mouthless, globe-like body vibrated only to talk. No one had ever seen a Kirini tremble.

Jef slapped aside the powerlock access panel and began probing with an electronic screwdriver. "For the Empire's sake, please don't give me that blasted countdown!" The sound of cone rifle fire echoed from back down the hallway. He cursed as his nervous fingers slipped on the tool and his knuckles scraped on the metal.

"Here, give me that," said Kimi impatiently, snatching away the screwdriver and shouldering Jef aside. "Pilots!" She muttered under her breath and absently brushed back her long, strawberry-blond hair, her busy fingers expertly reprogramming the electronic lock mechanism. "You flyboys always figure you can bluff your way through anything. Well, sometimes you have to know what you're doing!"

A huge thudding sound behind the trio was followed by the patter of feet on the metal deck. A second later, Krissdiin rounded the corner, her cone rifle raised high. "I had to close the safety door in the corridor," she called. The tall, fragile-looking half-Elomani youth stopped suddenly, her golden eyes unfocussing momentarily as she "heard" a telepathic voice.

"They're bringing up some power suits. They'll be through that door in a couple of minutes." With that final word, the powerlock sparked momentarily and the heavy metal door began to rise. With a smile, Kimi tossed the screwdriver back to the scowling Jef. "If you think you can still fly that bucket of bolts in the hangar, we can still make it." They turned to enter the mecha hangar, only to find themselves confronted by seven armed figures in the red personal armor of the Humani Prime Party's elite guard.

"Not so fast, my friends," said a voice so familiar even the armor's tinny speaker could not disguise it. The young and ruthless Baronet deGalen was alive after all! "I think we should discuss this station's future — for the next ten minutes."

"Eleven minutes, five seconds — mark," said Gai, nonchalantly. "But this is not the time for conversation, Baronet deGalen. This spinner station is about to be destroyed. I suggest you and your men launch your shuttles without delay."

"I am not afraid to die to advance the cause of Humani Purity, you bulbous, green mistake of nature!" The Baronet raised his cone rifle, pointing it directly at Krissdiin. "That is, as long as this double-crossing little half-breed dies with me! Now drop your weapons!"

"Any suggestions, flyboy?" asked Kimi sarcastically, raising her hands.

"Just one," said Jef, as he dropped a primed power grenade to the deck in front of deGalen's feet. "Duck!"

Kimi's reply, if any, was lost in the sound of the explosion...

MEKTON EMPIRE

**Science Fiction Role Playing
Adventures in the Bendar Galactic
Empire**

Written by Guy W. McLimore

Game Design by Guy W. McLimore & Greg K. Poehlein

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Based on the universe created in Mekton II by Mike Pondsmith

*To Barbara, with love, for all our tomorrows,
and to Dad, with fond remembrance, for all the
yesterdays.*

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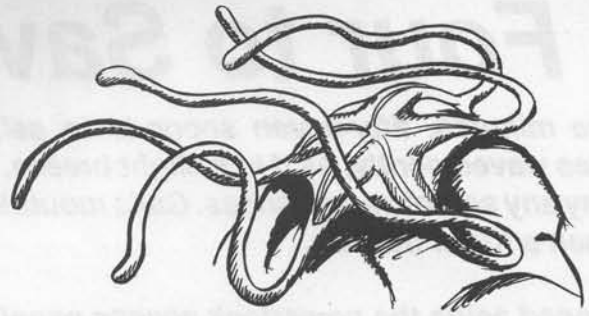
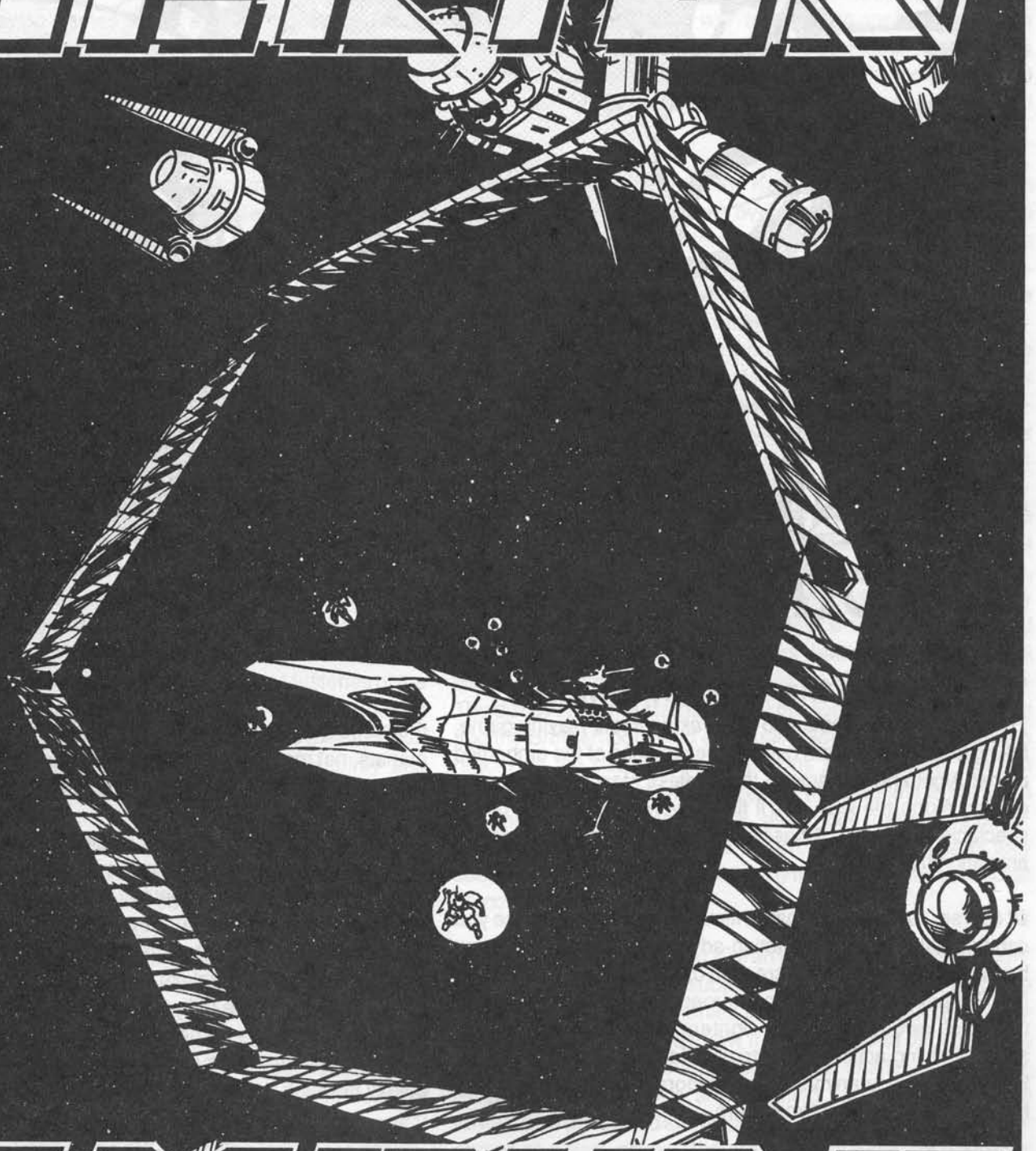


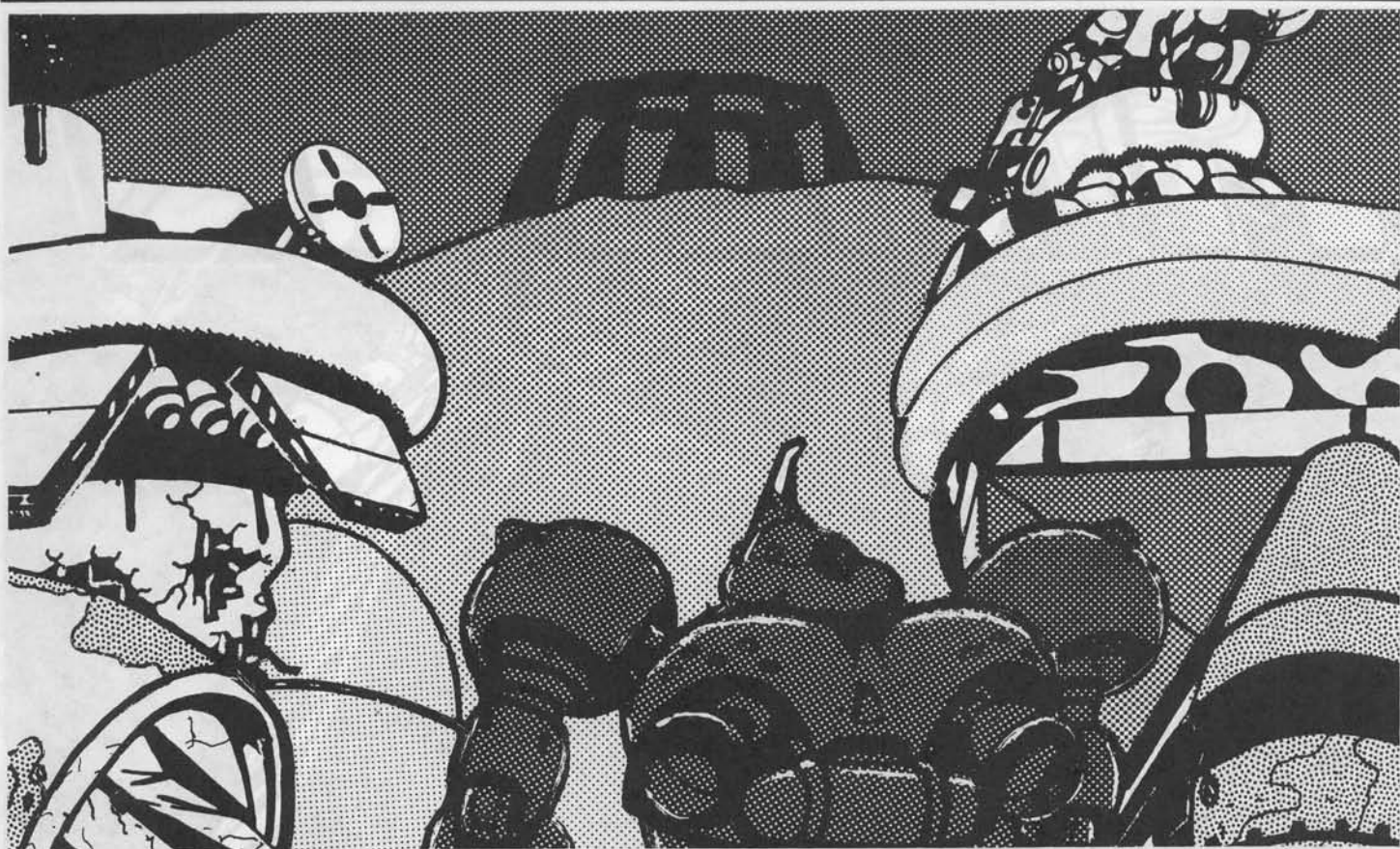
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MEKTON



EMPIRE



Introduction

Welcome to the *Mekton Empire*!

This book is a supplement to the *Mekton II* role playing game, taking that game system beyond the confines of the embattled planet Algol and out among the endless stars of the Bendar galaxy. Along the way, you'll find adventures with the grand spectacle and scope of classic science fiction in the Japanese animation tradition.

Of course, Japanese animated films are not the only place you can find galaxy-spanning action-adventure. These films have been very influential in the creation of American SF adventure, too. But powersword-wielding heroes, black-armored villains, ultra-fast swooping space fighters, giant walking tanks, swashbuckling action, and intricate, fascinating sub-plots existed in Japanese animation long before they were brought to the West by American filmmakers.

The *Mekton II* role playing game centered on conflicts on the planet Algol, where star-lost castaways built a civilization on a grand scale around wars fought by massive man-shaped fighting machines called Mektons. In this supplement, the focus moves into Algol's future, when these long-lost children of the mighty Bendar Galactic Empire are reunited with the galactic civilization they left behind. In *Mekton Empire*, the basic game rules are

the same but the scale is much bigger. Our concerns are with planets, not mere cities, and the combatants are giant empires that unite hundreds of star systems, not just small nations.

Since the scale of the game is bigger, the technology, the heroics and even the sub-plots and relationships must grow bigger to match it. Giant fleets of mile-long star cruisers travel between suns through unbelievably huge super-scientific stargates, while plots that took generations to prepare are hatched in secret by galaxy-wide conspiracies. Even so, the fates of unimaginable trillions of people — thousands of alien races — sometimes come to rest in the hands of a few brave souls. These are our player characters, who now have an entire galaxy in which to seek excitement.

“Variable History” and the Empire Campaign

If you don't already have it, you will need to obtain and become familiar with the *Mekton II* role playing rules. The character creation system, history, technology, and combat rules of that game are the basis for *Mekton Empire*. You will need to refer to

Mekton II often for basic rules, and this supplement will assume that you know how to play that game. *Mekton Empire* adds a number of new rules, which are collected near the end of this book. But the background of *Mekton Empire* is more important, as it will open up the galaxy to your players.

In many role playing games set in a specific science fiction universe, game Referees are faced with a problem — their characters know too much about the universe in which they are adventuring. Either the game universe is based on a well-known and documented fictional creation (such as a book, movie, or TV series), or the players have read and become familiar with the secrets of that universe by reading the game manuals themselves! Some game manuals attempt to relieve the problem by leaving out much of the detail about the game world, but this often leaves the Referee with a massive job of “filling in the blanks” for an entire universe.

Mekton Empire introduces the concept of “Variable History” to help Referees prepare their campaigns while leaving their players in the dark about the important details of the adventure background. In the sections that follow, the information that is “common knowledge” in the Bendar Galactic Empire is presented for both Referees and players to read. A great deal of secret detail information is presented as well, telling about the secrets of history, galactography and current events. But these sections are designed to offer a large number of possibilities, from which the Referee secretly chooses what is “true” for his version of the game universe. No two maps of the Bendar Galactic Empire will be exactly the same, nor will any two lists of emperors, rosters of Imperial Councillors, or answers to the Great Mysteries of the galaxy. In this way, though all campaigns will share some assumptions, no two campaigns anywhere will be exactly alike. As a Referee, you can maintain a level of uncertainty and danger at all times, adding to the fun and excitement of the game.

First, the Referee should read through the entire book to become familiar with the overall scope of the universe. Next, each individual Referee can go through the “variable history” portions of the book and create a unique map, background, and complexion for that Referee’s game. Is the Bendar Galactic Empire a decadent, over-expanded maxi-government where chaos reigns? Is it a tightly-controlled dictatorship that mercilessly crushes any attempt to exercise individual freedoms? Is it a bright and friendly high-tech paradise threatened from the outside by sinister forces? Or are the outside forces the real voices of freedom in the galaxy? It is up to the Referee to decide.

What Has Gone Before

It is approximately 300 years since events on Algol chronicled in *Mekton II*, and over 2000 years since Algol itself was colonized by dissident human scientists, soldiers and civilians who

left rather than swear allegiance to the newly-formed Bendar Galactic Empire. While Algol struggled through the establishment of their own bloody history, the Bendar Galactic Empire consolidated their hold on the better part of the known galaxy.

Begun as an alliance of three great star travelling races, the Empire fought war after war to maintain their place in the universe, first against the menacing conquest fleets of the reptilian Aggendi, and later against individuals and groups that threatened to fragment the mighty Empire into smaller regional states.

On Algol, the wars between the Kargan Empire and the Elaran Federated Kingdoms raged over the island nations of the Archipelago. As Algol entered a new ice age, only the warm equatorial waters of the Archipelago remained habitable. Finally, these battered island states banded together with the techno-priesthood of the Brotherhood of Kallicar on the continent of Muria and the lunar and orbital colonies of the Nearside Federation. The world of Algol finally found a restless peace under the watchful eye of the Brotherhood, and Mekton technology was turned toward the exploration and exploitation of space.

In the outer reaches of the Algolian star system, Nearside Federation explorers found a mighty artifact — a ring of metal and incomprehensible electronics nearly a hundred miles across. Eventually, they learned that the ring was a stargate created by the Bendar Galactic Empire. The device had been rendered nonfunctional during their ancestors’ battle with the Aggendi war vessels that left them castaways on Algol in the first place. The discovery of the stargate was kept secret by the Nearsiders and the Brotherhood, who eventually learned enough from it to reactivate the gate’s communications relay station. This put them back in contact with the rest of the long-lost Empire. An informal agreement was struck, giving bits and pieces of advanced Empire technology to the Brotherhood, in hopes they could cement their control of Algol by the time the stargate could be completely reactivated.

But the Kargan Empire and Elaran Kingdoms, both uncomfortable with their status as subject nations being ruled by Muria and their own former colonies in space, finally put aside their differences and joined to throw the Brotherhood off Algol once and for all. It was this Algol Alliance that finally succeeded in reactivating the stargate and rejoining the Empire. Algolians remain as a proud and strong people, but their world is only one corner of a vast galaxy, though still a strategically important corner.

Throughout its history, the focus of Imperial history has been on the planet Monadan, said by some to be the cradle of human (or, in the Imperial language, *Humani*) civilization. It is here we must turn, long before the colonization of Algol, for the beginnings of our story...



"This is very interesting indeed," Gai said, adjusting the ancient viewer carefully to bring the odd, cursive characters into tighter focus. "I've never seen a better example of Fourth Period Bendari writing before."

Jef sighed. He knew it wouldn't help to rush his Kirini companion. Gai would get to the point when he was good and ready.

"It says here," the tentacled scientist continued, "that this underground complex was once a Bendari laboratory. They tested biological constructs here."

"Oh, fine," said Jef absently. Suddenly a sickening thought occurred to him. "Uh, they weren't testing bioweapons, were they? You know, germs, viruses and things like that?"

Gai's speech center hummed with annoyance. "Certainly not! Your Bendari ancestors weren't barbarians!" The long green tentacles scrolled through a few more pages of script. "It appears they were creating genetically engineered animals of some sort."

A low growling came from somewhere ahead in the tunnel. Jef sighed and drew his pistol. Something was moving out there in the dark. "Now you tell me..."

A History of the Bendar Spiral Galaxy

Historical Summary

Most anthropologists trace the roots of the Empire (and the origins of the majority of its people) back to a time over 4000 years past. In those days, this galaxy was dominated by the Bendari, an ancient Humani-like race of beings with highly advanced psionic and technological abilities. For reasons unknown, this mighty race scattered settlements of the primitive ancestors of the Humani on hundreds of planets in the galaxy. The planet now known as Monadan may or may not have been the semi-legendary planet "Bendar", home of this almost god-like race; on this point the scholars cannot agree. But it is known that within 100 years of this genetic "seeding" of the galaxy, the Bendari vanished. Only a few scattered and well-hidden pockets of Bendari artifacts and records are left today.

Whether or not their home was indeed the abandoned home of the Bendari, the branch of the Humani race now known as the

Monadani begin building a civilization on Monadan within 300 years or so of the Bendari's disappearance. Earliest Monadani records date from this time, but it is possible that earlier records did not survive the various planet-wide conflicts of later years. The Monadani scholar Laren was the first scientist of record to discover traces of the lost Bendari in an underground complex far below the Monadani city of Glath. About 750 years before the modern Monadani calendar began, he translated the first Bendari scrolls. Laren's control of the vast knowledge stored there granted him power, and led to the establishment of the first Monadani world government. The Monadani took a giant step forward in technology in one generation, from the Bronze Age to the Steam Age.

Less than 150 years later, the Monadani puzzled out the theories of cold fusion reactions from Bendari scrolls and built

the first fusion reactor without having ever developed atomic fission (which to this day is a little-explored area of atomic theory). The Monadani were able to achieve space travel less than 1000 years after building their first cities and keeping their first records.

Within sixteen years, the first rotating space colonies (called "spinners" because they rotated to simulate gravity) were established at the gravitational equilibrium points between Monadani and its largest moon, Pala. These points are called Laren Points (F-1, F-2, etc.) in honor of Monadani's greatest scientist/hero. The first Pala colony was constructed at about the same time. These mighty construction projects were made simpler with the use of powered suits that resemble robots with drivers inside, called "mecha".

Days of plenty almost spelled the undoing of all that Laren had achieved, however. The Monadani world government collapsed less than two decades after the Pala colony was founded, as the planetside regions quarrelled over the distribution of power and manufactured goods produced in space. The space colonies (realizing their vulnerability) remained neutral as war broke out below.

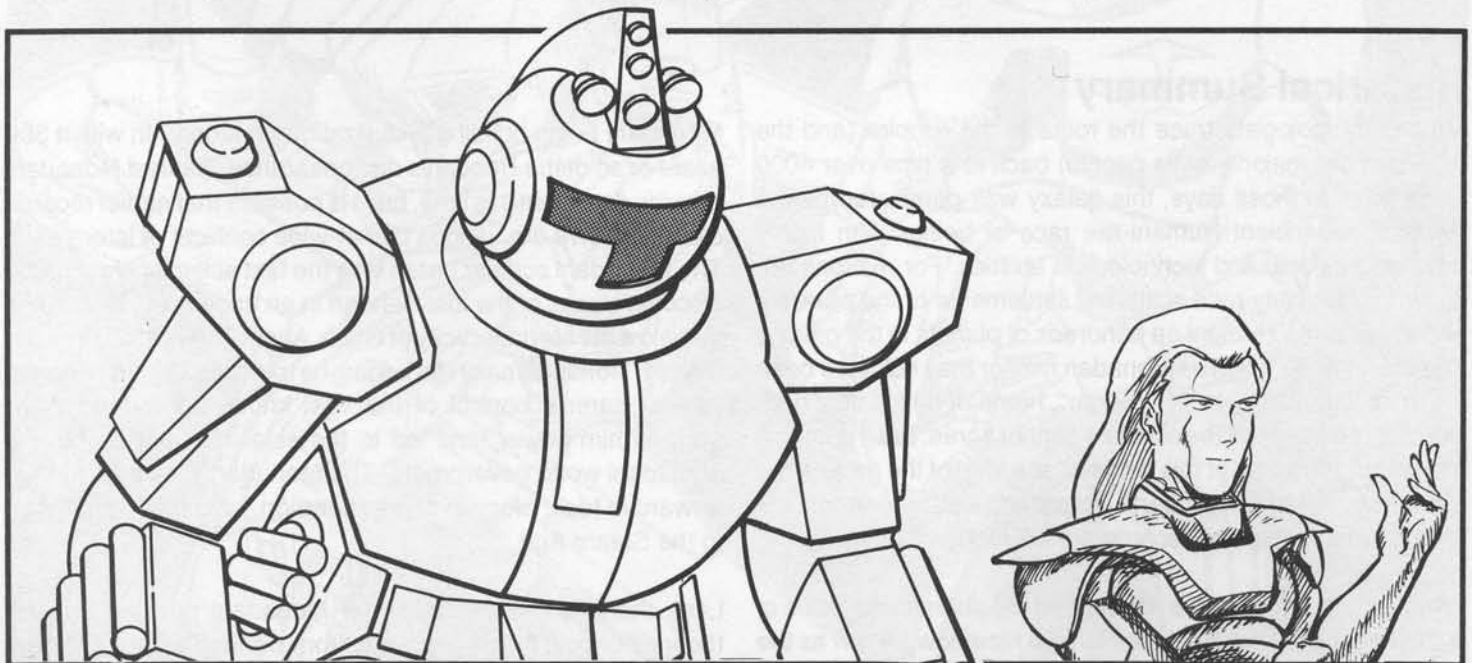
Lethal chemical and biological agents were used by all sides of the conflict. The neutral space colonies blockaded themselves and escaped contamination, but the Pala moon colony was not so lucky. The colony destroyed itself to prevent the spread of infection to the orbital colonies. 98 percent of the planetary population died, leaving the few individuals who were immune to the plagues too scattered to rebuild a planetary civilization. The space colonies argued over the limited resources of food and water. Mecha were armed for the first time, and the First Mekton War resulted. The actual conflict was mainly fought Mekton to Mekton, with the colony satellites themselves largely

spared. Even so, after almost fifty years of fighting, the Mekton War ended with only 2 million orbital colonists remaining, united under a world government again.

The discovery of a drive system that would send ships to the stars at just under light speed sparked what is now called the First Phase of Interstellar Exploration. To the great surprise of the Monadani, other Humani civilizations were found on planets of the nearer stars. The Monadani, as the most technologically advanced of the known Humani civilizations, united these groups under their flag and the Monadani Federation of Worlds was founded. The Monadani calendar (FY - Federation Years) dates from this time, with FY 0 being the year the Federation Charter was signed.

The Federation continued to grow, as more Humani civilizations were discovered by sublight speed exploratory vessels. Suddenly, in FY 214, an alien starcruiser blundered into the Monadani home system and destroyed three orbital colonies before it could be driven into the outer system by squadrons of armored Mektons. The strange reptile-like aliens known as the Aggendi were a cloned race of fighting beings unlike anything yet encountered by the Monadani. Though individually no more intelligent than Humani, their minds joined in a subconscious link known as the Aggendi Massmind, and the Massmind was a peerless combat strategist. The damaged but operational Aggendi starcruiser made hit and run attacks for six months before it was caught, overwhelmed and half-destroyed by Monadani Mektons. This ended what we now know as the First Aggendi War.

The Monadani, having captured and duplicated the "gatedrive" used by the Aggendi cruiser, launched their first starcruiser in FY 220. The Second Period of Interstellar Exploration began at an accelerated pace.



A Federation starcruiser discovered an Elomani colony world in FY 491. Relations were strained at first. The Monadani had not forgotten the last non-Humani they had encountered. But similarities between the Humani and the genetically similar Elomani outweighed their differences, and friendly exchange was begun. A joint Monadani/Elomani linguistics team developed the Galac language some sixty years later, further cementing relations between the two races.

In FY 680, a Kirini starcruiser entered Federation space on an exploratory mission. This time the more relaxed and trusting Monadani and Elomani welcomed these strange but friendly neighbors. Though the Kirini were not even close to humanoid in form. In fact, what could be seen in the three spatial dimensions was only a cross-section of their four-dimensional bodies. But their air of ethereal wisdom and their resistance to violence made them easy to like. Two years later, the Kirini, Elomani, and Monadani were able to sign "The Compact", a wide-ranging trade and mutual protection treaty that basically united them as one government. The Compact adopted a new calendar, dating from the signing. (CY 0 or Compact Year Zero) The Compact called for increased spending for space exploration and defense, and the Third Period of Interstellar Exploration began with the Compact actively hunting the Aggendi.

In the next 3 years, the Compact discovered 17 new races and many scattered pockets of Humani population. But it was the Aggendi who found The Compact first, destroying a defense outpost on the fringes of known space in CY 317. The Battle of Outpost 7 started the Second Aggendi War. Three weeks later, the Elomani homeworld was discovered by the 14th Aggendi Conquest Fleet. Bombardment killed much of the population, but Elomani Mektons managed to hold off a surface occupation, though the Aggendi controlled the system above the atmosphere.

Two years later, the Compact fleet, recalled from the frontier, arrived and held off the Aggendi starcruisers long enough to evacuate the Elomani survivors. The Elomani triggered a series of massive solar flares with an experimental weapon. Their own home planet of Eloman was destroyed by the action of the weapon, but the 14th Aggendi Conquest Fleet was also vaporized.

During the ensuing confusion, the Compact Representative Assembly was dissolved by its chairman, Prince Alexander von Kalmen of Monadan, in CY 325. Von Kalmen declared himself Alexander I, Emperor of the Bendar Galactic Empire. His tenuous claim to being the "spiritual heir" of the great ancient Bendari and his promise to use the mighty Monadani fleets to "wipe out the Aggendi scourge" left him with little real opposition. The Imperial Calendar (IY 0 or Imperial Year Zero) begins on the day of his coronation. Though The Compact was never formally dissolved, it never again had the force of law.

A large group of disgruntled independent scientists, colonists, and Mekton warriors of the other Humani worlds fled the Monadani-dominated Empire in a "borrowed" starcruiser. Though the Empire believed the ship was destroyed while escaping, in fact it got away from the pursuing Imperial forces only to be ambushed in space by an Aggendi starcruiser. Using a little-known Elomani stargate to escape to the primitive system of Algol, the dissidents made a crash landing. A year later, their colony was found and bombarded by the Aggendi, who left after damaging the Algol stargate. Unknown to the Aggendi, a few scattered survivors remained, but they would not reenter the history of the Empire for many, many years.

In IY 12, Emperor Alexander I, realizing he was losing the Second Aggendi War, abandoned the hard-to-maintain Outer Colonies far from Monadan and recalled the colonists from the Aggendi-beleaguered Middle Colonies. This consolidation of the Imperial forces allowed him to construct military outposts in the area that was once the vulnerable Middle Colonies. The sacrificed Outer Colonies were either overrun by the Aggendi or cut off from the Empire and forgotten. By the time Alexander I died in IY 32, the Empire was on a full wartime footing. An Imperial Battle Fleet was launched the day of the funeral of Alexander I. It was his legacy to the Empire he founded. 900 years of war were to follow, with the Aggendi attacking and being driven back from the ring of defense outposts, leaving the defenders more weakened each time.

Despite best efforts, by IY 730 no appreciable change had been made in the situation, except that the Empire was bitterly tired of battle. A number of Imperial victories had sent the Aggendi out into unknown space to lick their wounds, but the Empire proved unable even to locate, let alone neutralize, the Aggendi homeworlds. Each time the Empire would relax, the Aggendi fleets would return and battle would be rejoined. Each time, it would take longer to repel the invasion, at a horrible cost in lives and resources.

The next 150 years saw the Aggendi winning victory after victory in the outer systems, due to the exhausting effect generations of war had on the Empire. In IY 855, a major Aggendi victory left the Imperial defenses in Kirini space scattered. By IY 913 the Aggendi had won their way through the ring of outposts, massing a great fleet near the Spiral of Worlds, the center of the Empire surrounding Monadan itself. The Empire gathered its forces to defend the capital.

In IY 915, the Battle of the Apocalypse was joined between the Aggendi Combined Fleets and the Imperial Combined Fleets. Though outnumbered 10 to 1, the Imperial fleets rallied with hundreds of individual feats of heroism and was able to destroy more than half the Aggendi marauders. The rest fled back toward their homeworlds, and this time an Imperial Vengeance Fleet was sent to follow them, bearing a special unit combining Elomani psi talents with Kirini fourth-dimensional technicians.



Soon, the remains of the Aggendi fleet were cornered in their home system and fought to a standstill by the Imperial Vengeance Fleet. The Kirini and Elomani specialists created a fourth-dimensional psionic construct called the Overmind to attack the Aggendi Massmind. The resulting battle distracted the Massmind and deprived the Aggendi forces of a major strategic and psychological "edge". Thousands and thousands of Kirini and Elomani died in a battle in a fourth-dimensional limbo of mind and madness, while more thousands of Humani warriors died in this greatest of all space battles. In the end, the home systems of the Aggendi were shifted physically into the fourth-dimensional void and lost forever. Their fleets were crushed as they suddenly lost command control and stopped dead in space, awaiting orders that would never come.

The remaining Aggendi colony worlds that were known to the Empire were occupied with little trouble, but many Aggendi fled, perhaps travelling to other colonies in unknown space. The Empire, its resources nearly gone, decided to consolidate its holdings in the inner worlds. Meanwhile, the abandoned colonies of the middle and outer sphere started to build their own little interstellar alliances. Little exploration or interstellar contact occurs except within these small groups of stars.

By IY 1100, the Empire was economically stabilized and ready to again look outward. In IY 1129, an Imperial exploration starcruiser rediscovered the abandoned middle sphere colony of Sabalan. The Sabalani, who had established their own tiny interstellar alliance with two other nearby abandoned worlds, were not enthusiastic about turning control of their worlds back to the Empire. A skirmish between an Imperial "diplomatic" cruiser and a ship full of Sabalani Confederation "negotiators" sparked the First War of Consolidation.

The Wars of Consolidation were waged for the next 600 years, on and off. The Imperial Fleet grew as the Empire rediscovered and readmitted lost colonies. Some rejoined quite willingly, some reentered the Empire under threat. A few, like the Sabalani

Confederation, were won back only after years of bloody struggle. During this time only one small star cluster, the Desaan Free States, is able to hold out completely against the Imperial drive to reunite the "lost" colonies. Finally, in IY 1610, the Empire abandoned its claim on the Free States after 25 years of financial and military drain. Peace was negotiated. In IY 1875, the Algolian stargate reactivated itself and the Empire made contact with the long-lost Algol dissidents, now dominated by the technoreligious Brotherhood of Kallicar and the spacefaring Nearsides Federation of Algol. The Empire was less than interested in exploiting the contact with Algol, but wanted to keep the channels of communication open, should the Algoli prove to have anything the Empire might want later. Thus, an informal agreement was set up allowing the Brotherhood and the Nearsiders some access to advanced Imperial technology — which these groups used to tighten their control on the other nations of Algol.

The Desaan Accords gave new life to dreams of freedom in some of the reconquered areas, and a few broke away again. The Empire made only half-hearted attempts to resist. By IY 1890, there were a number of small independent governments on the fringes of the Empire. The Empire itself turned its attention toward building economic and political strength instead of military might.

In IY 1900, the Imperial Century of Peace and Progress was declared, the celebrations capped by the dedication of a complex below the surface of the "mother planet" of Monadan itself. Long uninhabitable due to her tainted atmosphere, Monadan might someday be tamed once more by the efforts of the scientists residing in the new complex — or so the Empire hoped.

As the end of the Century of Peace and Progress approached, a revolt on the "allied" world of Algol left the Brotherhood and the Nearsiders robbed of their domination of the Algol stargate. Rather than support an obviously lost cause, the Empire wasted no time in becoming friendly with the Elaran/Kargan Alliance that was the new Algolian government. When the Alliance applied for readmission into the Empire, their petition was granted as the closing note of the Century of Peace and Progress.

The Empire seemed to have been gentled a bit by a century's rest from conflict. But all was not quiet as the Empire entered its third millennium. In the next fifty years, the small and scattered independent states began to expand and bump into one another. The Empire remained officially neutral during the Fringe Wars, and it grew fatter and more economically stable by selling arms and supplies to both sides of many conflicts. Gradually, however, the Empire realized that the many small alliances were on the way to becoming several medium-sized stable governments. The notion that some of these governments might actually rival the Empire's power is only now coming into favor in Imperial politics.

The Aggendi have again become a problem to be reckoned with as well. At the end of the Century of Peace and Progress, the Aggendi were little more than something used to scare bad little children at night. A few scattered Aggendi worlds were rediscovered, but they seemed little threat and were simply left alone by the Empire. Some Aggendi colonies allied with small fringe governments, and piracy by rogue Aggendi starcruisers became more than a minor annoyance in the outer systems. Today, the idea that there may still be a central Aggendi government of some sort directing these pirate efforts is gaining in popularity in some circles.

As the first century of the third millennium of the Empire comes to a close, it is becoming evident that the quiet days have passed. The outer systems and the areas between the Empire and the Fringe States are alive with brushfire wars that may soon be fanned into major flames of battle. Back-room politics and intrigue are common, inside and outside of the Empire. Racial tensions are reoccurring, especially with the rise of the Humani Prime Party in the Empire and the New Eloman Commonwealth in the Fringe States. Today, as the Imperial Year 2100 dawns, the future of the Bendar Galactic Empire may rest — as it has so often in the past — with the Mekton warriors.

Timeline — Bendar Spiral Galaxy

This timeline notes the most important historical events in the Bendar Spiral Galaxy. The date column is labeled in the most common dating system of the time, and in the later eras there is at least one entry every 25 years. The Imperial Government column notes changes in the government of the Empire (and its predecessors), including the reigns of prominent Emperors and Empresses. The Historical Events column notes items of galactic importance.

(Note for Referees: Space has been left for you to customize this timeline to suit your campaign. Enter information about the reigns of prominent rulers of the Empire (as selected from the section about The Imperial Line) in the spaces left in the Imperial Government column. List past events you wish to create for your campaign in the blank areas under Historical Events. This will enable you to plan a consistent history for your campaign. You may want to photocopy these pages before you start and make two versions of the Timeline. One will be for your players, showing events as they are generally known. The second will be your copy, which will record events as they really happened. In this way you can keep your players in the dark about the real truth behind the history that everybody knows.)

KEY:

FY = (Monadani) Federation Years
CY = Compact Years

IY = Imperial Years
≈ = approximately

Date	Imperial Govt.	Historical Events
≈ FY -1700		The ancient Bendari scatter settlements of the primitive ancestors of the Humani on hundreds of planets in the galaxy, for reasons unknown. Somewhere within 100 years of this genetic "seeding" of the galaxy, the Bendari vanish.
≈ FY -1100	Earliest known Monadani civilization	Earliest Monadani records date from this time.
≈ FY -730	First Monadani world government founded.	The Monadani scholar Laren translates the first Bendari scrolls.
FY -153		The Monadani puzzle out the theories of cold fusion reactions from Bendari scrolls and build the first fusion reactor without having ever developed atomic fission (though the theory of fission is known).
FY -131		Monadani achieve space travel.
FY -115		First rotating space colonies ("spinners") are established at the Laren Points. First Pala colony is constructed. First "mecha" constructed.
FY -101	Collapse of Monadani world government	Global war breaks out on Monadan. Space colonies remain neutral.
FY -98	End of Monadani civilization on planet.	Lethal chemical and biological agents used by all sides of the Monadani conflict. Neutral space colonies escape contamination. Pala moon colony destroys itself. 98 percent casualties on Monadan.
FY -82	Space colonies are organized as fully independent governments.	First Mekton War starts as space colonies fight for limited resources of food and water. Mecha armed for the first time.
FY -34	Orbital Union of Monadan founded.	First Mekton War ends. Sublight space drive invented. First Phase of Interstellar Exploration begins.

Date	Imperial Govt.	Historical Events
FY 0	Monadani Federation of worlds founded.	The Monadani discover other Humani civilizations on planets of the nearer stars and unite these groups under their flag. Monadani calendar begins. (FY = Federation Years)
FY 214		First Aggendi War, with Monadani Federation vs. one Aggendi starcruiser in the Monadan system. After 6 months, the cruiser is captured and the "gatedrive" is duplicated.
FY 216		The Federation launches its first starcruiser. Second Period of Interstellar Exploration begins.
FY 491		First contact with the Elomani. After initial tension, friendly exchange is begun.
FY 550		Galac language developed by a Humani/Elomani combined linguistics team.
FY 680		A Kirini starship enters Federation space on an exploratory mission. The Monadani and Elomani welcome their newly-discovered neighbors.
FY 682 (CY 0)	"The Compact" signed, creating first interspecies government	The Compact calendar begins with signing of a wide-ranging trade and mutual protection treaty. (CY = Compact Years). Third Period of Interstellar Exploration begins.
CY 317		Aggendi destroy Outpost 7, starting the Second Aggendi War. 3 weeks later, the Elomani homeworld is discovered by the 14th Aggendi Conquest Fleet. Bombardment kills much of the population. Elomani Mekton Guard manages to hold off a surface occupation.
CY 319		Evacuation of the Elomani and destruction of Eloman and the 14th Aggendi Conquest Fleet by the Elomani Solar Converter.
CY 325 (IY 0)	Bendar Galactic Empire founded under Emperor Alexander I	Compact Representative Assembly dissolved by Prince Alexander von Kalmen of Monadan (known thereafter as Emperor Alexander I). Imperial Calendar begins on Coronation Day. (IY = Imperial Years)
IY 5		Major group of dissidents escape, but crashland on Algol. Eventually they are attacked, scattered, and stranded on Algol by the Aggendi.
IY 12		Outer Colonies abandoned and Middle Colonies evacuated by order of Emperor Alexander I. Military outposts established in what was the Middle Colonies. Outer Colonies overrun by the Aggendi or cut off from the Empire and forgotten.
IY 32 the	Alexander I dies. Harlan I takes the throne of Empire.	Imperial Battle Fleet launched. Third Aggendi War (also known as the Millennium War) begins.
IY 50		Harlan I dies unexpectedly. First Imperial Council names Martala I as Empress.
IY 75		
IY 77	Javin I becomes Emperor.	
IY 100		
IY 125		
IY 150		

Date	Imperial Govt.	Historical Events
IY 175		
IY 200		
IY 225		
IY 250		
IY 275		
IY 300		
IY 325		
IY 350		
IY 375		
IY 400		
IY 425		
IY 450		
IY 475		
IY 500		
IY 525		
IY 550		
IY 575		
IY 600		
IY 625		
IY 650		
IY 675		
IY 700		
IY 725		The tide of battle turns against the Empire. Empire forces begin slowly losing ground with each new Aggendi assault.
IY 750		
IY 775		
IY 800		
IY 825		
IY 850		
IY 855		A major Aggendi victory leaves the Imperial defenses in Kirini space scattered.

Date	Imperial Govt.	Historical Events
IY 875		
IY 900		
IY 913		Aggendi fleet masses near the Spiral of Worlds. The Empire and its allies gather their forces to defend the capital.
IY 915		The Battle of the Apocalypse. Half the Aggendi fleet destroyed marauders. The rest flees to the Aggendi homeworlds. Imperial Vengeance Fleet follows.
IY 932		Kirini/Elomani Overmind defeats Aggendi Massmind. Remaining Aggendi ships destroyed or scattered. Aggendi home systems lost in 4th dimensional void.
IY 950		The Empire turns to consolidation in the Inner Sphere. In the Middle and Outer Spheres, the first small interstellar governments begin to grow.
IY 975		
IY 1000		
IY 1025		
IY 1050		
IY 1075		
IY 1100		A more economically and politically stable (but much smaller) Empire begins to look outward again. The Fourth Period of Interstellar Exploration begins.
IY 1129		The Empire rediscovers and tries to reannex the Sabalani Confederation. The Wars of Consolidation begin.
IY 1150		
IY 1175		
IY 1178		Sabalani Confederation surrenders to the Empire unconditionally and is annexed, ending the longest War of Consolidation. By this time, four other star systems have refused to rejoin the Empire and other wars of consolidation are being fought across the known galaxy.
IY 1200		
IY 1225		
IY 1250		First reported Aggendi piracy against independent shipping since the Millennium War.
IY 1275		
IY 1300		
IY 1325		
IY 1350		

Date	Imperial Govt.	Historical Events
IY 1375		
IY 1379		The planet Nielson is rediscovered by the Empire and refuses to be reannexed. Queen Barbara XXV invites the commanding officer of Imperial Consolidation Fleet 23 to tea and negotiates a settlement.
IY 1400		
IY 1425		
IY 1450		
IY 1457		First reports of Aggendi piracy against vessels of the Empire since the end of the Millennium War.
IY 1475		
IY 1500		
IY 1525		
IY 1550		
IY 1575		
IY 1585		War of Consolidation with the Desaan Free States is declared. IY 1600
IY 1610		The Desaan Accords end the bloodiest of the Wars of Consolidation.
IY 1625		
IY 1648		Three Aggendi colony worlds are found within three months of each other. Imperial forces, tied up by the Wars of Consolidation, are unavailable to do more than a quick survey of the situation. The colonies, far outside Imperial space, are left alone.
IY 1650		
IY 1675		
IY 1700		Wars of Consolidation wind down. The Bendar Galactic Empire takes a less militant stance toward small fringe groups of worlds that wish to break away.
IY 1725		
IY 1750		
IY 1759		The New Elomani Commonwealth, a group of Elomani-settled fringe worlds who have grown disenchanted with the Humani-dominated Empire, declare their independence in a bloodless coup. The Empire refuses to recognize the new government, but withdraws all Empire citizens who wish to leave from the Commonwealth.
IY 1775		
IY 1800		

Date	Imperial Govt.	Historical Events
IY 1825		
IY 1850		
IY 1875		Algol stargate reactivated by the Brotherhood of Kallicar and the Nearside Confederation of Algol. Imperial aid is supplied to these groups.
IY 1900		Imperial Century of Peace and Prosperity declared. Imperial Planetforming Research Center below the surface of Monadan is opened.
IY 1925		
IY 1950		
IY 1975		
IY 1989		The Elaran/Kargan Alliance seizes power on Algol and requests recognition by the Empire.
IY 2000		Algol readmitted to the Bender Galactic Empire. Imperial Century of Peace and Prosperity ends.
IY 2026		The Desaan Free States declare war on the neighboring Homarian League of Worlds. The Fringe Wars begin.
IY 2050		
IY 2059		The Homarian League of Worlds is swallowed up by the Desaan Free States. Smaller Fringe Wars continue between independent star systems in the Outer Sphere (the so-called "Fringe States").
IY 2067		First public demonstrations by the Humani Prime Party, backed by conservative noble families on Monadan.
IY 2075		Imperial Mecha Corps raids a hidden Aggendi pirate base in a remote asteroid belt in the Outer Sphere. Evidence indicates the base is only a minor part of a major Aggendi piracy effort, controlled from bases in unexplored space beyond the Outer Sphere.
IY 2100		Present day.

The Imperial Line

According to Imperial law and custom dating back to the suspension of the Compact, only a member of the Imperial Line can hold the throne of the Bender Galactic Empire. In theory, every member of the existing Imperial Family has a direct blood tie to the First Emperor, Prince Alexander von Kalmen of Monadan.

In fact, the Imperial Line descends from the five original noble families of Monadan, of which the von Kalmens were the most powerful and respected. Besides Family von Kalmen, originally from Monadan's North Forest region, the traditional ruling bloodlines of Monadan included Family MacLeon (Krag Mountains region), Family Hiralea (Great

Sea Archipelago region), Family delaCour (Valley Rift region), and Family Kukiru (Equatorial region). By the time of the Compact, these five noble families were so intermarried and mingled, that the differences among them were purely ones of convenience and tradition. The mother of Emperor Alexander I, for example, was a pale blonde woman who nonetheless was a hereditary princess of the Kukiru line, a traditionally dark-skinned people. His father's mother, a MacLeon, spent most of her life living among the islands of the Great Sea.

In fact, the von Kalmens of the time were related by blood and marriage to all of the ruling families. Thus, any person who can show descent from one or another of the Monadan noble families usually claims Imperial blood.

Emperor Alexander I claimed the throne as part of an "Emergency Suspension of the Compact", so no clear line of succession to the throne was established at that time. By the time he died, the Bender Galactic Empire was deeply embroiled in the Second Aggendi War, and it seemed perfectly natural when his only son Harlan — already in direct control of the Imperial armed forces — took the throne at that time.

But when Emperor Harlan I died unexpectedly in IY 50, there was no clear successor. At that time there was no formal Imperial legislative body. The Compact Assembly was long abolished, and neither Alexander nor Harlan had maintained any formal structure to their groups of advisors and ministers. Both Harlan's sister Martala and Harlan's son Javin claimed the throne, but neither alone wielded enough influence and power among the military to take possession of it as easily as Harlan had done so.

The First Imperial Council was convened, not as a body of lawmakers and advisers but as a way to avoid a governmental crisis at a time when the war effort could not weather one. In a session whose minutes are privacy-sealed even to this day, Martala was confirmed as the first Empress, while Javin became recognized as Prince Javin, heir to the throne. A tentative line of succession discussed at that time passed the throne to the eldest blood relative of the outgoing ruler, be that sibling, offspring, or offspring of a sibling. That rule of succession never took hold, however.

Empress Martala I kept the Imperial Council together as an advisory group, and it is she who set the traditions that determined who would sit on that body, and how it would conduct business. She appointed the first non-Monadani members of the Council in the fourth year of her reign. An Elomani envoy named Taraglin became the first non-Humani member three years later.

Elderly and quite frail, Martala stepped down voluntarily in favor of Javin in IY 77. Emperor Javin's daughter Kala married a colonist and left Monadan a decade before her father's health began to fail. When she refused to return to prepare to take the throne upon her father's death, the direct line of succession of the von Kalmens ended. From that time on, the Imperial Council directly selected the Imperial successor.

Birth plays a part in the selection, but not the most important part. A candidate for the throne, by tradition, must be connected to the Imperial families of Monadan, but sometimes the connection is very distant. Relatively few rulers of the Empire actually bore one of the "Imperial" family names. More important in the selection is the ability of the candidate to command the attention and respect of the three main forces in Imperial politics — the nobility, the military, and the colonials. The nobility provides the ties of trust and knowledge that an Empress or Emperor must have to the powerful families. The military provides the might to

protect the throne from usurpers and the Empire from invaders. The colonies provide the real wealth in natural resources that keeps the Empire strong. No candidate, no matter how noble the lineage, can hope to sit on the throne of the Bender Galactic Empire without solid support in at least two of these three areas.

There is hardly room in a book of this size to even mention all of the many Emperors and Empresses, but there are profiles of some of the most prominent in the Biographical Section that follows. Also included are profiles of a number of prominent members of the Imperial Council, past and present, who have shaped the Empire's laws and chosen the Empire's rulers.

The Imperial Council

By law, there are 500 seats in the Imperial Council, though in practice there have never been more than 434 filled at the same time. No roll-call vote of the Council has ever counted more than 312 present in person at the same time. This is due to the enormous scope of the Bender Galactic Empire. There have been cases of a new Councillor being appointed, taking office, serving on committees, being reconfirmed again and again over a span of years, and dying in office — all without ever coming within light years of Monadan.

Many so-called "Councillors" really fill the function of unofficial governors of large areas of space on the frontiers of the Empire. Regional governors report to them and their reports are sent forward to the Council, which directs their actions in the Emperor's name. One or two of these seats are purely ceremonial, such as the one for the "Councillor for Outer Nowhere", traditionally held by some member of the Imperial family who the current Council and/or ruler feels is best kept out of the center of things.

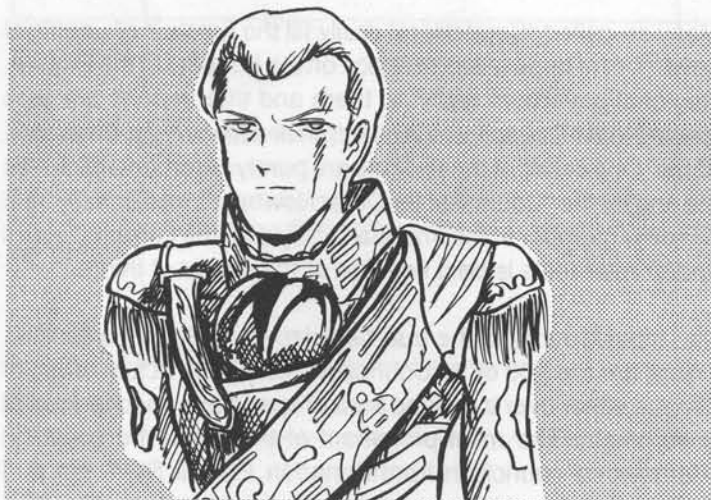
The Inner Council is the true "legislative" body of the Empire. These are the 100 or so Councillors who have actual areas of control, either over a defined area of space or a specific area of government. The most prominent of these are the so-called "Homeworld" councillors from Monadan, Elanoid, Slisliinitin, and the Kirin system. Also powerful are the major colonial Councillors, including those from NewHome and Sabalan. Phingar, once a powerful colony, is now a protectorate without a formal Council seat.

The most important seats with control over government departments are the Councillors for Military Affairs (informally called the "General's Seat"), Finance, Interstellar Commerce, External Relations, Colonial Affairs, Science and Technology, and Internal Security. Less powerful but just as important are the Council seats relating to Resource Management, Imperial Succession, Education, Records and Documents, and Information and Communications.

Biographical Section

To the Referee: In this section are 50 profiles of characters who can be used as past and present rulers and Imperial Council members. It is up to you to decide the present Empire's political composition by selecting which characters hold which posts in the current government, and which ones are famous rulers and councillors of the past. Your choice for the current Emperor and his advisors will determine whether your version of the Empire is a free, noble government which your characters must protect, or a corrupt, repressive regime against which your characters will rebel.

Simply fill in the blanks for birth (and death, if the character has passed on) and position (in the Biographical Notes) for each character, and insert the proper names and dates in the Timeline section (pg. 11). You may also want to flesh out the character's history in the Biographical Notes section, especially for living characters the players might meet, or dead ones whose lives are of campaign importance. Specific attribute and skill scores are not given. Rather, the character's highest attributes are noted, along with important areas of high skill and personality notes. A few characters who are mentioned elsewhere in the text may have some information already filled in.

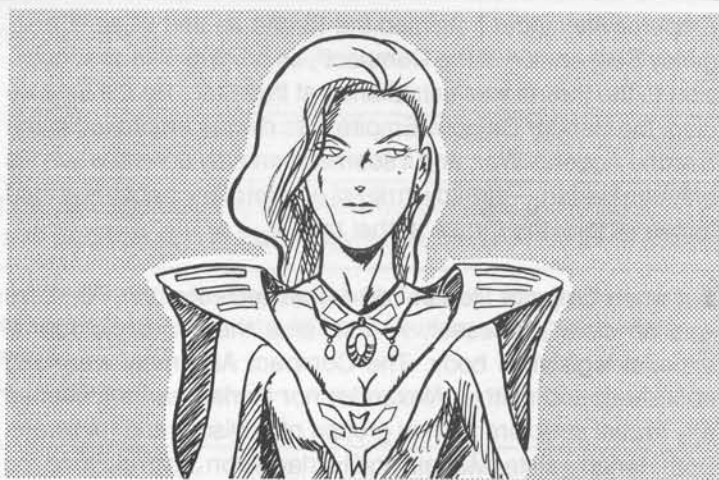


JERROD VON KALMEN

Jerrod von Kalmen (Human) Emperor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool, Attractiveness
Important Skills: Leadership, Wardrobe & Style, Persuasion
Physical Characteristics: Jet-black hair; intense dark blue eyes
Personality Notes: Fiery orator and rabble-rouser; passionate defender of the underdog; noted for giving to charity.
Biographical Notes:



BEVERLIE DELACOUR

Beverlie delaCour (Human) Emperor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool, Money & Family
Important Skills: Intimidate, Social
Physical Characteristics: Ice-blue hair; blue eyes; looks younger than she is (mid-60's)
Personality Notes: Genteel noble lady on the outside, but known as "the ice queen of Monadan"; firmly committed to keeping the noble families in control of the Council; despises Elomani — her daughter Jenifer married one
Biographical Notes:

Iain Lucas MacLeon (Human) Emperor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Attractiveness, Cool
Important Skills: Command, Social Skill, Mecha Piloting
Physical Characteristics: Brown hair; brown eyes; wears traditional family crest on all clothing
Personality Notes: Proud; strong loyalty to family; very approachable; strong personal code of honor
Biographical Notes:

Klay delaCour (Human) Emperor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence, Education
Important Skills: Know Languages (7), Leadership, Social
Physical Characteristics: White hair; pale blue eyes; tremorous left hand
Personality Notes: Friendly; fond of children; charismatic leader
Biographical Notes:

Sadler Majenberi (Humani) Emperor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Education; Money & Family

Important Skills: General Knowledge, Research Information

Physical Characteristics: Short and slim; very average appearance; soft, unthreatening voice

Personality Notes: Likes to stay in the background; seems to know a little about everything; shy with women; loves facts for their own sake

Biographical Notes:

Falco von Kalmen (Humani) Emperor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Money & Family

Important Skills: Cooking; Fast Talk; Specific Knowledge/Food

Physical Characteristics: Fat; beady dark eyes; mostly bald; unkempt brown hair

Personality Notes: Greedy; considers himself a gourmet and will do almost anything for a rare, exotic meal; hates physical exercise; not necessarily honest

Biographical Notes:

Harald MacLeon (Humani) Emperor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence, Money & Family

Important Skills: Persuasion, Orate, Awareness

Physical Characteristics: Frail and white-haired but still very active

Personality Notes: Quick-witted; concerned about holding the Empire together; excellent diplomat

Biographical Notes:

Maglan von Kalmen (Humani) Emperor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool, Money & Family

Important Skills: Lie, Persuasion, Fast Talk, Streetwise

Physical Characteristics: Green eyes and light green hair; thin; wears black constantly, along with gold amulet with von Kalmen crest

Personality Notes: Excellent back-room deal-maker; good at starting conflicts between several of his enemies to keep them busy; prefers to work through agents who can't be traced to him; keeps a secret file on almost everyone he comes in contact with

Biographical Notes:

Leo delaCour (Humani) Emperor

Born: IY _____ Died: IY _____

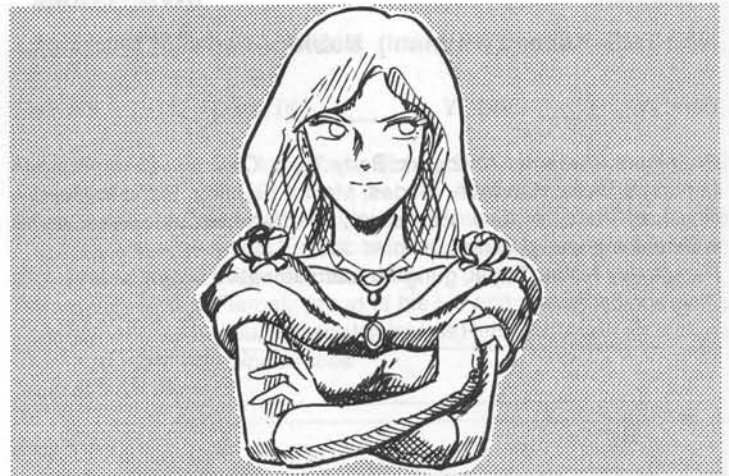
Prominent Character Attributes: Cool, Reflexes

Important Skills: Mecha Piloting, Orate, Command

Physical Characteristics: Tall and imposing; golden hair and beard; darkly tanned skin; wears gold and red delaCour crest on all clothing except military uniform

Personality Notes: Strong sense of personal honor; stubborn; makes great speeches; doesn't like to talk about being a war hero; takes it personally when he loses men under his command

Biographical Notes:



TIA LAMI

Tia Lami (Elomani) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Education; Attractiveness, Money & Family

Important Skills: Persuasion, Leadership, Teaching

Physical Characteristics: Long, dark blue hair; light blue skin; golden eyes

Personality Notes: Unaware that she's beautiful; devoted to educational interests; attracted to Humani men

Biographical Notes:

Nari Rae Ginnias (Humani) Noble

Born: IY _____ Died: IY _____

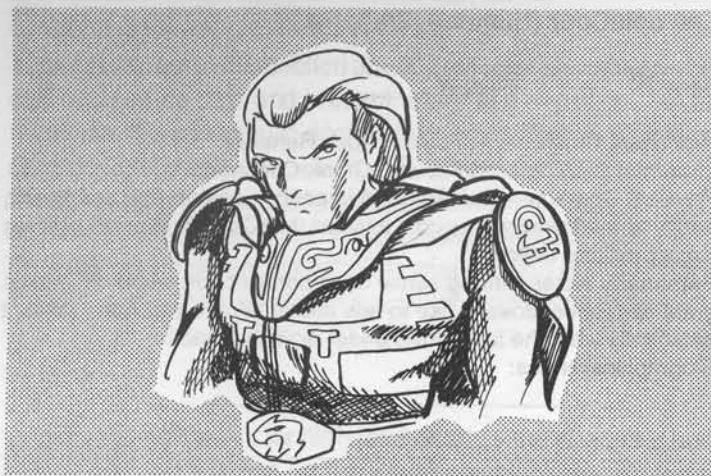
Prominent Character Attributes: Attractiveness, Money & Family

Important Skills: Social, Lie, Personal Grooming, Relationships

Physical Characteristics: Blue hair; refractive eyes (change color according to lighting)

Personality Notes: Vain, aloof, arrogant; thinks she is irresistible to men

Biographical Notes:



IVAN TALFA-KALMEN

Ivan Talfa-Kalmen (Human) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Body Type, Cool

Important Skills: Handgun, Blades, Mecha Fighting, Hand to Hand

Physical Characteristics: Very short, neat red hair; blue eyes, never without his Imperial Guard uniform

Personality Notes: Loyal, gung-ho, unimaginative but reliable

Biographical Notes:

Tena Kukiru-Hiralea (Human) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool, Luck, Money & Family

Important Skills: Social, Wardrobe, Persuasion

Physical Characteristics: Green hair; brown eyes; very pale skin; wears emeralds

Personality Notes: Proud of noble family background; feels obligation to Humani race

Biographical Notes:

Shan Volumi (Human) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Money & Family, Education

Important Skills: Social, Gamble

Physical Characteristics: Watery blue eyes; straight black hair; pale complexion

Personality Notes: Weak-willed; easily manipulated; gullible

Biographical Notes:



TAMAR KUKIRU

Tamar Kukiru (Human) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Body Type, Money & Family, Cool

Important Skills: Persuasion; Command

Physical Characteristics: Extremely tall; ebony skin; dark eyes; rarely smiles

Personality Notes: Stern and serious, but has a soft spot for children; strong feeling of obligation to the Empire; never takes unfair advantage; never hides the truth

Biographical Notes:

Jaclyn Hiralea (Human) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Money & Family, Luck

Important Skills: Social, Finance, Intimidate

Physical Characteristics: Elderly dowager; heavy-set; silver-white hair

Personality Notes: Coquettish in public, ruthless in private; fiercely protects her trading interests

Biographical Notes:

Daffyd pelHarrin (Human) Noble

Born: IY _____ Died: IY _____

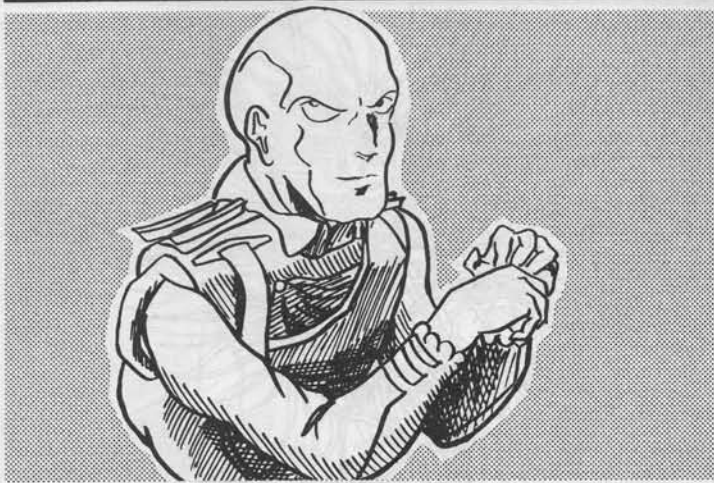
Prominent Character Attributes: Money & Family, Luck

Important Skills: Social, Personal Grooming

Physical Characteristics: Tall and very thin; pinched face, narrow dark eyes

Personality Notes: Venal and petty; completely devoted to self; revenge oriented

Biographical Notes:



JILI JIKKIN

Jili Jikkin (Elomani) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Psi Potential, Luck
 Important Skills: Empathic Receiving, Telesense, Streetwise
 Physical Characteristics: Hunchbacked due to war-related injury; completely bald, dark gray skin; black eyes
 Personality Notes: Completely untrustworthy; uses psi powers to psyche out political opponents; rumored to have vast spy network; obsessed with money and power
 Biographical Notes:

Cynta delaCour (Humani) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Attractiveness, Luck
 Important Skills: Social, Dance, Wardrobe, Personal Grooming
 Physical Characteristics: Light blue hair; sky blue eyes; petite
 Personality Notes: Unconcerned with "politics"; social butterfly; relies on comfortable family position
 Biographical Notes:

Xavi Xalquill-Hiralea (Humani/Elomani) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Psi Potential, Intelligence
 Important Skills: Telepathic Sending,
 Physical Characteristics: Slightly grayish skin; gold eyes; tall; dresses in Elomani fashion
 Personality Notes: Enjoys being "black sheep" of the Hiralea family; proud of half-Elomani heritage; quick to anger
 Biographical Notes:



LITO LIRAST

Lito Lirast (Elomani) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Money & Family, Education, Psi Potential
 Important Skills: Command, Awareness, Mental Attack, Strength Focus
 Physical Characteristics: Electric blue hair; black eyes; light blue skin; always wears gold cape of Lirast clan
 Personality Notes: Fiercely proud of his old and distinguished family; unashamed Elomani-supremacist; tolerates Humani but fiercely dislikes Kirini and other non-biped races
 Biographical Notes:

Helene Kukiru (Humani) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence; Cool
 Important Skills: Social; Awareness; Intimidate
 Physical Characteristics: Tall and dark-skinned; dark eyes; always wears flashy firegem earrings; snow-white hair; penetrating stare
 Personality Notes: The grande dame of the Kukiru family; elegant and poised; never loses her cool; has spies and informants everywhere; a good friend or powerful enemy
 Biographical Notes:

Jjatthimm (Sli) Noble

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence, Money & Family
 Important Skills: Lie, Fast Talk, General Information
 Physical Characteristics: Bright red skin and eyes; no tail
 Personality Notes: Known as "Firetongue" because he talks so fast; raises exaggeration to an art form; harmless but completely unreliable as a source of information
 Biographical Notes:

Jenifer delaCour-Gavlan (Humani) Noble

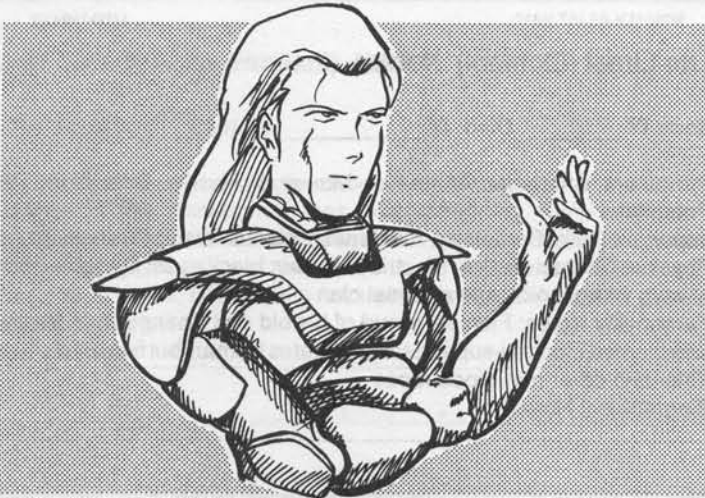
Born: IY _____ Died: IY _____

Prominent Character Attributes: Luck, Money & Family, Attractiveness
Important Skills: General Knowledge, Specific Knowledge (Elomani culture)

Physical Characteristics: Very tall and beautiful; long, dark blue hair, violet eyes; dresses in Elomani styles

Personality Notes: Crusader for Elomani/Humani interracial understanding; married to a prominent Elomani Mekton warrior; has adopted Elomani mannerisms

Biographical Notes:



CABER FRASER-HIRALEA

Caber Fraser-Hiralea (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Money & Family, Intelligence

Important Skills: Command, Persuasion, General Knowledge

Physical Characteristics: Long, red hair; Violet eyes; careless about clothing

Personality Notes: Moody, intense and somewhat single-minded; cares only about the task at hand

Biographical Notes:

Bart Dalrymple (Humani) Councillor

Born: IY _____ Died: IY _____

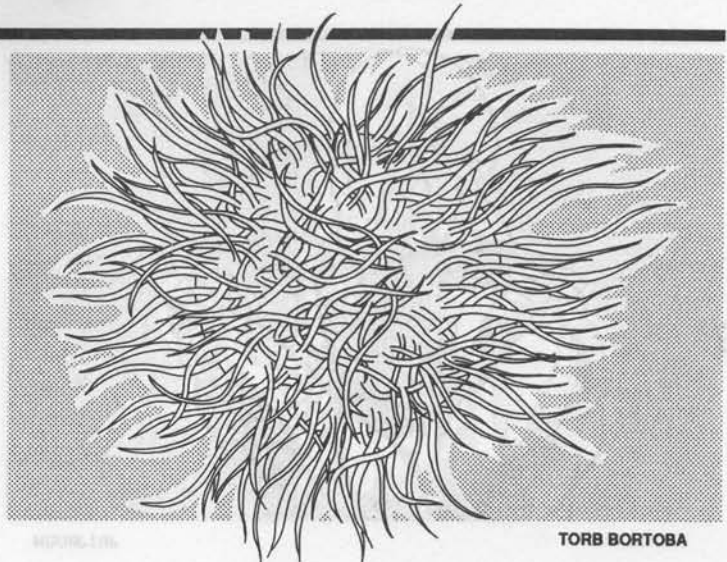
Prominent Character Attributes: Reflexes, Luck

Important Skills: Survival, Awareness, Handgun

Physical Characteristics: Balding with fringe of black hair; gray eyes; muscular build; sun-tanned skin

Personality Notes: Independent, friendly, well-liked by nobility and commoners alike; rustic and outdoorsy

Biographical Notes:



TORB BORTOBA

Torb Bortoba (Kirini) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence

Important Skills: Galactic History, Leadership

Physical Characteristics: Dark red skin; forest green tentacles

Personality Notes: Insatiably curious; loves to chat; enjoys the company of non-Kirini

Biographical Notes:

Willi Juneau (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool, Luck

Important Skills: Gambling, Finance, Streetwise, Wardrobe

Physical Characteristics: Curly, jet-black hair; dark eyes; likes flashy clothing

Personality Notes: Flaunts his wealth; disliked by "old money" nobility; can't resist a gamble

Biographical Notes:

Hiithhlil (Sii) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence, Education

Important Skills: Physics, Oration, Research, Write

Physical Characteristics: Reddish skin; pink eyes; bent tail

Personality Notes: Absent-minded, fussy, devoted to peace

Biographical Notes:



TELPA EZMANE

Telpe Ezmane (Elomani/Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool, Reflexes

Important Skills: Awareness, Persuasion

Physical Characteristics: Dark gray skin; purple hair; black eyes

Personality Notes: Arrogant; doesn't like being reminded of her half-Humani heritage

Biographical Notes:



DEVLIN RYALLE

Devlin Ryalle (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool, Money & Family

Important Skills: Intimidate, Fast Talk, Persuasion

Physical Characteristics: Short-cropped blonde hair, Green eyes

Personality Notes: Tough, sincere negotiator; fiercely loyal to Algolian interests

Biographical Notes:

Jacan Yaraniija (Sabalani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Body type, Education

Important Skills: Survival, Persuasion, General Knowledge

Physical Characteristics: Burly and muscular, with rough gray skin; deep-set black eyes; scar on left arm

Personality Notes: Intimidating and uncompromising; plays mind games with political opponents

Biographical Notes:

Lan Kowan (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence

Important Skills: Awareness, Leadership

Physical Characteristics: Blonde hair; golden eyes; withered right leg

Personality Notes: Shrewd bargainer; spots an opponent's weaknesses; never tells all he knows

Biographical Notes:

Bovak Hooper (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Luck, Reflexes

Important Skills: Social, Gamble, Fencing

Physical Characteristics: Chubby; bald

Personality Notes: Jolly and happy; never without his dress sword; loves to eat and drink

Biographical Notes:

Mata Lirika (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Attractiveness, Cool, Intelligence

Important Skills: Relationships, Persuasion, Personal Grooming, Wardrobe & Style, Interrogation

Physical Characteristics: Long, black hair, green eyes, seductive clothing

Personality Notes: Seductive and flirtatious; leading Humani of the Sabalani independence movement and willing to do anything for the Sabalani cause.

Biographical Notes:

Dola Glnflni (Humani/Elomani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Luck, Intelligence

Important Skills: Mecha fighting, Streetwise, Blades

Physical Characteristics: Half-Elomani; genetic dwarf, 3' 5" tall; pilots specially-designed mecha

Personality Notes: From wealthy family, but doesn't flaunt wealth; extremely sensitive about height; excellent swordsman

Biographical Notes:

Janith Millan (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence, Money & Family

Important Skills: Social, Intimidate, Awareness

Physical Characteristics: Singularly homely young woman; no sense of style

Personality Notes: No interest in romance; keenly observant; spends all her time in politics; self-appointed crusader for all sorts of fringe causes

Biographical Notes:

Fel Tamryn (Elomani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence, Education

Important Skills: Compose, Play Musical Instrument, Social

Physical Characteristics: Lean and tall, sparkling gold eyes, long, dark blue hair, blue-gray skin

Personality Notes: Always speaks in parables and metaphors; thinks of himself as a poet, not a philosopher

Biographical Notes:

Destan Hand (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Psi Potential, Cool

Important Skills: Command, Mecha Piloting, Mental Attack

Physical Characteristics: Extremely tall; dark-haired; laser burn scar on left cheek

Personality Notes: Utterly ruthless; impatient; known as "the Iron Hand"

Biographical Notes:

Kavin Karolsen (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Luck, Attractiveness, Cool

Important Skills: Persuasion, Awareness

Physical Characteristics: Blonde and baby-faced; looks younger than he really is; blue eyes

Personality Notes: Young and somewhat headstrong; idealistic; a bit naive

Biographical Notes:

Fadol Relith (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence, Luck

Important Skills: Persuasion; Lie; Intimidate

Physical Characteristics: Short and dark-haired; grim expression; nervous twitch

Personality Notes: Superstitious to the extreme; hates and fears the psionically talented; very vindictive - hounds his enemies to the last

Biographical Notes:

DalIn Bannion (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Money & Family, Luck

Important Skills: Fast Talk, Charm, Finance

Physical Characteristics: Rotund and jolly; dresses in flashy bad taste; balding

Personality Notes: Jokes constantly; has no respect for traditional noble families; intentionally obnoxious and pushy

Biographical Notes:

Kaylah Ay (Kirini) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool

Important Skills: Intimidate; Fast Talk

Physical Characteristics: Bright green spherical body; yellow-green tentacles

Personality Notes: Enjoys politics and debate; gets his way by confusing the issue; never takes political conflicts personally; asks inconvenient questions

Biographical Notes:

Ekis Halklin (Elomani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool, Reflexes, Psi Potential
Important Skills: Command, Mecha Piloting, Danger Sensing
Physical Characteristics: Left eye is gold, wears eyepatch over right eye; blue-gray hair; gray skin; middle-aged; wears Imperial Mecha Corps uniform
Personality Notes: Strong backer of Imperial military interests; hates Aggendi; thinks Humani commanders are too soft; not overly fond of civilians
Biographical Notes:

Bahb Etterlig (Kirini) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence
Important Skills: Fast Talk, Awareness, Persuasion
Physical Characteristics: Dark gold skin, forest green tentacles, wears gold circlet on one tentacle
Personality Notes: Boisterous and exceedingly friendly; uses lots of Humani slang—badly; allows political opponents to underestimate his intelligence; extremely sharp—rarely taken by surprise
Biographical Notes:

Lari Payn (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Cool
Important Skills: Awareness, General Knowledge
Physical Characteristics: Dark brown hair, coming to a widow's peak in front; neat goatee beard; slim and athletic
Personality Notes: Quietly observant; rarely tells all he knows; sharp, sarcastic wit
Biographical Notes:

DaBatey MacLeon (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Technical, Reflexes, Money and Family
Important Skills: Mecha Tech, Electronics
Physical Characteristics: Red-haired, young and lanky
Personality Notes: Somewhat mischievous; thinks of politics as a game to be played for fun; would rather be adventuring than sitting in Council
Biographical Notes:



TABER DEEPLIVER

Taber Deepdive (Marreni) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Intelligence, Attractiveness
Important Skills: Persuasion, Orate, Charm, Writing (Poetry)
Physical Characteristics: Golden brown fur; light gold eyes; melodious voice
Personality Notes: Gentle and soft-spoken; diplomatic, but capable of biting sarcasm; thinks of most Humani and Elomani as "wayward children"; likes being a popular public figure
Biographical Notes:

Tamu Belor (Elomani) Councillor

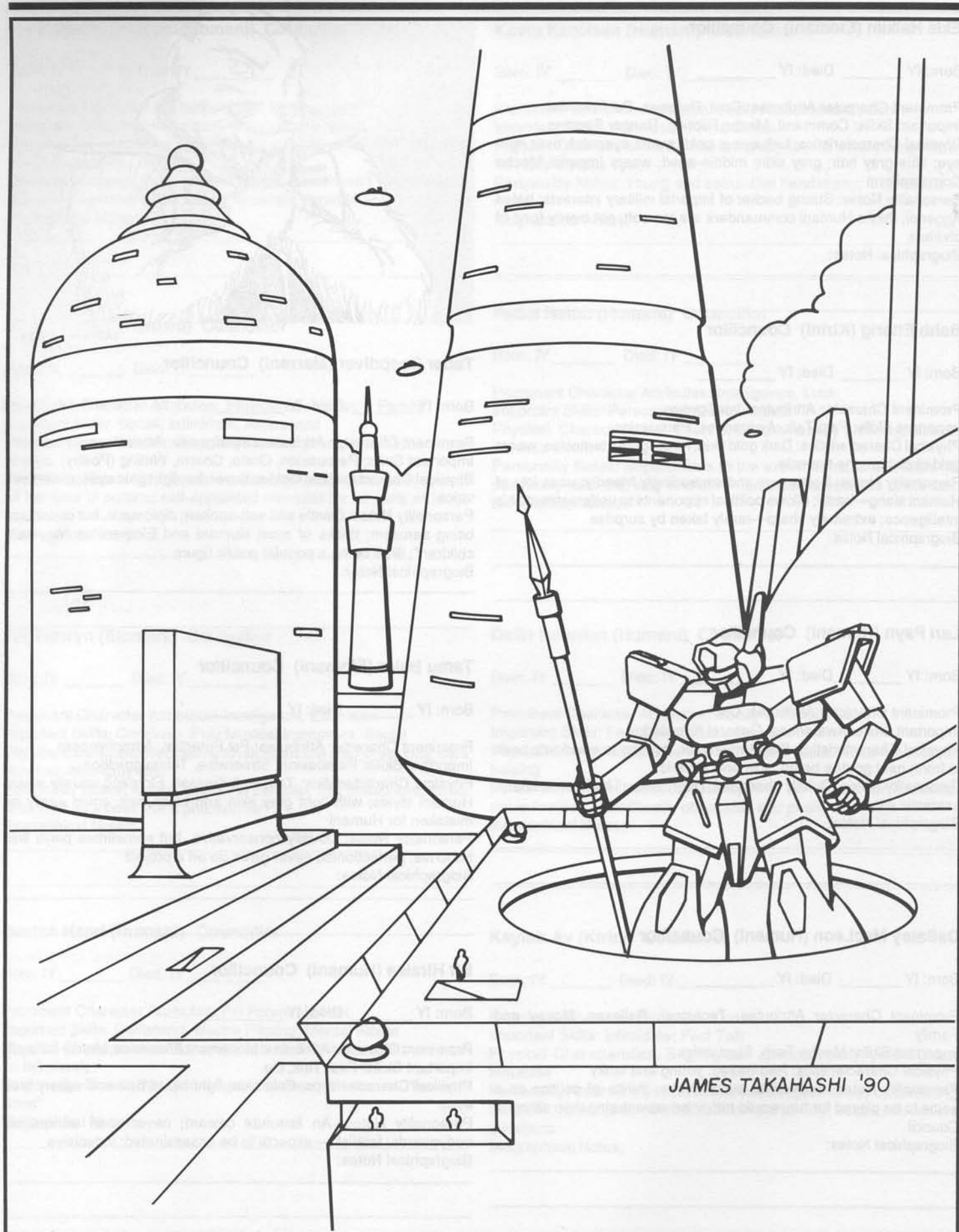
Born: IY _____ Died: IY _____

Prominent Character Attributes: Psi Potential, Attractiveness
Important Skills: Persuasion, Streetwise, Telesuggestion
Physical Characteristics: Tall, well-dressed Elomani; usually wears Humani styles; with light gray skin and black hair, could easily be mistaken for Humani
Personality Notes: Usually conservative, but sometimes plays wild hunches; perfectionist; never gives up on a project
Biographical Notes:

Bif Hiralea (Humani) Councillor

Born: IY _____ Died: IY _____

Prominent Character Attributes: Movement Allowance, Money & Family
Important Skills: Fast Talk, Lie
Physical Characteristics: Pale skin; light blond hair and watery blue eyes
Personality Notes: An absolute coward; never seen without his bodyguards; fatalist — expects to be assassinated; indecisive
Biographical Notes:



"Are you sure you know how to fly this thing? You've never piloted a cruiser with its own gate drive before." Kimi paced worriedly in the control cabin of the huge Elomani starcruiser. "I'd hate to jump into the middle of a star. It would ruin our whole day."

Jef snorted. "They haven't built the ship I can't fly, sweetie! I just have to plot our course out first on this star chart."

Kimi glanced over his shoulder. She recognized the displays of angular Elomani letters as a star chart, but she had no idea how to read it. "Just how much Elomani do you read, anyway?"

"Enough to know one star system from another," Jef replied nonchalantly. "Most of it's handled by the computer anyway." He touched a knob, and a loud screeching came from the control panel. He fumbled with the controls for a moment and the screeching stopped. "Oops."

"Oops!" Kimi looked stricken. "What do you mean by 'Oops'?"

"Nothing. Don't worry about it. No problem."

Kimi covered her eyes with her hands as Jef reached for the star drive controls.

Guide to the Bendar Spiral Galaxy

Planets of the Bendar Spiral Galaxy

There are over 1000 systems mapped, catalogued, and in use by intelligent life in the Bendar Spiral Galaxy as of IY 2100, and the number is constantly growing. This guide contains information on over a hundred prominent, interesting, or strategically important planetary systems as they are known to the Empire.

System coordinates have been deliberately left blank for all planets in the Guide. Referees may use the Guide and the accompanying map in the back of this book to designate the locations of the planets as they wish them in their own campaigns, so that no two versions of the *Mekton Empire* universe will be exactly alike.

Planetary information in the Guide is given by categories and classifications, which are explained and noted below.

Planet Types:

Molten Rock-Airless, super-hot place; Mercury.

Hot Waterworld-No land, just miles of boiling seas, occasionally swept by acidic clouds; a wet Venus.

Jungle-Shallow seas and huge, dense jungles; Venus, the way the Victorians thought it was.

Waterworld-Very little land, most of it in scattered archipelagos and islands; the Pacific Ocean without the major continents; also known as an **islandworld**.

Temperate-Forests, mountains, deserts, but mostly habitable by Humani; Earth-like.

Cold Waste-A dry, chilly place, filled with scrub, desert and ice; Mars.

Asteroid Belt-No major planetary body at all, with whatever population exists living in hollowed-out asteroids.

Iceworld-All oceans have frozen solid. The terrain is sheets of ice, glaciers, and occasional craggy mountains. Beneath some of the ice sheets are deep, near-frozen oceans; Antarctica.

Gas Giant-Nothing but clouds and gas at incredible pressures. It may be possible for life to exist in the upper atmosphere; Jupiter.
Ringed Gas Giant-Same as above, with spectacular rings; Saturn.
Cryosphere-A totally airless iceball, with no features except deep rifts, craters, and fields of frozen air; Pluto.
Hot Desert-Huge expanses of shifting sands and uncomfortably high temperatures with little standing water; the Sahara.

Atmosphere Types:

Density: 1=Thin 2=Moderate 3=Thick

Composition:

Humani Normal (no modifier designation)

Tainted (TNT) = 3 hits/hour if breathed without filter mask.

Poisonous (PSN) = 3 hits/turn if exposed without suit.

Insidious (INS) = 5 hits/turn if exposed without suit; atmosphere seeps in through seals of suits after 1D10 hours; sealed Mekton cabins are safe.

Corrosive (COR) = 10 hits/turn if exposed without suit; atmosphere corrodes and breaks through suit seals after 1D10 minutes; Mekton cabin seals break down after 1D10 hours.

Composition Modifiers:

S = Slightly; -2 hits of effect and double time to cause hits

V = Very; +2 hits of effect and half time to cause hits

Technological Level:

(0) NIL = No intelligent population

(1) HUNTER/GATHERER culture

(2) EARLY AGRICULTURAL culture

(3) MEDIEVAL (large cities, swords/axes, early seagoing vessels) (900-1300's Earth)

(4) RENAISSANCE (gunpowder, printed word, age of sail) (1600's Earth)

(5) INDUSTRIAL Revolution (steam power, telephone, electric light) (1800's Earth)

(6) ATOMIC Age (fission power, electronics, satellites) (1960's Earth)

(7) POSTATOMIC Age (early fusion power, lasers, interplanetary travel, computers, early mecha, orbital colonies) (1990-2100's Earth)

(8) INTERSTELLAR society (advanced fusion, stargates, gategships, limited artificial gravity, advanced mecha, early psionics, early force fields, limited genetic tailoring) (Imperial culture)

(9) FAST INTERSTELLAR (FTL radio, small starships, sentient computers and robots, advanced psionics, advanced force fields, antigravity, planetforming) (Imperial technologists experimenting at this level)

(10) SUPERSIENTIFIC (psionic machineless technology, worldmoving and worldbuilding, matter teleportation, intergalactic exploration, easy genetic restructuring) (Ancient Bendari technology)

Port Facilities:

G#-Ground Facilities:

0 = Nil - No prepared ground facilities

1 = Simple - Basic support buildings

2 = Moderate - Minor starport

3 = Extensive - Major starport city

S#-Space Facilities:

0 = Nil - No permanent orbital facilities

1 = Simple - Zero-G spacedock

2 = Moderate - Small spinner station

3 = Extensive - Major orbital habitat

M#-Interstellar Mail:

0 = Nil - No service

1 = Irregular - One courier/1D10 weeks

2 = Regular - One courier/1D10 days

3 = Daily - One courier/day

Special Facilities:

* = Stargate

B = Long-term Ship Berthing

R = Ship Repair Facilities

Y = ShipYards

Local or Interstellar Government Controls:

T = Space Traffic Control

C = Customs/Trade Control Station

P = Police/Military Orbital Patrols

N = Interstellar Naval Base

Guide to Planets of the Known Galaxy

Agthara (Javerhas III)

Coordinates: [] x []

Planet Type: Jungle

Moons: 2

Gravity: 1.7

Atmosphere: (3) Thick

Tech Level: (5) Industrial

Port Facilities: G2 S0 M1 RCP

This jungle-covered world is the largest remaining Aggendi colony world, now a protectorate of the Empire. The population is 65% Aggendi and 25% Durvadri, with the remaining population - Imperial citizens of many races - concentrated in the two port cities of Conquest Point and Silverleaf.

Agthara was once a fascinating study in the lifestyle of the Aggendi, but since the Pacification the Aggendi have adopted more and more of the Imperial culture. Colorful and savage-looking Aggendi battle harnesses are now seen only in the tourist traps of Conquest Point. Most Aggendi natives have "gone Imperial" completely.

Originally an Aggendi agricultural world, the fruits and medicinal plants of Agthara are now exported to Imperial worlds under strict import/export regulations. Supplying any technology above Level 5 to Aggendi natives is strictly forbidden.

The traditional Aggendi "military" government structure remains in place, though the military itself has been dismantled. Local government is, however, completely subservient to the occupation forces of the Empire.

Algol (Algol/Kobol/Minbar II)

Coordinates: [] x []

Planet Type: Temperate
Moons: 4
Gravity: 0.9
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G2 S3 M2 *BRYP

Algol is the "castaway world" where a group of dissidents from the early Empire were left for dead by Aggendi pursuers in IY 5. The Algoli rebuilt their own technological civilization, lost and cut off from the Empire for centuries. Then, in IY 1875, Algoli rediscovered their damaged and abandoned stargate and recontacted the Empire. Normally a green planet full of exotic (and dangerous) animal life, Algol is in the middle of a periodic ice age. The only habitable land is the equatorial continent of Muria and the Archipelago, a large mass of scattered islands.

Algol was settled by Humani dissidents, and few members of other races have come to live there since their rediscovery of the Empire. They exhibit extremely wide variance in skin, hair and eye color due to radiation-induced mutation from their final battle with the Aggendi and trace elements in the Algolian biosphere.

Algoli are a proud and rugged people, with a long history of warfare against the hostile animals of their world and against each other that makes them tend to be excellent explorers, mercenaries, and scouts. Both the Kargan and Elaran nations on Algol have noble families, though these have lost much of their political power in favor of a more democratic society. Algoli tend to live in huge arcologies — cities in a single building — due to the dangerous nature of Algolian wildlife and the harshness of Algolian weather.

Marine products, including fish and several types of seaweed with medicinal value, are the major exports of Algol. They also export cheap but sturdy mecha of all types, often copied (with dubious legality) from designs done elsewhere in the galaxy. Algol imports metals and rare earths for its manufacturing, as the crust of the planet is poor in both. It is also building a brisk tourist business for "Algol Safaris" into the dangerous unpopulated areas to hunt the planet's various forms of deadly wildlife.

There are two major governments on Algol, the Kargan Empire and the Elaran Federated Kingdoms, who have joined in the Algolian Alliance. The Alliance is a stable, but often uneasy, peace forced on these two old foes as the price for ridding themselves of the domination of the Murian Brotherhood of Kallicar and their spaceborne allies, the Nearside Federation. The Alliance overthrew the Brotherhood's rule in IY 1989, and was readmitted to the Empire the following year at the request of the Alliance.

Algol is an unusual star system with two smaller suns and a dark

star orbiting the primary sun, (also called Algol). Interplanetary navigation in the Algol system is hazardous at best. The Algol stargate is a less-used center of travel for this reason.

Attican's Haven (Blessed Beacon V)

Coordinates: [] x []
Planet Type: Temperate
Moons: 3
Gravity: 0.9
Atmosphere: (2) Moderate
Tech Level: (5/8) Industrial/Interstellar
Port Facilities: G2 S0 M1 *P

Founded by the Brotherhood of Kallicar, which once ruled the planet of Algol, Haven is a rich agricultural world. The ruling priest/mages wield advanced technology, but this is denied to the general populace, who are able to maintain no technology of their own beyond limited steam and electric power.

The resident population is Humani of the pure strain - no others are accepted into the Church. Outworlders are allowed only in the "Stranger's City", which is Haven's only starport. Trade is welcomed, but visitors are strongly discouraged from forming any close associations with the populace.

To the populace, technology is magic, wielded for Good by the priest/mages and used by outworlders because they are misguided, and sometimes Evil. Haven dwellers (aside from the priests and military) distrust and fear technology when used by outsiders. The population uses items of advanced science provided by the priests, but cannot maintain or even understand them.

Haven exports agricultural goods, raised by the populace on vast collective farms. Technological goods are imported, but these are tightly controlled by the Brotherhood. It is an offense punishable by long imprisonment or even death to provide a native with advanced technology, or to teach science to members of the general populace.

Haven recognizes the dominance of the Empire outside its own system, while strongly defending its right to self-governance. The Brotherhood of Kallicar is the only government, with the holy mecha of the Templar Knights as the planet's formidable defense force. On the planet, church law takes precedence over Imperial law in all matters.

Amica (Cas VII)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 0
Gravity: 0.5
Atmosphere: None
Tech Level: (0) Nil
Port Facilities: G1 S0 M1 *

Amica is a very small planet with no atmosphere. It is a one-face world that rotates at the same rate as its orbit. The sun side is bare rock, while on the night side, the only ice on its barren, rock-strewn surface is that of gasses such as carbon dioxide and nitrogen. As such, the night side has a rather important scientific base for the research of ultra-low temperature systems and cryogenics. Many of the latest breakthroughs in superconducting electronic design have been made at Amica Research Station.

Anoxis (Porvis II)

Coordinates: [] x []

Planet Type: Hot Desert

Moons: 0

Gravity: 1.1

Atmosphere: (2VTNT) Normal, Very Tainted

Tech Level: (0) Nil

Port Facilities: G2 S0 M1

Anoxis is a mining colony owned by the Anoxis Trading Company. Its principle export is radioactives, which are mined through underground tunnels. The surface was relatively unused and unusable, and so ATC contacted the Legion of Freelancers and offered a lease of the surface for training and practice areas. The vast tracts of sand and huge rocky mountains and ravines are perfect for tactical maneuvers and exercises. The Legion now maintains a base compound on the north pole of Anoxis, which is one of the only habitably cool spots on the planet.

Arthella (Prathermas II)

Coordinates: [] x []

Planet Type: Jungle

Moons: 3

Gravity: 1.2

Atmosphere: (2) Moderate

Tech Level: (0) Nil

Port Facilities: G1 S0 M0 *

Arthella was an Aggendi colony world. The Aggendi abandoned it in the last war, and it has lain fallow ever since. There is a small scientific station set up near the old Aggendi starport, whose primary function is to study the artifacts left behind by the Aggendi, and thus learn more about the Empire's old enemy. The starport has since been cleared of all artifacts, and is used to land the station's equipment and serve as a small ground-to-space facility for the scientists. The planet may, some day, be opened up to settlers from the Empire.

Avros (Hinter II)

Coordinates: [] x []

Planet Type: Jungle

Moons: 0

Gravity: 1.1

Atmosphere: (3PSN) Thick, Poisonous

Tech Level: (0) Nil

Port Facilities: G2 S2 M2 TCP

The vast jungles of Avros yield one particularly salable item: Mabri wood. The mabri tree is a very large, and beautiful tree whose wood has a marked grain. Each new year's growth layer is a different shade of several rich colors. Mabri wood comes in green, brown, red and orange, and the shadings usually contrast each other well. The basic color of the wood (one of the four mentioned) seems to be dependent on individual soil and growing conditions, rather than four different subspecies. Indeed, seeds from one tree can yield any of the four colors. Unfortunately, the tree seems to be dependent on the soils and atmosphere of Avros. The seeds will not even grow on other planets.

Babe/Li'l Babe (Mama V)

Coordinates: [] x []

Planet Type: Gas Giant/Cryosphere

Moons: 4 (Babe)

Gravity: 0.6 (Li'l Babe)

Atmosphere: 3PSN (Babe); None (Li'l Babe)

Tech Level: (8) Interstellar

Port Facilities: G1 S2 M2 *BRCN

Li'l Babe is a medium-sized moon of Babe, a huge gas giant, and acts as a major refueling station for the Imperial Navy in this sector. Babe's strategic position makes it important enough for the Empire to subsidize its stargate. Gas miners fly specially-equipped mecha in and out of Babe's dense atmosphere to harvest hydrogen and rare gases that are sold to

the naval base on Li'l Babe to be refined into fusion fuels.

Bandi (Sachus III)

Coordinates: [] x []

Planet Type: Temperate

Moons: 0

Gravity: 0.9

Atmosphere: (2) Moderate

Tech Level: (8) Interstellar

Port Facilities: G2 S2 M3 *TC

Bandi is a lush agricultural colony. Almost all imaginable types of crops are grown in the planet's fields, many of which are then exported for sale to more industrial planets that cannot sustain their own populations.

"Cargo? You want a cargo? Mabri wood logs outa Avros, hetrodyne gas skimmed off Babe... We can get you the Galaxy here."

—Jef

The most notable form of wildlife native to Bandi is the Bandicat. This small feline creature is quite intelligent and friendly. In the wilds, they are known to hunt and kill the small rodents that would otherwise damage the crops. They are quite easily tamed, and almost every household on Bandi has at least one. They have also been exported and bred off planet, and are now a favorite pet in many Empire homes. They even thrive aboard starships, where a family pair of Bandicats will keep the ship rodent free.

Bilquin (Canarra III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 1
Gravity: 1.0
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G2 S1 M3 *TCP

The planet Bilquin is best known at the home of the largest holovideo production firm in the Empire. Movies, variety shows and other forms of holovideo production are done here, in domed "superstudios" where almost any type of environment can be duplicated.

Blackfield (Cashimiri)

Coordinates: [] x []
Planet Type: Asteroid Belt
Moons: n/a
Gravity: 0
Atmosphere: None
Tech Level: (0) Nil
Port Facilities: G0 S0 M0 *

Blackfield is known to be a pirate's haven. Many pirate bands have set up their headquarters here, including Caston's Raiders, the Blackguards, and the infamous Marcus Finch — just to name a few. The Imperial Navy has tried to track the pirates back to their home bases, but the pirates have mostly eluded them thus far. Most pirates use intricate routes that pass through some of the densest parts of the field, and know their course well enough to outrun the naval vessels and mecha. Blockades of the stargate have proved unsuccessful, as several pirate vessels will work together to lure the Empire ships off while one or two others slip through. So far, the pirates have not stolen enough to justify a full-scale military action.

Bliss/Harmony (Plenty III/IV)

Coordinates: [] x []
Planet Type: Temperate (Bliss); Cold Waste (Harmony)
Moons: 0 (Bliss); 1 (Harmony)
Gravity: 1.2 (Bliss); 1.1 (Harmony)
Atmosphere: 2 (Bliss); 2 (Harmony)

Tech Level: (8) Interstellar (Both)
Port Facilities: G2 S3 M3 *BRTCPN (Bliss);
G1 S2 M2 *BRTCPN (Harmony)

A major frontier naval base orbits the planet Bliss, while a civilian agricultural colony below supports it. The "aggies" hate the "mechajocks" and vice-versa, each group feeling exploited by the other (though they depend on each other for survival). Brawls during shore leave between locals and military personnel are common, with liquor, athletic prowess, and women the three main causes of argument.

Bliss shares the Plenty star system with Harmony, a mining world occupied and claimed by the Desaan Free States. The dispute is a recurring topic of negotiation between the two governments, but until the question is settled both colonies remain. The Free States have recently established a small but well-defended naval base of their own on the surface of Harmony. "Incidents" between naval patrols are common.

Blue Heaven (Golden III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 1
Gravity: 1.0
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G3 S3 M3 *BRYTCPN

This resort world is described in the Spiral Club's ads as "the most exciting place in the Galaxy." This may be an exaggeration, but Blue Heaven's climate is varied, featuring large deserts, rich forests, vast grasslands, deep jungles, fine seacoasts, and an expansive frozen south polar region that has been turned into a winter wonderland by the Spiral Club.

The many resorts of Blue Heaven are all filled with happy, rich Spiral Club members — no fewer than 50,000 at a time from in and outside of the Empire. Non-members are not permitted on the planet except at the three main tradeports supplying the planet. The sole exceptions are the nearly 5000 employees of the Spiral Club who are permanent residents.

Fun is the watchword on Blue Heaven. Some of the fun is quite safe, such as at the many beaches, restaurants, sports areas, etc. Some places on Blue Heaven are still wild, though, and the Spiral Club does not guarantee the safety of its guests while on safari in dense green jungles, or shooting the rapids on some of the wildest rivers on any world. The scattered resort areas are connected by sub-surface high-speed magnetic acceleration shuttles. There have been rumors about uncovered ruins of an ancient civilization of Humani that might even predate the Bendari themselves, but the Spiral Club refuses to allow archaeological investigations on Blue Heaven.

Though tourism is the number-one "export" of Blue Heaven, the trade traffic is tremendous. After all, someone has to supply the needs of all those rich tourists. Blue Heaven buys only the best, but pays well for it.

Blue Heaven is wholly owned by the Spiral Club, and the neutrality of club facilities is respected in the resort areas. The ports, however, are under Imperial authority. Thus, a fugitive from justice could probably remain safely on Blue Heaven — until his money and membership ran out and he was forced to leave the club's protection.

Brownwash (Iorillus III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 0
Gravity: 1.0
Atmosphere: (3INS) Thick, Insidious
Tech Level: (8) Interstellar
Port Facilities: G1 S3 M3 *TCP

The atmosphere of Brownwash makes it very hazardous to work in, and indeed, only one small, pressure dome is on the surface of the planet. However, The world is important because of the large deposits of Charithrisite. This mineral is vital to the production of mecha, because of its unique antimagnetic properties and its armor value once refined and cast. Charithrisite armor can be made thinner and yet will stop as much damage as most other armor materials.

Cariva (Mellus III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 3
Gravity: 1.5
Atmosphere: (2COR) Moderate, Corrosive
Tech Level: (1) Hunter/Gatherer
Port Facilities: G0 S2 M2 *N

Cariva is a large planet with a sulfurous atmosphere and acidic oceans and lakes. Despite this, the Carivi, a tough-skinned race of variant Humani, seem to thrive on the corrosive atmosphere. Given its environment, Cariva would not normally interest the Empire. However, a set of ancient ruins have recently come to the attention of the Imperial Antiquities Foundation. These ruins are believed to be the remains of a Bendari colony. Progress has been slow, as the corrosive atmosphere has seriously hampered the investigation of the ruins.

Casimm (Nicorm II)

Coordinates: [] x []
Planet Type: Temperate
Moons: 0
Gravity: 1.2

Atmosphere: (2VCOR) Moderate, Very Corrosive
Tech Level: (0) Nil
Port Facilities: G0 S3 M2 *CP

The planet Casimm has a very corrosive atmosphere that can eventually break down almost any substance. It is perfect, however for the manufacture of many industrial chemicals that can be distilled out of the planet's water supply, washed from its soils, or condensed from its air. This is a rather expensive proposition, as the materials that the ground facilities are made from must be specially made to withstand such an environment. Likewise, the shuttles that fly between the surface and the orbital station must be specially protected. The technicians working on Casimm, however, are some of the best paid in the industry. They receive hazardous duty pay just to be on the planet's surface! Most are able to retire to a modest living after just five years on Casimm.

Centurion (Pendl VII)

Coordinates: [] x []
Planet Type: Ringed Gas Giant
Moons: 7
Gravity: 4.8
Atmosphere: (3INS) Thick, Insidious
Tech Level: (8) Interstellar
Port Facilities: *RYTPN

Around this spectacularly ringed world orbits Sentinel One, the largest battle station ever built by the Empire. The size of a very small moon, Sentinel One was constructed almost two centuries ago as a concession to the Galactic Vigilance Party ("Red Sword"). The station was intended by its designers as the first in a massive series of such stations, ringing the Empire as a "Shield Wall" to protect against invaders. But no Emperor since has seen fit to reactivate the project. Even so, Red Sword politicians keep appropriating money for a small staff and maintenance of the station. Its weapons systems, while decades out of date, are still fully functional and very powerful. Most members of the Imperial armed forces, however, consider assignment to Sentinel One a boring assignment, to be avoided at all costs.

Chaplin's World (Chaplin IV)

Coordinates: [] x []
Planet Type: Iceworld
Moons: 4
Gravity: 1.0
Atmosphere: (1) Thin
Tech Level: (0) Nil
Port Facilities: G1 S2 M2 TC

Chaplin's World is covered with a thick layer of very pure water ice. It is so pure, in fact, that when the ice is melted the resulting water is almost indistinguishable from distilled water. This makes Chaplin's World quite valuable as a ready source of

block ice, which is quarried from the surface and shipped to other planets that need water.

Chratha (Chone II)

Coordinates: [] x []
Planet Type: Jungle
Moons: 1
Gravity: .9
Atmosphere: (2) Moderate
Tech Level: (2) Early Agricultural
Port Facilities: G0 S1 M1 *N

Chratha is a lush jungle world that was a former colony of the Aggendi. Indeed, there are survivors of the colony still living in the jungle. These people, who now call themselves the Chrathi, have reverted to a primitive form and live in small villages spread throughout the planet. Although they are physically quite similar to the Aggendi, they are much less aggressive, and evidence nothing of the massmind capabilities of their cousins. The Imperial Navy has placed a small orbital base in the system to keep an eye on them, just in case.

Churnal (Horis II)

Coordinates: [] x []
Planet Type: Iceworld
Moons: 2
Gravity: 1.1
Atmosphere: (2) Moderate
Tech Level: (3) Medieval
Port Facilities: G0 S2 M2 *

Churnal is the home of a remarkable adaptation of the Humani. The Churni are humaniform in every way, except that they are covered by thick, beautiful fur. They are now perfectly adapted to their harsh, cold environment. This race has grown into a feudalistic society, with large ice vessels plying the frozen seas. They are rather xenophobic, however, and so the Empire has placed an orbital station to watch their development.

Clarivia (Davis III)

Coordinates: [] x []
Planet Type: Jungle
Moons: 0
Gravity: 0.9
Atmosphere: (2) Moderate
Tech Level: (4) Renaissance
Port Facilities: G0 S3 M2 *BRYTPN

Clarivia is the native name for a beautiful, lush jungle world. The natives are Humani normal, although their culture is only to a tech level of 4. As such, the Empire has interdicted the entire

planet, making it off limits for any landings at all. The Empire does maintain a large Naval service facility here, which also enforces the interdiction. One can only speculate what the Clarivi think of all the "lights moving in the heavens", as one Empire editorialist wrote.

Cranston (Dav III)

Coordinates: [] x []
Planet Type: Jungle
Moons: 0
Gravity: 1.0
Atmosphere: (2INS) Moderate, Insidious
Tech Level: (5) Industrial
Port Facilities: G0 S1 M1 *CP

Cranston is a nasty place to visit, and the Empire probably would avoid the place altogether if not for the semi-precious gem stones the native Cranstoni produce. The natives are a hexapedal race (centauroid) with vaguely equine facial features and a more or less feline body. They are tailless, and walk on four of their clawless, three toed paws. Their upper limbs end in three fingered hands that are remarkably strong and dextrous. The Cranstoni cannot live without the insidious trace elements in their atmosphere, and Humani cannot live in it. Nothing is known about Cranstoni government or politics. The natives are very reluctant to discuss these matters, which they consider to be some sort of "family secrets".

The chief product of the Cranstoni is the Beggar's Stone. It is a beautiful blue opaque stone with minute flecks of silver and gold throughout. Analysis reveals it to be made of common materials, but Empire technicians cannot duplicate the stones. It is unknown

whether the Cranstoni mine the stone or manufacture it, although the latter is probable given the uniform quality of all the specimens received over the years. Uncut stones usually sell for 50-100 cr. per gram, while cut or polished stones sell for any price the traffic will bear.

To avoid the problems of social contamination, the Empire traders maintain an orbital station, and only go down to trade once a week. The Cranstoni trade their stones for raw minerals. These are traded for only a few kilograms of the stones, thus supporting the relatively high price of Beggar's Stone.

Crapgame (Teolura IV)

Coordinates: [] x []
Planet Type: Waterworld
Moons: 1
Gravity: 0.9

*"Cranston.
Ugh! Poison
air, acid
water...If it
wasn't for the
precious
stones, I don't
think anyone
would ever visit
Cranston!"*

—Kimi

Atmosphere: (3VPSN) Thick, Very Poisonous
Tech Level: (0) Nil
Port Facilities: G0 S1 M1 *

The atmosphere and oceans of Crapgame are extremely poisonous, but that is precisely why the planet is so important. The ocean is so thick with dissolved minerals that they are very easily removed and separated for purification and export. Fortunately, there is absolutely no native wildlife above the level of a bacterium, which gives the various corporations free rein to harvest all the materials they want.

These materials are collected by huge floating platforms that pump in water from the ocean and process it. The resulting materials are shuttled up to a small orbital station for shipping to other parts of the Empire. The only land masses are small volcanic islands, which expel tons of mineral ash into the air, which then enters the water of the oceans. This accounts for the poisonous nature of the air and water of Crapgame.

D Prime (Lucovik III)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 2
Gravity: 1.1
Atmosphere: (2) Moderate
Tech Level: (10) Superscientific (?)
Port Facilities: G1 S2 M1 *BR

The trade colony on D Prime was established by the Empire long before they discovered that the planet was the home of an advanced telepathic race that may be even older than the legendary Bendari. The D! are 20 foot wide faceted crystal beings with no visible limbs or features. (In actuality, no one is sure if there is one or many D! He/they refer to themselves both in the singular and the plural. No one has ever seen more than one, but all look alike. The question seems to have no real meaning to the D!)

To encounter the D!, one must go alone into the sandstorm-swept deserts of D Prime. Only lone travellers have ever sighted the D!, and more than one who sought him/them has never returned. No Kirini has ever encountered the D!, though many have searched. Some very prestigious Kirini scientists even refuse to believe the D! exist.

Once approached, the immobile crystal creature will speak telepathically, with the preferred topic of conversation being obscure points of philosophy. The D! will simply ignore any subject that does not interest him, though one can never be sure what will interest the D!

Some who have "spoken" with a D! find they make vast leaps of intuitive thought, once the conversation has time to sink in. For this reason, the D! are often sought (and occasionally found) by

hardy scholars and scientists. It is rumored that on rare occasions a person returns from a conversation with the D! exhibiting physical and mental alterations and psionic abilities far beyond the norm. Some just get a headache trying to understand the subtle philosophical arguments of the D!

No matter what the outcome, the D! will always be gone by the time others arrive to check out the sighting, leading many to believe the D! are capable of teleporting their bulky bodies from place to place. It is reported that the D! is/are immune to any sort of physical assault, though it is unclear whether they are too dense and hard to be damaged by a weapon, or they are protected by a psionic force screen.

Most residents of D Prime will claim to have seen a D!, but real sightings are probably quite few. Fewer still have seen one twice in a lifetime. The known record for successful "pilgrimages" was set by the late half-Elomani psionic philosopher called "Seeker", who claimed eight visits, with photographic evidence for six. His book, "Conversations with the D!", is the definitive work on the subject.

Darcuri (Curl II)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 1
Gravity: 1.1
Atmosphere: (1) Thin
Tech Level: (0) Nil
Port Facilities: G0 S0 M0 *

Darcuri is an uninhabited planet that has little to recommend it. The atmosphere is thin, the environment harsh, and plant life sparse and inedible. However, it is rumored that the Democratic Association for Return to the Compact (DARC) has a secret base on Darcuri. This rumor may stem from the fact that the first four letters of the name of the planet is the acronym for the organization. (Actually, Imperial records show that the planet was named for its discoverer, one Emilio Darcuri.) Rumor has it that the DARC has a secret training post for its "Shadowmen" here, but the Empire has scouted the mountainous terrain and considers this highly unlikely.

Desaan (Navisi V)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 0
Gravity: 0.8
Atmosphere: (1TNT) Thin, Tainted
Tech Level: (8) Interstellar
Port Facilities: G3 S2 M2 *BRYTCPN

No one would have bothered with Desaan at all if it had not been an unbelievably rich mining world. Life here is hard, and the people of Desaan pride themselves on the fact that they are

harder. Only natives can go out on the surface without a filter mask (and the hardiest of them can only last 6 hours or so). The population lives in the mined-out tunnel cities, where the air is pressurized, filtered and heated. Desaan is the "capital" of the Desaan Free States largely because Desaan mining wealth financed the Wars of Freedom (as the Consolidation Wars are locally known). The population is 79 percent Humani, with 15 percent Elomani (including half-Elomani) and a small scattering of other races.

Desaani tend to be tough-minded and fiercely independent (some would say stubborn). Most Humani-descended Desaani distrust Elomani, particularly outworld Elomani. Living in tunnels all their lives, Desaani seem to like enclosed spaces, and many suffer from mild to severe cases of agoraphobia (fear of open spaces) when on other worlds. Desaani don't like to travel.

Mining interests in heavy metals and rare minerals support much of Desaan's offworld trade. Desaan is also an industrial center. The planet's chief import is foodstuffs, most of which it gets from the agricultural worlds of the Free States.

The Congress of Equals of the Desaan Free States meets in the port city of Desaanigal on this world. Congress delegates from other worlds of the Free States often complain of "living in the ground like moonmoles", but Desaan's wealth makes it the center of trade in the region.

Desolation (Ranxoxis)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 1
Gravity: 0.6
Atmosphere: (1) TNT
Tech Level: (0) Nil
Port Facilities: G2 S0 M2 *N

Desolation earns its name. In spite of this, the Imperial Mecha Corps maintains a training academy here. Desolation Base is where many new Mekton pilots are sent for basic pilot training. The wide, open spaces provide plenty of room for a fresh pilot to practice the skills of the trade without augering in and destroying an inconveniently placed town.

Destiny (Phillipa III)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 2
Gravity: 0.9
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G1 S0 M0

Once a major Imperial mining colony, this fringe world was cut off from the Empire during the Second Aggendi War. After the

war, several ships managed to make the long crossing to the Spiral of Worlds and there was hope of reestablishing contact and trade with these long-lost cousins. In IY 1131 an Imperial contact expedition was sent to the Philippa system. It did not return. Nor did three subsequent expeditions. By the time the expanding Empire reached that area and investigated, the Swarm had established a thriving Hiveworld on Destiny, and they claimed to know nothing of an Imperial colony on that world. Still war-weary, the Empire chose not to pursue the matter, but it has been a bone of contention between the Swarm and the Imperial government ever since.

Over 8 billion individuals of the Swarm exist in the 5 scattered lesser hives and the Central Hive on Destiny. There is no sign remaining of the Humani/Elomani population of the world, which once numbered over 1 billion. The Swarm hive based here has been known to interact with others, and even invites non-Swarm trade on Destiny. The ruins of the former Imperial cities here are strictly off-limits to offworlders, however.

This is one of the more approachable Hiveworlds, with a small starport and a limited amount of trade with independent worlds. It is illegal for Imperial ships to trade here, but some have been known to do so clandestinely. The typical Swarm hive mind holds sway here, but there is a sub-hierarchy of hired Humani and variant Humani who serve as the interface between the Swarm hive and outworld traders.

Dinurua (Manda III)

Coordinates: [] x []
Planet Type: Jungle
Moons: 0
Gravity: 0.9
Atmosphere: (3) Thick
Tech Level: (0) Nil
Port Facilities: G2 S1 M1 *C

Dinurua is a lush jungle world noted for only one thing; Harris' Panda. This elusive carnivore is very large, very dangerous, and very valuable. Its fur is extremely soft and luxurious, and its vivid colors make the pelts highly prized. Oddly enough, the hunting of these animals has not diminished their numbers at all; indeed, the animal seems to thrive on the competition with hunters. Actually, the roles of hunter/hunted are somewhat blurry in this case, as more than once the hunter has been killed by his prey. A good quality pelt will sell for as much as 5000 cr. when sold through the small orbital broker station.

Dracuris (Draca II)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 0
Gravity: 1.1
Atmosphere: (1) Thin

Tech Level: (0) Nil

Port Facilities: G2 S1 M2 *N

Dracuris is the most popular training academy for Mekton Armors. Dracuris Armor Academy teaches its cadets not only the operation of these massive fighting machines, but also the battle tactics for using them most effectively. Dracuris graduates have a motto, which may be a bit defensive, that says "Driving Armor beats walking!". So, even if the other mecha are more glamorous, Mekton Armors are certainly some of the least expensive methods of entering battle effectively. The graduates of Dracuris know how to use their vehicle at its best.

Droplet (Drennan III)

Coordinates: [] x []

Planet Type: Waterworld

Moons: 3

Gravity: 1.4

Atmosphere: (2) Moderate

Tech Level: (2) Early Agricultural

Port Facilities: G0 S2 M2 *TN

Droplet is a world totally covered with water. Indeed, there is not a single land mass anywhere on the planet, and the shallowest point in the worldwide ocean is 1/2 kilometer. The native population is a race of fish-shaped mammals that swim, hunt, and tend the vast "fields" of algae and kelp that grow in Droplet's ocean. When they are not farming or hunting, however, the Slli(click)shimi (as they call themselves) spend their time thinking, philosophizing, and composing music and poetry. They are a happy-go-lucky race that is very playful and loves conversing with Humani and other races of the Empire. For some reason, they are particularly fond of the few Kili who have been brought to Droplet. Members of the two races will go off for hours at a time, the Slli(click)shimi swimming at the surface, and the Kili flying just above the surface, or riding on the Slli(click)shimi's back.

The Waterworks is the major floating city on Droplet, and provides a home for the resident scientists and researchers who are working with the Slli(click)shimi. As of now, the only "exports" from Droplet are recordings of the hauntingly beautiful songs of the natives.

Durvadur (Durva III)

Coordinates: [] x []

Planet Type: Temperate

Moons: 1

Gravity: 2.0

Atmosphere: (2) Moderate

Tech Level: (1) Hunter/Gatherer

Port Facilities: G1 S2 M2 *RCP

Durvadur is a slightly cold temperate world of craggy mountains and winding rivers. The native population, the Durvadri, were once a subject race of the Aggendi. Approximately 4 billion of them live on Durvadur today, but the Durvadri race was scattered all over this part of the galaxy by the Aggendi, who used them as slave labor and shock troops.

The Durvadri had a primitive tribal culture that has adopted many of the Aggendi warrior traditions as a result of cultural acclimatization. They are territorial and very warlike, with brute strength as the factor which chooses their leaders. The Durvadri tend toward seeking direct solutions to problems. They are not in the least subtle, but with their physical power and endurance, they rarely have to resort to subtlety.

Durvadur has several mines for rare gems, including a vast diamond deposit on their southernmost continent. They import weapons and armor, though by Imperial edict it is forbidden to sell devices of war on Durvadur of a technological level greater than 5 (Industrial).

Durvadur has no planetwide government. Its scattered tribes are administered as Imperial protectorates. Once slaves/allies of the Aggendi, the Durvadri have settled down into their old ways, fighting each other for the sheer glory of domination. Unless they turn their aggressiveness outward, the Empire will probably let them beat on each other until they get tired of it. With the Aggendi out of the picture, it is unlikely that the Durvadri will ever again be a significant threat to Imperial security.

"Durvadri make great drinking buddies. Helluva bunch of fighters. Good thing they're stuck planetside of we could be facing a serious threat."

—Jef

Elanoi (Hila IV)

Coordinates: [] x []

Planet Type: Jungle

Moons: 1

Gravity: 1.2

Atmosphere: (2) Moderate

Tech Level: (8) Interstellar

Port Facilities: G3 S3 M3 *BRYTCPN

Elanoi (translation: "reflection of self") has become the new center of the Elomani culture in the Empire and the unofficial Elomani Imperial "capital". It takes its name from the fact that it is a virtual duplicate in climate and atmosphere to the destroyed planet of Eloman that was the cradle of that great race's civilization. Elanoi natives live in arcologies that rise from the canopies of their great, green jungles, monuments to the triumph of technology without the destruction of the ecology.

The planet is 90% populated by Elomani, with a scattering of other races. Very few Elomani-Humani cross-breeds live here, as natives of Elanoi tend to shun them as "imperfect". Humani and other races can own property on Elanoi, but half-Elomani cannot.

Elanoi culture is, like most Elomani groups, based around the extended family clan. Most arcologies were started by members of one or two clans, and are considered the "family seat" for that clan (though in fact that clan will normally comprise less than 10% of the population in that city in modern times). Elanoi was one of the first major colonies of the Elomani. It is a very traditional, conservative place, with strong emphasis on the scholarly and philosophical life.

Elanoi imports most of its high-technology manufactured goods, preferring to keep heavy industry off-planet. It exports agricultural products of its vast jungles, including fruit and vala leaves, an herb used in most Elomani cooking.

The central government of Elanoi is the Gathering of Clans, which is held only every ten years. At this time, administrators are elected and representatives are chosen to send to the Imperial government. Elanoi is a major stronghold of the Empire, the most politically powerful of the Elomani worlds.

Elanoi is the home of the prestigious University of Elanoi, noted for their studies of psi abilities and galactic philosophy. Only 50 Humani students are accepted each year for admission.

Enburg (Verata II)

Coordinates: [] x []

Planet Type: Hot Desert

Moons: 0

Gravity: 1.1

Atmosphere: (2) Moderate

Tech Level: (0) Nil

Port Facilities: G1 S1 M1

Enburg is the home of the elusive Churabeast. This creature is extremely fast and rather timid. It is commercially important, however, as the primary source of Heratophine, an alien hormone that is quite useful as an anti-radiation treatment in Humani. This valuable product is collected by catching a Churabeast, and removing an odd, tumor-like growth from its back. This seems to do no harm to the Churabeast, and may actually help. Indeed, it seems that this growth will only reach a certain size, and then stop growing. Once removed, it will usually grow back within a season.

Firewheel (Lucien IV)

Coordinates: [] x []

Planet Type: Ringed Gas Giant

Moons: 3

Gravity: 12.7

Atmosphere: (3VPSN) Dense, Very Poisonous

Tech Level: (0) Nil

Port Facilities: G0 S2 M0 *

This spectacular world, surrounded by a glowing red ring of hydrogen gas and dust, was once the site of a major Imperial naval base. The base was destroyed during the Aggendi Wars, and the remnants of ships and mecha are still scattered in a broad orbital graveyard within the ring.

Salvaging the huge array of military hardware was a project abandoned by the Imperial Navy and taken on decades later by the independent Firewheel Salvage Company. Firewheel Salvage made a great deal of money in the first few years of operation, but lost many pilots and salvage workers to the dangers of navigation within the debris-strewn ring, where normal radar and sensor systems are useless.

In recent years, most salvage is done by private salvage ship operators, with Firewheel Salvage's spinner station acting simply as a broker for the outdated but still valuable weapons and electronics brought in. Numerous ship disappearances and rumors of "fire ghosts" in the red haze of the rings has scared off all but the toughest and most stubborn of the salvagers.

Farnium (Patsava II)

Coordinates: [] x []

Planet Type: Jungle

Moons: 0

Gravity: 1.1

Atmosphere: (3) Thick

Tech Level: (8) Interstellar

Port Facilities: G2 S0 M2 *TC

Farnium is a small Imperial colony, having only a population of about 20,000. The only settlement is Farnium City, which is located on the largest continent and is located next to the spaceport. A few explorers have ventured out from the city, but most prefer to live in the city itself and leave only for expeditions. Farnium is governed by an Imperial Governor, who is directly responsible to the Imperial Council and the Emperor.

Farnium is considered both a research facility and wildlife export colony. As a colony, most necessities and luxuries are imported, while the transplanted wildlife has now become a profitable export item.

There is no native population of sentients, although the world is very rich in animal life. Of course, the native wildlife on Farnium is rich and varied by itself. As an experiment, a large number of rare and endangered Monadan species have been introduced into the jungles in hopes of increasing their numbers in an untainted environment. Many of these experiments have been successful, although some of the introduced species are displacing some of the native wildlife. A wildlife activist group,

Greenfarm, has been protesting this program for several years both here on Farnium and on Monadan. This protest has been quiet and unproductive so far, but group members have been threatening more radical actions lately.

Fhleemahrkett (Turell IV)

Coordinates: [] x []
Planet Type: Temperate
Moons: 0
Gravity: 1.0
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G3 S2 M3 *BRTC

Fhleemahrkett is one of the most accessible locations in the Empire. At one time, the Commercial Governors of Fhleemahrkett coined the phrase "All Trade Routes lead to Fhleemahrkett." Indeed, if you want to buy something, it will be found somewhere in the bazaars at Fhleemahrkett. Although it is rumored that the entire surface of the planet is one huge bazaar, this is not true. Only eighty five percent of the land mass is covered by commercial enterprises. The rest is given over to high rise apartment complexes where the merchants live!

There are black markets in some of the seedier areas of Fhleemahrkett. These are best travelled during daylight hours, and an armed guard or three might help as well. Although almost anything is legal to sell on Fhleemahrkett, there are very strict customs inspections at Port Fhleemahrkett, as well as aboard the Orbital Customs Station, and you might even be boarded and searched by customs officials at the stargate. Be forewarned.

Flastis (Darius I)

Coordinates: [] x []
Planet Type: Molten Rock
Moons: 0
Gravity: 0.7
Atmosphere: None
Tech Level: (0) Nil
Port Facilities: G0 S2 M1 *

Discovered totally by accident, Flastis is a very hot, nasty place. It would have no value except that there is a unique life-form that lives on the planet. These beings seem to be large, amoeboid creatures of complex hydrocarbons and silicates. They move about freely on the planet, apparently living off the molten rock and the heat and sunlight. A small research station has been set up in the shadow of the planet to observe and study the creatures.

Firval (Trinus II)

Coordinates: [] x []
Planet Type: Jungle
Moons: 0
Gravity: 0.9
Atmosphere: (2VCOR) Moderate, Very Corrosive
Tech Level: (1) Hunter/Gatherer
Port Facilities: G0 S1 M1 *

Firval is one of the few worlds in the empire with a chlorine atmosphere. As such, it is very corrosive to Humani and there mecha and equipment. However, it is also home to one of the few chlorine breathing races known to the Empire. These peoples, the Firvi, are about two meters tall and bipedal. Their long faces have no nose, and their eyelids are clear membranes that make them look as though they are staring even when asleep. Their hands are ten fingered, and are extremely agile.

The Firvi are savages, and are extremely xenophobic. Thus, the Empire maintains a small science station to observe them from space, but does not try to make contact with them. One also needs to remember that our atmosphere is just as hazardous to them as theirs is to us.

Gangiol (Carpus III)

Coordinates: [] x []
Planet Type: Jungle
Moons: 0
Gravity: 1.0
Atmosphere: (3) Thick
Tech Level: (0)
Port Facilities: G1 S1 M1 *N

Gangiol is the location of both Imperial Naval ground and orbital bases. It was, at one time, a strategic point during the last Aggendi war. Although it is not as important now, it is still in

use. Units posted here usually practice their combat skills on the largest native species, the incredibly large Videck's Megasaur. These giant reptiles are big, mean, and tough enough to give a Mekton a real fight. This practice is officially discouraged, but little is said if the Mekton in question is not too heavily damaged as a result. The commanders at Gangiol Base unofficially feel that practice against a living, thinking opponent is better than all the simulator training in the Empire.

Soldiers at Gangiol Ground Base do have to watch out for the Swiftkiller, a younger cousin of the Megasaur. Swiftkillers are vicious killers that seem to attack for the sport of it, and can attack at any moment. Thus, a soldier venturing outside the Base is taking his life in his own hands.

Gargatha (Mocro III)

Coordinates: [] x []

"Firewheel Base was destroyed during the Aggendi Wars...remnants of ships and mecha are still scattered in a huge, haunted orbital graveyard."

—Gai

Planet Type: Temperate
Moons: 0
Gravity: 0.9
Atmosphere: (2TNT) Moderate, Tainted
Tech Level: (8) Interstellar
Port Facilities: G3 S2 M3 *VRTC

Gargatha is a world of domed cities and habitats. It is a trade center, and several large and wealthy trade companies can be found there. The primary starport, Port Gatha, is huge and sprawling, and is surrounded by a ring of domes fifteen kilometers in diameter. In the city, almost any type of pleasure can be found, including gambling casinos, bars, bazaars, and many other types of entertainment. Because of the domes, however, all weapons except stunmasters are illegal on Gargatha.

Geyser (Metamurcii II)

Coordinates: [] x []
Planet Type: Hot Waterworld
Moons: 0
Gravity: 1.4
Atmosphere: (2PSN) Moderate, Poisonous
Tech Level: (0) Nil
Port Facilities: G0 S0 M0 *

Geyser is a volcanic hot waterworld. Little else is known about the planet except that it is rumored to be the home of Case's Marauders, a band of mecha pilots turned privateer/pirate. The Marauders have attacked shipping in other systems with stargates, and then disappeared into the gate before the officials could catch them. It is thought that they return to Geyser each time, but Naval officials have searched many times and never found a trace of them. If the Marauders are indeed hiding on Geyser, they are doing an extremely good job of it.

Golden (Tetsua III)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 2
Gravity: 0.8
Atmosphere: (1) Thin
Tech Level: (0) Nil
Port Facilities: G0 S0 M0 *

The surface of Golden is extremely mountainous, with many caverns, ravines and canyons. Although there is no civilization or base on the planet, legend has it that during the Second Aggendi War, a starcruiser carrying a certain very valuable artifact crashed somewhere in those mountains. No one is certain whether the ship was Humani or Aggendi, or what that mysterious artifact was supposed to be or do. Many have looked for the mystery ship, but all have searched in vain. Skeptics say that these are just legends, and that there was no ship. Supporters, however, maintain that all legends have a basis in

fact, and that the searchers just haven't looked in the right place yet.

Greenhouse (Chillah IV)

Coordinates: [] x []
Planet Type: Temperate
Moons: 0
Gravity: 1.3
Atmosphere: (3INS) Thick, Insidious
Tech Level: (2) Early Agricultural
Port Facilities: G0 S1 M1 *

Greenhouse is an oddity because of its native form of intelligent life, a type of intelligent cactus. These creatures do seem to be entirely vegetable, and seem to perform a type of agriculture. They have been widely observed cultivating several smaller types of plants for consumption. They apparently have a complex internal system of pumps which they use to suck all the fluids from the plants that they grow. Thus, they seem to get the water and minerals they need to perform photosynthesis without having to be rooted in the soil themselves.

The Empire maintains an orbital observation platform to observe these strange creatures from above. The Imperial policy makers have decided contact with these plant creatures might be hazardous to their development, and they wish to keep the planet uncompromised and uncontaminated.

Hazard (Bala II)

Coordinates: [] x []
Planet Type: Temperate
Moons: 3
Gravity: 0.8
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G3 S3 M3 *BRT

A failed agricultural colony world, Hazard was taken over by independent interests who have made it a gambler's paradise where you can bet on anything from games with cards and dice to gladiatorial competitions. Sometimes big losers without the money for a ticket away end up in the arena to earn enough to pay their debts.

Hiveworld (System Unknown)

Coordinates: [Coordinates of the original Hiveworld unknown]
Planet Type: Cold Waste
Moons: ?
Gravity: 0.8 to 1.2
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: None for normal use

Though the location and nature of the original Hiveworld of the

Swarm is unknown, most lesser Hiveworlds established by the Swarm have been cold, dry planets. Hives have been known to raid other worlds in their system for food and technology, but they always establish their major base in a system on these types of worlds.

The typical long-established lesser Hiveworld will be home to 8 to 10 billion individuals, if the Swarm's components can be considered as such. These reside in city-sized lesser Hives or the huge Central Hive which houses the colony's Queen.

The Swarm exists to feed, grow, and nurture Queens — all else takes second place. Engineer, Scout, and Soldier classes (and, presumably, the always-hidden Queen) are capable of interacting with other intelligent beings, but they are always working toward their own ends. Worker Drones are virtually mindless, following the telepathic orders of their Engineer leaders. The Swarm is carnivorous and for the most part xenophobic, respecting no race but their own. They are willing, however, to coexist with and manipulate another race when it suits their purposes to do so.

The Swarm interacts with cultures outside its own only for its own ends. They do not trade widely, except to gain technology that they can turn to their own purposes. The Swarm are not an inventive race. All of their technology is purchased, stolen, or "assimilated" during a raid on an existing planetary culture. Nonetheless, their ships and mecha are a match for any in the Galaxy.

The Swarm's government is that of the Hive, with the Queen all-powerful. Her orders are passed telepathically to her Engineers, Scouts and Soldiers. There is but one Queen per hive. No other is allowed to mature until the hive is ready to "swarm" on a long odyssey through space to another likely world located by the Scouts. No interstellar Swarm government exists. Each Hiveworld is independent, though they never compete with each other for worlds.

The Swarm exists in many lesser Hiveworlds on the fringes of known space, but so far they have avoided Imperial member worlds. Nonetheless, they are considered a possible threat to Empire security, and their Hiveworld systems are closely watched. Their original planet remains unknown.

Hotspot (Pervellet I)

Coordinates: [] x []
Planet Type: Molten Rock
Moons: 0
Gravity: 0.6
Atmosphere: None
Tech Level: (0) Nil
Port Facilities: G0 S2 M2 *T

Hotspot is unique among molten rock planets in that it has absolutely no detectable metallic content. The planet, instead,

is very rich in silicates, and produces pyroplastic compounds that form almost perfect solids for certain types of electronic components. The collection station is placed in orbit in the planet's shadow, and the products are collected from the planet's night side, where they cool down enough to solidify. They are gathered using specially designed Mektons, and shipped up to the station where they are refined and processed for sale outsystem.

Hunterford (Tepool III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 3
Gravity: 1.2
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G2 S2 M3 *BRYTN

Hunterford is one of the primary training complexes for the Imperial Mecha Corps and the Imperial Navy. Although Hunterford Base is a huge part of the planet, and includes training complexes, training fields, and exercise areas, it is not the most famous part of the planet. Hunterford is also the location of the Lars Fiervesohn Memorial Military Museum. In this vast complex, many different mecha and military vehicles are on display. Everything from some of the newest Mektons, to some of the vehicles from the early days of the Empire, and even some pieces from the Federation and the Compact is available for examination by military historians and enthusiasts. Also on display are some of the smaller space vessels and fighters, and one of the most complete collections of ancient military weapons. It is said that one could spend a lifetime in the museum and not see every single exhibit. This is probably exaggeration, but not by much.

No trip to Hunterford would be complete without taking the three-hour tour of the Orbital Naval Museum, where nearly two hundred battleships and large space vessels are in synchronous orbital display. These ships are all weaponless, of course, but are all fully functional, and are on automatic control to maintain their own orbit and formation.

Hydrova VII/Hydrova VIII (Hydra)

Coordinates: [] x []
Planet Type: Gas Giant/Gas Giant
Moons: 6/8
Gravity: 10.2 (Hydrova VII)/12.6 (Hydrova VIII)
Atmosphere: (3VINS) Thick, Very Insidious (Hydrova VII)
(3PSN) Thick, Poisonous (Hydrova VIII)
Tech Level: (8) Interstellar
Port Facilities: G0 S3 M3 *TCP

The Hydrova system is very strange. It consists of a binary system of two gas giants with their moons. Because of the

strange configuration, the number of moons listed for each is the current number, but the two planets have been known to swap moons, swallow them, or capture new ones from the few eccentric comets and asteroids in the system. While there is a small scientific contingent on the Orbital Habitat (orbiting the sun, Hydra itself), the majority of the base is given over to the harvesting of the light gasses from the gas giants themselves using specially designed mecha. This is a lucrative trade, as the resulting gasses are of premium quality, and are even carted outsystem for sale.

Islandia (Wheeler III)

Coordinates: [] x []
Planet Type: Waterworld
Moons: 3
Gravity: 1.3
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G1 S2 M2 *TCP

The surface of the Imperial colony of Islandia is, while covered with one vast ocean, also dotted with millions of small islands. These islands are mostly made from ancient volcanos or large coral-like formations. One large island, Islandia Prime, is the starport for the export of the agricultural products of Islandia. These include kelp, edible crustaceans and many forms of fish. There is no native population on Islandia, but a large number of the islands have Imperial trade towns or cities on them, all supported by the products of the ocean of Islandia.

Jewel (Feuerbach VIII)

Coordinates: [] x []
Planet Type: Ringed Gas Giant
Moons: 7
Gravity: 18.7
Atmosphere: (3VPOI) Thick, Very Poisonous
Tech Level: (0) Nil
Port Facilities: G0 S3 M3 *BCP

"Jewel in the Heavens That Glows Brightly" is the place to be. Its surface is covered with luminescent swirls of all colors and its rings are some of the widest and most beautiful in the galaxy, sparkling like millions of diamonds against starlit space.

Jewel Station is an orbital habitat of the plushest sort. Hotel rooms are all prime quality, and the casinos and restaurants are second to none. Most of these present an astonishing view of the planet itself, surely a compliment to any fine meal.

Jorixx (Lockridge II)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 2
Gravity: 0.9
Atmosphere: (2) Moderate
Tech Level: (3) Medieval
Port Facilities: G1 S1 M1 *P

Jorixx is a small hot planet with few redeeming qualities. The native population resembles nothing so much as eight-legged lizards with no heads. They live in small population centers, trading with each other and the Humani at the ground station. They show no curiosity at the comings and goings of the Humani, and don't seem at all bothered by the spacegoing Empire culture at Jorixx Base. The only thing they seem interested in is the small trinkets and odd foodstuffs the Humani trade to them. In return, the Humani receive a soft, white substance very similar to ivory. In addition to the esthetic qualities of carved Jorixxstone, the substance also shows some rather remarkable semiconducting properties, and has been used in many recent electronics developments. Where the Jorixx get Jorixxstone is unknown, as they will not show any Humani where it comes from, and have been known to kill any Humani found outside Jorixx Base.

Kelvin (Sparc VI)

Coordinates: [] x []
Planet Type: Cryosphere
Moons: 0
Gravity: 0.5
Atmosphere: None
Tech Level: (8) Interstellar
Port Facilities: G1 S2 M3 *BRTCP

This frigid, airless world revolving around a dying sun is the home of the galaxy's largest computer. CARLA (Cryogenically-Augmented Reasoning and Logic Apparatus) is one of the main links in the Infobyte, Inc. data network. CARLA's processing units, in the vast ice caverns below the planet's surface, must be kept at very cold temperatures to work properly. Her main databank fills a cave complex that is nearly 75 miles across. Amazingly, there is native life on Kelvin — pesky 10-20 pound blob-like animals called "blueblobs" that sometimes get into the computer.

Residents are all scientists and engineers whose job it is to maintain CARLA's functions and feed her information. Occasionally, a client will actually travel to Kelvin to "speak" to CARLA personally, and such visitors get the VIP treatment in a small but plush subsurface habitat kept for the purpose. Only

"Make ya a deal. This vacation we spend surfing on Islandia. Next vacation you can rent out the Star Suite in the Jewel Station Palace."

—Jef

Kirini technicians can live without life support suits on Kelvin, and indeed over 50% of the technical staff are Kirini.

CARLA's entire function is to sort through masses of data brought from everywhere in the galaxy in response to questions posed by Infobyte's top-level clients. It is said that CARLA can answer any question by rapidly sifting through the almost unlimited sources of data at her command. Her services do not come cheap, however — a client may question CARLA for 1 million Imperial Crowns per minute.

Kirin Asteroidal System (Kirin)

Coordinates: [] x []
Planet Type: Asteroid Belt
Moons: n/a
Gravity: 0
Atmosphere: None
Tech Level: (8) Interstellar
Port Facilities: G0 S3 M3 *BRYTCPN

Home of the third most numerous race in the known Galaxy, the Kirin system is a mysterious place, even to those non-Kirini who have lived and worked there all their lives. The vast asteroid belt that circles the star Kirin is the birthplace of Kirini civilization, at least in this universe. Kirini tradition is that they come from another dimension entirely, into which their fourth-dimensional bodies extend at all times.

Some 7 billion Kirini make their home in the asteroids surrounding Kirin. The larger asteroids contain pressurized habitats, but these are provided as a convenience for the oxygen-breathing races such as the Elomani and Humani that are the Kirini's allies in the Empire. There are at least four million non-Kirini resident in the Kirin system, most being traders, Imperial employees, or hirelings of the Kirini. The largest asteroid, known to the Kirini as Heartplace, has no atmosphere habitat. No non-Kirini is allowed within it, for religious and social reasons known only to the Kirini themselves. What government the Kirini have is based here. At least, the complex series of family and honor-based duties that move Kirini civilization seem to center here, and it is from here that all Kirini delegates to the Imperial Council are selected.

The family structure of the Kirini is incomprehensible to non-Kirini. The old saying "Every Kirini is a cousin" is possibly true in the literal sense. Nowhere is this more evident than in the Kirin system itself, where it seems one cannot walk fifty feet down a corridor without bumping into a religious/historical artifact. (Kirini make no distinction between religion and history. To them, history is all of religious and social significance.)

The Kirini have long since mined out their asteroid belt, and must import metals and minerals of all types. They export finely detailed artwork and microminiature circuitry, assembled and worked by their ultra-dexterous tentacles. Kirin is the economic

center of the Kirini race as well as the religious, cultural, and political center.

Knaxis (Stephan III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 3
Gravity: 1.0
Atmosphere: (3) Moderate
Tech Level: (8) Interstellar
Port Facilities: G2 S3 M2 *BTRP

Knaxis is a beautiful planet of low rolling hills and plentiful streams and rivers. This makes it perfect for the task of producing its major export: alcohol. From the air, acre after acre of grain can be seen growing, while the most hilly areas are covered with row after row of grape arbors. These are all put toward the task of brewing and producing some of the best alcoholic beverages in the Empire. Most of these products are sold under the label of The Amalgamated Brewers and Vintners of Knaxis.

Kulibaru (Crulfus III)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 1
Gravity: .9
Atmosphere: (2) Moderate
Tech Level: (0) Nil
Port Facilities: G2 S1 M1 *

Kulibaru is the site of extensive Bendari ruins. As a result, the Imperial Antiquities Foundation has set up a regional headquarters here, to study any artifacts found. At Kulibaru Port, the IAF has a museum of Bendari artifacts and lore, and charges a small fee to tourists who come to visit the museum and take travel tours of the archaeological sites. These admission fees and tour charges help fund some of the IAF's activities.

Lagoon (Curacuracur IV)

Coordinates: [] x []
Planet Type: Waterworld
Moons: 2
Gravity: 1.5
Atmosphere: (3) Thick
Tech Level: (1) Hunter/Gatherer
Port Facilities: G2 S2 M2 *RN

Lagoon is an ocean world dotted with millions of small islands. It was originally a colony world, but was bombed into near oblivion during the Second Aggendi War. The few remaining colonists reverted to a primitive existence on several of the islands. They now prefer to remain that way, even though they have been re-contacted by the Empire.

The Empire does keep a ground station and orbital naval station

at Lagoon, both to protect it and because of the millions of ruined cities on many of the islands. Also numerous are ancient mecha and machines from the War, some of which have been salvaged and restored for the Lars Fiervesohn Memorial Military Museum on Hunterford.

Lavoria (Chancellor IV)

Coordinates: [] x []
Planet Type: Temperate
Moons: 0
Gravity: 1.0
Atmosphere: (3) Thick
Tech Level: (0) Nil
Port Facilities: G2 S2 M2 *N

Lavoria is the site of the Lavoria Advanced Aeromecha Training Academy (LAATA). Here, fledgling Imperial Mecha Corps pilots learn how to handle an aeromecha through all stages of operation. The planet's thick atmosphere and low rolling hills make Lavoria perfect for aeromecha training. Besides basic combat missions such as air-to-air and air-to-ground combat, trainees are taught the basics of ocean craft landings, and also learn all aspects of surface to space flight, right down to docking with Lavoria Prime, an orbital spinner station.

Lode (Underhill III)

Coordinates: [] x []
Planet Type: Asteroid Belt
Moons: n/a
Gravity: 0
Atmosphere: None
Tech Level: (8) Interstellar
Port Facilities: *R

The Lode asteroid system was once a rich mining area, full of valuable heavy metals and radioactives. These days, the riches have been almost mined out, and Lode is a system on the decline. The asteroid habitats have become seedy, crime-ridden areas that attract fast-money artists and exploiters of all sorts. In this area, forgotten by the military, the small group of local Imperial marshalls are the only law. Riding thruster-powered mecabikes, the Imperial marshalls pursue claim-jumpers, crooked gamblers, bushwhackers, and armed bandits among the asteroids.

Lutimalthis (Malthis II)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 1
Gravity: 1.0
Atmosphere: (2) Moderate
Tech Level: (0) Nil
Port Facilities: G2 S2 M2 *TC

Lutimalthis is a world of intense dust storms and winds reaching

150 kph. The only quiet spot on the entire planet is the Eye Of Calm, where Iris City is located. For some reason unknown to Empire scientists, this one hundred km. diameter area has always been calm. The Edge of the storm moves in and out about six hundred meters, like rising and falling tides. When the Edge is out, thousands of small, beautifully sand-polished stones can be found littering the sand. These Stormstones are sold in Iris City to the tourist trade.

Maninoa (Archangel II)

Coordinates: [] x []
Planet Type: Temperate
Moons: 4
Gravity: 1.5
Atmosphere: (2COR) Moderate, Corrosive
Tech Level: (0) Nil
Port Facilities: G0 S0 M0 *

Maninoa is a generally useless planet; barren and rocky with an atmosphere that can corrode almost anything given time. One item of interest is listed in the various scouting reports. Many of the investigators who have landed on the planet have reported sighting "ghosts" among the crags and boulders. Life form readings of the planet's surface yield nothing, and all tests show that the planet is devoid even of the most primitive life. And yet, moving shapes and strange noises abound. These have been reported as almost anything from shadowy Humani forms to totally alien shapes. The predominant sound reported, however, is said to be a clicking and grinding sound, as if giant claws were being opened and closed repeatedly. One theory is that the "ghosts" are figments of the imaginations of the investigators, and that something in the planet's emanations and radiation stimulates and amplifies latent psionic talents.

Maren's World (Scheller VI)

Coordinates: [] x []
Planet Type: Waterworld
Moons: 0
Gravity: 0.8
Atmosphere: (2) Moderate
Tech Level: (2) Early Agricultural
Port Facilities: G1 S2 M2 *RCP

This islandworld takes its name from the Imperial military leader who liberated it from the Aggendi, Admiral Geo Maren. It has no land mass larger than 1000 kilometers across. Its native population, the otter-like Marreni, accepted that name because they have no race-wide name for their own people. With no tides to speak of, Maren's World is a seafarer's paradise.

An estimated 2.5 billion Marreni and 2 million land dwellers live on Maren's World. Most land dwelling races live on the five major islands known as the Five Virgins (referring to an obscure Marreni joke, which is lost on land dwellers).

The culture of Maren's World is based around the sea. The semi-aquatic Marreni are uncomfortable when forced to spend long stretches on land, though many have gone to space and settled on other islandworlds and in seacoast areas galaxy-wide. Native Marreni dwellings used to be built in coves and caves along the shoreline, but modern construction techniques now provide the Marreni with coastal cities that exist half in and half out of the water. The city of Harrock (a corruption of "Humani's Rock") is an arcology that juts out of the sea itself, a tribute to Humani/Marreni cooperation and friendship.

Today, Marreni share the coastlines with Imperial citizens of land-dwelling races (mostly Humani and a few Elomani), who trade manufactured goods for the Marreni's catches of delicious Maren's World seafood. Marreni are extremely curious about other worlds, and many work for years to save enough to buy passage to other worlds just for the pleasure of going.

The Marreni have no real planet-wide government, though their regional tribal councils send representatives occasionally to a Great Meeting when it is necessary to discuss matters of planet-wide importance. Maren's World is officially an Imperial Protectorate, but the Empire has chosen to interfere very little with the way individual tribes of Marreni choose to govern their world. Each local tribe is free to grant land and make arrangements with land-dwellers as they see fit, as long as no Imperial laws are broken.

Marturis (Marti IV)

Coordinates: [] x []
Planet Type: Temperate
Moons: 0
Gravity: 1.0
Atmosphere: (3) Thick
Tech Level: (8) Interstellar
Port Facilities: G2 S2 M2 *

Marturis was an Elomani colony world before the Second Aggendi War. When the Empire abandoned it to the Aggendi, the resulting bloodbath destroyed the entire population. However, the Aggendi then discovered some element in the atmosphere that was hazardous to their health, and so abandoned it themselves. After the expansion, the Empire reclaimed Marturis, and offered it up for resettlement by the Elomani. Few have taken the Empire's offer, as most Elomani consider Marturis a bad luck planet.

Maxivil (Max III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 4
Gravity: .85

Atmosphere: (3) Thick
Tech Level: (8) Interstellar
Port Facilities: G2 S2 M2 *BRTC

Maxivil is a quiet colony that produces one export product: premium quality candies. It is an old colony, and its various family-owned candy houses have had several centuries to develop and perfect their recipes. These recipes are highly prized secrets, and corporate espionage on Maxivil is punishable by death. All the raw materials to make these products are grown on Maxivil. All these products are exported through the blanket cooperative, Maxivil Ltd., and the label, Maxivil Premium Candies.

Melliveris (Rantol III)

Coordinates: [] x []
Planet Type: Jungle

Moons: 3
Gravity: 1.2
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G1 S0 M1 *

Melliveris is an Imperial Colony that provides timber to the rest of the Empire. While, timber can be grown and harvested on almost any world, Melliveris is unique for its Buriki Trees. These trees grow at an astonishing rate of thirty five meters a year, but stop growing at a total height of about one hundred meters. The resulting wood is very light but incredibly strong for its weight. The Melliveris timber industry exports several thousand tons of Buriki lumber every year.

Memory (Andizua IX)

Coordinates: [] x []
Planet Type: Cryosphere

Moons: 0
Gravity: 1.1
Atmosphere: None
Tech Level: (0) Nil
Port Facilities: G2 S1 M2 *PN

The cryosphere known as Memory is one of the largest cryogenic computers in the Empire. (It is possibly only exceeded by CARLA at Kelvin.) But whereas most other computers of this size and power are used for super problem solving, the computer at Memory Complex is the primary record storage vault for the Empire. In its memory banks are the complete files on every Humani, Elomani and other citizen - alive or deceased. The security at Memory Complex is ultra strict, and includes stargate checkpoints, deep space patrols, orbital patrols, and surface security forces. A detachment of the Imperial Mecha Corps is on rotating assignment here. Occasional terrorist groups have

"Marturis is an unlucky world. The screams of the long dead haunt those few willing to live there. We Elomani fear its awful lessons..."

—Krisdiin

tried to damage the records at Memory, but are usually stopped at an early level of security. They have never reached the advanced inner measures, which are so secret even most top officials only know sketchy details about them.

Minefield (Scarvci)

Coordinates: [] x []
Planet Type: Asteroid Field
Moons: n/a
Gravity: 0
Atmosphere: None
Tech Level: (0) Nil
Port Facilities: G0 S3 M2 *BRYTPN

Scarvci is probably unique in being the only sun in the galaxy that has no planets at all. Instead, it has one absolutely huge asteroid field that extends quite a diameter from it. Indeed, when viewed from the right angle, the asteroid field looks like the rings that usually form around a gas giant. The asteroids are mined to provide the raw materials to supply Breyeton Shipyards. These facilities provide many of the naval vessels of the Empire, and build from ten to fifteen ships per year. The system is also home to the Scarvci Naval Base and Academy, where many cadets are trained to fly both starships and Mektons around and through the asteroid field.

Monadan (Lux III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 5
Gravity: 1.0
Atmosphere: (2TNT) Moderate, Tainted
Tech Level: (8) Interstellar
Port Facilities: G0 S3 M3 *BRYTCPN

Possibly the original home of the Humani, the world is standard temperate, but blasted by years of war. Huge craters pockmark much of the surface and the air is polluted, requiring (at minimum) a breathing mask when venturing out-of-doors.

About 20 million people live in orbital colonies, with 150,000 in NewHome and perhaps 1 million tribal Monadani scattered on the surface. The natives are Humani normal, though 10% of the resident orbital population is non-Humani because of Monadan's status as the Imperial capital.

Most of Monadan's population lives in huge orbiting colonies, called spinners. There are scattered tribal groups on the surface, and one large arcology deep underground which is the base for an attempt to reclaim the devastated planet and reestablish Monadan's original planet-based culture.

Monadan imports food, heavy machinery, and medicines and exports light high-tech gadgetry, information, and mecha. It is the main trade, tourism, military and administrative center of the

Empire. Monadan is under direct Imperial governance, having no separate planetary government. The chief administrator is the Seneschal of Monadan, selected by the Emperor from among the Imperial Councillors, but this has become a largely ceremonial position. Monadan is the Capital of the Bendar Galactic Empire.

The Imperial Palace, actually a gigantic crystalline asteroid hollowed out as a huge space colony, orbits Monadan and is the home of the Emperor, the Imperial Family, and the seat of the Imperial government. The Palace also houses the HQ of the Imperial Mecha Corps, a fanatically devoted cadre of mechajocks in the direct service of the Emperor.

Montroy (Prater II)

Coordinates: [] x []
Planet Type: Temperate
Moons: 2
Gravity: 0.8
Atmosphere: (2TNT) Moderate, Tainted
Tech Level: (5) Industrial
Port Facilities: G1 S2 M2 TP

Montroy is an industrial planet that produces many of the lower tech items used by the Empire. The population is Humani, and the colony had been thought lost during the Second Aggendi War. As a result, the population declined and lost much of its higher technology base. Recently, it has been pulled back into the Empire, and its technology slowly being improved. Of course, the Empire doesn't mind that its lower tech base means that the prices paid for its exports are quite low, and the imports required are also rather low tech.

Nace (Kenautic VII)

Coordinates: [] x []
Planet Type: Ringed Gas Giant
Moons: 8
Gravity: 12.2
Atmosphere: (3PSN) Thick, Poisonous
Tech Level: (1) Hunter/Gatherer (?)
Port Facilities: G0 S2 M2

Nace is a gas giant that seems to support life - an interesting rarity. This lifeform seems to be made from complex hydrocarbons similar to waxes and foams, and flies through the upper atmosphere of Nace, "grazing" on smaller, less complex versions of itself. These beings, dubbed the Naci by research scientists in the orbital observatory are thoroughly enigmatic, and many more years of research and observation will be required before any conclusions can be made.

NewHome (Talls II)

Coordinates: [] x []
Planet Type: Temperate
Moons: 2

Gravity: 1.0
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: *BRYTCPN

NewHome is the First Colony, founded by Monadan during the years when interstellar exploration was still done by sublight generation ships. It is a garden world, kept so by strict regulation of industry and civic construction. Many native Monadan plants and animals only survive because they were brought here before the devastation of Monadan.

The largely-Humani population of NewHome considers themselves to be aristocrats of the first order, and indeed many Imperial nobles of Monadani descent make their homes in the richly-appointed upper levels of NewHome's giant arcologies. The minority of non-Humani retain their rights under Imperial law, but they are largely thought of as second-class residents by NewHome's ruling nobility. NewHome tends to be a decadent society, fond of posturing and parties. Safe in the inner Spiral of Worlds, NewHome escaped the devastation of war. The resident noble-supported military is more fond of spit-and-polish than blood-and-guts.

NewHome imports luxury items, food, and high-tech equipment. Its most important "export" is knowledge, in the form of research and graduates from the prestigious First University of NewHome. Like most Monadani colony worlds, NewHome is a constitutional monarchy with a powerful noble class. The current ruler is Prince Haloran of NewHome.

New Eloman (Valitia IV)

Coordinates: [] x []
Planet Type: Temperate
Moons: 1
Gravity: 1.3
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G3 S3 M3 *BRYTCPN

This urbanized world is the capital of the New Elomani Commonwealth, founded by a group of Elomani-dominated fringe worlds who wanted self-governance away from the influence of non-Elomani. The central city, Tawin, is a remarkable multi-arcology metroplex of 5 million people. There is little agricultural area on New Eloman. Most residents live in the city complexes.

98% of the population are Elomani citizens. (Commonwealth law makes no distinction between pure-strain Elomani and half-Human Elomani, as long as one can prove one's heritage is at least half Elomani.) Non-Elomani are allowed to enter the Commonwealth and even become permanent residents, but they are required to register with local authorities, and they may not become citizens of the Commonwealth.

New Eloman tries to recapture the "glory of ancient Elomani culture" in modern forms, but what results is often much more restrictive and tradition-bound than the old Elomani forms it tries to copy. On New Elomani, one's ancestry is very important. The more ties one has to the three noble families, the higher one's status. New Eloman is the major trade port of the Commonwealth. It is famous for microelectronics and precision machines, but it must import most of its food from the agricultural worlds of the Commonwealth.

The planet is ruled by the Patriarch of the family of Havilaa, one of the three ruling families of the Commonwealth. He is advised by his Council of Wisdom, with representatives selected from all prominent families on the planet.

New Femina (Belinda III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 1
Gravity: 0.9
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G1 S1 M2 *BRYCP

This world has unusual purplish plant life and is noted for one of the longest navigable rivers on any habitable world. There are two major continental bodies, only one of which is inhabited. The population is 70% Humani. The rest is a mixture of races and variant races.

Founded by the female veterans of a number of defeated mercenary battalions, New Femina is a strict matriarchy, with a state religion that teaches the worship of Tala, a sort of warrior "mother-spirit". Tala is not really considered as a goddess, but rather as a force for good that lives within all women, in constant struggle with Bru, the dark force that lives within all men. This philosophy teaches that Man's "Bru-spirit" can be tamed, but not totally controlled. Thus, Woman's "Tala-spirit" must be nurtured to keep Man from destroying everything. The planet is named for a semi-legendary world with a similar matriarchal society, lost during the Second Aggendi War.

The New Femina Mecha Battalion, fielded as mercenaries as well as the planet's standing army, brings in much-needed income which is being used in a massive effort to build a major starport. Men cannot own property on New Femina, but male traders are welcome (though a female stands a better chance of getting a good price for goods here). New Femina has a representative government, but only women can become citizens, vote, or hold office.

Nielson (Betty's Star VI)

Coordinates: [] x []
Planet Type: Temperate
Moons: 1

Gravity: 1.1
Atmosphere: (2) Moderate
Tech Level: (7) Postatomic
Port Facilities: G3 S2 M3 *RTPN

Nielson is a friendly, safe independent trade world that is allied with the Empire. Founded by the Nielson family, who crashlanded there prior to the Millennium War, it is a popular trade port protected by an Imperial Naval Base and the planet's own patrol craft. Nielson has no interstellar craft of its own, depending on its strategic location to attract trade vessels of other spacefaring powers. Though founded by Humani, Nielson is known as a safe harbor for all races, and has attracted a substantial non-Humani population (18%).

Nielsoni culture is a mixture of Old Monadani traditions with stubborn idealism and egalitarianism. The populace has adopted the common and cost-effective practice of founding massive urban arcologies surrounded by miles of park-like land. Tea is a Nielsoni passion, as a reminder of the tea served to the invading Imperial admiral by Queen Barbara XXV (a.k.a. Barbara the Beloved) at the peace conference that ended the Nielsoni Consolidation War after only 7 hours.

Nielson is a free trade port, with no trade restrictions or tariffs. It's government is financed through taxes levied on the valuable lands surrounding the three major spaceports. Nielson exports and imports little for itself, but huge amounts of goods move in and out of this port bound for the Empire, or the Outer Worlds.

This world is a constitutional monarchy, and it's hereditary ruler, King John XXIV, has little official power. But the populace loves the First Family, and almost everyone has or claims at least a small drop of Nielson blood in his ancestry. Indeed, what a Nielson of the True Line wants, someone is usually glad to give. Though the Empire, by treaty (and in exchange for large tracts of land near Nielson's spaceports), defends Nielson from invasion, it has no say in the planet's internal affairs. Even a person under Imperial death sentence can walk the streets of Nielson openly — unless he or she violates a local law.

Nura (Nur III)

Coordinates: [] x []
Planet Type: Waterworld
Moons: 3
Gravity: 1.2
Atmosphere: (2) Moderate
Tech Level: (0) Nil
Port Facilities: G1 S1 M2 *C

"Tea is a Nielsoni passion, as a reminder of the tea served to the invading Imperial admiral by Queen Barbara XXV."

—The Encyclopedia Humanis

The oceans of Nura are home to the Nuraubit, a salt water mollusk that is prized by gourmets everywhere. These single shelled creatures are usually cut into bite sized chunks and sauted in butter. Their delicate flavor is unrivaled. Although scientists have tried to transplant them, the Nuraubits tend to die after just a short time away from their home world. Some think that some trace mineral, or component of the air is required for their well being.

The fact that the Nuraubit must be harvested from its native planet is something of a problem, however, since the oceans of Nura are also home to the Nuraken, a huge, tentacled mollusk that seems to have a distinct fondness for Humani flesh. These creatures are extremely dangerous, and are a great hazard for the divers who collect the Nuraubits from the ocean floor. This hazard means that the Nuraubit is also one of the more expensive delicacies in the Empire.

Orophydes (Moolilis III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 3
Gravity: 1.4
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G1 S1 M1 *

Orophydes is a beautiful colony world that has just been opened to settlers by the Empire. Thus, the land is open and free. To settle on Orophydes, one need only apply to the Imperial Land Management Office, Colonial Division for a grant of 1000 acres of land. The catch is that one must pay their own way there, but travel rates are no higher than anywhere else in the Empire.

Once on Orophydes, visitors and settlers alike notice that it is rough and untamed. The towns and cities all have a frontier flavor to them, and the law is currently rather loose on Orophydes. Open carrying of sidearms is not only allowable, but almost required in order to stay healthy. Large Mektons are not too common on Orophydes yet, but many of the residents have roadstrikers and powersuits. Roadstriker bikes are particularly popular, due to their speed and versatility.

Passoris (Calicura II)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 0
Gravity: 1.1
Atmosphere: (2) Moderate
Tech Level: (0) Nil
Port Facilities: G2 S3 M2 *N

Passoris is the home of the Imperial Passoris Advanced Tactical Training School (PATTS). Here, selected mecha pilots are sent to learn advanced combat techniques to become the best of the best. Pilots in the Hot Shot program, as it is affectionately known, are divided into three divisions: Mekton School, Beastmecha School, and Mechafighter School. Each division runs its own competition, and the top pilot of each division has the option to remain at PATTS as an instructor.

Perquillls (Danovia V)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 0
Gravity: 0.6
Atmosphere: (1VTNT) Thin, Very Tainted
Tech Level: (2) Early Agricultural
Port Facilities: G1 S2 M2 *TC

The Perqui are a race of insect-like beings, who ingest the various low shrubs and lichens of their planet, and in return, extrude a wonderful monofilament fiber that is very strong and quite thin. These creatures, who have worked up to the stage of cultivating their crops, trade the fibers to Empire traders at the trade station for farming tools and implements, dietary mineral supplements, and low tech luxury items. Indeed, the traders at the station discovered that by giving the Perqui certain combinations of mineral supplements, the resulting fibers are even stronger for a given weight.

Phingar (Etheridge VI)

Coordinates: [] x []
Planet Type: Waterworld
Moons: 0
Gravity: 1.3
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G2 S2 M2 *RTCP

This world's heavier gravity and lack of a moon make its seas calmer than Earth's with no tidal swells worth mentioning. It has been said that "Phingar lives by the sea", and indeed it must for there is little else. The largest land mass, on which the spaceport stands, is only 170 miles across at the widest point.

Phingari are mariners, first and foremost, with the love for independence that marks most seafaring folk. The colony is overwhelmingly Humani (88%), and the Humani Prime party is strong here. The populace is primarily involved in fishing, aquafarming, and other sea-based pursuits, but the people are hardly simple fishermen. The latest in technology is used here, including the most advanced aquamecha known in the galaxy. Many Phingari live in undersea habitats, and some have had genetically-engineered gills surgically implanted, allowing them to live underwater with no special breathing equipment. The planet exports all manner of seaborne products, and imports

mostly metals and advanced electronics, used in building and maintaining aquamecha and underwater habitats.

Phingar was a member world of the Empire for generations before former Imperial vice-governor Baron Dola lasAcitapa assassinated his superiors and attempted to declare Phingari as a "free world". The rebellion was easily crushed when a local Imperial Interstellar Intelligence Corps member in his own ranks got word to the Empire of the Baron's plans. Baron lasAcitapa did not receive expected backing from several independent governments who had encouraged his coup attempt, and the resulting battle between his aquamecha and Imperial forces went against him. The Baron's unique transforming hydrofoil flagship was lost at sea during the battle. Phingar is now an Imperial protectorate, under a strict (and locally disliked) Monadani-born governor.

Piirpont's Dig (Mornus III)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 2
Gravity: 1.3
Atmosphere: Thin
Tech Level: (0) Nil
Port Facilities: G0 S0 M0 *

Piirpont's Dig (or just Dig, as it is usually called) is a research planet only recently discovered. The archaeological expedition of about 10 to 20 is entirely Empire funded and supplied. The Imperial science advisor is nominally in charge of the expedition, but only for such things as procurements and reviewing findings. The Expedition Leader has the final say about everything that occurs on the planet.

Dig has been an archaeological site for the last three years. Little is known about the natives other than the fact that they were a race of humaniform bipedal mammals and have been extinct for about fifteen thousand years. Not even their race's name for itself is known, and thus they are usually referred to as the Ponti (after the discoverer of the planet, Nils Piirpont). Most of their artifacts have been totally destroyed over the millennia, and a lot of work will be needed yet to find out much more about them.

Pontifali (Brodburst III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 4
Gravity: 1.1
Atmosphere: (2) Moderate
Tech Level: (5) Industrial
Port Facilities: G1 S0 M2 *

Pontifali is a religious colony of Humani. Visitors are welcome (especially their cash - these guys aren't stupid), and tourists do

travel throughout the lush pastures and small villages that are Pontifali's trademark. The members of the Church of Pontifali are required to forsake all modern conveniences beyond steam power, simple electricity, and simple electronics. They are not intolerant of others using more modern devices, but they themselves are forbidden to do so. Converts are welcome, but only if they are Humani. The Pontifali, while fond of Elomani and other non-Humani races for the most part, believe that they "have a different path to follow" than Humani.

Quotha (Militar II)

Coordinates: [] x []
 Planet Type: Jungle
 Moons: 3
 Gravity: 1.3
 Atmosphere: (3VCOR) Thick, Very Corrosive
 Tech Level: (0) Nil
 Port Facilities: G0 S2 M2 *

Quotha is about the most inhospitable planet in the Empire. Not only is the atmosphere extremely dangerous, but so is most of the wildlife. The animals and plants of Quotha seem to have only one thing in mind: killing. Most of the plants are poisonous, and many shoot poison needles or have springloaded traps. The animals are almost all either quick and vicious or huge and lumbering.

Why would anyone put up with this kind of environment? Because a certain tree, the Quotree, grows in the heart of the jungles of Quotha. The tree produces a sap that has excellent healing properties. This substance, when refined into ointment form, will speed healing of wounds to almost double the normal rate. Needless to say, Quotree ointment is quite expensive, and a small tube will usually cost over 100 cr.

Qwili (Debla III)

Coordinates: [] x []
 Planet Type: Temperate
 Moons: 0
 Gravity: 0.6
 Atmosphere: (2) Moderate
 Tech Level: (9) Fast Interstellar (?)
 Port Facilities: G? S3 M0 *RTC

The Qwili are an avian-like race that claim to be able to fly on the surface of their world. No one can confirm this, as the Qwili are strict neutrals who do not allow non-Qwili on their planet. This highly-developed technological race's religious beliefs prohibit them from leaving their own solar system, but the rest of their technology is advanced beyond Imperial science — enough to assure that they can enforce their isolationism. Their world is surrounded by an energy field that saps the power from all ships and mecha that get too close — except the Qwili's own.

Razir (Ta IV)

Coordinates: [] x []
 Planet Type: Cold Waste
 Moons: 2
 Gravity: 0.8
 Atmosphere: (1) Thin
 Tech Level: (6) Atomic
 Port Facilities: G2 S0 M1 *R

The Raziri are bipeds with thick, mottled grey-black skin and bony shoulder plates that protect their heads. Evolved in a dry, cold environment, their skin is extremely sensitive to moisture. Water and even moist air makes their skin soften, blister and bleed.

The civilization of the Raziri was at tech level 4 less than 3 generations ago, but has increased rapidly as a result of competitive trade with the Empire and the Desaan Free States. Both governments want the Raziri's deposits of crystals for fine jewelry and energy weapons. Social growth has not kept up with the growth of technology, however, giving the Raziri many social problems they are not equipped to solve alone.

Rockpile, The (Boliver)

Coordinates: [] x []
 Planet Type: Asteroid
 Moons: n/a
 Gravity: 0
 Atmosphere: None
 Tech Level: (0) Nil
 Port Facilities: G0 S2 M1 *TCP

The Rockpile is an asteroid belt surrounding the sun, Boliver. In the system, several mining colonies extract metals, minerals, and water ice from the innumerable asteroids and send them to one of twenty six processing facilities located inside the largest asteroids of the belt. Each facility is a living environment housing thousands of workers and the support infrastructure required by those working the belt. Pure metal ingots, minerals in powder or block form and pure ice in 50 kilo blocks are shipped from the system as export commodities.

Sabalan (Freedom's Star IV)

Coordinates: [] x []
 Planet Type: Hot Desert
 Moons: 0
 Gravity: 1.4
 Atmosphere: (2) Moderate
 Tech Level: (8) Interstellar
 Port Facilities: G2 S3 M3 *BRYTCPN

Capital of the Sabalani systems, this world's starports and major cities were devastated during the First War of Consolidation. Now, there are no few major centers of population outside of the new and still somewhat crude starport, New Imperial

Point, site of a major Imperial military base. Most of the planet is composed of burning deserts, with scattered oasis towns.

The Sabalani are a variant Humani race with coarse grayish skin and massively powerful limbs, a result of generations raised under burning sun and heavy gravity. Only 10% of the native population lives in the scattered cities, with most being part of the nomadic kolans ("tribes") of the deserts.

City-born Sabalani have mostly settled into grudging coexistence with the Imperial population. The Sabalani kolans, however, still hate the Empire. Though the Sabalani systems remain under Imperial occupation, no one can really claim to have conquered the Sabalani. In the desert, the sandmecha of the kolars still rule.

The economy of Sabalan is propped up by the Empire's need for a rare earth substance called gengess ("strong one"). The mineral, when added to certain alloys, makes the metal much more resistant to damage. The substance is only found in the scattered oasis pools of the Sabalani worlds. Imperial gengess mining has been hampered by attacks of the Sabalani Liberation Front, who claim that gengess gathering poisons the water of the oasis.

The current government of Sabalan is a Council of Peers that was established by the peace treaty negotiated at the end of the First War of Consolidation. Most members of the Council are city-born Sabalani, whose livelihood largely depends on the presence of the Empire.

Import of weapons to the Sabalani systems is a serious Imperial offense, but the desert kolars and the Sabalani Liberation Front have been known to pay dearly for modern arms.

Saltmine (Carfer II)

Coordinates: [] x []
Planet Type: Hot Desert
Moons: 3
Gravity: .9
Atmosphere: (2) Moderate
Tech Level: (3) Medieval
Port Facilities: G1 S2 M2 *TC

Saltmine is a desert planet populated by large, slow moving reptiles with large shells upon their backs. The Tetali, as they refer to themselves, generally travel on all fours, walking on what would equate to their knees and elbows. This frees their four appendages for manipulation. Each limb ends in a curious six fingered arrangement that is highly dextrous. Indeed, the hind limbs are just as manipulative as the forelimbs. During the

hottest part of the day, they will seal themselves inside their shells. This helps prevent moisture loss.

The Tetali are miners, working the precious salts and minerals out of the sandy soil. These materials are traded to the local Imperial traders for foodstuffs and luxury goods. Although they survived for centuries on the succulents and sparse plant growth, they have discovered a fondness for Humani fruits and nuts, items unheard of on Saltmine.

Sauna (Votus II)

Coordinates: [] x []
Planet Type: Hot Waterworld
Moons: 0
Gravity: 1.4
Atmosphere: (2TNT) Moderate, Tainted
Tech Level: (0) Nil
Port Facilities: G0 S2 M1 TCP

Sauna is a hot, wet place that is good for very little. Some chemical reaction in the upper atmosphere, however, produces a certain chemical component that is vital to the manufacture of the hydraulic fluids of Mekton systems. These chemicals are collected by using specially built Mektons to skim the upper atmosphere and collect these chemicals. These are headquartered in a spinner station placed in stable orbit above the planet. Even though thousands of liters are produced each year, the planet seems to be an inexhaustible supplier of the compound.

Service (Ovin IV)

Coordinates: [] x []
Planet Type: Iceworld
Moons: 1
Gravity: 1.0
Atmosphere: (1) Thin
Tech Level: Unknown
Port Facilities: G1 S0 M0 *

This cold, forbidding world houses one of the Mentus Foundation's most important research facilities, a small city underneath the ice. No one outside the Foundation is certain how many psi-talented Humani reside in the ice caves of Service, but it is certainly over a thousand, and may be as many as ten thousand.

The Mentus Foundation claims Service is the home of the closest thing to a utopia known in the galaxy — a place where everyone lives in mentally-connected harmony. But rumors also exist of a rigidly controlled society of closely-monitored psis. Some Foundation members consider assignment to Ser-

"The Sabalani are tough, ruthless, and think they're the rightful heirs to the throne of the Galaxy. Nice guys."

—Jef

vice to be a reward, others as punishment. No one knows for sure.

Service was considered a rather worthless piece of real estate when the Mentus Foundation managed to purchase it outright from the Empire. The Foundation governs alone, though the planet is still, in theory, under the protection and control of the Empire. In practice, there has not been so much as an Imperial inspection team on Service in over 30 years. Unauthorized landings are forbidden, but no Imperial military or private police are known to patrol the system. Even so, there have been no known intrusions.

Shallowland (Kurx IV)

Coordinates: [] x []
Planet Type: Waterworld
Moons: 2
Gravity: 1.1
Atmosphere: (3STNT) Thick, Slightly Tainted
Tech Level: (6) Atomic
Port Facilities: G0 S2 M1 *PN

Shallowland is another former Humani colony that was abandoned during the Second Aggendi War. The populace, then living in underwater domed habitats, managed to remain unnoticed by the Aggendi for the entire war. Once reunited with the Empire, they were less than happy to see those who abandoned them, and launched a number of missiles into space at the returning Imperial fleet. In an unprecedented show of compassion, the Imperial fleet commander decided to retreat rather than retaliate, and placed a military station in orbit around the fifth planet of Kurx. By act of the Imperial Council, the resulting interdiction is still in effect, and will be until the residents of Shallowland apologize and request Imperial recognition. Most experts agree that the Imperial Councillors should not hold their breath waiting for that to happen.

Slag (Topi I)

Coordinates: [] x []
Planet Type: Molten Rock
Moons: 0
Gravity: 0.4
Atmosphere: None
Tech Level: (8) Interstellar
Port Facilities: G1 S0 M1 *C

The Slag mining colony is attributable to life's tenacious ability to exist almost anywhere. The surface of Slag approaches the temperature of molten lead, but the subsurface colony survives and flourishes, "mining" metals from the pools of liquid metal on the sun-blasted surface.

Slisliinitin (Saliddi V)

Coordinates: [] x []
Planet Type: Hot Desert

Moons: 2
Gravity: 0.9
Atmosphere: (1) Thin
Tech Level: (8) Interstellar
Port Facilities: G3 S3 M3 *BRYTCP

Slisliinitin is an arid, sun-baked world of sand and dried clay but that's the way the native population likes it. Slisliinitin's deserts possess the occasional oasis, and near these bodies of water the normally dry air can be quite comfortable for Humani and other temperate-climate dwellers. It is also here that the beautiful multicolored Takila crystals form from the interaction of water with trace elements in the sand. Most such races wear humidifier masks to moisten the air for comfort and to avoid the dread "gasping death", an infection that can set in when Humani or Elomani visitors allow their throats to become raw and parched.

The majority of the Sli live in scattered dwellings on their northern and southern continents, divided by a narrow band of ocean. They avoid the coastlines, though that is where the major land-based starport, Slithport, is located. There are about 5.5 billion Sli resident on the planet, with an outworlder population of less than 1 million hardy souls.

Sli are solitary as a rule, building no large cities. They gather in smaller groups to work together, but only during mating times (twice a year) do the Sli gather in large numbers. When first conquered by the Aggendi, the Sli were at a preatomic level of technological civilization, and they might have remained there. But the imitative and intensely curious Sli learned more than their masters bargained for, and soon became master technologists on their own, adapting Aggendi science to their own designs. Though they are "rational pacifists" who never start a fight, they mounted a very effective underground sabotage campaign against their captors that made the Aggendi's lives miserable until the Empire ran them out. Today, though still largely solitary by nature, the Sli base their culture on science and philosophy. They got along well with their Imperial liberators, and soon joined the Empire on their own merits.

The Sli import exotic foodstuffs, which they enjoy very much. They export excellent mecha, communications devices, and rare minerals. The Slisliinitin Technological Institute is one of the Empire's finest centers for research and development, especially in the fields of solar energy and crystallography.

The Slisliinitin government is controlled by a Planetary Assembly, whose members are selected by random drawing. (Most Sli consider being called to duty on the Council to be dull and even annoying — an unavoidable necessity that brings no real prestige.)

Snowball (Roccus VI)

Coordinates: [] x []
Planet Type: Iceworld

Moons: 3
Gravity: 1.2
Atmosphere: (2) Moderate
Tech Level: (1) Hunter/Gatherer
Port Facilities: G0 S2 M1 *TPN

Snowball is covered from poles to equator in snow. High winds in the upper stratosphere keep the temperature around the planet relatively even. The native population resembles nothing so much as a large (2 - 2.5 meters tall) white furry Humani. The natives have no name for their own population, as so they are called the Jemeddi after their discoverer, Rodri Jemedd. They are rather solitary, and are only rarely seen, much less communicated with.

The Empire maintains a small naval station in orbit, both for the protection of the natives from outside influence, and also because of its location near a stargate.

Spectra (Hargis II)

Coordinates: [] x []
Planet Type: Jungle
Moons: 1
Gravity: 0.8
Atmosphere: (2) Moderate
Tech Level: (1) Hunter/Gatherer
Port Facilities: G0 S1 M0 P

Spectra is covered by a deep, planet-wide jungle of iridescent, shifting rainbow-colored plant life. The native race, called the Jacati (translation: "tree-people"), are a primitive Humani-sized biped race with silver eyes and sleek, shiny, color-shifting fur. Approximately 12 million live on the planet, in territorial tribes. The Jacati live in the uppermost level of the jungle canopy in treehouses, venturing lower only to hunt. Jacati only climb down to the ground once in their lives as a rite of passage.

An early attempt to establish friendly relations with the natives ended tragically when unscrupulous individuals enslaved a Jacati tribe and used them as laborers. Rumors of Jacati pelts being sold as exotic furs off planet led to Imperial intervention. Trade or contact with the Jacati is now forbidden by Imperial edict. A small orbital station is maintained by the Imperial Navy to keep away all vessels.

The Jacati live in tribes of up to 1000 individuals, each led by a chief. It is rumored that one group of Imperial sociologists who had lived in harmony with the Jacati they were studying chose to stay behind and join the tribe rather than leave when the world was placed off-limits.

Stewpot (Bela II)

Coordinates: [] x []
Planet Type: Hot Waterworld
Moons: 1

Gravity: 1.1
Atmosphere: (1COR) Thin, Corrosive
Tech Level: (8) Interstellar
Port Facilities: G0 S1 M1 R

On this boiling, steam-covered world, the acidic mist corrodes metals in a few hours of exposure. Special plastic/ceramic composite materials are used in the mecha designed to harvest Stewpot's native slime moss, which is processed into a rare anti-aging drug.

Stripe (Ubelhor VI)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 0
Gravity: 0.4
Atmosphere: (1) Thin
Tech Level: N/A
Port Facilities: G1 S1 M1 P

Stripe is a barren, cold world, where what atmosphere exists is highly poisonous to Humani and Elomani alike. It would be notable only for the broad ring which gives the world its name, were it not for the fact that the small mining colony there was hastily shut down fourteen years ago. Stripe is now under Imperial interdiction. It is forbidden by law for private vessels to attempt a landing there.

There is no native population on Stripe, nor any native life except some primitive plants. The Stripe mining colony consisted of 1400 Imperial citizens at peak population, but most were relocated when the world was placed under Imperial interdiction. A small quasi-military station, mostly manned by mercenaries under the employ of the Imperial Antiquities Foundation, is in orbit. Another small station exists on the surface, in what used to be Stripe City. This fact, uncovered by Galactic News Agency reporters several years ago, has led to widespread speculation about the uncovering of a lost Bendari city on the planet. Such rumors are completely unconfirmed.

Swirl/Billiard Ball (Brandon VIII)

Coordinates: [] x []
Planet Type: Gas Giant/Cryosphere
Moons: 5 (Swirl)
Gravity: 8.9 (Swirl), 0.6 (Billiard Ball)
Atmosphere: (3PSN) Thick, Poisonous (Swirl); None (Billiard Ball)
Tech Level: (8) Interstellar
Port Facilities: G1 S3 M2 *BRYTP

The Gas Giant/Moon system of Swirl/Billiard Ball is a very important one to the Empire. The moon houses the research and development headquarters of Verossi Brothers Starship Yards. They are one of the premier manufacturers of trade vessels in the Empire. Many new developments in starcruiser

design are made here. Swirl Shipyards builds an average of twelve ships per year.

Talois (Pakunis V)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 1
Gravity: 0.6
Atmosphere: (1TNT) Thin, Tainted
Tech Level: (0) Nil
Port Facilities: G0 S0 M0 *

Talois is uninteresting except for two things: the Omnibeast and its extensive gold and silver deposits. The Omnibeast is a curious creature that will eat almost anything, including rocks, people, mecha and anything else that doesn't fight back or eat it first. They are large, squat and unpleasant looking with six short legs and a large mouth.

The gold and silver deposits are a recent discovery, and a number of prospectors and miners have gone to Talois to make their fortune. Some have, but many have fallen victim to the Omnibeasts. One word of warning to fortune seekers of Talois: don't mistake an Omnibeast burrow for your mine. It will be the last mistake you ever make.

Tenofides (Accade III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 0
Gravity: 1.1
Atmosphere: (2) Moderate
Tech Level: (1) Hunter/Gatherer
Port Facilities: G0 S0 M0 *

Tenofides is covered by lush woodlands and open savannahs. Native to the planet are the Tenofi, a crablike race at the earliest stages of civilization. The Tenofi are about 1.5 meters across, and walk on ten legs. Their front two legs have developed modified manipulators that look like pincers. What distinguishes the Tenofi, and proves their sentience, is their custom of painting designs on their shells. These designs are usually colorful, and seem to signify rank. They are omnivorous, and seem to eat almost anything they can catch, which can include unwary Imperial citizens. Thus, future investigators of the Tenofi are warned to be extremely careful.

Tulan (Ivanoff I)

Coordinates: [] x []
Planet Type: Temperate
Moons: 1
Gravity: 1.0
Atmosphere: (2) Moderate

Tech Level: (2) Early Agricultural
Port Facilities: G1 S2 M1 *RC

Tulan is the home of a Humani-variant race with yellowish-white iridescent skin that was once enslaved by the Aggendi. After their liberation by the Empire, the Tulani were exploited by a series of greedy Imperial governors. Eventually, the Tulani economy almost collapsed. Eventually the situation came to the notice of the Imperial family, and Tulan was made an Imperial protectorate.

Advanced technology may not be displayed on the surface of Tulan, except when disguised as "magick". Locals call the orbital trade center "the Peace Star", and there are many legends about the "wizards who come from the sky-lights".

Exotic, beautiful Tulani women were once prized as slaves, and a large underground trade existed before the Imperial family intervened. Even today, there are occasional rumors of women and girls being "taken to heaven by wizards".

Tuowandis (Charon III)

Coordinates: [] x []
Planet Type: Jungle
Moons: 3
Gravity: 1.2
Atmosphere: (3) Thick
Tech Level: (8) Interstellar
Port Facilities: G3 S3 M3 *BRTCP

The tropical jungles of Tuowandis are lush and beautiful, and forms the basis of Tuowandis Paradise, a Spiral Club resort. Here, visitors can stay in beautiful jungle retreats, swim in the warm waters of waterfall-fed jungle pools, and walk under the quiet canopy of the giant trees. All hostile life has

been driven from the resort areas, and kept out by giant force fences. A two week stay at Tuowandis may be expensive, but is considered well worth the time and money.

Umbra (moon of Dala VII)

Coordinates: [] x []
Planet Type: Cryosphere
Moons: 0
Gravity: 0.4
Atmosphere: None
Tech Level: (0) Nil
Port Facilities: G1 S1 M1 RP

Dala is a nearly-dead star, and the moon Umbra's orbit keeps it in the shadow of its parent world — the gas giant Dala VII. Umbra is the site of an ancient Bendari outpost of no known function. Near a huge valley on the side of Umbra that always

*"This guy is
scum. He
keeps a Tulani
Princess
chained to his
bed and an
Omnibeast as
a house pet.
I'd like to step
on him with a
100 ton Mek."*

—Kimi

faces Dala VII, strange magnetic fluxes are detected periodically. The search is still on, however, for the cause — and the purpose — of the odd readings.

Uralica (Pennwise III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 4
Gravity: 1.2
Atmosphere: (3) Thick
Tech Level: (8) Interstellar
Port Facilities: G3 S3 M3 *BRTCPN

Uralica is a very important Imperial colony. Although many the other fine products are manufactured on Uralica, it is most famous for its mecha manufacturing plants. Primary among those is the Uralica Mecha Works, which has produced many of the popular models throughout its long and illustrious history. UMW produces not only the important military mecha, but also many different models of industrial mecha.

Vannage (Fuzanng III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 2
Gravity: 1.4
Atmosphere: (3SPSN) Thick, Slightly Poisonous
Tech Level: (0) Nil
Port Facilities: G0 S2 M2 *

Vannage is another of the few planets that has been discovered to have Bendari ruins. These ruins are rather spectacular, if somewhat enigmatic. Huge buildings, some as tall as one kilometer dot the landscape. These buildings, oddly, stand by themselves with not so much as a road or other building nearby. Inside, the architecture is grand, although on a Humani scale. Thus far, every room of the buildings examined have been stripped bare. How they were built, why they were built, who used them for what purpose? These questions will probably remain unanswered for all time unless the archaeological teams find some artifact in one of the buildings. As of this writing only about a third of the buildings have been examined, so there is some hope yet of a breakthrough.

Verden (Anson's Star II)

Coordinates: [] x []
Planet Type: Temperate
Moons: 2
Gravity: 0.7
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G1 S1 M1 RC

Verden is a heavily-forested world with two Imperial Charter Colonies, one mostly populated by Humani, one by Elomani.

Between them is acres and acres of beautiful, untouched grassland and timberland.

The northern colony, Forest City, is a huge block-shaped arcology. Nearby is the only thing resembling a spaceport on Verden, a cleared-out area called Zone Alpha. The Humani population of 190,000 consists mostly of timber workers, support personnel, traders, and artisans. Over 50,000 people live in outlying logging camps, coming into town only infrequently. The southern population center, Labala, is an Elomani agricultural colony mostly engaged in the gathering of rare native herbs and plants. There are about 100,000 people in that beautiful cliffside city and on nearby farms. There is also a large population of Kili in the grasslands and forests, the only sentient life native to this world.

Forest City is a growing metropolis that is already overpopulated. An application for an expansion of its Imperial Charter and the construction of two more arcologies has been blocked in Council by Elomani interests, who claim that Forest City's logging activities are interfering with their agricultural efforts. The petition has been pending for over ten years, with the Council no closer to a decision than it was when the dispute began.

Forest City controls the economy of the planet by virtue of controlling the spaceport, and it imposes high tariffs on the export of agricultural goods and live plants, but not on the cut timber from the rare and highly-prized Verden Tala trees. Forest City is wholly owned by the Halken Timber Company, under Imperial charter. Labala is a colony of Elanoi, also Imperially chartered.

Vissin (Arcopol VI)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 0
Gravity: 0.6
Atmosphere: (1STNT) Thin, Slightly Tainted
Tech Level: (2) Early Agricultural
Port Facilities: G1 S1 M1 *

Vissin is a small, cold planet. It is home to the Vissini, an odd race that looks like a large flat rock about 40 cm long, 20 cm wide, and 10 cm thick. Underneath, they have thousands of minute tentacles that move in a wavelike motion to propel them. The Vissini move slowly over the surface, and are actually intelligent, having built up a primitive agricultural society. They do congregate in what can only be called villages, although they do not actually build houses. Instead, they build low fences around their property, and place all their belongings inside. They seem to eat only the lichens and primitive plant life that grows on Vissin, and certain individuals who can only be called farmers tend large (for them) fields of lichens and other plants.

Much of this is only speculation, as Imperial scientists and researchers have not been able to communicate with the Vissini yet. There is a small research station on the surface, and a small platform in orbit for support of the station.

Warworld (Halo V)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 1
Gravity: 1.4
Atmosphere: (2) Moderate
Tech Level: (8) Interstellar
Port Facilities: G3 S3 M3 *BRTTP

This privately-owned world has no permanent habitations outside the spaceport, Saber City. Imperial member worlds and others hire Warworld's facilities to work out their differences in monitored battles with real mecha. Mercs for hire often come here to pick up extra work, and mecha manufacturers use Warworld to test out new equipment.

Watershedd (Vancleave III)

Coordinates: [] x []
Planet Type: Temperate
Moons: 4
Gravity: 1.4
Atmosphere: 2
Tech Level: (8) Interstellar
Port Facilities: G3 S2 M3 *BRTCP

Watershedd is a world of luxurious green pastures and rich cropland. It is a rather important Imperial colony, and provides a large surplus of food crops for export to the many colonies and worlds that cannot supply their own. As a result, there are always ships moving in and out-system at any given time, making Watershedd station a very busy orbital spinner station indeed.

Xict (Itavi V)

Coordinates: [] x []
Planet Type: Cold Waste
Moons: 1
Gravity: 0.7
Atmosphere: (2TNT) Moderate, Tainted
Tech Level: (8) Interstellar
Port Facilities: G2 S2 M2 *RTC

The Xicti are insect-like chitinous beings with four legs and feelers whose non-sentient larvae produce a natural antiseptic gel that promotes fast healing. Their sun, Itavi, is slowly dying, so the Xicti trade gel for agricultural products to supplement their failing farms.

Many Xicti have become resentful of their dependence on trade with the Empire, and there are several anti-Imperial movements

active on the planet. Though they are non-technological, the Xicti are three times the size of Humani and immensely strong. An angry Xicti is a very dangerous thing to be near.

About the Map

The *Mekton Empire* map is somewhat different than most science fiction RPG maps. For starters, you'll notice that it doesn't have any of the regions or star systems written on it. It also doesn't relate to the *Planets Guide* in any direct way. Instead, it's set up at allow you to fill in the blanks, creating your own version of the Mekton Empire.

Each star (represented by a colored dot that also denotes it's spectral type), is centered in one of the grid spaces of the map. Each grid is marked by two coordinates; the X coordinate, which moves from left to right of the map, and the Y coordinate, which moves from the top of the map down.

To use the map, start by reading through the *Planets Guide*. When you find a likely looking star system in the list, move to the Map at the back of the book. Locate a star dot of an appropriate spectral type in a location you like. Read it's X coordinate (along the top of the map) and write it in the **first** coordinate entry. Next, read it's Y coordinate (along the side of the Map) and write it in the **second** coordinate entry.

Now move to the side of the Map. Notice the list of coordinates along this sidebar? Locate the coordinate you've just chosen, and write the name of the planet in the accompanying blank. You've now got a quick name reference for your map. As you add new starsystems to your map, simply write them in. You can even event your own, adding them to the map just like you would any entry from the *Planets Guide*.

The result is that every *Mekton Empire* game will have some of the same elements, but not necessarily be the same universe. Your Empire can be a few scattered suns or sprawl over the whole Galaxy. You can even use your own pens and pencils to add stars to your map where you want them.

Spectral Types: The spectral type refers to the type of star. All stars have colors, ranging from very big and bright blue-whites all the way to dim, reddish dwarf stars. The color and type of star also determines how much heat it gives to the surfaces of planets orbiting it (*Empire* assumes each planet is in the habitability zone for that spectral type). *Mekton Empire* has five spectral types:

Type	Sunlight	Temperatures
Red	Dim, reddish colored	Cool
Orange	Orangy, gold	Warm
Yellow	Like Sol. Warm, yellowish	Like Earth
Blue	Bright, blue, arc light-like	Very hot
Blue-Black	No light. Eerie glowing	Icy cold

Races of the Bendar Spiral Galaxy

As of IY 2100, there are over 250 intelligent species known to the Empire in the Bendar Spiral Galaxy. This guide lists the major spacefaring races of the galaxy, along with vital information about each.

Statistical Range and Character Creation

Game characters can be created for any of the races noted below by observing the statistical ranges as described. A character of a certain race must have statistics that fall within the ranges listed for that race, though referees are perfectly free to create the occasional unusual non-player character whose stats are extremely high or extremely low for one reason or another.

This, along with the additions to the Lifepath system found elsewhere in the book, allows many of these alien races to be used as player characters. Races intended for use as player characters are indicated by a * before the name.

To create a player character, start with the new Lifepath section and determine the character's species/race first. Once this is chosen, the player must select character statistics (Intelligence, Reflexes, etc.) that remain within the range set for each character race. Don't forget the new Psi Potential stat described in the new Psionics rules section in this book.

Some races have built-in abilities, advantages or disadvantages. For this reason, a player must spend character points to have a character from some character races. Others provide a character points bonus, which is added to the points the player rolled if he chooses a character of this race.

A player choosing a to play a non-Humani character race must choose stats, skills and professions that are appropriate to that race's culture and abilities. For example, Marreni characters would rarely be found permanently assigned to a spinner station, because they would be away from large bodies of water for too long, while Kili make poor mecha pilots because of their size. The referee is free to make special exceptions wherever players can come up with an interesting way to make an unusual character race/profession combination work into a campaign.

Effects of Alien Environments

Native environments are noted for each type of character race, including native gravity, world type, and atmosphere. Some adjustments may be necessary for characters who visit worlds where conditions are different.

Gravity: Gravity less than .6 G is considered "light". From .6 to 1.5 G is considered "moderate" gravity. Gravity fields of greater than 1.5 are considered "heavy". Characters operating in areas where gravity is greater than their normal range suffer a 2 point penalty to Reflexes, Cool, and Movement Allowance. When operating where gravity is less than their native range (including areas of weightlessness), characters suffer a 1 point penalty to Reflexes and Cool, but receive a 1 point bonus to their Movement Allowance. Referees may rule that a character who lives in a high or low gravity environment for a long time (several years at least) may learn to compensate and adjust for the difference and receive no penalty.

World Type: Characters who visit worlds that are similar in type to their own native world receive a +2 bonus to Intelligence whenever using Survival skills on worlds of the same type. This bonus depends on the character's own experience. A Humani character who was born and raised on a spinner station gets no bonus when visiting Temperate worlds, even though Humani thrive best on such worlds, but a Humani character who lived for many years on a desert planet would get the bonus when exploring any other desert planets.

Atmosphere: A character who is operating on a planet with an atmosphere thinner or thicker than the one she is used to must wear a suit or breathing device to be comfortable. If no breathing device is used, the character will receive a -2 penalty to all stat rolls until normal atmosphere is restored. Any character engaged in any form of exercise (including running, walking, fighting, or doing anything more strenuous than sitting quietly) must roll a ten-sided die once every hour. On a roll that is lower than the character's Body Type stat, the character loses 1 hit from exhaustion due to breathing a too-thin or too-thick atmosphere.

Humani (Monadani/Algoli)

Description: The original (?) human stock, as seeded by the Bendari Ancients

Size: Medium

Structure: Biped

Form: Mammalian; primate; smooth-skinned

Physiology: Warm-blooded; omnivorous

Normal Lifespan: 120 years

Original Home Planet: Native to many; possibly developed on Monadani

HUMANI

Environment

Native Gravity: Moderate

Native World Type: Temperate

Native Atmosphere: Moderate density oxygen/
nitrogen

Physical Features

Eye colors: Bright gold to red to purple to blue to green
to brown to black

Hair colors: White to gold to red to purple to blue to
green to brown to black

Skin tones: Pinkish-white to golden tan to reddish-tan
to brown to ebony

Unusual Abilities:

Humani possess much Psi Potential, but relatively
few learn Psionic Skills.

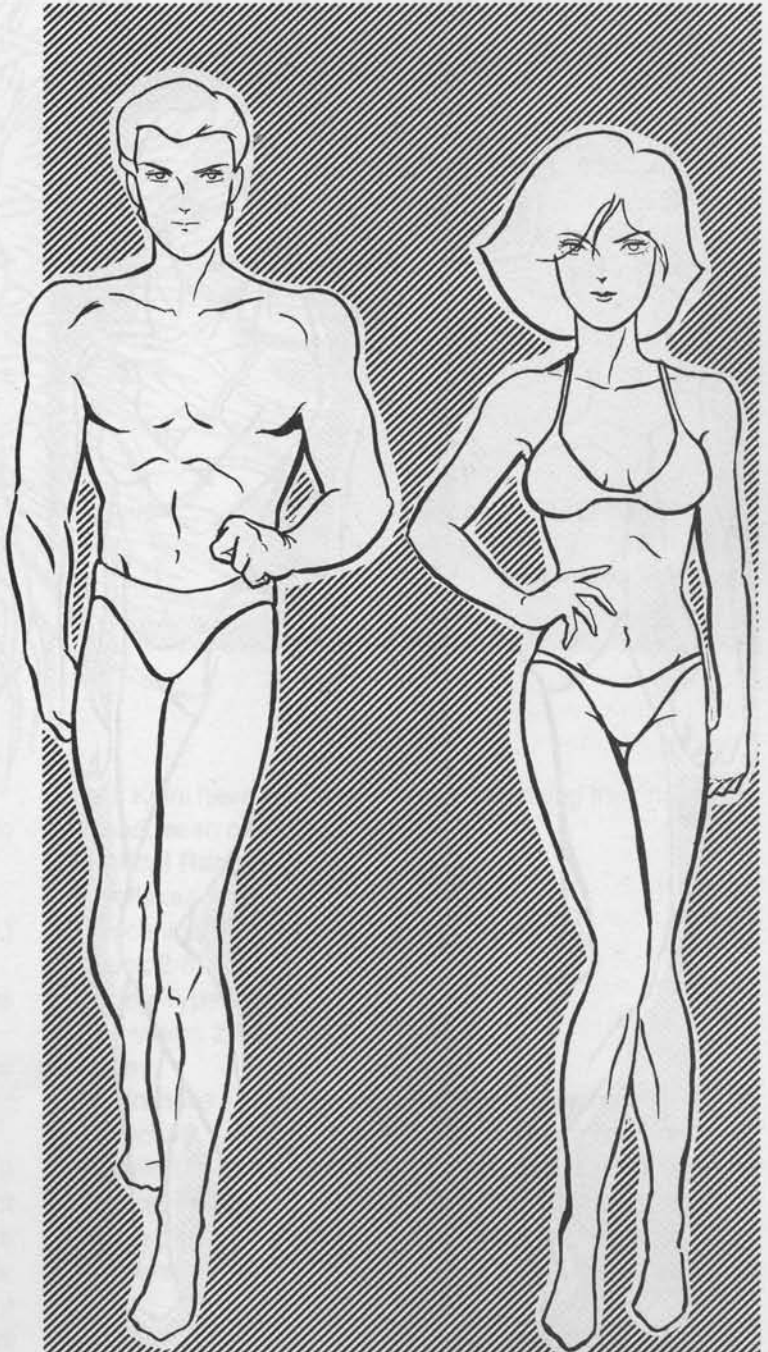
Statistical Range:

All statistics 2-10

Culture:

Humani cultures are as varied as the planets they live
on. Most Humani civilizations start as hunter/gatherer
societies and develop by stages into agriculturalists,
semi-urban mercantilists, and eventually into the famil-
iar fully urban society known on Monadani. Occasional
Humani civilizations have taken unusual turns in their
development, often because of odd local planetary
conditions.

*Note: Referees are free to create variant versions of
Humani where evolution has taken an unusual turn. On
light gravity worlds, variant Humani races may exist
where the population is tall, thin, and light-boned. Many
of these might be weaker on the average than normal
Humani individuals (Body Type range 2-8). A few might
even be lightly built with wings and be able to fly on their
homeworlds. On the other hand, variant Humani who
lived for generations on a heavy gravity world might
become shorter, more muscular and stronger on the
average than normal (Body Type range 5-10). Other
variations in skin, hair and eye color and appearance,
physical abilities, and cultural forms may exist. Refer-
ees are encouraged to create their own variant Humani
cultures. Most such variants would be able to inter-
breed and produce children with normal Humani or
other variant races, with the children inheriting charac-
teristics from either parent, or some of both.*



Elomani

Description: Similar to Humani; genetically compatible; may be a reengineered or extremely variant form of Humani

Size: Medium

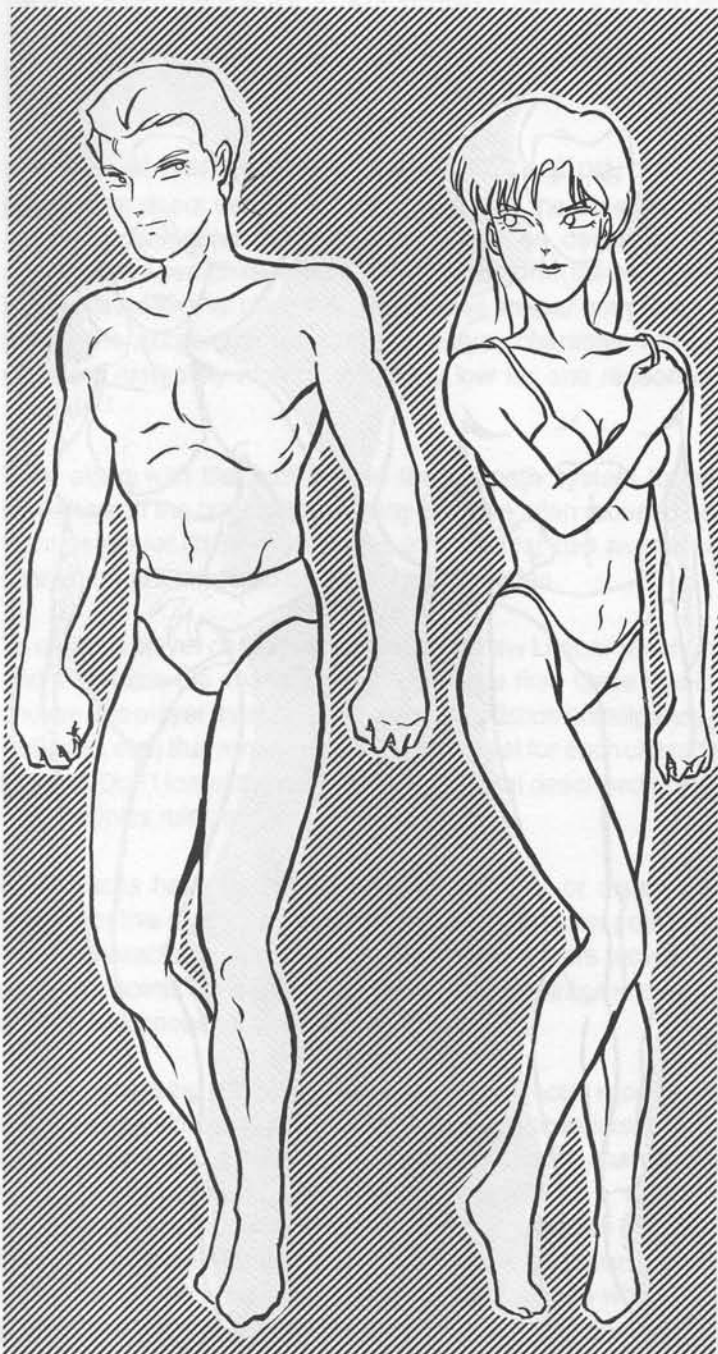
Structure: Biped

Form: Mammalian; primate; smooth-skinned

Physiology: Warm-blooded; herbivorous

Normal Lifespan: 200 years

Original Home Planet: Eloman (now destroyed)



Environment

Native Gravity: Moderate

Native World Type: Jungle

Native Atmosphere: Moderate density oxygen/nitrogen

Physical Features

Eye Colors: Gold to light brown to black. Large eyes

Hair Colors: Blue to dark blue to purple to black. Older Elomani may have blue-gray to gray to white hair

Skin Tones: Light blue to blue-gray to gray to dark gray

Other Elomani have hair on their heads, but no facial or body hair

Elomani have three fingers and an opposable thumb on each hand

Elomani/Humani cross-breeds may show characteristics of either or both parent's races

Unusual Abilities:

All Elomani learn at least one Psionic Skill (which must be chosen and paid for in character points as part of the Lifepath character creation system).

Statistical Range:

Psi Potential 7-10

Luck 2-6

All others 2-10

Culture:

Elomani have large extended families and are clan-oriented. Elomani tend to be aloof from other races (though there are many exceptions) but they are gregarious and friendly with those who have been accepted by the clan. Use of Psi Potential and development of Psionic Skills is an important part of the Elomani culture. As a race they are philosophical by nature, tending toward an acceptance of personal destiny. Elomani clans have strong traditions of personal honor, with special resistance to using psionic powers to take unfair advantage. Most clans embrace a religion/philosophy that is oriented toward exploration of the inner self as a life's goal.

Kirini

Description: True bodies are fourth-dimensional. Visible "cross-section" is spherical nucleus (1 meter across) surrounded by 200-300 thin, 1-meter-long tentacles.

Size: Medium

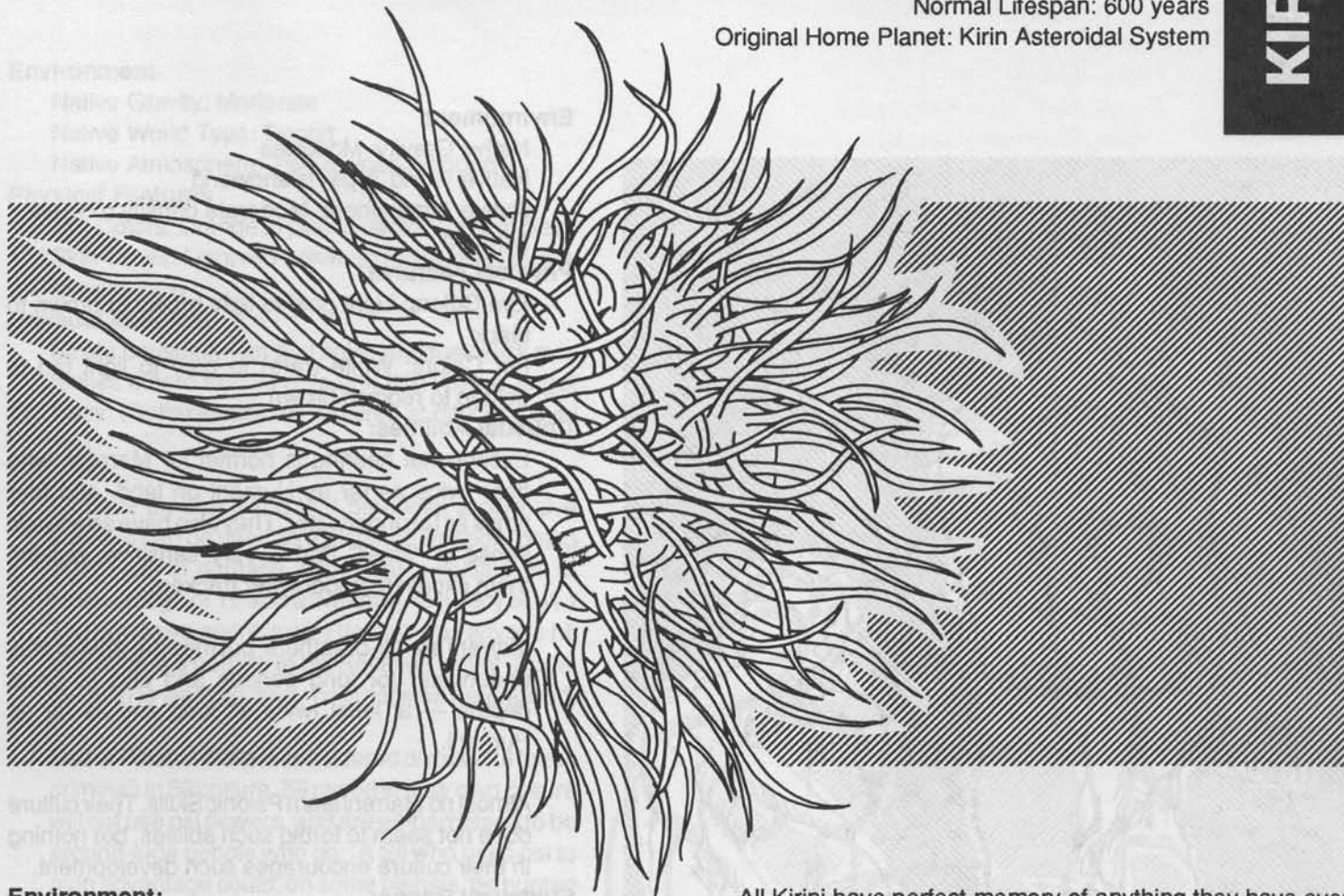
Form: In three dimensions, radially symmetrical; tentacular; smooth-skinned

Physiology: Plant-like. Reproduce by "budding". Absorb sunlight directly.

Normal Lifespan: 600 years

Original Home Planet: Kirin Asteroidal System

KIRINI



Environment:

Native Gravity: None, but comfortable under any up to Moderate.

Native World Type: Asteroid Belt

Native Atmosphere: None (Kirini have no need to breathe.)

Physical Features:

Tentacle Colors: Greenish-white to dark green (darken as they age)

Skin Tones: Light golden-white to dark red-gold (darken as they age)

Unusual Abilities:

Kirini have a 4th-dimensional structure. What we see is a 3D cross-section. Most Kirini have the Psionic Skill of Retrocognition to one degree or another. All Kirini are immune to telepathy. It is impossible to read their minds, or for any Kirini to develop telepathic abilities. In fact no use of Psionic Skills is known other than Retrocognition. Kirini have extremely fine manual dexterity and precise "touch".

All Kirini have perfect memory of anything they have ever read, seen or experienced.

Statistical Range:

Reflexes 5-10

Technical Ability 5-10

Luck 2-8

Body Type 2-7

All others 2-10

Culture:

Kirini have a complex and virtually incomprehensible family structure, usually described with the term "bud-brothers" applied to all levels of kin. They are not pacifists, but their "sense of history" makes most extremely reluctant to kill. High dexterity makes Kirini excellent engineers; memory makes them excellent researchers, historians, or librarians.

Marreni

Description: Sleek, semi-aquatic mammals

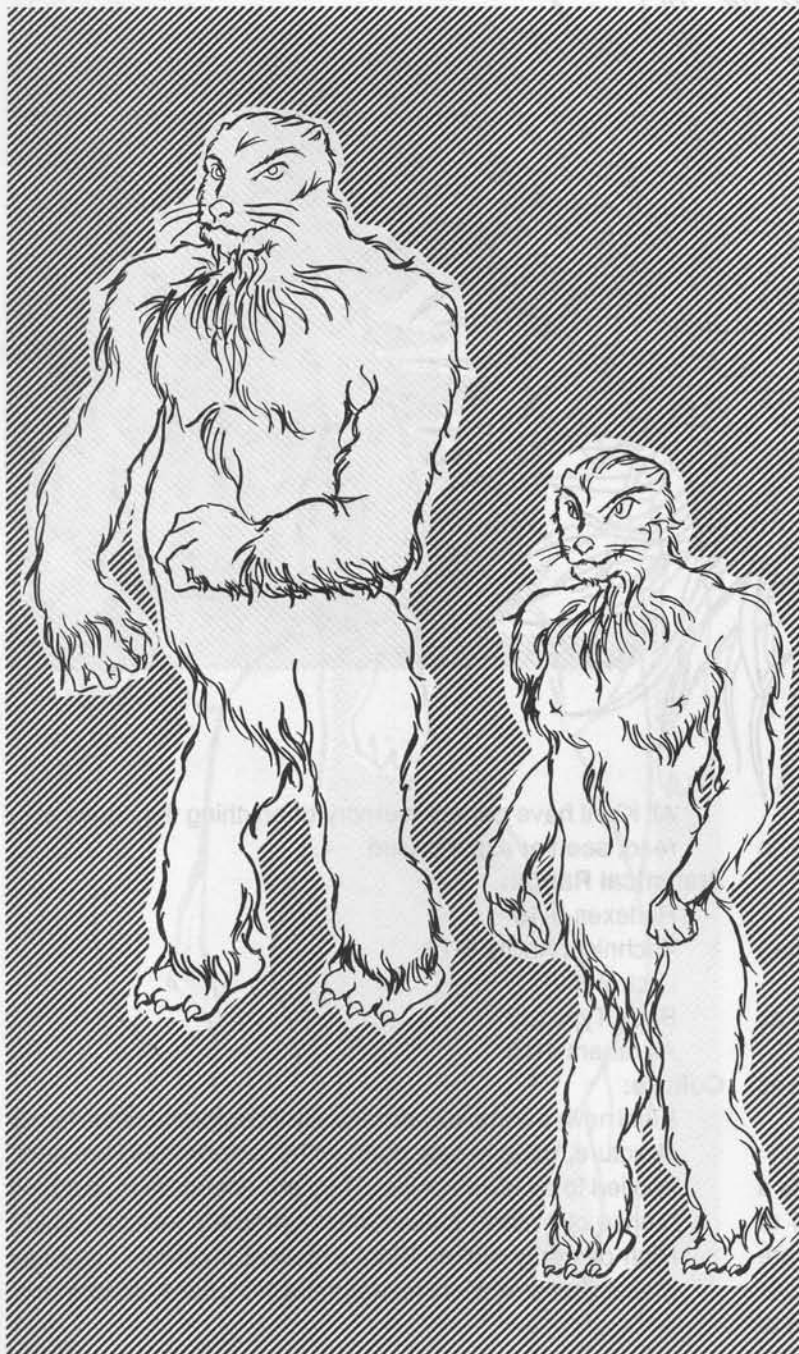
Size: Medium

Structure: Biped

Form: Mammalian; otter-like; furred

Physiology: Warm-blooded; omnivorous

Original Home Planet: Maren's World



Environment

Native Gravity: Moderate

Native World Type: Islandworld

Native Atmosphere: Moderate density oxygen/nitrogen

Physical Features

Eye Colors: Light gold to light brown to brown to black

Fur Colors: White (rare) to gray to light tan to golden to reddish brown

Unusual Abilities:

Exceptional hearing is normal for Marreni, who hear twice as far as Humani on land, and four times as far underwater. They also have an aquatic sense of "smell" that is very sensitive, making them excellent underwater trackers.

Marreni are air-breathers, but they are able to stay underwater for long periods and dive to great depths — at least twice as long and as far as Humani.

Almost no Marreni learn Psionic Skills. Their culture does not seem to forbid such abilities, but nothing in their culture encourages such development.

Statistical Range:

Reflexes 4-10

Luck 4-10

Body Type 2-7

Psi Potential 2-7

All others 2-10

Culture:

Marreni form small family units; they are tribal-oriented. Most Marreni are extremely playful & fond of practical jokes, considering jokes to be the highest form of art. On their own worlds, Marreni live in floating "raft-cities" made of native materials. They enjoy travel (even space travel) but are not comfortable if far from water. Marreni often live in seacoast areas on colony planets shared with Humani and Elomani.

Sli

Description: Slim, fast, intellectual reptilians

Size: Medium

Structure: Six-limbed (four locomotive, two manipulative) with tail

Form: Reptilian; slick-skinned

Physiology: Warm-blooded; omnivorous

Original Home Planet: Slisliinitin

SLS

Environment

Native Gravity: Moderate

Native World Type: Desert

Native Atmosphere: Thin oxygen/nitrogen

Physical Features

Eye Colors: Orange to pink to red to purple to black

Skin Tones: Light red-brown to red to deep purple to violet-gray

Unusual Abilities:

Sli are unusually fast and agile, and their slick skin makes it hard to hold onto one that wishes to get away. (Reflexes stat roll required at difficulty level 15.)

Sli have an oral gland that produces a corrosive saliva. It can be used as a distance weapon, doing 1D6/2 hits of damage. (Consider a spitting Sli to have a range of 10 and a Weapon Accuracy of +1.) The corrosive agent is very painful, and anyone hit by it suffers a penalty to his Reflexes stat of -2 until the acid is washed away or otherwise neutralized.

Use of Psionic Skills is considered distasteful (even criminal) in Sli culture. Sli raised in their own culture will not use psi powers, and are embarrassed to be around rude people who do. A Sli who uses psi to gain advantage could, on some planets, be hunted down and executed.

Sli tails are somewhat brittle, and can be broken off if injured or caught with little real harm done to the Sli. Some Sli families have straight tails, some have "kinked" or bent tails. Both types think their particular sort of tail is the most beautiful.

Statistical Range:

Intelligence 5-10

Reflexes 7-10

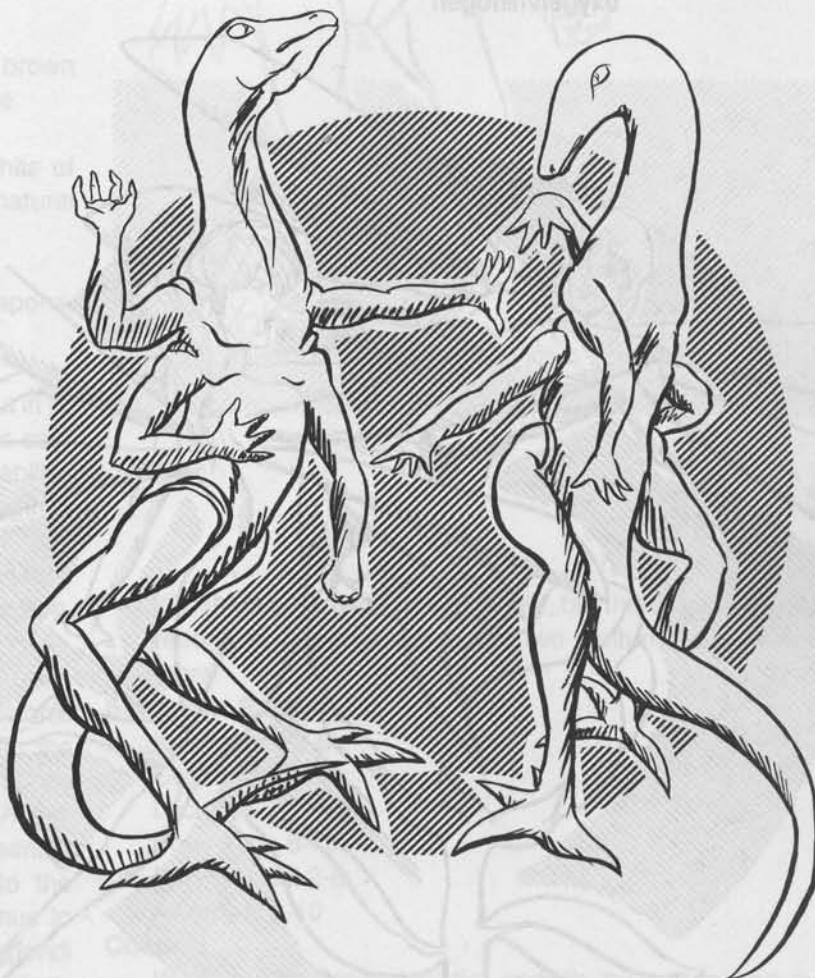
Luck 2-6

Body Type 2-7

Movement Allowance 5-10

Psi Potential 2-5

All others 2-10



Culture:

Sli are solitary except when mating, during a season that comes once a year and lasts about two weeks. During this time, Sli seek each other's company, but avoid the companionship of aliens who might not understand this sort of frenzy. The rest of the time, Sli keep to themselves. By nature, Sli are philosophers and scientists. Non-aggressive and non-violent as a race; they are "rational pacifists" who will fight if they must to save themselves or people and things they value, but will never begin a conflict.

Kili

Description: Tiny, winged human-like primitives

Size: Very small

Structure: Winged biped

Form: Mammalian; primate; smooth-skinned

Physiology: Warm-blooded/carnivorous

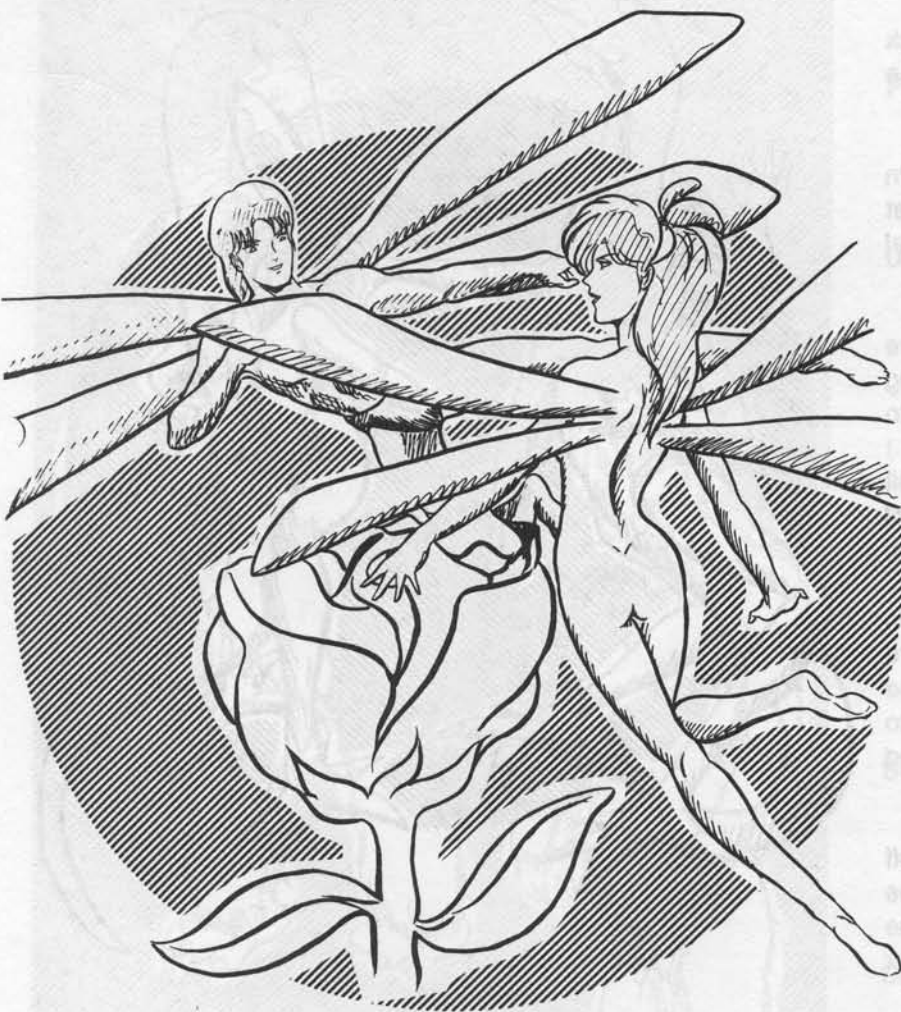
Original Home Planet: Unknown; found on many primitive temperate worlds

Environment

Native Gravity: Light

Native World Type: Temperate

Native Atmosphere: Moderate density oxygen/nitrogen



Physical Features

Eye Colors: Gold to light blue to light green

Hair Colors: Platinum-silver to gold to red to light purple to blue to green

Skin Tones: Silvery-white to pinkish-white to light golden

Unusual Abilities:

Kili have small filmy wings. They can fly, but their small wings only aid them in steering and gliding. Their flight ability is mostly Telekinetic. The average Kili can fly about as fast as a Humani can run.

Telepathic abilities (especially Telepathic sending and receiving and Mental Attack) are very common among Kili. In the wild, Kili with Mental Attack powers — males and females alike — are the hunters, stunning their prey psionically. Telepathic Kili are the messengers for their tribes.

Though the physical mechanisms are not totally understood by Imperial scientists, Kili seem to utilize direct solar conversion to power their Psi Potential. The Kili wing structure seems to gather and concentrate light to energize certain parts of their nervous systems. Thus, Kili suffer a Psi Potential penalty of -3 at night, or in deep shadow or darkness.

Statistical Range:

Intelligence 2-7

Reflexes 4-10

Cool 2-7

Technical 2-4

Attractiveness 7-10

Luck 7-10

Body Type 2

Education 2-4

Movement Allowance 7-10 (flying)

Money & Family 2

Psi Potential 6-10 (in sunlight)

Culture:

Kili in their native habitat have a primitive tribal structure. They are hunter/gatherers with stone-age technology and few intellectual attainments. Among their own kind they are gregarious and playful, but most tribes fear larger races and avoid them. Even so, some adventurous Kili "bond" to Humani and Elomani individuals and leave their tribes to travel with their new friends. There have been some scattered reports of Kili being enslaved or even slaughtered by bigger folk, but most races seem quite willing to share their land with these likeable little people.

Aggendi

Description: Aggressive, expansionistic cloned semireptilians

Size: Large

Structure: Biped with tail

Form: Reptilian; saurian; thick-skinned

Physiology: Warm-blooded; carnivorous

Original Home Planet: Aggendov (no longer exists)

Environment

Native Gravity: Heavy

Native Climate: Jungle

Native Atmosphere: Thick oxygen/nitrogen

Physical Features

Eye Colors: Gold to green to dark green to brown

Skin Tones: Gray to gray-green to mottled green to brown

Red-brown and red colors known but extremely rare

Unusual Abilities:

Aggendi skin is a form of natural armor, with 2 hits of Stopping Power. (There is no staged penetration of natural armor. It stops two hits from every attack.)

The claws of a full-grown Aggendi are formidable weapons, inflicting 1D6 of damage per turn in close combat.

The Aggendi "Massmind" seems to exist no more, but in its day it was limited to a race-wide shared Telepathic consciousness that allowed Aggendi to pool their mental ability. It served as a "racial memory" which enabled most Aggendi to be fully-trained warriors almost from the moment they were old enough to lift a weapon, or even a claw. In many ways, the Massmind was the center of all Aggendi ambition, drive and aggressiveness.

The Massmind also allowed the normally non-psionic Aggendi to use Psionic Skills. Obtaining a link with the Massmind took a few minutes of concentration, but once linked, any Aggendi warrior could call upon a Mental Attack of 1D10 effect, or produce a Telepathic Punch of similar effect. Aggendi pilots could attune themselves to the Massmind during major battles and gain a +2 bonus to Reflexes for all combat mecha flying and attacks. Aggendi under the direction of the Massmind are fearless warriors, who are unaffected by fear or pain. They will fight until hacked to pieces or blown to bits.

Perhaps it is fortunate for all concerned that the Aggendi are apparently a cloned race who can reproduce no other way. It is generally believed that the Aggendi were genetically engineered by some other long-lost race, who eventually lost control of their creations. With all known Aggendi cloning facilities destroyed with the Aggendi homeworlds, there will be no more Aggendi created. Aggendi, however, do not seem to die of old age. Their warrior lifestyle usually



AGGENDI

kills them before the age of ninety, but there are verifiable reports of Aggendi individuals two centuries old — and more.

Statistical Range:

Intelligence 2-8

Cool 5-10

Luck 2-8

Body Type 8-10

Psi Potential 2-8

All others 2-10

Culture:

Warlike and expansionistic, sadistic by nature and by training, the Aggendi are not good neighbors. Military organization is present in all phases of Aggendi life, and they are very conscious of personal rank and privilege. To be allowed to clone (and raise that clone) is a cultural imperative, and an Aggendi would risk anything for that privilege. Once controlled by the Aggendi Imperial caste, cloning is now impossible. As such, many modern Aggendi seem to lack any real purpose. Some turn to piracy and other criminal activity. Others lose their aggressiveness entirely and live out their long lives as simple hunters in small tribal groups on remote worlds.

Durvadri

Description: Massive furred subject race of the Aggendi

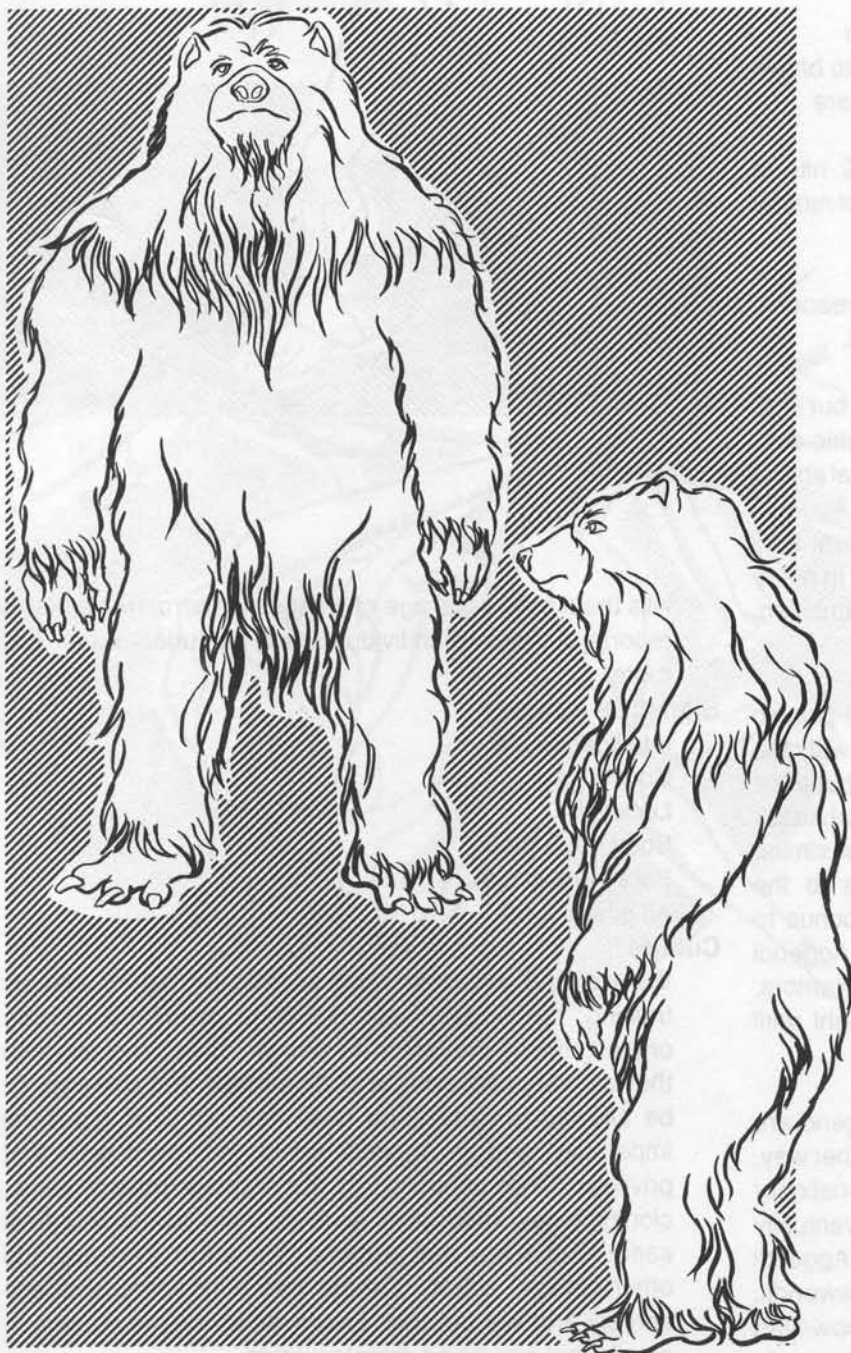
Size: Large

Structure: Biped

Form: Mammalian; ursine; shaggy-furred

Physiology: Warm-blooded/omnivorous

Original Home Planet: Durvadur



Environment

Native Gravity: Heavy

Native World Type: Temperate

Native Atmosphere: Moderate density oxygen/nitrogen

Physical Features

Eye Colors: Red-brown to brown to black

Fur Colors: Brown to mottled brown to black

Unusual Abilities:

The furry body of the huge, shaggy Durvadri provides limited armor with about 1 hit of Stopping Power. Durvadri have immense strength and endurance, but low intelligence and will. This makes them perfect bodyguards, servants or cannon-fodder when manipulated by more talented races such as the Aggendi.

Among their own kind, Durvadri are nontechnological, though they are capable of limited use of technology supplied by others. They make good followers, poor leaders; excellent soldiers, poor generals.

Statistical Range:

Intelligence 2-4

Cool 2-8

Technical 2-6

Body Type 10

Education 2-6

Movement Allowance 2-8

Money & Family 2-6

Psi Potential 2-4

Culture:

Durvadri in their native areas have a primitive tribal culture, and the tribal influence is retained in many ways even by the most "civilized" Durvadri. They are territorial and argumentative among themselves, but easily dominated by other physically strong races who think faster and are able to gain and keep the respect of the Durvadri with shows of force. Durvadri are not cunning; they tend to solve problems by applications of brute force. Manipulated by the Aggendi to serve as laborers and troops, the Durvadri helped to make up for the low reproduction rate of the Aggendi during the Aggendi Wars.

The Swarm (Zizziti)

Description: Hive-minded wasp-like xenophobic race

Size: Small

Structure: Eight-limbed (four locomotive, four manipulative)

Form: Insect-like; wasp-like; chitinous

Physiology: Insect-like; carnivorous

Original Home Planet: Hiveworld

ZIZZITI



Environment

Native Gravity: Moderate

Native World Type: Cold Waste

Native Atmosphere: Moderate density oxygen/nitrogen

Physical Features

Eye Colors: Compound eyes in light blue to blue to green to greenish brown

Chitin Colors: Gray-green to green to mottled green to brown

Unusual Abilities:

The insect-like Zizziti are chitin-armored, with their exoskeletons serving as armor with a Stopping Power of 2. Zizziti

are natural specialists and there are multiple sub-types who carry out various functions.

The Queen is the controlling intellect; a clever strategist whose only concern is the safety and well-being of the Swarm's next generation.

The Worker drone is virtually mindless, capable of carrying out simple tasks requiring only brute strength and patience.

Engineer drones are the inventive members of the hive; the scientists and technicians of the hiveworld.

Scouts all possess the psionic skills of Telepathic Sending and Receiving, and many also possess Danger Sense or Telekinetic abilities. Oddly enough, Zizziti telepathy works only between Zizziti. The hive-dwellers' minds are too alien for most intelligent races to understand. Scouts are also the fastest of all Zizziti.

Soldiers possess a poisonous sting that does 1D6-2 hits of damage to any victim. They are very strong and seem to have no receptors for pain. Soldiers always fight to the death.

The most remarkable Zizziti ability is their power to use a form of hive-wide psionic Teleportation ability to "migrate" between solar systems. When a hiveworld becomes overcrowded, a new Zizziti queen is allowed to survive its hatching. The new queen leaves with an assortment of the younger members of the swarm and gathers strength for a few weeks. Then the new Swarm launches itself into the sky, flies into the upper atmosphere, and vanishes, being "stargated" away by the psionic power of the queen. The Swarm will reappear (sometimes right away, sometimes days or even weeks later) in the upper atmosphere of a new, suitable world, filling its skies with an eerie droning hum.

After a teleport, the Swarm and its queen will find a safe place to hide themselves for weeks or months while they establish a new hive. It is during this time that they are most vulnerable. Swarms will often arrange some sort of distraction for the intelligent population of a world they are colonizing, to keep that population too busy to seek out the uncompleted hive. Eventually, if not stopped, the carnivorous Swarm will spread across the newly-found planet to dominate all.

Statistical Range:

Queen

Intelligence 8-10
Reflexes 2-6
Cool 8-10
Technical 2-4
Attractiveness 10
Luck 2-10
Body Type 5-10
Education 2-10
Movement Allowance 2-6
Money & Family 10
Psi Potential 7-10

Worker drone

Intelligence 2-3
Reflexes 4-7
Cool 4-7
Technical 4-7
Attractiveness 2-7

Luck 4-7
Body Type 5-7
Education 2-4
Movement Allowance 2-10
Money & Family 2
Psi Potential 2-4

Engineer drone

Intelligence 7-10
Reflexes 7-10
Cool 2-10
Technical 8-10
Attractiveness 2-10
Luck 2-10
Body Type 2-7
Education 8-10
Movement Allowance 2-10
Money & Family 5-8
Psi Potential 4-8

Scout

Intelligence 2-10
Reflexes 8-10
Cool 2-10
Technical 2-6
Attractiveness 2-8
Luck 2-10
Body Type 2-7
Education 2-10
Movement Allowance 10
Money & Family 3-7
Psi Potential 8-10

Soldier

Intelligence 2-4
Reflexes 5-10
Cool 7-10
Technical 2-6
Attractiveness 2-7
Luck 2-10
Body Type 8-10
Education 2-7
Movement Allowance 2-10
Money & Family 2-6
Psi Potential 2-4

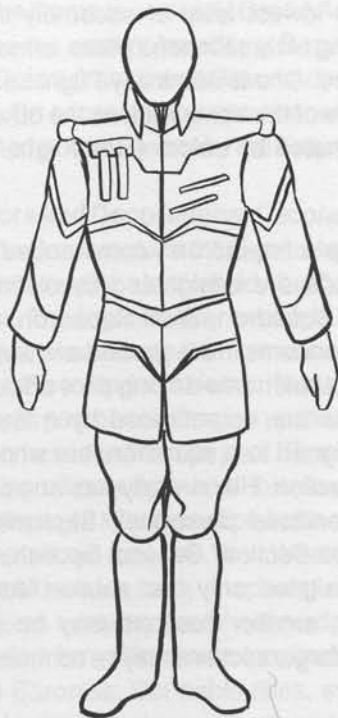
Culture:

The Zizziti is a classic hive culture. They are xenophobic, hating all races but their own. Even so, they are clever about manipulating any race they cannot overcome by force. Motives and psychology of the Swarm are very hard for other races to understand.

Organizations of the Bendar Spiral Galaxy

Official Imperial Organizations

Imperial Interstellar Intelligence Corps (I³)



The motto of the I³ is "For All", referring to the tradition that the I³ serves the interests of the Empire, not necessarily the interests of any one emperor. A very few emperors have exercised considerable control over the I³, while others have been frustrated at every turn by the organization's behind-the-scenes operations.

I³ agents can, in emergencies, demand cooperation from any Imperial official. If regular

Imperial agencies cannot deal with a crisis situation, the I³ is likely to use its own agents to set matters right. This makes them no friends among the Imperial Mecha Corps or the Diplomatic Corps. The I³'s goal of preserving the Empire at all costs has required agents to use threats, blackmail, and even direct assassination — on rare occasion within the Imperial household.

Members of the I³ are recruited secretly from the Imperial armed services and, occasionally, from independent mercenary groups or even from civilian life. They continue in their former positions, never revealing their connection with the I³ until it is necessary. Meanwhile, they gather information and pass it on to their contacts. I³ agents all carry an orange identity badge, which is usually kept disguised as a coin or other innocent item. When held in the palm of the agent (and no other person), it will glow brightly. These disks cannot be duplicated in any known way. The director of the I³ is always an Imperial Councillor, selected by his or her predecessor. This selection, like almost everything else the I³ does, is made secretly. Not even the Emperor knows who controls the group that is the Empire's eyes and ears. Whether the I³ is a despotic "secret police" or a benevolent

secret service depends largely on the personality and goals of the I³ director.

Imperial Guard

The Imperial Guard is the elite group of soldiers responsible for internal security in the Imperial Palace and the personal security of the Emperor, the Imperial Household, and the Imperial Council. They are a spit-and-polish service, known especially for their bright green uniforms and ceremonial dress-uniform swords. The Guard is especially proud of its motto, "Never Sleep". All members of the Guard are trained in close-range weapons, swordplay, and martial arts, but combat services such as the Imperial Mecha Corps tend to think of the Guard as pampered and soft.

Most members of the Guard are recruited from the combat services, although occasionally members of civilian police agencies apply and are accepted. For this reason, the average member of the Guard is likely to be 21 or older. Only 10 per cent of all applicants are accepted. Of these, three out of four wash out before receiving their Guard commission and the rank of 2nd Lt.

The Lord Commander of the Imperial Guard is always a noble. In the entire history of the organization, no woman has ever held the post. The current Deputy Commander, Major Tala Largin, is a no-nonsense female officer widely considered to be the real driving force behind the Guard. General Halkan Dav, Lord Commander of the Imperial Guard, confines his role to ceremonial duties.

Imperial Mecha Corps

As the military arm of the Imperial government, the Imperial Mecha Corps (often referred to simply as "the Corps") is the premier defense organization in the known galaxy. The Corps is actually older than the Empire itself, having been organized originally as the Combined Army of the Compact in CY 298 by the then-Prince Alexander von Kalmen of Monadan. The creation



of a combined armed force was a controversial move, but the young and charismatic nobleman managed to convince the Compact Assembly of the need for an interspecies army. Twenty-seven years later, this standing army, personally loyal to von Kalmen, enabled him to become Emperor Alexander the First.

In later years, the Corps has become less personally responsible to the Emperor (leaving this role to the Imperial Guard) and more a true multiworld peacekeeping force. During some reigns, the Emperor has really wielded little authority over the Corps, though there has never been a hint of open disloyalty in the organization's history.

Originally, the Corps was separate from the "Imperial Fleet", and acted only as armored ground troops. With today's multi-purpose mecha, the distinction has blurred and the Corps is essentially a combined force with space navy and ground troops organized under one command.

Supreme Headquarters for the Corps is the massive spinner station officially named Station Prime, but fondly referred to as "Mother". The size of a small moon, "Mother" orbits Monadan in a geosynchronous orbit over the exact site of the lost Monadani city of Glath. The Corps' main officer candidate school and training base is located on the moon Pala, near the fabled destroyed colony whose ruins still exist there.

The Corps maintains garrisons and subcommands across the Empire, and has outposts along every frontier. Its public image is of hotshot mecha pilots defending the Empire from the evils that lie in wait for an unwary populace, and the image may not be too far off in many cases. The Corps encourages gallantry, and often rewards initiative with early promotion. Uniform colors vary according to the subcommand assignment, but all uniforms carry the distinctive blue shield emblazoned with a white five-pointed star that is the Corps' insignia.

Recruitment and Training: The Corps is an all-volunteer force, and there is never a shortage of recruits. In fact, one third of all applicants fail the rigorous physical and mental examination that precedes acceptance for training. (Recruits call this "the three days of hell".) Two months of basic training follows at subcommand training centers, learning to handle powered armor suits and basic mecha. After this time, a handful of the most promising candidates may be sent on to Officer Candidate School (some at Pala Base Academy). The rest go on to one or another of the Corps' specialty schools for two months, from the Powered Infantry School to Mecha Support School. Half of the recruits who enter Basic wash out before the training is completed. Those who finish gain the rank of Private and are assigned across the galaxy as ground forces and support personnel.

One third of the recruits picked for OCS graduate after three additional months of general officer training and specialty school and are commissioned as Third Lieutenants. The rest return to life as enlisted personnel or leave the service entirely. Common to all enlisted men and noncommissioned officers in the Corps is an overwhelming distaste for green, smart-aleck, know-it-all Third Lieutenants. (See the end of this entry for rank structure within the Corps.) All pilots of convertible mecha and starcraft in the Corps are officers.

Levels of Command: The lowest level of assembly in the Corps is the "flight", consisting of three mecha pilots, armor suit operators, or support workers. One is nominally Flight Leader, though that individual may be of the same rank as the others in the flight. Flights are designated by colors (Red Flight, Blue Flight, etc.) in most areas.

Three to five flights make up a "squadron", commanded by a Squadron Leader. Squadrons are designated by distinctive names and symbols (Tiger Squadron, Skull Squadron, etc.). These are commanded by noncoms in the ground and support forces and Second or First Lieutenants among pilot officers. From one to five squadrons are commanded by a Section Commander who is not assigned to a squadron, but who acts in overall command of the section. He normally has one or two support staffers who are enlisted personnel. Sections are designated by number (First Section, Second Section, etc.) except where a base is assigned only one section. Among ground and support forces, smaller sections may be commanded by noncoms, though larger sections may be commanded by officers.

One to five sections will be stationed at an individual base, under a Base Commander who is always a commissioned officer, even at the smallest base. (A non-com who comes to be in charge of a one-section base will always be commissioned as a Second Lieutenant. Only OCS graduates become Third Lieutenants.) Base Commanders have a small support staff of three to ten enlisted personnel and noncoms. Bases are named for the places they occupy (Greenbelt Base, Pala Base, Hector's Rim Base).

Above this level, any number of Bases may be under the overall charge of a Subsector Commander (who is at least a Captain) and his staff. Subsectors are named for the planet that serves as the subsector capital.

There are 10 to 25 subsectors per sector, under a Sector General Staff and a Sector Commander of Commodore rank or above. Sectors are sometimes named for the system which houses as the Sector HQ, and sometimes for prominent galactic features within the sector.

From 10-50 sectors combine to form a Region, under a Regional Command Center and a Regional Commander (Vice Admiral),

and 5 Fleets under which these regions fall, each commanded by a Fleet Admiral. Regions are named for galactic features, directions, or at the whim of the Emperor who annexes them. The five Imperial Fleets are the Coreward Fleet, Rim Systems Fleet, Near Systems Fleet, Core Fleet, and Throne Fleet. The latter is a "floating" force, moved about as the defensive needs of the Empire change. (Thus the common Corps saying, "Throne Fleeters have no home but the Empire.")

Supreme Commander of the Combined Fleets of the Imperial Mecha Corps is currently Grand Admiral Erik Cavanaugh, who is also the current hereditary Baron of the Ganfali star system. (All Fleet Admirals and Grand Admirals are, by tradition, noblemen. On occasion, a commoner who rises to these positions is granted a court Barony by the Emperor to maintain the tradition.)

Honors and Decorations: Decorations granted by the Imperial Mecha Corps include the General and Special Citations of Valor for heroic actions in the field, the Order of Merit for service to the Corps, The Imperial Star (which is granted only by the Emperor for special service to the Throne or the Imperial Family), and the Grand Fleet Medal of Honor. The last named award is given only to Corps personnel who give up their lives in direct and deliberate action to save others in peril. Surprisingly, there are a number of living officers who hold this decoration — Corps pilots who were thought killed in action but were later located and rescued as castaways and P.O.W.s. Wearing this particular decoration is considered a mark of special distinction, referred to in the Corps as "wearing the Ghost medal". Noble status may also be awarded for military service, including Knighthoods or even court Baronies. But noble titles, even hereditary ones, do not affect military rank or authority. It is possible for a lowly private in the Corps to be a hereditary Baron of the Empire, though it would be unusual (and somewhat scandalous) for a person of such noble birth to be anything less than an officer.

Ranks in the Imperial Mecha Corps

ENLISTED RANKS

Recruit (held by inductees until the end of Basic Training)

Private (held by inductees until granted their first permanent assignment)

Private First Class (PFC)

Corporal

NON-COMMISSIONED OFFICERS

Sergeant

Staff Sergeant

First Sergeant

Sergeant Major

COMMISSIONED OFFICERS

(Third Lieutenant) (OCS graduates only)

Second Lieutenant

First Lieutenant

Lieutenant Commander

Commander

Captain

Lieutenant Colonel

Colonel

Commodore

Vice Admiral

Admiral

Flag Admiral

Fleet Admiral (never more than 5 on active duty)

Grand Admiral (never more than one on active duty)

Lord High Admiral (an honorary rank granted to the reigning Emperor)

Monadan Reclamation Administration

The MRA was created during the Imperial Century of Peace and Progress to oversee the restoration of a Humani-compatible environment on the blasted, poisoned world of Monadan, cradle of Imperial civilization. Based in the Imperial Planetforming Research Center below the surface of the planet, MRA scientists and leaders think in terms of generations and centuries. They have overseen the construction of a vast underground habitat, and are presently constructing the first of the great Atmosphere Plants which will someday cleanse the air of Monadan.

MRA personnel tend to be dreamers, since they know that their work will not bear fruit until long after they are gone. It is not unusual to find children following in their parent's footsteps as MRA scientists, making this a multigenerational project in more ways than one.

The current Administrator of the MRA is Dr. Karsa deVal, a direct descendant of the organization's noble founder, Baron Latham deVal. His granddaughter, Dr. Karin deVal, is a promising young ecologist who is being groomed as the next Administrator, maintaining the dynasty.

Imperial Antiquities Foundation

The IAF is responsible for the cataloguing and control of all artifacts of the ancient Bendari race. By Imperial Law, it is forbidden for a private individual to trade in Bendari artifacts. All must be turned over to the IAF for study and safekeeping. The IAF pays rewards for artifacts, and occasionally hires private adventurers for expeditions into dangerous areas. The IAF also occasionally allows the finder to maintain possession of discovered artifacts once their properties are known, although technically they belong to the Empire.

The IAF employs scientists all over the known galaxy in their study of the ancient Bendari. They have no enforcement branch of their own; the Imperial Armed Forces, and sometimes mercenaries and bounty hunters, are called upon to secure illegally held or stolen artifacts.

Leaders of IAF expeditions are likely to be historians and archaeologists from prominent centers of learning, backed up in the field by Imperial troops or mercenaries hired as guards.



Imperial Diplomatic Corps

The "D Corps" is devoted to seeking peaceful solutions to the little frictions between interstellar governments. In recent years, the Corps has been successful in these aims, at least to the point of avoiding war.

The organization's detractors, however, say that the D Corps prevents war only through endless appease-

ment and concessions given to such groups as the Sabalani Liberation Front and the Desaan Free States. The Galactic Vigilance Party ("Red Sword") are the bitterest political opponents of D Corps.

D Corps appointments are almost always political, so most D Corps high officials are nobles of ranking families. Some commoners have risen through the ranks, however.

Those of Ambassador rank and above tend to be effete and somewhat fatuous nobles whose jobs are secure no matter how poor their performance, though there are exceptions. Cutthroat competition for personal advancement is the rule and not the exception among the lower ranks in D Corps.

Imperial Bank of Monadan

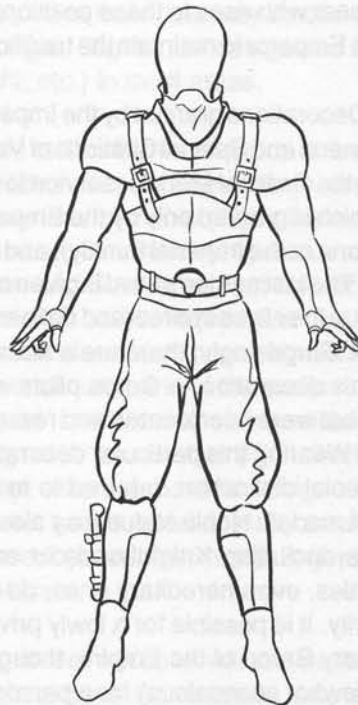
The Imperial Bank handles all forms of monetary exchange in the Empire through molecular-matrix "bankchips" carried by almost all Imperial citizens. Buying something on any world is usually just a matter of electronically crediting your account. Credit accounts carried between worlds are recorded only on your bankchip (and in the ship's computer). Losing the card in transit is like losing your money, so bankchips are best left in a ship's safe. Colorful Imperial plastimetal coinage in denominations up to 100 Credits is also issued by the Bank, mostly for small purchases and because people still like having some money that jingles.

Most people rarely see any part of the Imperial Bank other than a computeller (which is capable of handling most transactions including deposits, withdrawals and even loans). There are "live" tellers and officials at major branches, however, on every civilized world and in the capital cities of many friendly non-Imperial governments.

Independent Organizations in the Empire

Legion of Freelancers

The Legion is a loosely-organized clearing-house for the thousands of independent mercenary soldier groups in the known galaxy. Though it is recognized by the Empire, it deals with whomever it pleases to negotiate contracts for mercenary bands. Those who fight under Legion contracts fly the Legion's banner, a gold disc on a black, star-flecked field, along with



their own company's colors. (The resemblance of this banner to a gold coin is not accidental.)

Any mercenary band may affiliate with the Legion as long as it abides by the Legionnaire's Code and agrees to negotiate all contracts under the Legion's auspices. Affiliated groups may obtain work through the Legion's galaxy-wide network of agents, and may count on the Legion to back them in case a client defaults on a contract. (Defaulting on a Legion contract has been known to bring a full battalion of Legion freelancers to camp in the middle of your capital city.) Legion agents, often retired mercenaries themselves, get a small commission for bringing together a client and a mercenary band.

The Legion is headed up by a relatively small Committee of Governors, all of who are leaders of experienced mercenary armies themselves. Current chairperson is Lyda Cross ("Lyda the Scar") of Lyda's Lancers.

Mentus Foundation

Devoted to "the study and expansion of the Human psychic potential", the Mentus Foundation offers training and information to Humani with developed or developing psionic powers. Fearing too much power in the hands of psis, the Empire has discouraged the Foundation in recent decades, though rarely openly opposing it. This opposition, however, caused the century-old Foundation to move its headquarters to a secret location about thirty years ago. There are Mentus Foundation offices in many major cities in the Empire, but they do not advertise their presence. The symbol of the Foundation is the silhouette of a human profile with a white sunburst superimposed.

The Foundation will test Humani (and Humani only) who come to them for psychic ability, and will train those who have promising potential, but this testing and training has a price. Those who accept the Foundation's aid are pledged to secrecy, and are expected to perform services for the Foundation on demand at any later date. This is known as "the Debt" within the Foundation, and "the Debt" is never paid in full. The Foundation's representatives may appear at any time and ask a "service", which may involve nothing more than giving a few minutes of assistance, or may require that you travel halfway across the galaxy on a Foundation-sponsored mission. Refusing a service is discouraged, as doing so too often may get one blacklisted with the Foundation. In extreme cases, one who denies "the Debt" is subject to "shunning", in which other Foundation-trained psis will psychically shut out the subject, and even attempt to interfere psychically with his day-to-day interactions.

The leader of the Mentus Foundation is known only as "the One", and is never seen — only felt as a powerful psychic "voice". Regional and local directors are scattered all over the known galaxy, each having operational command over a large number of agents and private citizens (secretly psis) who can be called on for a "service" when necessary.

Democratic Association for Return to the Compact (D.A.R.C. Party; "Returnists")

The D.A.R.C. Party is an organized political effort designed to force the government to return to the original "Compact" trade and mutual protection agreement, thus abolishing the Empire. The party has existed in one form or another since the first Emperor, Alexander I, dissolved the Compact Representative Assembly during a "state of emergency". Under some emperors the party has worked openly, under others it has been outlawed and forced to work secretly. Currently, the party is discouraged but not illegal. An outlawed organization called the "Shadowmen" is reputed to be the terrorist arm of the Party, but no proof has been offered as to the truth of that rumor.

Anyone can join the D.A.R.C. Party, but doing so openly may, in some areas of the Empire, handicap an individual in dealings with the Imperial government. ("Sorry, citizen. Those trade

licenses must have been lost. I guess you'll just have to reapply for them next year!") The Party is, not surprisingly, stronger on "have-not" worlds and in areas where the Empire has made some unpopular decisions. There are D.A.R.C. Party sympathizers even on the Imperial Council, however.

The most prominent people in the Party are elderly party chairman Saul Kalmen and his son, Jacus. The Kalmens claim to be direct descendants of the First Emperor, and both are fiery speakers on behalf of "restoring the control of the government to the people". They publicly denounce the terrorist actions of the Shadowmen, while blaming the incidents of violence on "Galaxy-wide abuse of power" by the Empire. The senior Kalmen is paralyzed from the waist down and walks in a special exoskeleton support device as the result of a failed assassination attempt six years ago.

Interworld Empire Party ("Imperialists")

The Imperialists are a "grassroots support movement" in favor of continued Imperial control of government. In the main, it is an Imperial creation, backed by the money and power of the Imperial family as a response to the growth of the D.A.R.C. Party in some parts of the Empire.

Most prominent members of the Interworld Empire Party have financial or personal ties to the Imperial Family, or would have something to lose should the Empire be dissolved in favor of a less autocratic government. Despite the fact that this pretense is well known, the party attracts many people from all walks of life in areas where the standard of living is high and the Empire is strong.

Most vocal of the Party supporters is retired Imperial Councilman Rand Harroway, a well-respected elder statesman whose frequent and popular appearances on interworld holochannels have made him a powerful back-room political force.

Interspecies Society

The Interspecies Society was founded to promote the idea that all intelligent beings are part of one vast "interspecies community". They are best known for their efforts to encourage harmony among the various galactic races. Once actively supported by the Imperial family and government, they are less well thought of in recent years due to the growth of the Humani Prime movement.

Membership is open to any intelligent being, anywhere. (A small donation is requested, but not required.) The Society offers counseling and information programs about the similarities among all intelligent life, and produces local and galaxy-wide programs promoting understanding between intelligent species.

Current president of the Society is Jemm Hallak-Klen, himself the product of a Humani-Elomani marriage.

Brotherhood of Kallicar

A technoreligious movement that started on the "lost" colony world of Algol, the Brotherhood has changed over the years and spread throughout the Empire, bringing a message of "Peace and Understanding through Control of Technology" to the galaxy. The Brotherhood promotes the philosophy that all technological knowledge is sacred, and must be preserved and practiced to bring

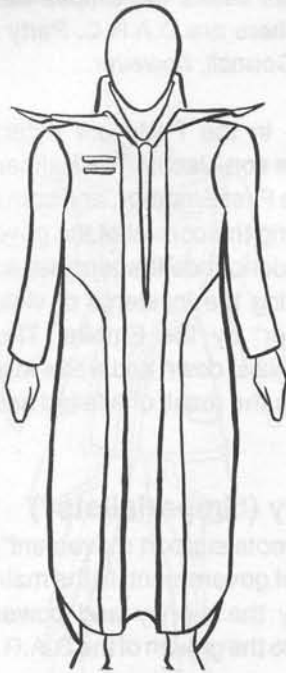
Humankind closer to the Gods. Technology, however, is only for the enlightened. Barbarians and non-Humani should not be allowed to benefit from the sacred gifts of science.

Though it once controlled almost all travel beyond the atmosphere on Algol, the Brotherhood was overthrown in the Elaran/Kargan Revolt of IY 1989, and was forced to flee. It no longer has any major power in the Algol star system. Today, it is strongest on frontier agricultural worlds dominated by Humani.

Priest/mages of the Brotherhood wear white robes and carry a Staff of Power (a device combining a psychic booster with various protective devices). Followers must forswear use of technology on their own and allow themselves to be governed by the enlightened priests. In return, the priest/mages will provide for their needs through advanced science. The Brotherhood has established colonies on a number of outlying worlds, under the watchful eye of the Empire. Those wishing to join the Priesthood usually do so in their early teens, and are given extensive training for years before donning their robes of office.

The Brotherhood also controls a well-equipped fanatically-loyal mercenary force called The Templar Knights of the Order of Attican, which it hires out to forces and organizations sympathetic (or at least non-hostile) to the Brotherhood's beliefs. The Knights are not part of the Legion of Freelancers, and are often employed by the Humani Prime Party.

Current Galactic High Priest of Kallicar is His Most Excellent Worship Lallisen XXXVIII, who resides in the New Mother Church in orbit about the planet Attican's Haven.

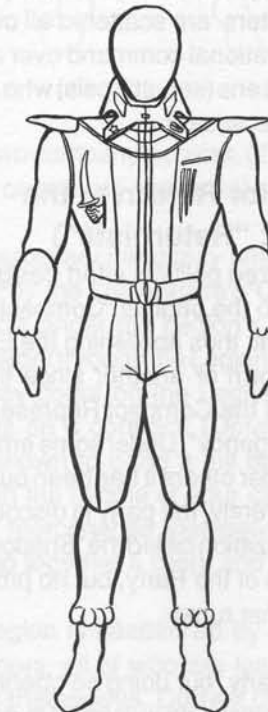


Humani Prime Party

This political organization was founded and initially financed by a coalition of conservative noble families on Monadan, who believed that control of the Empire was beginning to slip away from Humans into the hands of the Elomani, Kirini and other races. The Party's openly stated goal is to secure the reins of government in the hands of Humans, because Humans are genetically and temperamentally the most fit to lead. Despite this racist attitude, the Party seems to be growing, especially on Human-dominated urbanized worlds and in the fringe worlds. The Humani Prime Party claims not to encourage intolerance of non-Humani, but it does denounce "species-mixing" between Humani and non-Humani races who are cross-fertile (like the Elomani). The Party is officially denounced (but not outlawed) by the Empire, though there are Party sympathizers even on the Imperial Council itself.

Naturally, party members are mostly Human, though the Party claims to have a significant number of non-Humani members who believe in Humani superiority. There are a number of fringe groups (some violent) who share the Humans-first philosophy of the Humani Prime Party, but who may or may not be actually affiliated with it. The Party has a long-standing feud going with the Interspecies Society

The most vocal advocate of Humani superiority is the organization's Grand High Speaker, Loois Luciver Klaven, who commands a personal "guard" of mercenaries and combat experts who have been known to provoke "incidents" wherever Klaven travels.



Galactic Vigilance Party ("Red Sword")

The popular name for this organization comes from its symbol, a blood-red sword held point upright in a human hand. The "Red Sword" Party grew from a coalition of ex-military officers formed after the Aggendi Wars. The members believe that the Empire is not doing enough to prepare defenses against possible

invasion from outside its borders. The Party is violently anti-Ag-gendi, but it also warns that other unknown races could be lurking outside known space preparing to attack. Red Sword advocates returning the Empire to a war-ready state of preparedness, raising a standing army and space force to rival the one fielded during the Aggendi War, and preparing a massive "Shield Wall" of battle stations englobing the Empire to act as a first line of defense from outside invasion. Red Sword extremists have also called for the complete extermination of all traces of the Aggendi race by a new Fleet of Vengeance.

Most, but not all, members of the Party are military or ex-military officers and enlisted personnel. The Party is strongest in areas where there have been Aggendi raids, or where colonies were established around military outposts on the frontier.

Major General Haloran Feeney, Baron of Jacorith, is a moderate but very vocal member of Red Sword who serves as an Advisor on Frontier Defense Affairs to the Imperial family.

Spiral Club

The Spiral Club is an elite organization that offers aid and services to wealthy and prominent interstellar travellers. There are Spiral Club offices in every major starport, which usually include an excellent members-only club, restaurant, and hotel, emergency repair and assistance facilities, secure communications stations, and a number of affiliated shops and businesses catering to the upper-crust traveller. Many a major business deal has been finalized at a Spiral Club function. Spiral Club membership is signified by a blue-white metal bracelet with an engraved glowing blue spiral galaxy marking. The bracelets are supposedly tamper-proof, nearly indestructible, and unremovable for one year after being fitted. At the end of this time, they can be recharged for another year. Otherwise, the glow fades. Spiral Club facilities are considered "neutral territory". Political enemies may argue fiercely, but even an outlaw who is a legitimate member cannot be arrested or molested on the premises. All club functionaries are hired administrators, not themselves members but permitted to go about their duties in club facilities. Such people are thoroughly investigated before they are hired, and security is strictly maintained.

New members must be proposed and sponsored by existing members, and dues are one million Imperial Credits per year. Membership privileges extend to one's spouse and children. Members may also bring several guests, but they are not allowed to remain unaccompanied in Spiral Club facilities. Occasional lifetime memberships (accompanied by bracelets that never fade as long as the owner lives) are awarded to persons of special merit. Many Imperial Councillors have them. (Indeed, it would be something of a disgrace for a Councillor **not** to be a member.) Occasionally, a year's membership or even - on rare occasions - a lifetime membership is given as a reward for special services performed for the Empire, the Club, or both.

Many prominent people belong to the Spiral Club, from the Imperial family to important nobles to planetary governors to prominent interstellar traders. The occasional successful space pirate or wealthy criminal might also be found in the bar, though a real troublemaker simply won't be allowed to renew his or her membership.

Anti-Psi Society ("Gray Caps")

The Society is founded on the idea that the use of psychic powers is "against nature" and that psis take unfair advantage of normal humans. The Empire-wide group works to enact legislation outlawing the use of psychic abilities, and has been successful on a number of worlds. This organization gets its "street name" from the grey-metal "psi scrambler" caps that were once commonly worn by members. Psi scramblers are less common in recent years, as most types have been proven to be of little value against determined psi probing. They are now worn only by old-timers and staunch conservatives within the organization. Society members never use the name "Gray Caps" among themselves, considering it undignified. There are a few groups of extremely militant Anti-Psis, and these have been known to stalk and attack known psi-sensitive individuals 'to teach them a lesson'.

The organization is open to "all normal, non-psionic beings", but it has very few non-Humani members. The Society is naturally the avowed enemy of the Mentus Foundation, and these organizations have been known to counter-demonstrate in front of each other's facilities.

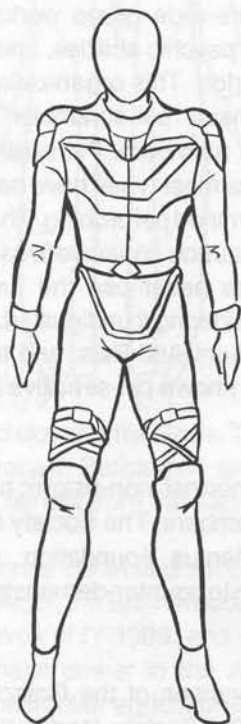
Reverend Mother Crystle Stevansen of the Galactic Central Church is a well-known Anti-Psi Society leader (though the church itself maintains that it takes no official position on the issue). Stevansen's former assistant, Patri Wolani, is a militant Anti-Psi leader now in Imperial custody in connection with explosions which destroyed major Mentus Foundation offices on several worlds. A trial is pending.

Independent Star Merchants Association (ISMA)

The ISMA is a cooperative group of independent traders and merchant craft owners and operators who have banded together to set standards for interstellar trade and to promote the lowering of trade barriers inside and outside of the Empire. Though they operate with the approval of the Empire, they are a private organization whose offices exist on non-Imperial worlds as well. The ISMA spends vast amounts of money (raised as membership fees) to influence the Imperial Council and local governments to reduce or eliminate tariffs and trade restrictions.

ISMA Merchant Members pay 5% of their net trade income for the right to display the ISMA seal (two five-pointed gold stars connected diagonally by a green lightning bolt) and for use of

the large ISMA network of way stations, trade brokerage clearinghouses, and emergency repair facilities. Merchant ship crewpersons may be Associate Members at a cost of 5% of their base salaries (not including bonuses), which makes them eligible to use the ISMA hiring halls and training facilities. Samuel "Little Sam" deLorane is the current President of the ISMA, since the disappearance ten years ago of his mentor and closest friend, Tomas "Big Sam" Samsoni under mysterious circumstances.



New Femina Mecha Battalion

New Femina is a world colonized by the surviving female veterans of several mercenary mecha battalions who were all but wiped out during one of the final battles of the Aggendi Wars. Legend has it that the first colonists blamed incompetent male leaders for their defeat, and founded the colony as a strict matriarchy. Males

cannot vote, hold office, or own property in their own name on New Femina. The New Femina Mecha Battalion distinguished itself as an excellent and highly disciplined fighting force during the Wars of Consolidation, and they are highly regarded as mercenaries today, despite the fact that violent incidents between their forces and allied mercenary bands of men has led to the Battalion being placed on probation by the Legion of Freelancers.

All officers of the Battalion must be female citizens of New Femina, though female mercenaries from other worlds are sometimes hired to augment their forces. Though all enlisted personnel are female, some men are employed as civilian technicians and support workers.

Supreme Commander Lynsay Polanski is the highest ranking officer in the Battalion. Major Karla Jay Vashara is perhaps the Battalion's most famous officer. The five-foot-one Major Vashara, a martial arts expert, completed the conquest of the city of Oja on the disputed world of Elephant's Eye after issuing a one-on-one challenge to the city's six-foot-four male military commander, which he unwisely accepted.

Imperial Corporations



Galactic News Agency

The most widely known news service in the Empire is the Galactic News Agency, serving most urbanized Imperial planets. GNA owns broadcasting facilities on most larger, urbanized worlds and provides holonews coverage to local broadcasters on smaller worlds via the Imperial mails. Based at their own spinner station facility in the Monadan system, the GNA has major news-gathering efforts all over the known galaxy, including independent newspeople ("stringers") on most smaller worlds. These independents are paid only when they deliver useable coverage — the mercenaries of the news gathering profession.

The GNA built its reputation on war coverage, and GNA reporters can often be found tagging along with mercenary units and even Imperial forces in any trouble spot. Fearless in the pursuit of news, many war correspondents have died alongside the fighting soldiers they were there to film.

The most visible newscaster on the GNA network is Halk Fallodane, himself a veteran war correspondent and now the "grand old man" of galactic news. Fallodane is perhaps the most well-known person in the galaxy, next to the Imperial family. There are also a number of brash young GNA reporters making a galaxy-wide reputation, including the beautiful and relentless Alma Faye MacKerrin. MacKerrin (known in some circles as The Ice Queen of Holonews) is most noted for breaking a story on corruption within the Imperial Diplomatic Corps that brought about the hasty resignation of seventeen high-ranking officials last year.

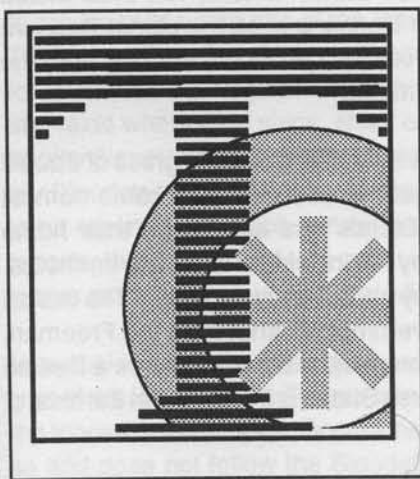
InfoByte Inc.

InfoByte is the galaxy's largest information broker. The firm maintains the largest known data banks of general information, and supplies it by subscription to home terminals and businesses.



InfoByte repair and service personnel are easily identified by their electric blue coverall uniforms bearing the familiar InfoByte logo, a blue lightning bolt on a yellow circle. Their slogan, "If you need to know, call InfoByte", is not an exaggeration. InfoByte terminals (or home terminals subscribing to the InfoByte General, Business or Traveller's Data Services) on most worlds can access basic public information of any type in a matter of moments. Private information, of course, is not available. InfoByte is always scrupulously careful to comply with the Imperial edicts on Right to Privacy. Still, access to so much information can be a powerful tool.

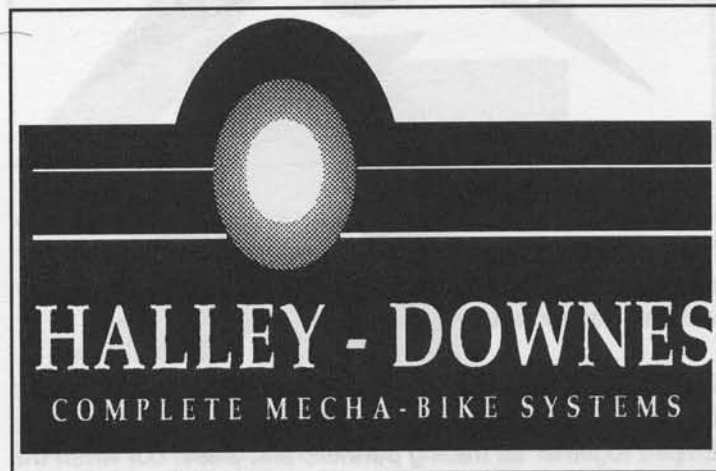
An InfoByte subsidiary, InfoScreen, manufactures the best-selling home computer terminal in the Empire. Naturally, the Empire itself is InfoByte's best customer. The company holds any number of Imperial contracts for information and data processing services.



TechnoSystems Unlimited

TSU is a large conglomerate that primarily manufactures personal electronic equipment, from holovision systems and sounddisc players to personal chronometers and precision

electronic tools. They are InfoScreen's only serious competitor in the galaxy-wide data terminal market. TSU even has a subsidiary (TechoGuard) that manufactures personal weapons and other defense equipment. (This branch, among others, holds many Imperial contracts. Their TechnoMech subsidiary is the Empire's largest maker of Roadstrikers and civilian mecha. It also makes some vehicles for the Imperial Guard and mecha for the Imperial Mecha Corps.



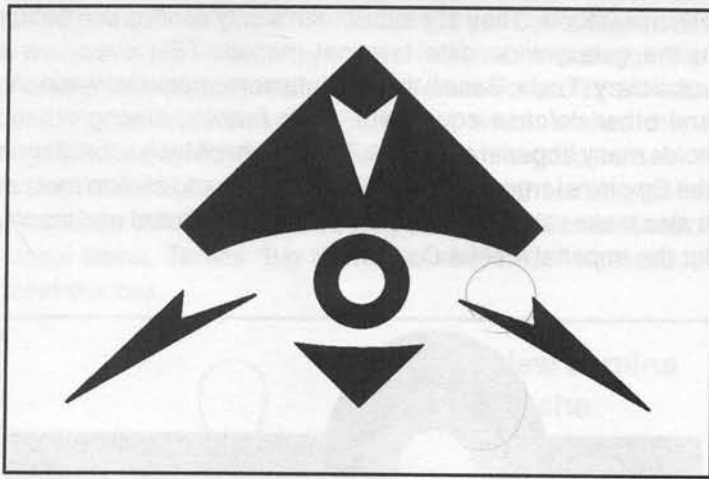
Halley-Downes Corporation

Halley-Downes is the perfect example of a small company that makes it big on the strength of a single type of product. "Jaye Raye" Halley and Kessel "Crazy Kess" Downes were mechabike enthusiasts who turned their hobby into a business. They moved from a small mechabike shop to a thriving multi-million credit corporation in a little over seven years on the popularity of their line of "Samurai" mechabikes. Two generations later, Halley-Downes is the number one manufacturer of large mechabikes. The "Black Samurai 15" is perhaps the most massive and certainly the most feared mechabike on the frontier, while police agencies all over the Empire buy "Silver Samurai" mechabikes for patrol officers. Well-armed, fast, and armed with a nasty reputation, Halley-Downes machines are a status symbol among those who really know about mechabikes.

Interstellar Governments

New Elomani Commonwealth

The New Elomani Commonwealth was formed in IY 1759 by a group of Elomani-settled fringe worlds who wished to reestablish a government dominated by their own race. Disenchanted with the Empire, which they saw as Humani-dominated, they declared their independence during a time when the strain of the Wars of Consolidation were causing the Bendar Galactic Empire to take a slightly less militant stance toward fringe worlds wanting independence. The Commonwealth was founded in a bloodless coup. Local Imperial governors were simply placed under house arrest and eventually were deported with no



violence whatsoever. The Empire, unwilling to pay the cost of fighting for worlds so far from the center of Imperial power, simply spacelifted out all Empire citizens who wished to leave, with the Commonwealth's blessing.

During the Imperial Century of Peace and Prosperity, talks began with an eye toward bringing the Commonwealth and the Empire together as trading partners and allies, but when the Empire refused to involve itself with the Fringe Wars, talks ceased as the Commonwealth declared war on the Desaan Free States. Relations between the Commonwealth and the Empire in recent years have been strained, but not hostile.

The Commonwealth is ruled from the planet of New Eloman by three Oligarchs, each of whom is selected by one of the three noble families of New Eloman. The Oligarchs are advised (and to an extent controlled) by an Assembly of Honors composed of nobles from all over the Commonwealth. The Commonwealth is the third largest interstellar government, with over three hundred Elomani worlds as full members and nearly a hundred non-Elomani worlds as affiliates and allies.

Desaan Free States

The Desaan Free States are a loose association of worlds populated by many races and controlled by many local governments. The single common factor among these worlds is their desire not to be part of the Bendar Galactic Empire. Even so, the Free States is the second-largest interstellar government, with over five hundred worlds as members or "protectorates".

The Free States began as a small group of mining and agricultural planets far from the center of the Empire. Left with only a small Imperial garrison and facing numerous Aggendi pirate raids, these worlds declared their independence in IY 1585. Ousted Imperial governors in the region called in the Imperial Mecha Corps and the First War of Consolidation began. After years of fierce fighting, the Free States were granted independence under the Desaan Accords in IY 1610.



With a policy of allowing its members to work out their own differences for the most part, the Free States grew slowly until IY 2026, when they declared war against the neighboring Homerian League of Worlds over a border dispute in the first of the so-called Fringe Wars. By 2059 the Free States had swallowed up the League and three other neighboring interstellar governments and alliances, making it a serious rival to the Empire. Even so, the Empire refused a request for alliance by the New Elomani Commonwealth. The war between the Free States and the Commonwealth ended in IY 2069, with neither side gaining significant advantage. The two governments remain unfriendly to each other, often supplying arms and soldiers to opposite sides in some of the smaller Fringe Wars. The Empire has limited trade arrangements with both the Commonwealth and the Free States.

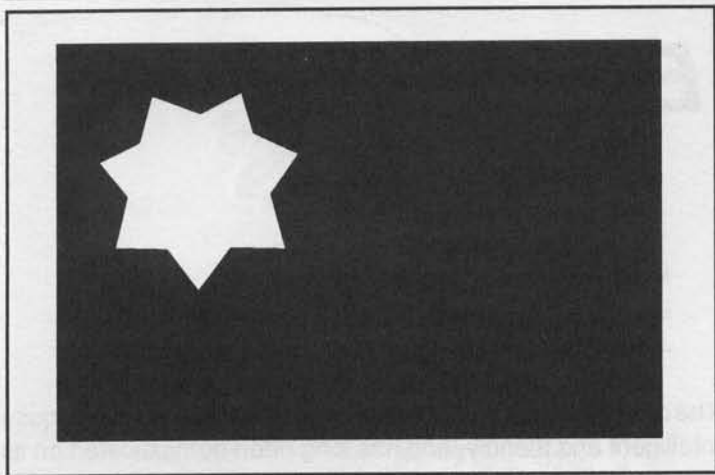
The Free States contain a mixture of races, though Humani and Humani variants are the most numerous. Due to their disagreements with the Commonwealth, Elomani receive a cold reception in most ports in the Free States. In turn, The Free States (particularly the port city of Desaanigal on the planet Desaan) is considered a den of thieves and pirates by many in both the Commonwealth and the Empire.

The government, such as it is, consists of a Congress of Equals based on the planet Desaan, whose members come from all member planets. Some "Equals" are elected on their home worlds, some are chosen by the individual ruling governments, and some hold their posts by hereditary succession. The overall administrative head of government is known as the Freeman, and he is chosen by the Congress of Equals to serve a lifetime term. Current ruler of the Free States is Prince Darin Zardisal of Desaan.

Criminal Organizations

Clan Bloodstar

The traditions of Clan Bloodstar hold that it was founded in IY 524 by Simon Recimal, a deposed heir to the Imperial throne.



Whether or not this is true, the Clan first appeared at about this time as well-organized pirates preying on Imperial commerce. Legend has it that Recimal and his heirs maintained a love for the Empire though they hated the leadership that drove them into exile. They supposedly never harmed any ship that surrendered, and never killed a captive who agreed to lay down his or her arms. The Clan is often the subject of adventure stories and holofilms, most of which are more fiction than fact. Tales are still told of Port Royale, the hidden base of Clan Bloodstar on a lost planet somewhere in the fringe worlds.

Ships flying the Bloodstar flag (black, with a single red seven-pointed star in the top left corner) fought alongside Imperial forces at several battles against the Aggendi in the 600's and 700's, but these ships never responded to Imperial communications and never stayed around to be boarded or even thanked. In IY 913, a small fleet bearing the Bloodstar colors fought a holding action to allow the Imperial fleet to withdraw to defend the Spiral of Worlds near the capital, and was destroyed to the last ship by the Aggendi. This added a hatred for the Aggendi to the legends being told of the Black Fleet of Clan Bloodstar. The story of Clan Bloodstar might have ended there if it were not for persistent sightings of black ships adorned with red stars, and raids where lone ships, small convoys, and even outlying frontier planets were raided by pirates who followed the legendary Bloodstar code of honor. These rumors fade and die, only to be reborn again each generation. Despite these persistent reports, the Empire officially maintains that Clan Bloodstar no longer exists, if it ever existed at all.

Nonetheless, many pirates have used the black and red markings of the legends to strike fear into merchant shipping around the fringes of the Empire. Occasionally, a pirate crew who does so and does not follow the Bloodstar code mysteriously vanishes, or is found dead aboard their gutted vessel in deep space. Many of these incidents are still unexplained.

The last officially recorded Bloodstar-related incident was in IY 2077, when an Aggendi pirate fleet escaping a bloody massacre on the frontier planet of Greendale was itself attacked,

boarded, and robbed of its booty by persons unknown. When the Imperial Fleet caught up with the Aggendi marauders, none were left alive to tell who had hijacked their cargo. Only a seven-pointed star, painted with the Aggendis' own blood, remained on the wall of the pirate flagship's command cabin — a grim reminder that there is still room for legends in the vastness of space.



Sabalani Liberation Front

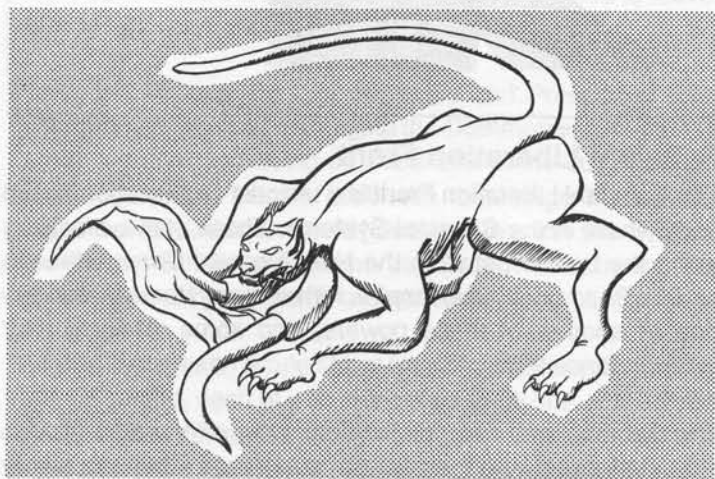
The Sabalani Liberation Front is a terrorist organization based somewhere in the Sabalani Systems. These star systems lie along the border between the New Elomani Commonwealth and the Bender Galactic Empire, with some systems claimed by one or another of these powers, and some retaining their independence from both.

The Sabalani are a Humani variant race, with coarse grayish skin, dark eyes, and massive arms and legs. They are a very hardy and resilient people, living in nomadic family groups called kolans on the harsh desert worlds of the Sabalan region.

The governments of the Sabalani systems do not officially recognize the Sabalani Liberation Front or endorse their activities. Even so, the Front maintains much popular support among the Sabalani people. The Front is dedicated to the goal of driving all non-Sabalani out of their region of space and establishing a unified Sabalani government. At first, they practiced piracy and terrorism only in their own region of space, but in recent decades, they have resorted to acts of violence and destruction within the heart of the Empire. Sabalani terrorists are believed responsible for more than 35 attempts on the lives of members of the Imperial family. They have kidnapped the high officials of many worlds, or taken members of their families hostage to bargain for the release of Sabalani terrorists from Imperial or New Elomani Commonwealth prisons. At least 17 Imperial officials and an undisclosed number of Commonwealth officials are believed held hostage in various hidden locations by various parts of the loosely-organized Sabalani Liberation Front. To date, the Imperial government maintains a strict policy of refusing to recognize the organization or deal with its leaders in any way.

Creatures of the Bendar Spiral Galaxy

Following are some samples of the animals found on planets of the Empire. The list is, by no means, complete. The individual Referee is invited to create additional animals using the *Creating the Better Beast* section of these rules to give each campaign a unique flavor. Besides, with new animals, the players need not know all the details, and this could work into an adventure in itself. Think of this list as the starting point for your tour through the animal kingdom of the Bendar Spiral Galaxy.



Auberg's Tingler

Temperament: (10) Vicious
Size: (7) Large
Reflex: (9) Very Fast
MA: (7) Quick
Damage: Shock 1D6+4
Armor: none

Auberg's Tingler is one of the many animals on the planet Quotha that seems to be out to get any visitors that happen to land there. It is a large quadruped with a small head just above two tentacle-like projections. These tentacles have a weblike lacing between them, and the tingler likes to run up to its victim and trap it in its improvised net. The tingler then administers a series of nasty electrical shocks through this web until the victim ceases its struggles and can be eaten at a leisurely pace.

Bandicat

Temperament: (5) Neutral
Size: (4) Small
Reflex: (6) Average

MA: (4) Subaverage
Damage: Bite 1D6-4
Armor: none

The bandicat is a small feline native to the world Bandi. It is quite intelligent and friendly, and has long been domesticated on its home world. In the wilds, it lives off rodents and other pests. The bandicat has been exported off Bandi, and is becoming a favorite pet, along with the fenris and ookloo. They seen especially comfortable on board starships, and keep them pest-free.

Churabeast

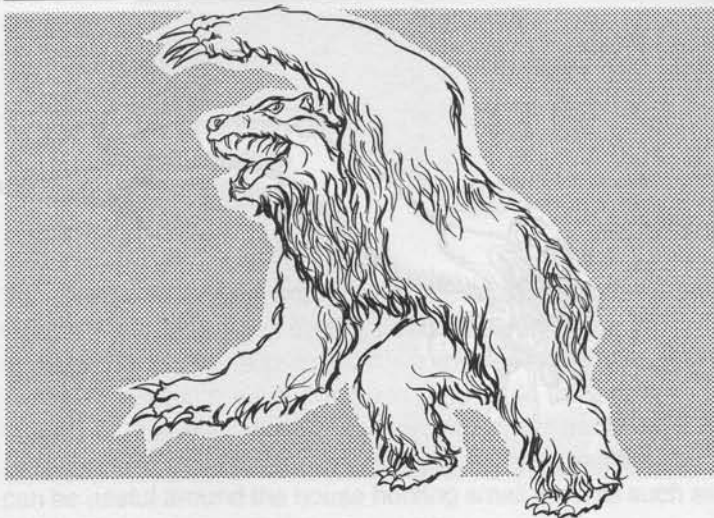
Temperament: (3) Timid
Size: (7) Large
Reflex: (8) Fast
MA: (8) Very Quick
Damage: Hooves 1D6-1
Armor: none

The Churabeast is a timid herbivore on the plains and deserts of Enburg. It will usually run if approached. The creature is a quadruped, with fairly sharp hooves. It is most famous, however, for the odd, tumor-like growth on its back. This growth can be removed safely and easily grows back within a year of removal, but stops growing after a year's elapsed time. Its presence or absence seems to have little effect on the churabeast. This growth is important for its high concentration of the alien hormone Heratophine. This substance is very useful as an antiradiation treatment in Humani and Elomani. Each year, thousands of churabeasts are captured, their growths removed, and then they're released.

Fenris

Temperament: (5) Neutral
Size: (4) Small
Reflex: (5) Average
MA: (5) Average
Damage: Bite 1D6-4
Armor: None

The fenris is a small canine that can be found on many temperate worlds. In the wild, they tend to prey on lizards and mice, but will run from humans whenever possible. If raised from pups, they make excellent pets.



Harris' Panda

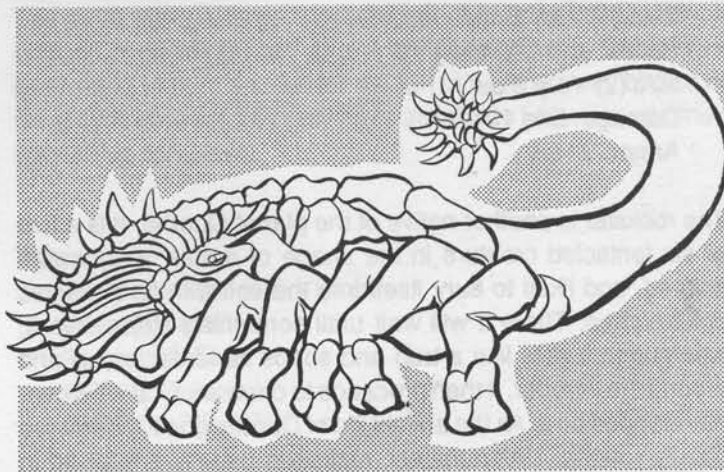
Temperament: (10) Vicious
 Size: (7) Large
 Reflex: (9) Very Fast
 MA: (8) Very Quick
 Damage: Claws 1D6+5
 Armor: None

Harris' Panda is one of the most vicious animals in the Empire. It is also one of the most valuable. The pelt from one panda, which can come in almost any color from stark white to bright blue to vivid red, can sell for as much as 5000cr. Scientists feel that the bright color of the panda's fur is a signal to other wildlife of Dinurua to stay clear. They breed quickly, and would almost always rather fight than run. To quote the discoverer, Monte Harris, "Their design philosophy seems to be that the best defense is to rip your lungs out first!"

Hidemouse

Temperament: (2) Timid
 Size: (2) Tiny
 Reflex: (7) Above Average
 MA: (3) Slow
 Damage: None
 Armor: None

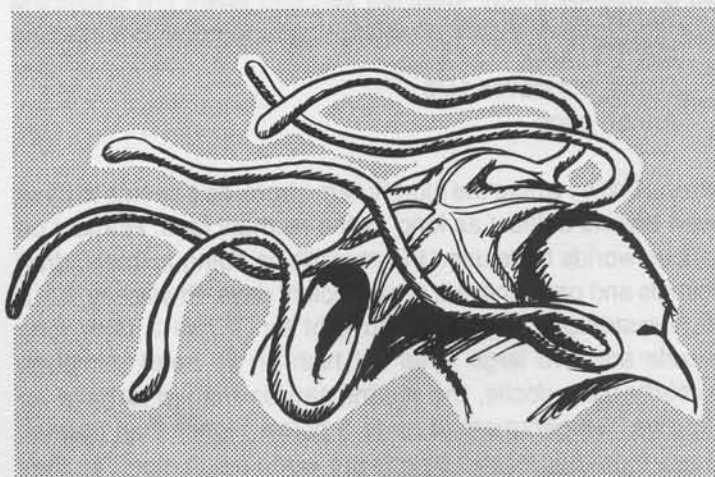
This small rodent can live almost anywhere. In the wilds it nests in underground tunnels and runways, but if given the opportunity it will happily move indoors into the walls of dwellings, and into hard to reach places inside starships. Its name comes from its habit of collecting any small objects it can find. These objects, usually no two alike, are kept in its warren. It seems only limited by the size of the objects it collects. Apparently, there is some instinct that the individual with the largest collection in a community has mating privileges. Hidemice are very clever thieves, and seem able to differentiate between makes and models of the objects they collect. Finding a Hidemouse collection can prove to be quite profitable. A hidemouse will never fight, but it may dart in and try to steal some small object.



Jorixx Megalith

Temperament: (7) Aggressive
 Size: (10) Monstrous
 Reflex: (5) Average
 MA: (9) Fast
 Damage: Tail 5D6+10; Nose ram 3D6+5; Feet 6D6+4
 Armor: 5K on front, 2K on back and side, 1K on belly

The megalith is arguably one of the largest creatures known to the Empire. It is big enough and fast enough to give a Mekton a good fight. Its top speed in Mekton scale is 5 hexes. The megalith has ten legs, and moves with an odd, almost centipedal motion. It apparently has no head, and the front of its fat, sausage shaped body is capped with a pointed bony plate. It has two small eyes just behind the bony plate. It prefers to attack with its tail, which is capped by a spiked ball that does incredible damage with each blow. It also likes to ram its larger opponents with the bony plate at its front, while much smaller opponents are simply trampled beneath its feet. Originally discovered on the planet Jorixx, the Megalith has since been found on many hot desert worlds. How they got there is unknown.

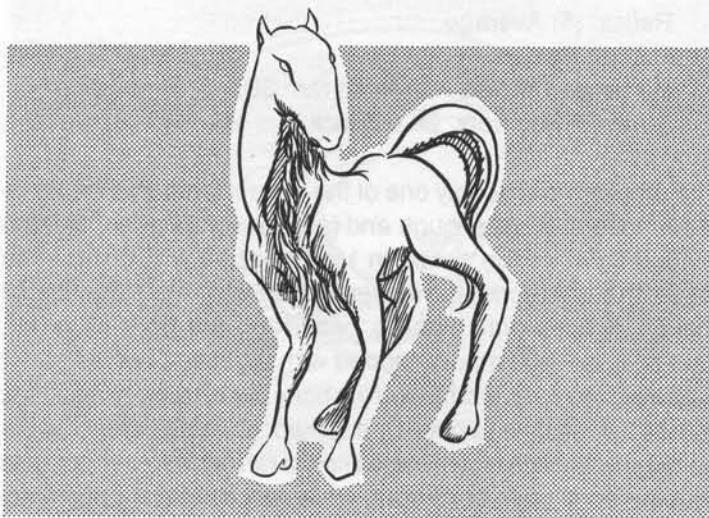


Mackel's Rockstar

Temperament: (7) Aggressive

Size:(3) Very Small
 Reflex: (10) Lightning
 MA: (2) Very Slow
 Damage: Bite 1D6-2
 Armor: 2 Hits

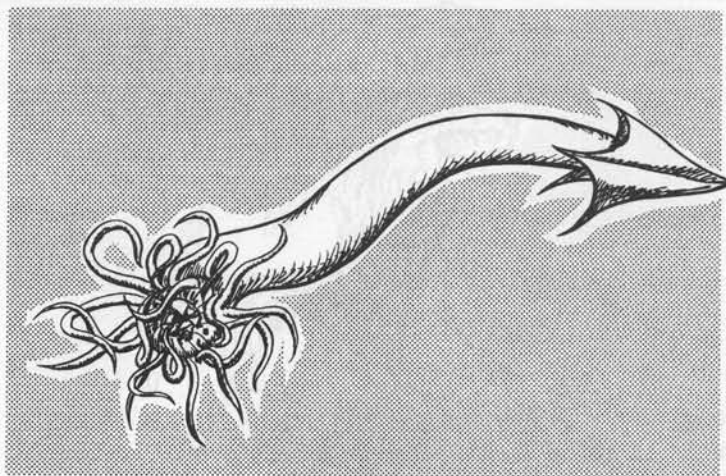
The rockstar is another native of the planet Quotha. It is a five or six tentacled creature in the shape of a star. It is neutral colored, and likes to bury itself into the soil with its tentacles outstretched. There it will wait until something steps onto it, whereupon it acts like a trap and snaps its tentacles up and around the intruder. It then proceeds to chew away at whatever has stepped on it. As the animal life of Quotha goes, it is not too deadly - alone. Unfortunately, rockstars usually are found in fairly large groups. Once one is encountered, it is like stepping into a mine field. There are probably several hundred in the same area.



Murtrill

Temperament: (4) Quiet
 Size:(7) Large
 Reflex: (8) Fast
 MA: (7) Quick
 Damage: Hooves 1D6
 Armor: none

No one knows where the murtrill came from, as it seems to have been around at least as long as the Humani race. Humani on various worlds have used the murtrills as riding animals, draft animals and pack animals since ancient days. Physically, it is a large quadruped, covered with light fur. It has a fairly long muzzle and two large eyes set high on its head. Although normally quite docile, the murtrill can be trained to have an effective Temperament of up to 3 points higher than normal. These more aggressive beasts are worth much more, as they make excellent war steeds.



Nuraken

Temperament: (9) Very Dangerous
 Size:(9) Huge
 Reflex: (6) Average
 MA: (4) Sub-average
 Damage: Teeth 3D6+3
 Armor: none

The nuraken is a huge tentacled mollusk that swims in the waters of Nura. It is long and tubular in shape, and its front end has a ring of eighteen tentacles surrounding a large circular mouth with three huge teeth. It likes to capture its prey and drag it underwater. Generally, however, it does not wait for the victim to drown, and begins to eat the victim alive. Unfortunately, it seems to have a particular fondness for Humani and Elomani flesh, which makes the lives of the divers of Nura very hazardous.

Omnibeast

Temperament: (6) Active
 Size:(7) Large
 Reflex: (6) Average
 MA: (4) Sub-average
 Damage: Teeth 1D6+3
 Armor: 5 Hits

The omnibeast is a true omnivore. It is capable of eating almost anything it can reach, including animals, people, trees, rocks, and whatever else happens to come along. Fortunately, they are rather slow, and can be outrun. They are also not particularly aggressive, but tend to hide in their tunnels and lairs, and wait for food to blunder in.

Omnibeasts are native to Talois, and have not been found anywhere else thus far. Physically, they are large and squat, with six stout legs and a very large mouth filled with unpleasant looking teeth.

Ookloo

Temperament: (4) Quiet
Size: (4) Small
Reflex: (4) Sub-average
MA: (4) Sub-average
Damage: Bite 1D6-4
Armor: None

The Ookloo is a small omnivore that can be found on many worlds. It has huge green eyes, small hands with nimble fingers, and a prehensile tail. It seems to have an almost hypnotic ability vs. small semi-intelligent creatures, and uses this method to capture its prey. They are quite easily tamed from the wilds, and are often sold as pets. They are very playful and charming, and can be useful around the house hunting small rodents such as hidemice.



Swiftkiller

Temperament: (9) Very Dangerous
Size: (6) Human Sized
Reflex: (8) Fast
MA: (8) Very Quick
Damage: Jaws 1D6+2; Claws 1D6+3
Armor: None

The swiftkiller is a large, warm blooded, quadrupedal reptile. It is found in the jungles of Gangiol, and is a carnivore. Some have been seen to hunt and kill for the fun of it. Its primary choice of weapon is its teeth, but they have also been known to use their very sharp foreclaws.

Teracophir

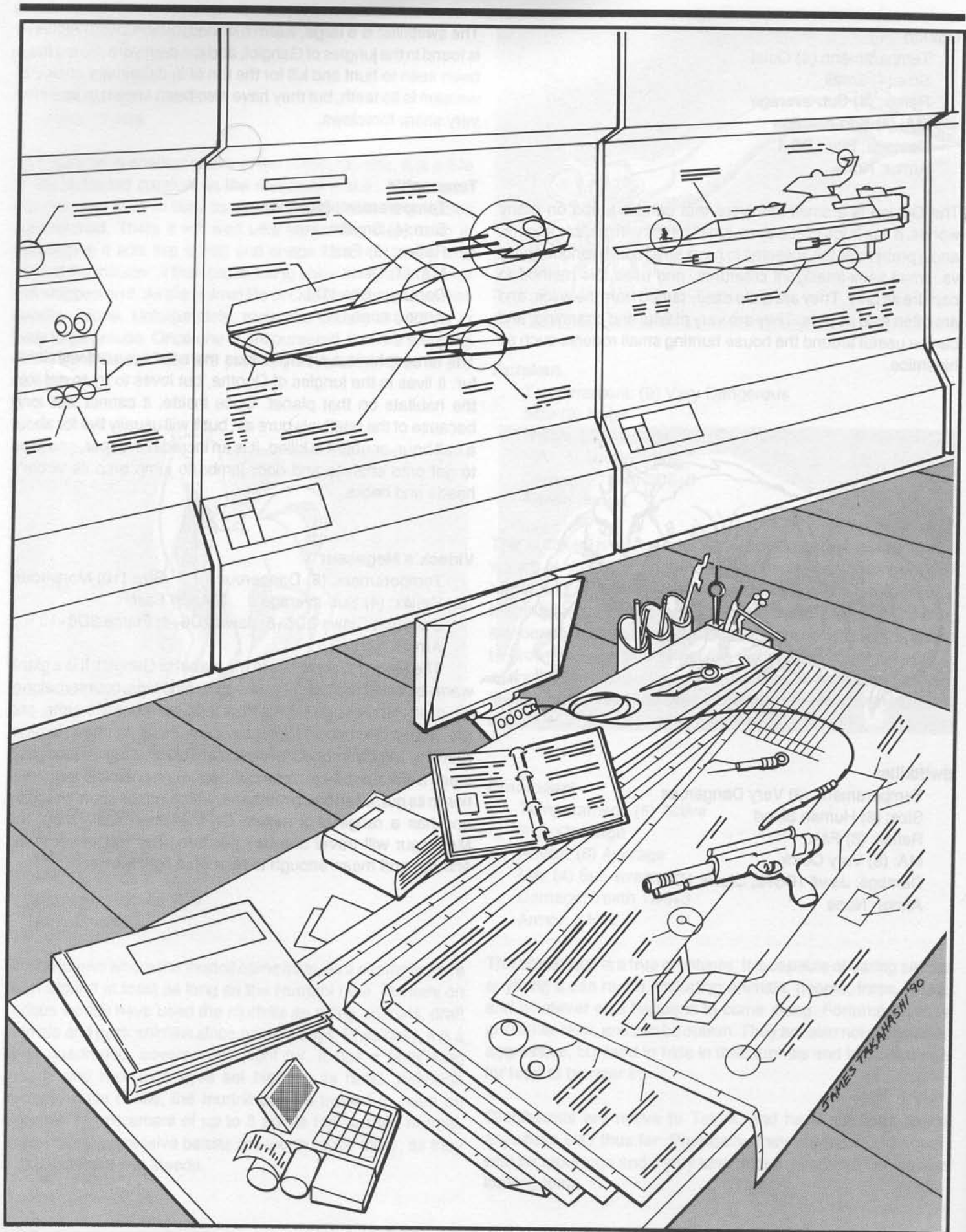
Temperament: (10) Vicious
Size: (4) Small
Reflex: (8) Fast
MA: (7) Quick
Damage: Bite 1D6
Armor: none

The teracophir is a small, vicious mammal covered with thick fur. It lives in the jungles of Quotha, but loves to try to get into the habitats on that planet. Once inside, it cannot last long because of the relatively pure air, but it will usually live for about a half hour, or until it is killed. It is an incredible leaper, and likes to get onto shelves and door jambs to jump onto its victim's heads and necks.

Videck's Megasaur

Temperament: (8) Dangerous Size: (10) Monstrous
Reflex: (4) Sub-average MA: (8) Fast
Damage: Claws 3D6+8; Jaws 2D6+4; Flame 3D6+10
Armor: None

The Megasaur is native to the planet of Gangiol. It is a giant, warm-blooded reptile that walks on its hind legs, counterbalancing itself with its large tail. Its front legs are more like arms, and are larger and more muscular than those in most bipedal reptiles. The claws on its forelimbs are razor sharp and tough as steel. It will also bite in close quarters. By a chemical fermentation in its gut, it can belch methane, which ignites spontaneously and has a range of 2 hexes. On a Mekton scale map, the Megasaur will travel one hex per turn. The megasaur is big enough and mean enough to take on a light Mekton.



"Where have you been?" Krissdiin whispered nervously as Kimi jumped in beside her in the cab of a battered green Gravtruck. "I was about to leave without you!" The tall half-Elomani girl pushed the control wheel forward and the gravtruck lurched to a noisy start.

Kimi grinned as she rummaged in her tool kit, carefully putting away a handful of tools. "I just had a last little errand to take care of before we left."

Suddenly sirens sounded behind them. "Oh, winds of space!" Krissdiin pushed the wheel forward and the gravtruck shot off into the darkness. "They've already found the guards we knocked out! The mounted guards will be after us any minute!"

Kimi tapped her friend on the shoulder, pulling a dozen bright colored crystalline components out of her belt pouches. Krissdiin recognized them as anti-grav lift actuators. "Not without these, they won't!"

Krissdiin and Kimi laughed as, somewhere behind them, a squad of mechabike guards cursed their inert machines in vain.

Technical Guides

Weapons

In *Mekton Empire*, the weapons used are somewhat more powerful and high tech than those of *Algol*. The weapon types listed in *Mekton II* are certainly available, but are considered outdated by the citizens of the Empire. Newer materials such as ceramics and high stress plastics are used for most of the components, making for weapons that weigh less, are more accurate and have a better range than their *Algolian* counterparts.

Autopistols

Handguns are treated as per the *Mekton II* rules. Ammunition is sold in disposable clips at 10cr each. The outmoded Gyropistol has not been used for quite some time in the Empire, but may still be purchased in some lower tech locations (Tech 6-8).

Semiauto Rifles

These are the same as in *Mekton II*. Ammunition is again sold in disposable clips at 10cr each, but the ammunition will not work in similar sized handguns, nor will the clips fit into the weapon.

Needleguns

Needleguns and Needle Rifles are slightly different in the Empire. Rather than using a small needle of metal, a high-stress, but highly dissolvable crystal needle is used. The needle

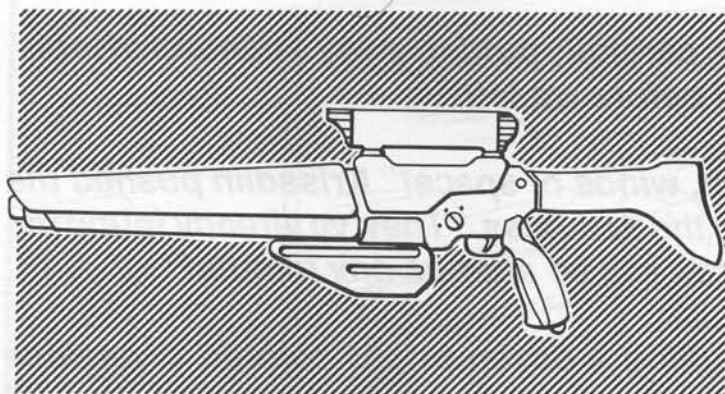
is strong enough to penetrate armor as in *Mekton II*, but once in the body, it rapidly dissolves into a tranquilizing agent. This takes only about two turns. Another advantage is that no tell-tale metal needle is left behind in the body. Other than a small entry wound, the crystal needles are untraceable. As with the handguns and rifles above, needlegun crystals come prepackaged in disposable clips. These clips cost 5cr for the handgun version, and 12cr for the Needle Rifle clips.

Cone Rifles

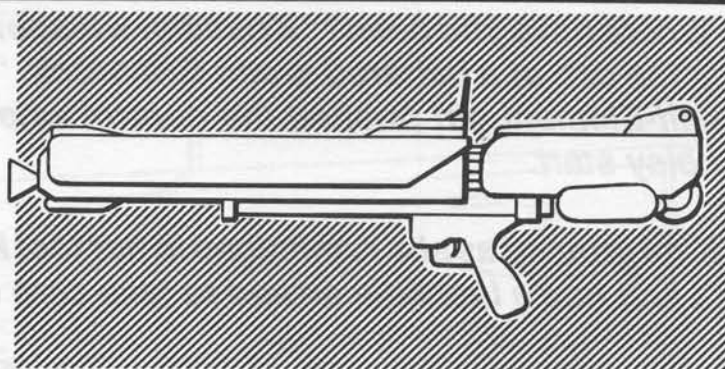
Another innovation of the Empire is the cone rifle. These devastating weapons fire 2mm diameter steel needles, propelled by high power magnetic coils in the barrel. The needles leave the barrel at such a high velocity that they cause a very large amount of damage for the size of the projectile. The clips are rather expensive, however, because they contain both the needles and the power supply. Each clip for a Cone Rifle will cost 20cr.

Auto Shotguns

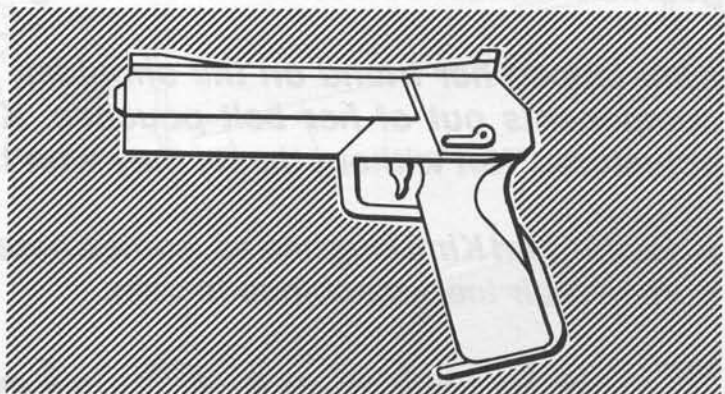
The auto shotgun is treated like the standard shotguns in *Mekton II* except that they have a reloading feature that readies the next round for use without having to reload or pump a new round into the chamber. As with most other Empire weapons, reloads are made through the use of a disposable clip, but in this



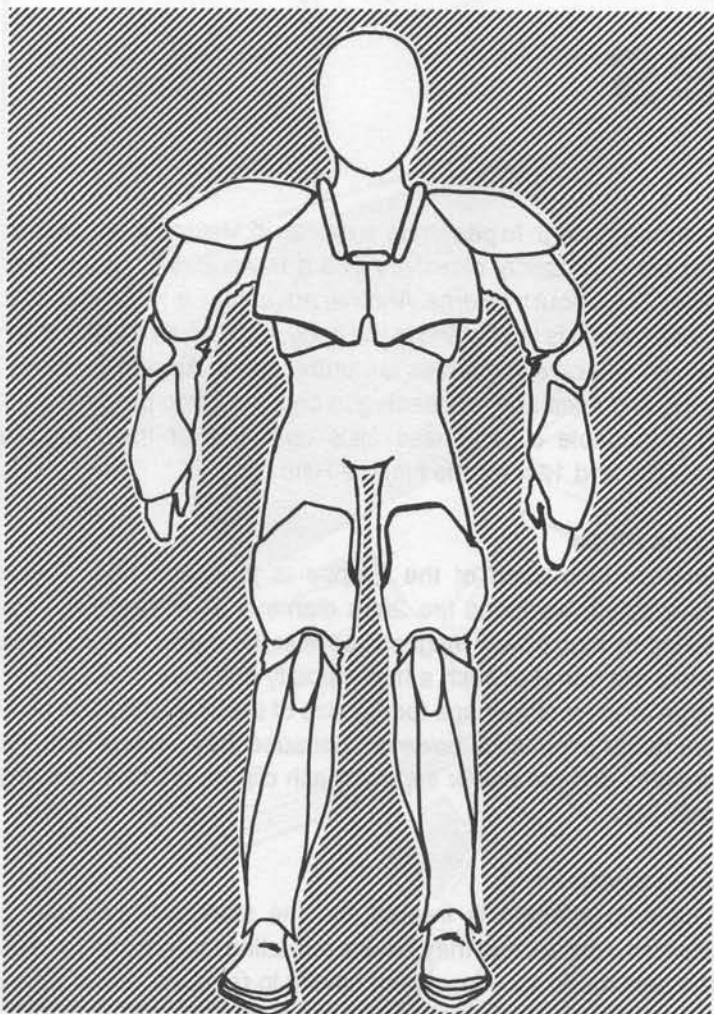
STUN MASTER RIFLE



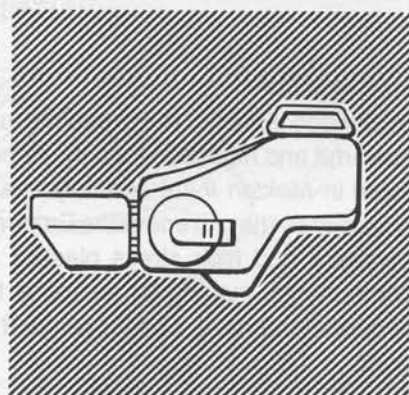
CONE RIFLE



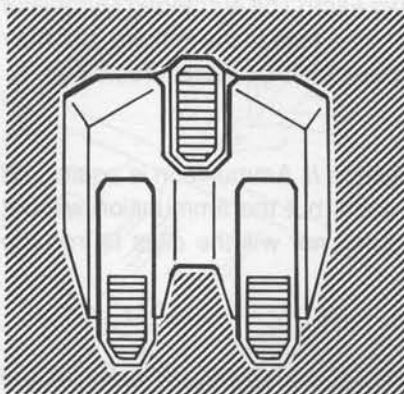
NEEDLE GUN



MULTI-POLYMER PLATE



HOLO CAMERA



PERSONAL FORCE FIELD

case the clip is a tube that mounts under the barrel, giving the shotgun an over/under look. Clips for the Auto Shotgun cost 10cr each.

Lasers

Hand Lasers and Laser Rifles are coming into wide use in the Empire. These weapons fire a coherent beam of pulsed light that causes damage to the target. Most vary in the amount of damage they can cause. Unlike the projectile weapons, lasers cause a fixed, non-random amount of damage which may be set by the user. Each point of damage drains one point from the power pack, and the setting must be specified before the shot. There are two types of powerpack available: the powerclip for Handlasers and the backpack for Laser Rifles. Powerclips provide 20 points of power, and plug right into the grip of the gun like a handgun clip. The backpack provides 50 points of power, and is connected by a power cable feeding into the rifle. There is also an adapter available that allows the belt pack to plug into the handlaser, providing the larger storage capacity. Extra powerclips cost 100cr each, while the belt packs cost 200cr each. The pistol adapter costs 20cr. All powerpacks come with a plug-in recharge cable that allows them to recharge from a common wall outlet, and recharge at the rate of 10 points per hour.

Plasma Rifles

The plasma rifle is a very powerful weapon, and is usually only found in military situations. (They can be found on the black market for a very stiff increase in price.) They are illegal on most planets for other than military use. Like the laser rifle, they can be set for any power setting from one to twenty, and cause a fixed amount of damage equal to the power setting used. They can be used with the laser rifle belt pack (using a 30cr adapter - see Lasers for the price of the packs), but are commonly operated from a backpack sized power pack. The backpack holds 100 points of power and additional backpacks cost 600cr each. The backpack cannot be fitted to the laser rifle. Like the laser power packs, the backpack recharges at a rate of 10 points per hour.

Stunmasters

The stunmaster is available in either pistol or rifle versions. This weapon fires a beam of energy that overloads the body's nervous system, hopefully causing the victim to pass out from the shock. Like needle guns, each successful shot (in any location) requires the victim to make a Stun/Shock Roll to remain conscious. Each succeeding shot will reduce their base Stun/Shock by one, and require another roll. Once the victim is out, he or she will remain unconscious for 1d6/2 hours.

PROJECTILE WEAPONS

Handguns	Damage	SH	BV	WA	WT	RNG	Cost
PK-731 7.65mm Autopistol	1D6	13	NA	+0	.5kg	20H	70cr
PK-930 9mm Autopistol	1D6+1	9	NA	+1	.6kg	20H	75cr
PK-114 11.6mm Autopistol	1D6+2	8	NA	+1	.9kg	30H	100cr
PN-14 Needlegun	Sleep dart	10	NA	+0	.5kg	25H	80cr

Rifles/Shotguns	Damage	SH	BV	WA	WT	RNG	Cost
EK-13 7mm Semiauto Rifle	1D6-1	30	NA	+1	3.8kg	130H	150cr
EK-98 9mm Semiauto Rifle	1D6+1	20	NA	+2	4.2kg	130H	200cr
EK-12 7mm Autorifle	1D6-1/ hit	30	5	+1	3.9kg	100H	350cr
EK-981 9mm Autorifle	1D6+1/ hit	20	4	+1	4.3kg	100H	450cr
EN-114 Needle Rifle	Sleep dart	30	NA	+2	3.1kg	140H	120cr
EN-914 2mm Cone Rifle	1D6+1	20	NA	-2	2.9kg	200H	300cr
ES-9 Auto Shotgun	1pt/ hit	7	NA	+3	3.2kg	25H	200cr

ENERGY WEAPONS

Handguns	Damage	SH	BV	WA	WT	RNG	Cost
LM-99 Handlaser	1-4 var	*	NA	+0	1.2kg	75H	200cr
LM-101 Handlaser	1-7 var	*	NA	+1	1.3kg	70H	300cr
SM-15 Stunmaster	Stun	20	NA	+1	.9kg	50H	200cr

Rifles	Damage	SH	BV	WA	WT	RNG	Cost
LR-56 Laser Rifle	1-10 var	*	NA	+2	4.5kg	200H	500cr
PNR 88 Plasma Rifle	1-20 var	*	NA	+2	4.7kg	180H	1500cr
SMR-15 Stunmaster	Stun	40	NA	+2	3.1kg	200H	350cr

Personal Armor

Personal armor in the Empire is much the same as it was on Algol. It can be tailored to the character's personal specifications and price range, and its Stopping Power depends on its cost and weight. Ballistic mesh armor comes in ranges from 4 to 8 SP, while multipolymer armor comes in a range of 6 to 9 SP. But armor in the Empire can go further, and there are a few specialty suits available as well.

Imperial technicians have, of course, refined the armors somewhat over that used on Algol. Battlemesh is lighter and less bulky, while multipolymer armor is slightly lighter and the joints so well designed that it will hardly slow down the user at all.

Ballistic Mesh

SP	4	5	6	7	8
Cost	5cr	10cr	15cr	20cr	25cr
Wt	.05kg	.1kg	.15kg	.2kg	.25kg

SP 4 cloth resembles regular cloth, and comes in almost any color.

SP 5 cloth is slightly heavier, and also comes in many colors.

SP 6 cloth resembles heavy cotton cloth, and comes in many colors.

SP 7 cloth is thick padded cloth, and comes in most basic colors.

SP 8 cloth is very heavy padded cloth, and comes in khaki, green, tan, white, and camo pattern.

Multipolymer Plate

Multipolymer plate is molded in most colors, and can be fitted to cover every part of the body except the head. All five areas must be covered, and the total cost and weight added together. Thus,

complete SP 6 armor consist of torso armor, two arms, and two legs for a total cost of 150cr, and total weight of 2.5 kg.

SP	6	7	8	9
Cost	30cr	35cr	40cr	45cr
Wt	.5kg	.7kg	.9kg	1.1kg



Personal Force Fields

Empire technicians have been developing personal force screens for some time now. The most advanced model now available is a backpack-sized device that generates an SP 5 wall of energy all around the wearer. This dome shaped screen will stop projectile and melee weapon damage. It will not stop light or energy, and thus lasers and stunmasters are unaffected. Likewise, it is not impervious to

gasses or the user would soon run out of air. This means that

A armor	SP	Cost	WT	Protects*
Force Screen	5	4000cr	1.5kg	T A L H
Imperial Guard Plate	7	175cr	3.5kg	T A L
Guard Helmet	8	40cr	.8kg	H
Mecha Corps Vest	5	10cr	.1kg	T
Mecha Corps Jacket	6	45cr	.45kg	T A
Mecha Corps Helmet	8	50cr	1kg	H
Guardsman Battleplate	6	150cr	2.5kg	T A L
Guardsman Helmet	7	25cr	.7kg	H
Battlesuit	6	75cr	.75kg	T A L
P-Suit	4	150cr	1kg	T A L
Industrial P-Suit	5	200cr	1.5kg	T A L
Light Space Suit	7	250cr	2kg	T A L
Heavy Space Suit	9	350cr	3kg	T A L
Military Space Suit	11	450cr	6kg	T A L H
Hostile Atmosphere Suit	5	600cr	8kg	T A L H
Standard Space Helmet	7	80cr	1kg	H

*Protects: T = torso; A = both arms; L = both legs; H = head

it will not stop any sleepgas or similar type weapons either. In the case of explosions, only three points of damage will be stopped. This is because the screen stops all debris and shrapnel, but the blast energy and heat still get through unchecked.

These screens are expensive, finicky and unreliable. Thus, they are not widely used at present. A character who was a highly-placed Imperial agent might be issued one for a special mission, but no one could buy one at any price. Imperial technicians are working on smaller, cheaper, and more effective versions.

Imperial Guard Battleplate

Although the Imperial Guard normally wear their bright green uniforms and ceremonial swords, there is a serious combat side to them. Each member of the Guard is issued a suit of battleplate, which is a complete suit of multipolymer armor with matching helmet. The armor is specially manufactured in the Guard's bright green color scheme. The armor has an SP of 7, and the helmet has an SP of 8. Each helmet also has a radio wired in, tuned to the guard's base frequency. This allows the guardsmen to communicate with each other even in the fiercest fighting.

Imperial Mecha Corps Armor

Besides the power armor used by the Imperial ground forces, each mecha pilot is issued a battlevest of SP 5 ballistic mesh. The battlevest protects only the torso, and is intended to be worn while piloting the mecha. Alternately, a pilot may wear an SP 6 flight jacket that provides protection to the torso and both arms. The latter is allowable flight dress, but the individual pilot must buy the flight jacket himself. It is not issued as standard equipment.

The operations helmet worn by most corps personnel provides SP 8 protection, and has radio hookups similar to those used by the Imperial Guard. Flight helmet radios are more sophisticated, however, having several tunable frequencies for the different levels of command, plus an emergency frequency only used by a pilot in trouble. In addition, most mecha helmets have tell-tales and targeting displays built into the visor.

Guardian Battleplate

This is not to be confused with standard Imperial Guard Battleplate. It is a less expensive knockoff product that is sold to the general market. It is used by independent government, corporate guards, and other similar uses. Although it looks like the Imperial Guard Battleplate, Guardian plate only provides SP 6 protection. A helmet is available with it or separately that has no radio and only provides SP 7 protection to the head. Guardsman plate is molded in many different colors such as red, blue, orange, purple, white and black. It is not molded in green.

Fightingsuit

This is a jumpsuit made from SP 6 ballistic mesh. It is available almost anywhere in the Empire and in many markets outside Imperial influence. It is sold in a variety of colors including blue, red, green (not Guard Green), white, tan, khaki, and several camouflage patterns.

Space Suits

Several space suit models are available, each tailored for a different sort of work.

P-Suit

The P-suit (pressure suit) is a light weave of fabric that provides SP 4 protection to the torso, arms and legs. It provides no protection against any type of solar or cosmic radiation. The P-suit must be used with both the Standard Space Helmet and an Oxy Pack. It is designed for planet surfaces and short-period operation in deep space. This is the suit most likely found as emergency stores aboard a passenger ship. Many P-suits are designed as one-size-fits-all for this purpose, but these are not very comfortable. A one-size emergency suit reduces a character's Reflexes by two steps while it is worn.

Industrial P-Suit

The Industrial P-Suit consists of three layers of heavier grade material. It will provide SP 5 protection, and also provides some protection against ultraviolet radiation. Like the standard P-Suit, it must be used with a Space Helmet and Oxy Pack. This suit is intended for heavy-duty planetary surface work or short to medium period work in deep space or in orbit. Again, this is sometimes found as a one-size suit intended for workers in space.

Light Space Suit

The Light Space Suit is made from many layers of cloth, with types of plastics and foils layered in. These layers provide protection from most ordinary levels of solar radiation. The suit itself provides SP 7 protection and requires the Space Helmet and Oxy Pack. These suits must be tailored for the individual. They are used by most people who own their own suits for light duty use.

Heavy Space Suit

Like the light space suit, the heavy suit has many layers of cloth, plastic and foil. It is the same concept, but provides SP 9 protection, as well as protection from fairly heavy levels of solar radiation. It also requires the Space Helmet and Oxy Pack. Most people whose professions require work in open space will own this sort of suit.

Military Space Suit

The military suit is combines the Heavy Space Suit with a suit of Plate Armor. The result is a suit that can withstand high levels of solar radiation, and provides SP 11 protection from damage. This suit does include a specially-designed helmet and heavy

duty oxy pack that provides 6 hours of air, and enough food and water for 2 days.

Hostile Atmosphere Suit

This suit only provides a small amount of protection from radiation, and provides only SP 5 protection. It will, however, stand up to corrosive and insidious atmospheres better than even a Military Space Suit. Whereas a normal suit will only last 1D10 hours in an insidious atmosphere, and 1D10 minutes in a corrosive atmosphere, the HA suit will last about 1D10 hours in a corrosive atmosphere, and indefinitely in an insidious one.

Standard Space Helmet

This helmet has a built-in radio, as well providing hookups for food, water and air. Any of these can be sealed off if not needed. The helmet provides SP 7 protection to the head only, and can withstand high levels of solar radiation.

Standard Oxy Pack

This is a back pack that provides 3 hours of air, and 1 day's supply of water and liquid nutrient. It costs 100cr, and weighs 1.5kg.

Heavy Duty Oxy Pack

This oxy pack provides 6 hours of air, and 2 day's supply of water and liquid nutrient. It costs 200cr, and weighs 2.5kg.

Personal Equipment

Virtually all the equipment listed in *Mekton II* is available to the player characters. However, given the increased tech level and relative prosperity of the Empire, lots of other neat and nifty items are available for fun and profit.

A-Grav Pack (Cost=3000cr Wt=8.6kg): A backpack with foldable wings. The short metallic wings on this backpack extend and are the grav elements that allow the user to fly. The pack also has a harness that attaches to the neck and upper arms of the user, and these allow the user to control the direction and velocity of flight. The A-Grav Pack does require some practice to use properly.

Sticky Putty (Cost=50cr Wt=.3kg): A small wad of off-pink colored putty. It is very pliable and will stick to almost anything; the exceptions being oiled surfaces, some forms of special plastic, and living flesh. As a result, it is sold in a small, plastic-coated container. It can be used to stick almost anything to anything, and has an adhesive strength of up to 250 pounds. It must be kneaded before use, however, or it will not have the desired strength. After about 2 hours, it will lose its adhesive properties and fall off the object to which it is applied.

Trifilament Cord (Cost=100cr Wt=.4kg): 100 ft of very thin, very light cord made from three strands of high tensile monofilament. It will support up to 300 pounds.

Pocket Winch (Cost=300cr Wt=.5kg): This is a very small winch that can attach to a person's belt, and will wind against up to 300 pounds. It is electric powered, and must be recharged after use for three hours. Often used with Trifilament cord for climbing.

Stick-Up Kit (Cost=425cr Wt=1.3kg): A small case that contains a Pocket Winch, 100 feet of Trifilament Cord, and 1.3kg wad of Sticky Putty. The cord has a small attachment that the Sticky Putty can be stuck to, and can be inserted into a small, compressed air gun (also included) for firing at targets. The Stick-up Kit is illegal on many planets as it is perfect for cat burglars.

Flypads (Cost=500cr Wt=.4kg): A set of four pads of an incredibly sticky substance. When worn on the hands and knees, a set of Flypads will allow the user to literally crawl up walls and hang on ceilings. They do have the disadvantage that they will let go after about five minutes unless moved or reattached.

Coldlight Sticks (Cost=3cr Wt=.1kg): These are small (20cm) sticks that glow brightly when broken and shaken. One stick will illuminate a small room for up to two hours once activated. Once they wear out, they are simply thrown away. Coldlight sticks come in a variety of colors, for use in signalling, laying out temporary landing strips, etc.

Desk Holo Generator (Cost=1500cr Wt=1.6kg): This is a six inch cube that projects a holographic image with sound from a 2 inch laser disk. One disk stores up to 5 minutes of holographic images, 30 minutes of flat images, or 2 hours of sound alone. Disks cost 2cr each and are erasable and reusable.

Pocket Holo Generator (Cost=2000cr Wt=.4kg): This device is the pocket version of the desk holo generator, usually appearing as a 3 inch cube. It uses the same type of laser disk as the desk model.

Holo Camera (Cost=800cr Wt=1kg): A small recording device about the size of a loaf of bread, used to make the holographic laser disks used in desk and pocket holo generators. Picture quality is enhanced by the use of a tripod mount, while sound is better if recorded with separate stereo microphones.

Microscanner (Cost=2000cr Wt=.1kg): The microscanner is a 3/4 inch diameter, 1/4 inch thick disk of electronics. A chip camera is in the center, and it is surrounded by a microminiature microphone and a powerful transmitter. It can transmit its signal up to 3 km away, and transmits both sight and sound. It also has a receiver built into it, that allows the various sensors to be remotely selected to pick out the desired type of information.

Radio Implant (Cost=5000cr including operation Wt=negligible): This is a small radio receiver that is implanted just behind the ear, and transmits its sounds to the user by bone inductance. Its frequency cannot be changed except by a remote signal sent by the transmitter. Once the incision has healed, it is practically undetectable, and can be implanted under local anesthesia.

Grav Work Platform (Cost=300cr Wt=20kg): This is a small radio controlled disk that will float at any height off the ground. It can also move slowly in any of four directions. Each disk comes with a small hand-held transmitter that control the platform without being attached. The disk itself is about a meter in diameter, and about 30cm thick. These disks are used for almost everything from ship repair to changing light fixtures. This handy device makes the stepladder obsolete.

Vehicles

Vehicles similar to those listed in *Mekton II* can be purchased. Remember that Algol was a Tech Level of 7 during the time of the book, while the Empire is Tech Level 8. Thus, the Empire is beyond simple fan vehicles, making those types of vehicles cheaper to buy. For any given vehicle in the *Mekton II* rulebook, subtract between ten and twenty percent from the basic cost of the vehicle. Thus, a Fanmaster sedan which cost 4000cr on Algol would only cost 3200cr to 3400cr in the Empire.

Of course, there is something better in the Empire: Gravs. Grav vehicles hover much as do the fan vehicles, but they are quieter and do not produce the massive downwash of air required for a fancar. They are, of course, a little more expensive, but then progress generally is. All vehicle Movement Allowances are given in Mekton scale hexes.

Gravcycle or Flycycle (Cost=1300cr MA=8 Hits=20): This vehicle seats up to two people in tandem, and is supported by three grav units: one in front and two in back.

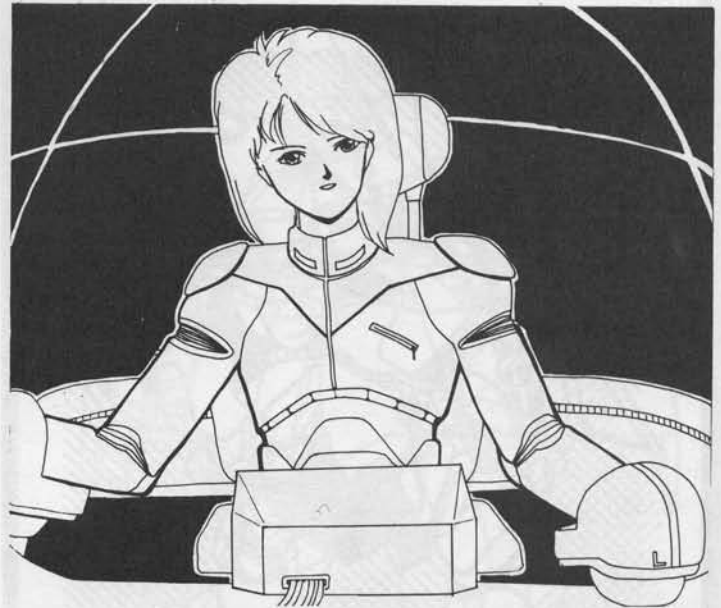
GravSedan (Cost=4800cr MA=6 Hits=35): This is the family car of the Empire. It will seat four or five, and has six grav coils on the underside for additional stability.

Gravster (Cost=7200cr MA=9 Hits=30): This is the favorite sports car in the Empire. It seats only two, although a third might fit in the somewhat cramped "backseat".

Gravtruck (Cost 6000cr MA=6 Hits=60): The cargo carrier of the Empire. It seats two in the cab, and has lots of cargo space in back.

Gravtractor (Cost 12,000cr MA=6 Hits=90): This is the big rig for carrying large cargos. The back can either be enclosed or open depending on the load to be carried. It is the equivalent of the semi-tractor/trailer rig.

Target Drones (Cost 2000cr MA=18 Hits=5): This is a small, lightweight version of a mechafighter, about a meter in length. It has a radio-linked computer in it, and is designed to fly special patterns for mecha combat target practice. Obviously just everyone wouldn't buy one, but they are invaluable for governments trying to train their mecha pilots how to shoot at "live" targets. Some special target drones are designed with carry low-power lasers that score simulated "hits" on training Mektons (recorded by the trainer's computer). These cost about twice as much as unarmed drones. They can also be rigged to carry holocameras (purchased separately) instead of lasers.



Imperial Mecha

In general, Imperial mecha are much like their *Mekton II* cousins; with one major exception. Thanks to the more efficient technologies of the Empire, mecha are far cheaper. **When building an Imperial Mekton, reduce it's overall cost (as in *Mekton II*) by 10% to reflect the factors of mass production.** In our examples, this is signified by the CP cost marked by a small "†".

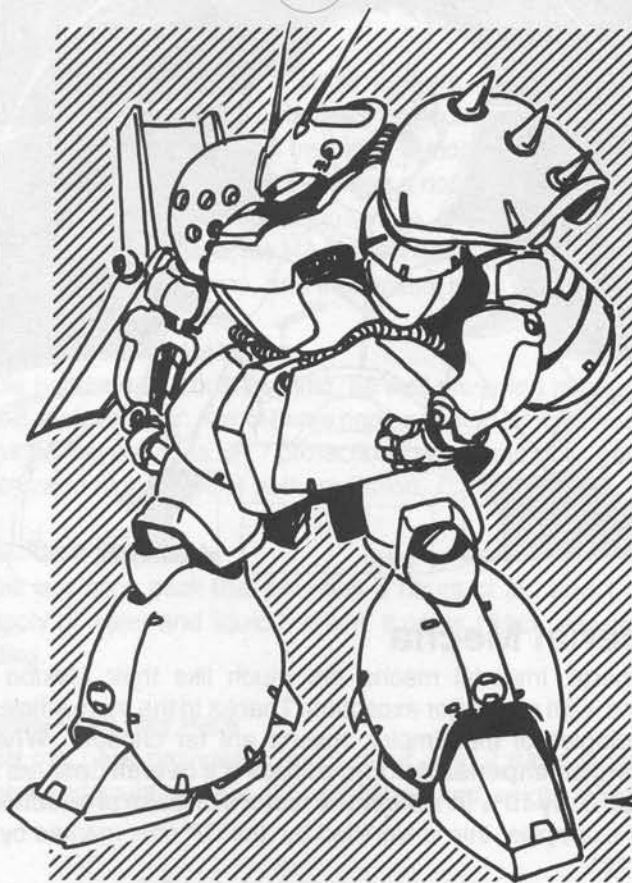
In addition, Imperial mecha have a number of small improvements over Algolian models. These include:

Remote Bits: These are remotely powered laser systems which may be controlled up to 10 hexes away from the Mekton. Bits are extremely useful in space combat, as they give a mecha greater "reach" and can act as a defensive perimeter. You may fire any or all Remote Bits as one action. **Range=8 • WA=0 • Damage=1K • Kills=1K • Shots=Unlimited • CP=2 each**

Psi-Control Systems: These are psionic inductance headsets which allow a psychic pilot to control a Mekton (from inside the cockpit). Psi-controls impart faster reaction speeds and actions to their pilots. Designing a mecha with psionic controls adds an additional 30% to the base cost of your mecha design.

Anti Gravitic Generators: These are the Imperial alternative to thrusters. A-Gravs use no fuel and are silent. A-Gravs cost 1CP for every 1 point of thrust, and available on any Tech 8 (Interstellar) culture. Extra A-Gravs do not add to Flight MA.

Booster Packs: These are limited solid fuel boosters which can be attached to a mecha to increase speed. A booster pack holds a total of 30 MA points; these may be used at a rate of up to 5 per turn in addition to the mecha's current flight MA. Thus, a Mekton with a maximum MA of 16 could reach speeds of up to 21 for a limited number of turns. Booster packs are disposable and cost 3CP each.



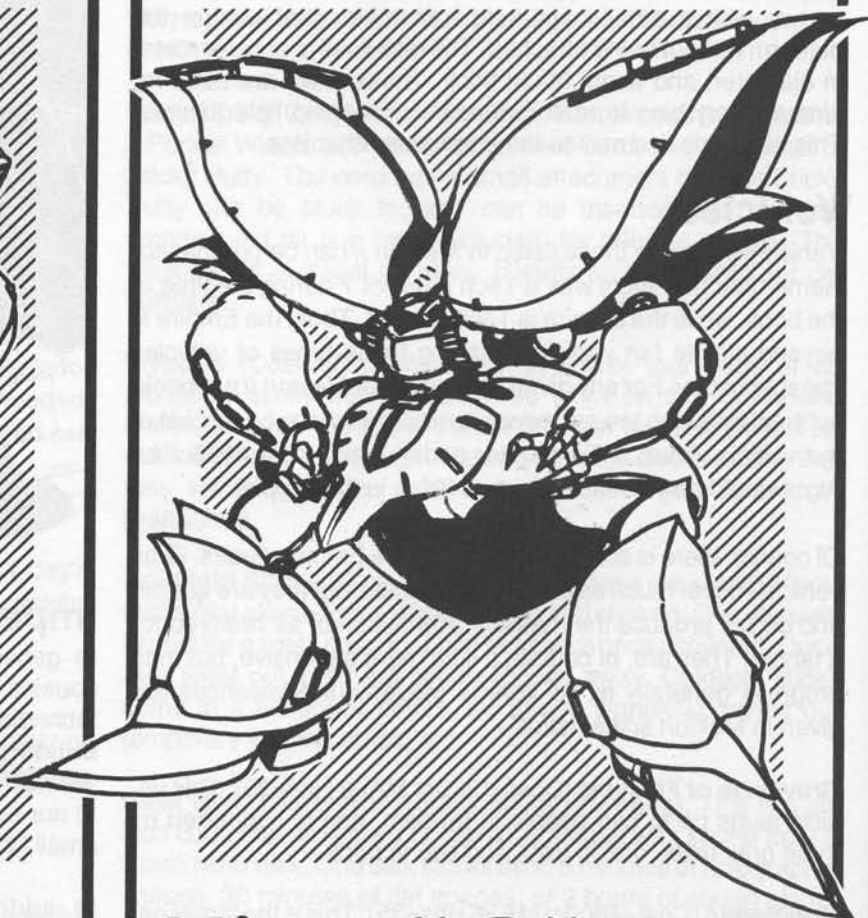
Warhammer

A standard mecha used by members of the Dessaan Free States, the Warhammer was designed for patrol and area denial missions. Warhammers have served with distinction in a number of campaigns, including the 3rd Dessanni Systems Conflict.

80 Tons CP: 160 (144†)
Ground MA: 4
Flight MA: 14 **MV:** 8 **Powerplant:** MH

Area	Class	Armor
Main Body	LH	AH
Arms	LH	AH
Legs	LH	AH
Head	LH	AH

Movement: 6 points thrusters, 6 points A-Gravs
Weapons: 2 autocannon, 2 lasers in head, 1 missile rack, 1 hand carried 300mm cannon.



Fion "G"

A typical advanced Elomani Mekton, the Fion is a psionically controlled mecha used to protect Eloman Gateships. The Fion class relies chiefly upon its screen of remote bits, as well as its extreme speed and maneuverability.

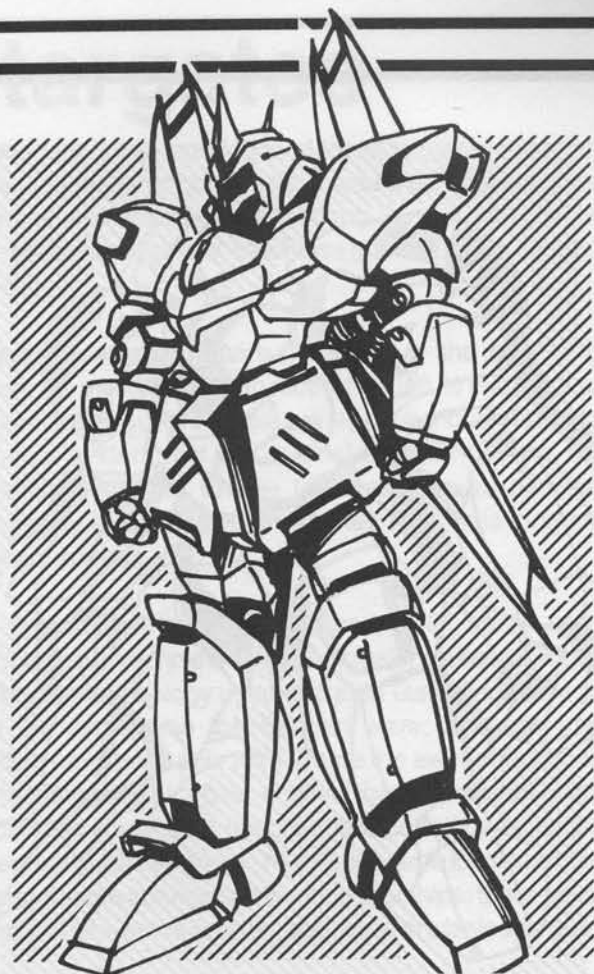
65 Tons CP: 175* (158†)
Ground MA: 6
Flight MA: 12 **MV:** 6 **Powerplant:** MW

Area	Class	Armor
Main Body	MW	MH
Arms	MW	MH
Legs	MW	MH
Head	MW	MH

Movement: 4 points thrusters, 5 points A-Gravs, 2 Booster Packs.

Weapons: 6 remote bits, 1 beam saber.

*Modified by 30% for psi-controls



StarKnight

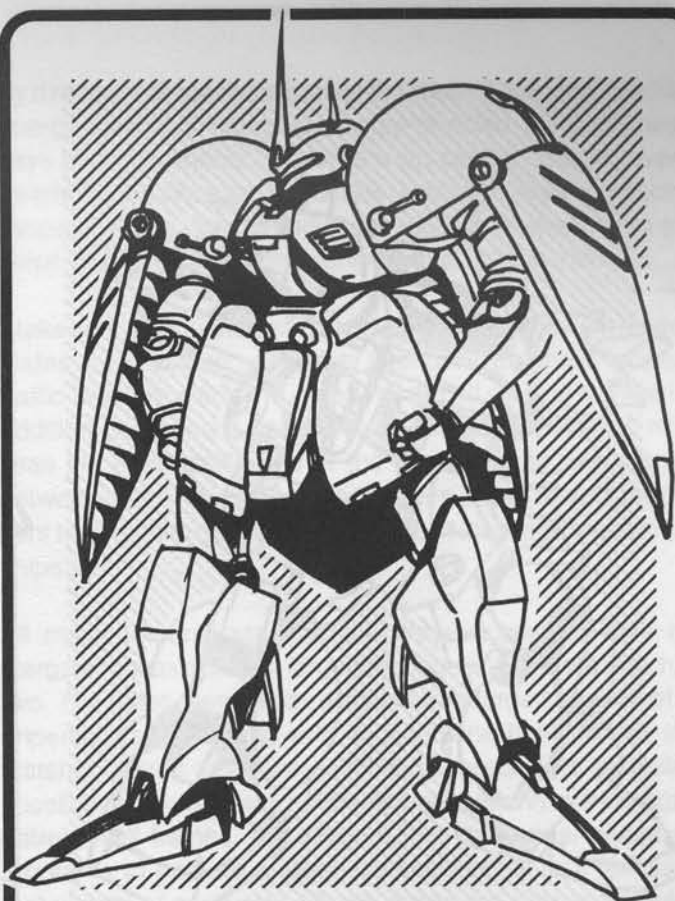
A well known mecha of the Imperial Corps, the Star Knight boasts a rounded package of weapons, armor and options. With missions including convoy duty, planetary defense, orbital patrols and exploration, the StarKnight series has served the Empire well in all capacities.

65 Tons **CP: 130 (117†)**
Ground MA: 6
Flight MA: 13 **MV:-6** **Powerplant: MW**

Area	Class	Armor
Main Body	MW	MH
Arms	MW	MW
Legs	MW	MW
Head	MW	MW

Movement: 5 points thrusters, 5 points A-Gravs

Weapons: 2 autocannon, 1 laser in head, 3 missile racks, 1 hand-carried plasma cannon, 2 energy sabers.



RANMA Type .5

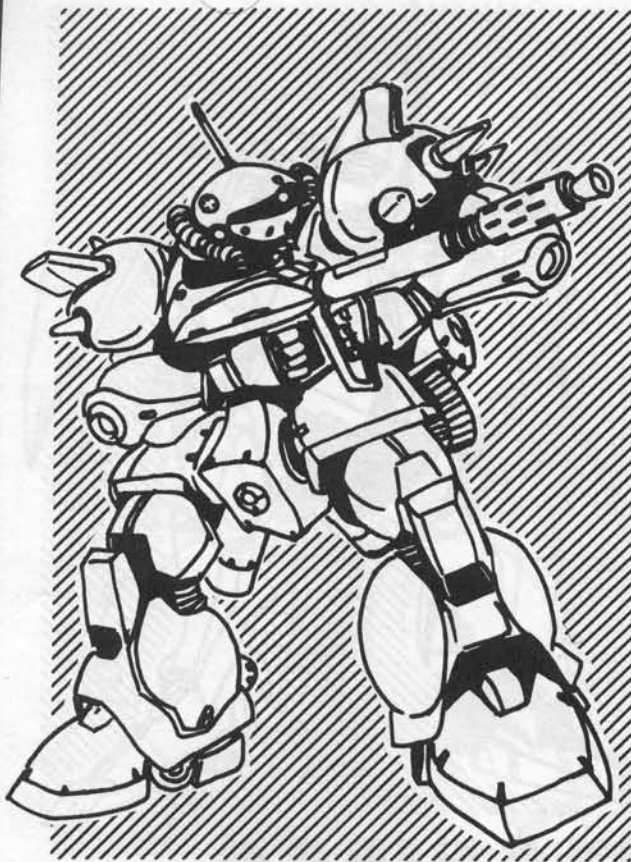
An inexpensive and durable suit favored by mercenaries, particularly those of the Freelancer's Legion, The Ranma Type .5 balances its light weapon load with its transforming capabilities.

60 Tons **CP:120 (108†)**
Ground MA: 6
Flight MA: 18 **MV:-6/-8** **Powerplant: MW**

Area	Class	Armor
Main Body	HS	LH
Arms	HS	LH
Legs	HS	LH
Head	HS	LH

Movement: 4 points thrusters, 9 points A-Gravs, transforms to Mechafighter Mode.

Weapons: 2 energy sabers, 2 shields, two shoulder mounted plasma cannon.



Samurai

The Samurai series is a mass produced unit used by many Fringe world systems. Moderately armored and armed with a reliable autocannon, the Samurai is the typical "grunt" suit of the Empire.

60 Tons (120 CP)

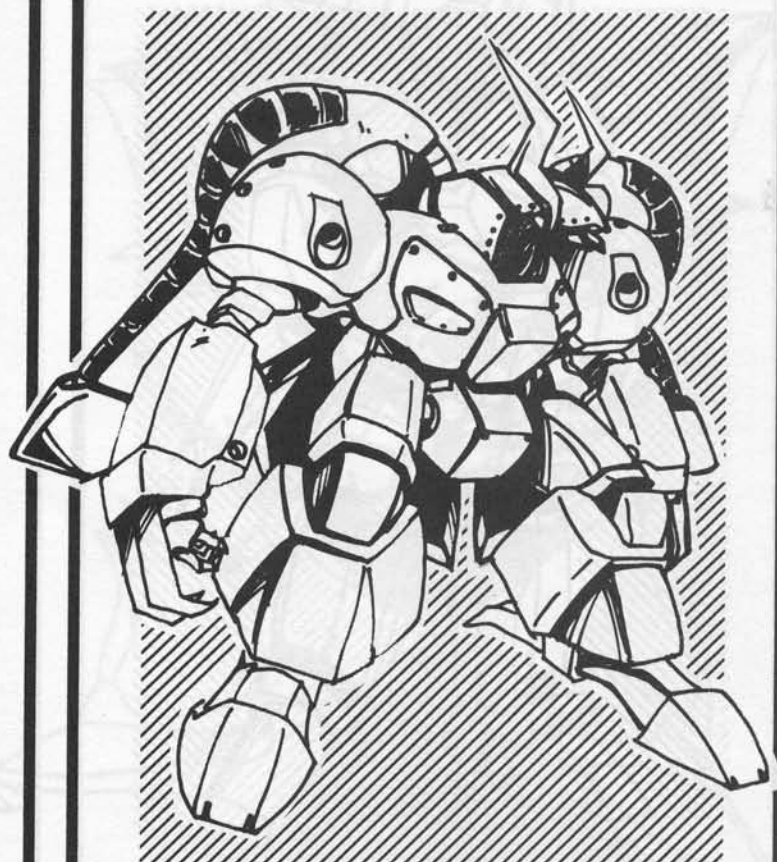
Ground MA: 6

Flight MA: 13 **MV:**-6 **Powerplant:** MW

Area	Class	Armor
Main Body	HS	LH
Arms	HS	LH
Legs	HS	LH
Head	HS	LH

Movement: 10 points thrusters

Weapons: 2 lasers in head, 2 missile racks, 1 hand carried autocannon, 1 energy saber.



Tala-Spirit

The premier mecha of the New Femina Mecha Battalion, the Tala combines lethal speed and long range firepower to devastating effect. The Tala Mark I is equipped with standard controls; however, the Mark II is equipped with psionic controls and extra sensors (for an additional 50 CP).

80 Tons (160 CP)

Ground MA: 4

Flight MA: 14 **MV:**-8 **Powerplant:** MH

Area	Class	Armor
Main Body	LH	AH
Arms	LH	AH
Legs	LH	AH
Head	LH	AH

Movement: 2 points thrusters, 12 points A-Gravs, 2 Booster Packs.

Weapons: 4 remote bits, 2 plasma cannons in chest, 1 beam saber.

Stargates

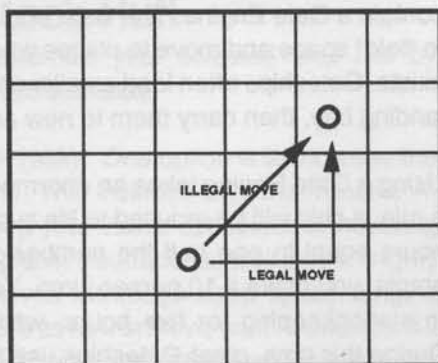
The stargate is the foundation of travel in the *Mekton Empire*. Without these titanic constructs, it would be impossible for the millions of inhabitants of the far flung Bendar Spiral to hold a coherent society together, much less rule an Empire of hundreds of suns.

The original stargates were creations of the now long-lost Bendari, the mysterious alien race which left its many advanced devices scattered over the galaxy they mysteriously abandoned. It appears evident that the original Bendari designs used a variation of the Gate Engine to create a extra dimensional passageway in space, propelling their multi-mile long craft to superlight speeds.

Gate engines are massive devices; solid cores of metal surrounding a black hole which is their major source of propulsion. The Bendari technology used to create Gate Engines was lost about the same time the Bendari were; although Imperial scientists have been able to re-create the awesome forces that exist in the center of a gate engine, they have been unable to duplicate the sophisticated metallurgical techniques that allowed the Bendari to contain them. All existing Gate Engines are relics scavenged from abandoned Bendari starships; there are only a few dozen in the entire Empire, and these are jealously guarded.

With only a few gate engines in existence, and most of these in Aggendi hands, the scientists of the Compact were forced to find other ways to create intersellar capability. The result was the stargate; a joint Kirini-Humani design which allowed the Bendari multi-dimensional effect to be harnessed on a less compact scale.

A stargate is a huge metal framework, usually hexagonal or octagonal in shape, ringed with powerful gravitic generators and power satellites. In the center is a captive black hole, held in place by bending gravity fields around it. In theory, as a ship enters the center of the stargate, the gravity generators intensify and direct the black hole's effects into a tight linear tunnel. The intensified black hole punches a rift through the space time continuum, opening a tightly controlled "space warp" between itself and a matching stargate along the direction of travel. The ship is hurled into the rift and emerges moments later at the new stargate.



By directing this space warp towards specific gates, and matching energy potentials, new gates can be selected. Although theory says that with enough power, a warp can be opened over a nearly infinite distance, in practice, stargates have an effective range of 15 parsecs (15 adjacent squares on the Empire star map). However, within this range, travel is instantaneous.

It takes about ten minutes to program a gate for a new destination. Gates are designed with safety interlocks to prevent incoming traffic from transiting the gate until the all clear is signaled. In addition, part of each gate contains a modulation circuit, which uses the tidal oscillations of the black hole to transmit data between gates. This recent modification allows messages to be sent from gate to gate without the use of message torpedoes or ships.

All major Imperial star systems have access to their own stargate; occasionally, a large and populous system may have two. The gates themselves are usually guarded by units of the Imperial Mecha Corps, with at least one battlecruiser level starship in orbit at all times. Although hijacking a stargate is possible, it would be extremely difficult; not only are the armed patrols well trained and diligent, but the actual codes and programs to operate a Gate are known only to a few select technicians at each gate. These codes are changed regularly and are very difficult to intercept.

Gate Engines

Few in number and a mystery even to those who use them, gate engines are one of the greatest inventions of the now vanished Bendari. In theory, they allow a ship to create its own dimensional rift around itself, then shift that rift to reenter normal space at a point many parsecs away. But that's theory; most technicians barely know how to maintain a Gate Engine, much less how it exactly operates. As Gate Engines are an unreproducible artifact of the Bendari, this means that there will never be more than twenty Gate Engines in an Empire campaign.

The effective range of a Gate Engine being 10 parsecs, most travellers find it easier to use a stargate instead. However, for pirates, the military and exploration missions, they are an overwhelming advantage, allowing their crews to go where no gate exists.

Gate Engines consume a huge amount of a ship's stored power; as a result, Gateships are helpless for one hour for every parsec travelled until they have generated enough power to resume full operations. As a hedge against this, many Gateship owners carry crews of mecha and smaller support cruisers for defense after a Gate jump, trading transportation for protection.

Ships of Empire

If the lifeline of the Empire are its stargates, its backbone are its ships. Mighty fortresses of steel and plex, wrapped in dense armor and bristling with turreted weapons, finlike aerostabilizers, and sensors, the ships of the Empire have held the enemies of Humanity at bay through even the darkest eons...

But first, a word from our sponsor...

Space Ships in Anime (or why this isn't *Starfleet Battles*)

In the true anime genre, ships are basically *props*— huge battlewagons hurling blasts back and forth from weapon batteries that look suspiciously like parts off a WWII cruiser. There are space battleships, space cruisers, even space submarines, all sweeping majestically through huge starfields full of "galactic whirlpools" and "cosmic reefs". In short, we aren't talking about realism here.

In anime, ships exist for three reasons: first, to carry your heroes (and their mecha) from place to place in grand style; second, to provide a panoramic backdrop of titanic battles and exploding spacecruisers while your heroes slug it out Mek to Mek; and third, to give your heroes a place to storm aboard with their mighty mecha, laying waste to the enemy and engaging in rescues and other derring-do. After all, this is a game of giant robot combat.

For this reason, *Mekton Empire* concentrates on the "prop" elements of starships; what they look like, how to move around in them, and whether one ship is particularly tougher than the other. While you can hold a ripping good space battle in an Empire campaign, the emphasis is not on constructing the perfect battleship on paper, but on getting out there and blowing each other up.

Types of Imperial Ships

Empire ships are normally designed along a cylindrical plan, with a top and a bottom; theoretically, this is to allow atmospheric combat. Aerostabilizers are found even on the largest vessels; with their powerful engines and antigravity generators, even the titanic battleships of the Grand Fleet can land on planets.

Most Imperial ships, however, suspiciously resemble flying WWII battleships, bristling with turrets, fins and huge guns. Alien ships, of course, can look any way they want; in the anime genre, the more bizzare the alien ship, the better (look at

Macross and *Odeon*). However, special effects aside, there are really only three classes of ships in anime or the Mekton Empire.

Cruisers: A Cruiser is any type of small spaceship. Cruisers are usually used in a support role, as are ASW and frigate class ships today. Cruisers are equipped with CIDL (close-in-defense-lasers, effective only against mecha, which must make a save vs destruction), Weapon batteries (types of turret guns that can be aimed at as many targets as the ship has batteries), and a Main Weapon (a heavy power weapon used specifically against other starships, and which can actually damage a Battleship).

Larger Cruisers may also carry mecha as part of their weapons. Mecha cannot operate within a Starcruiser; they are limited to entering the hangar bay of the cruiser. Cruisers usually employ mecha as offensive weapons against other cruisers.

Battleships: These are huge warships designed to carry mecha and troops. A Battleship is a heavily gunned behemoth, impervious to most mecha-scaled weapons.

Battleships not only have CIDL, Weapon Batteries and Main Weapons, but also can mount *Star Class* weaponry as well. Star Class weapons are planetbusting hellweapons that can annihilate almost anything in their paths (see the *Super Dimensional Cannon* for example).

Mecha can move around inside of a battleship, using specially designed access corridors. However, most Battleship corridors are man-scaled, and only a few can be used by mecha. The number of hexes of Mecha-sized corridor in a Battleship is based on it's class.

Type	Interior Hexes
Planetary Class	10
Star Class	15
Nova Class	20
Supernova Class	25

Gate or Hyperwarp ships: Gateships are battleships which contain a Gate Engine. The Gate engine allows the battleship to "fold" space and move to places where no Stargate actually exists. Gateships often load smaller cruisers and mecha into a landing bay, then carry them to new areas.

Using a Gate Engine takes an enormous amount of power. As a rule, a ship will be reduced to life support only for a period in hours equal to one half the number of parsecs jumped (example: you make a 10 parsec jump. Your ship will be reduced to stationkeeping for five hours, while its drive recharges). During this time, most Gateships use the mecha and cruisers carried in their landing bays to act as a protective screen. This is one way in which smaller ships and mecha pay for the cost of a Gateship jump.

Selecting a Hull

The first step in building your warfleet is to copy a Ship Record form (page 101). The Ship Record Form is used for two purposes. The first is as a worksheet and record of the systems of your ship; when you take damage, it will be written on this form. The second function is as a map; the deck plan section is marked in a grid of 50 meter hexes, which are used to map out the interior of your ship for boarding actions and close combat

The ships of the Mekton Empire are constructed in modular sections, in huge orbiting spacedocks. Over the many years of war, the process of ship design has become simplified to permit easy interchange of parts and weapons (especially from salvaged wrecks). The result is a series of standardized ship designs, or **hulls**, which are classified by their **tonnage**, total number of **kills** the hull can take, the number of **hardpoints** available for weapons, the amount of space available for **mecha bays**, the total amount of **crew** required to run the ship, the maximum number of **CIDL** laser turrets which can be installed, and the heaviest **armor SP** which can be used on the hull.

This means the first choice in the ship building process is to pick a hull type with the right balance of cost and options. **The base cost of a hull is equal to the number of hull kills x 10.**

SHIP TABLE

Ship Type	Hull Kills	Weapon Batt.	Main Weapons	Star Class	Mecha Bays	CIDL Rating	Map Hexes	Total Screens	Armor SP	Tons	Total Crew
Freighter	100K	1	0	0	0	2	25	1	0	200	4
Frigate	200K	1	0	0	0	2	50	1	100	400	20
Corvette	300K	2	0	0	1	3	75	2	100	600	40
Destroyer	400K	3	0	0	2	3	100	2	200	1000	60
Battlecruiser	500K	3	1	0	3	4	150	3	200	5000	100
Heavy Cruiser	600K	4	2	0	4	5	200	3	300	10,000	200
Planetary Class Battleship	700K	5	3	1	5	6	250	4	300	25,000	300
Star Class Battleship	800K	6	4	1	6	7	300	4	400	50,000	400
Nova Class Battleship	900K	7	5	2	7	8	350	5	400	100,000	500
Supernova Class Battleship	1000K	8	6	2	8	9	400	5	500	200,000	600

Improving a Stock Hull

The next step is to customize your selected ship hull by improving some of its basic statistics.

Improve Engine Power (MA): One option is to increase the size of your ship's engine. This includes both the massive A-Grav generators that keep your titanic spacecruiser hovering aerodynamically over a planet's surface, as well as the mighty fusion blowtorch that moves it through deep space. Engine power is reflected in Empire as MA, or Movement Allowance. **All ships in Mekton Empire have a normal speed of 10 MA.** For an additional 200 CP, you may increase your MA by 1, up to a maximum MA of 14.

Gate Engines: A gate engine cannot be installed in anything less than a Star Class Battleship. A gate engine is never bought; it must be discovered or otherwise awarded to players by the Referee of the particular campaign. It is assumed that in the *Mekton Empire*, there may be as few as twenty actual, running gate engines in existence, although they are occasionally discovered on drifting Aggendi wrecks in the remotest areas of the galaxy.

Improve Close In Defense Lasers (CIDL): Close in defense lasers are just that; batteries of powerful laser turrets, computer controlled and directed. Like anti-aircraft guns on a naval ship, CIDL systems are used to stop attacking "fighters"; in this case, Mektons that are attempting to board or attack. The CIDL listings in the Ship Table are the stock CIDL ratings for that hull. Additional points of CIDL can be purchased for 200CP each, up to a maximum of 9 CIDL points per ship.

Improve Screens: Screens are immaterial force fields used as a front line defense against attack. They are created by small generators mounted in the hull of the ship. Each ship hull has a maximum number of screen generators it can support, known as its screen rating. You may improve this amount by up to 2 additional screen generators, paying 300 CP for each.

Each screen generator generates 10 points of screening. Note that the *ability* to generate a screen does not mean that the screen is automatically present. In order to generate a screen, you must spend 1 point of MA for every 10 points of screen you intend to create. These ten points are then "burned" away in the process of deflecting attacks.

Example: The Victory has 4 screen generators, giving it a maximum screen rating of 40 points. It will need to spend 4 MA to generate its full 40 points of screens; in this case, the Captain chooses to only spend 2 MA and generate 20 points of screening.

Improved Armor: Armor is the honeycomb of plastics, silicates and metals used to ward off the bulk of space attacks. Armor is purchased as an all-over covering for the entire hull. The armor listed on the Ship Table is the normal maximum SP of armor the ship can carry. However, you may increase your armor by up to 100 SP, paying 2CP for every point of increase.

Extra Sensors: These are the various types of radar, infrared, DeBroglie wave and optical sensors used to guide the ship and aim it's weapons. Each ship automatically comes with one set of sensors as part of it's hull package; these can take up to 200 kills of damage. Additional sets may be purchased at a cost of 200CP.

Extra Mecha Bays: Mecha bays are heavily re-enforced hangars built to hold mecha and space fighters. Each hull type has a maximum number of mecha bays which can be built into it; each mecha bay is capable of holding up to 400 tons of mecha; this may be divided up between several MEKTONS, or used to hold one or more smaller ships (such as frigates or freighters). When mapped on your ship plan, each mecha bay will take up four adjacent spaces. You may purchase additional mecha bays at a cost of 1000CP each, up to two additional per ship.

You may elect to group several mecha bays together as one large bay; this is how very large Gateships carry their protective screens of destroyers and corvettes.

Choosing Your Weapons

The final step in this process is to place your weapons on your ship. As befits the spirit of animé, this is where your ship design is at its most creative.

The weapons of the Empire are the result of many years of warfare; a process of elimination that has favored a few well-tested designs. These weapons are constructed on the same modular plan as most Empire technology, allowing them to be placed in hardpoints on the external hull of the ship.

When selecting weapons for your ship, you will need to balance cost against the number of hardpoints for the weapon type to achieve an optimum mix. There are three types of weapons; **Weapon Batteries** (mounted in turrets), **Main Weapons** (mounted in the hull of the ship, usually along the axis), and **Star Class Weapons** (mounted like Main Weapons, but far more powerful).

Weapon Batteries

Batteries are large groups of weapons used to attack other ships (or an the occasional

mecha suit). A battery is actually a group of weapons firing all at once. Each battery is aimed at a single target; a single attack roll is made, and all damage applied to the target. Weapon batteries include:

Laser Pulse Cannon: More powerful versions of standard MEKTON weapons, mounted in multibarrelled gun turrets. Inexpensive and easy to operate, they are common on all types of Imperial ships.

Plasma Bolt Cannon: These are gun turrets firing plasma energy wrapped in a twisting magnetic field. The field is adjustable, allowing the red bolts of energy to be "bent" up to 15° towards a target.

Mega Missile launchers: These are missile tubes mounted flush to the hull of the ship. Each one fires salvoes of hundreds of missiles, which track as a single group on one target.

Kinetic Kill Cannon: These are huge, turreted weapons firing iridium slugs at near light velocities. They are only mounted on the largest cruisers.

Main Weapons

These are powerful anti ship weapons, usually mounted on the spine of the ship. Main Weapon attacks use a tremendous amount of power. This means that they cannot be used as often as Battery or CIDL attacks. Each Main weapon has a *recharge* time in game turns; the weapon must wait this many turns before it can be reused. Main Weapon types include:

Thermal Lance: These are focused microwave beams which are fired from a central "tunnel" running the length of the ship's spine. Invisible and silent, thermal lances punch through metal like tinfoil.

WEAPON BATTERIES

Type	Damage	RV	Kills	CP
Laser Pulse Cannon	10K	6	10	100
Plasma Bolt Cannon	20K	4	10	200
Mega Missile Launchers	40K	2	10	400
Kinetic Kill Cannon	30K	4	10	300

MAIN WEAPONS

Type	Damage	RV	Recharge	Kills	CP
Thermal Lance	50K	5	1 turn	20	500
Plasma Torpedoes	70K	4	2 turns	20	700
Tachyon Accelerator Cannon	80K	3	2 turns	20	800
X-Ray Megalaser	100K	2	3 turns	20	1000

STAR CLASS WEAPONS

Type	Power	Effect	Kills	Damage	Shots	CP
SuperDimensional Cannon	5	N	300	50	1	3000
Warp Motion Gun	6	M	200	50	1	2000
NovaStar Cannon	7	W	100	50	2	1000

KEY

Damage: This is how much damage (in kills) the weapon causes.

Range Value (RV): This is added to the throw of 2D6. The total must be greater than the range between the ship and it's target.

Recharge: This is the number of turns the ship must wait between firings of the weapon.

Kills: This is how much damage the weapon can take before it's destroyed.

Effect: The type of arc of fire associated with the weapon. This applies to Star Class Weapons only.

Shots: This is how often per game "day" the weapon may be used.

CP: How much, in CP, the weapon costs.

Power (Power Rating): The "Saving Throw" all targets in Range must make or take full damage from the weapon.

Plasma Torpedoes: Explosive packages of superheated gas, held together by a powerful magnetic field that breaks up on contact with a large metal object.

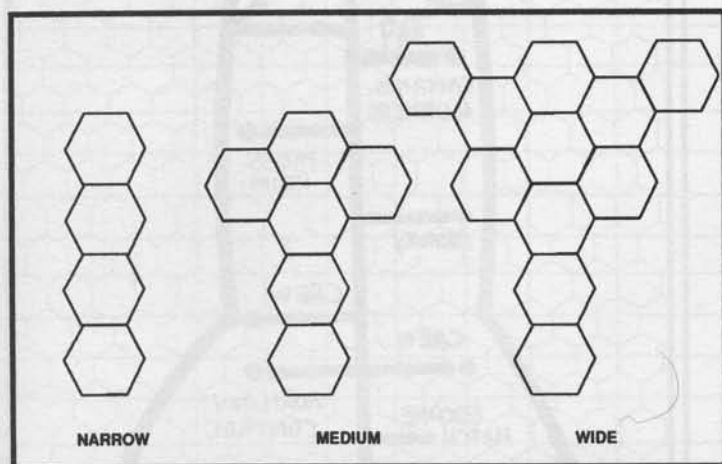
Tachyon Accelerator: Super -powerful particle beams fired from long acceleration tubes in the spine of the ship. Impacting with the target, they tear apart molecular bonds, causing explosions and structural disintegration.

X-ray Megalaser: A fusion-powered laser weapon, firing an intense beam of X-ray energy, which turns the target into superheated, radioactive slag.

Star Class Weapons

These are the huge planetbuster weapons used only on the largest capitol ships. They can be employed against single mecha, but that's like attacking a gnat with a neutron bomb. Most of the time, Star Class weapons are used against entire fleets, star bases, spinner colonies and planets.

All Star Class weapons are based on types of energy projection, bound by together by a powerful magnetic containment field that allows the ship to aim at it's target. The result is a literal "flamethrower" of destruction, capable of destroying entire fleets in a single shot. The cone of destruction is known as the weapon's **effect**. Starclass effects come in **Narrow**, **Medium** and **Wide** (see below)



Like Main Weapons, Star Class Weapons use a tremendous amount of power. However, recharge times are very long. A Star Class weapon can only be used a certain number of times in any one 24 hour period, as listed in the **Weapon Table**, pg. 96.

Star Class Weapons include:

SuperDimensional Cannon: This weapon tears a rift into an alternate dimension, and hurls the hapless victim into the yawning black hole. Occasionally, survivors are not entirely engulfed, but are horribly damaged by the severe gravity effects.

Warp Motion Gun: Using the core elements of a stargate, the Warp Motion Gun distorts reality around the target, causing a failure of

physical laws. Metals don't stay together, chemicals react violently, and the time/space continuum shatters. The target is torn into subatomic particles instantly.

NovaStar: This weapon creates a miniature "sun" of plasma energy, wrapped in a magnetic bottle of immense strength. The nova wave is blasted from the muzzle of the weapon, engulfing everything in it's path with the heat of an exploding star.

Mapping Your Ship

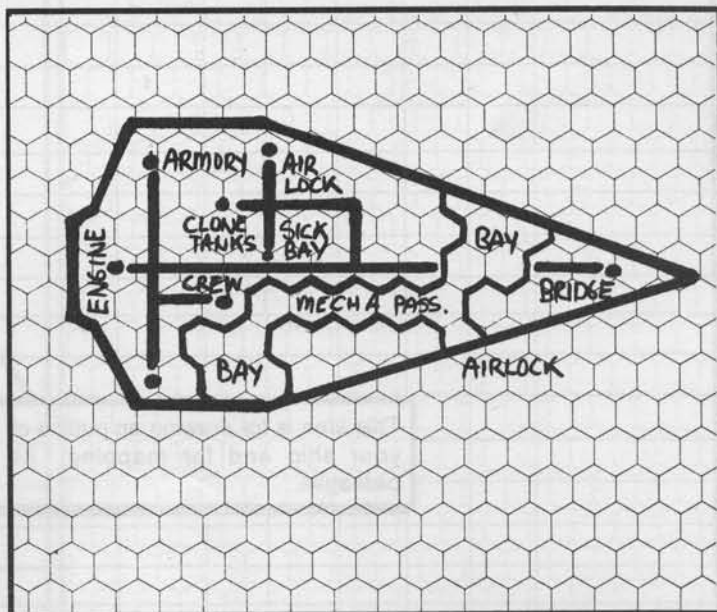
Now that you've picked a hull design, fitted it out with options, and added a good mix of weapons, it's time to take a look at the process of mapping your ship.

Each ship has a total number of hexes it can occupy on the ship map at the top of your Ship Record. Start by drawing an outline of your ship design. It can be in any shape, as long as it does not exceed the total number of hexes allotted for it's hull type. Partially covered hexes count as full hexes.

Once you have an outline of the ship, take a good look at it's design. If it's a Battleship, chances are it will have mecha sized passageways built into it. Using each hex as a 50 meter section of pasageway, graph these out. Make sure at least one of the passages leads to the outer hull of the ship; otherwise, your mecha won't be able to leave the ship!

Next, you'll want to place any mecha bays. Each mecha bay takes up 4 adjacent spaces. You can combine more than one bay to make a very large bay. You'll probably want to join your bays with mecha sized passages, so you can move them around the ship.

Lastly, put in the human-scaled corridors. These can be depicted as lines, with boxes joining them. We usually use a different colored pen or pencil to denote these on our maps.



Here's where you write your basic stats, right off the Ship Table on page 99. As you take damage, erase the old values and write new ones in their places.

Name **VICTORY**
Class **B. CRUISER** Hull Cost **5,000**

Total CP	and write new ones in their places.				Star apons	# Mecha Bays	CIDL Rating	# Map Hexes	Total Screens	Armor SP	Tons	Total Crew
7200	500	3	1	0	3	4	150	3	200	5K	100	

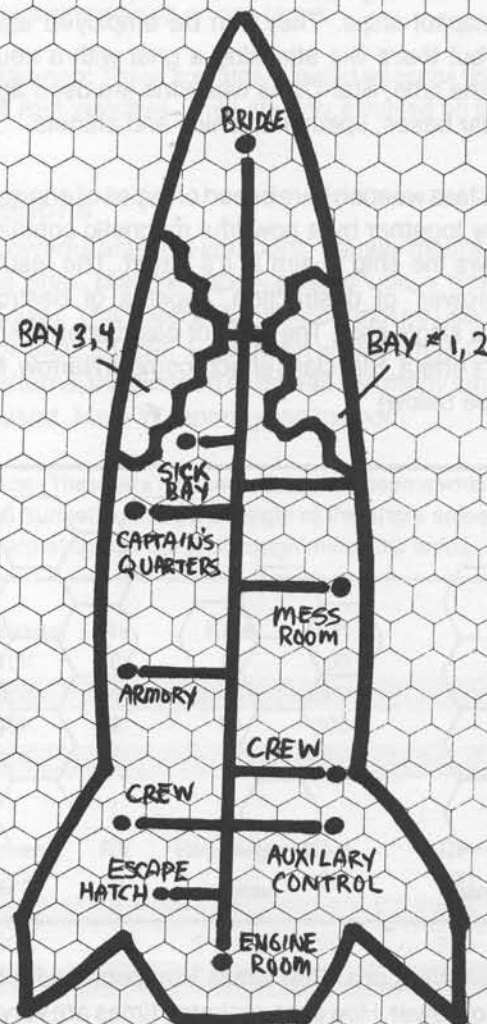
OPTIONS/WEAPONS

Sensors **400**

Options/Weapons	DAM	RV	CHG	KILLS	POW	EFFECT	SHOTS	CP
LASER P.C.	10	6		10				100
LASER P.C.	10	6		10				100
LASER P.C.	10	6		10				100
THERM. L	50	5	1	20				500
MA (+1)								200
SENSORS								200
MECH. BAY								1000
TOTAL								2200

This area is for writing weapons of all types, as well as improvements, Gate Engines, etc.

This area is for drawing an outline of your ship and for mapping its passages.



EMPIRE

Name

Class

Hull Cost

Total CP

**Hull
Kills**

**Weapon
Batt.**

**Main
Weapons**

**Star
Weapons**

**# Mecha
Bays**

**CIDL
Rating**

**# Map
Hexes**

**Total
Screens**

**Armor
SP**

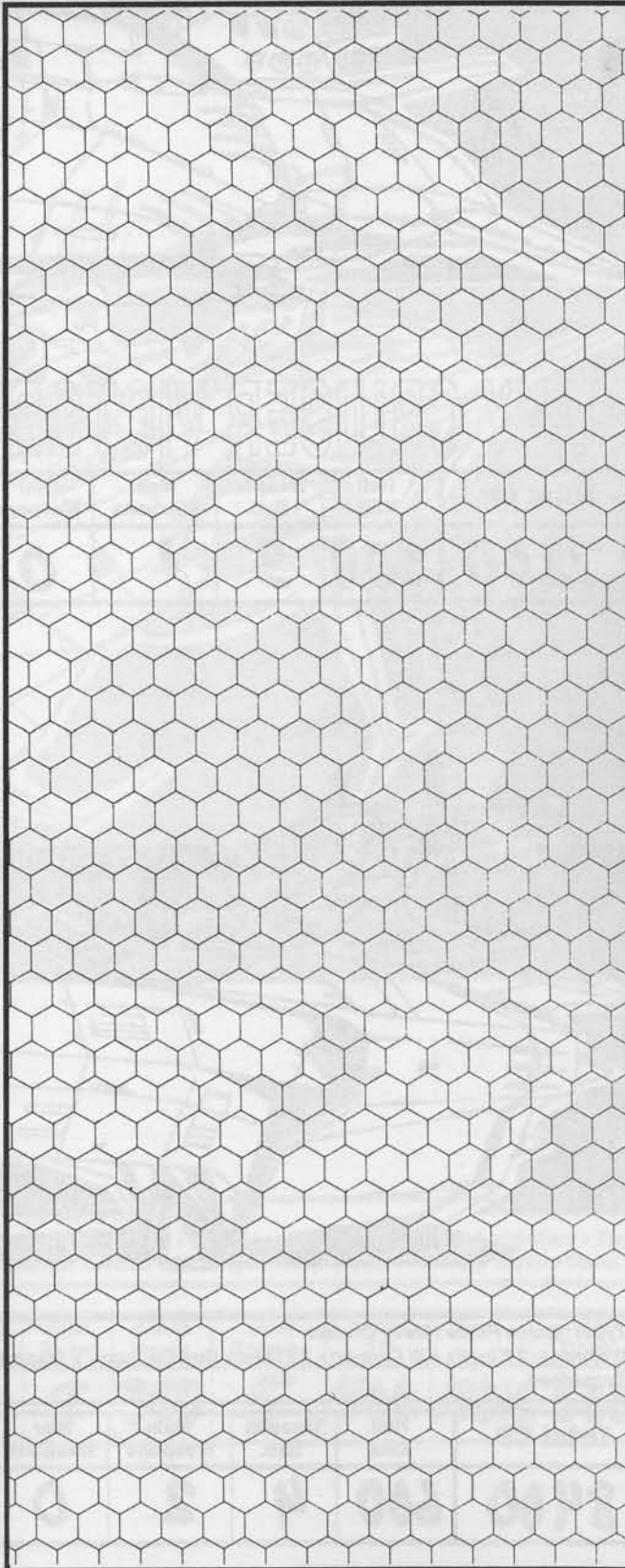
Tons

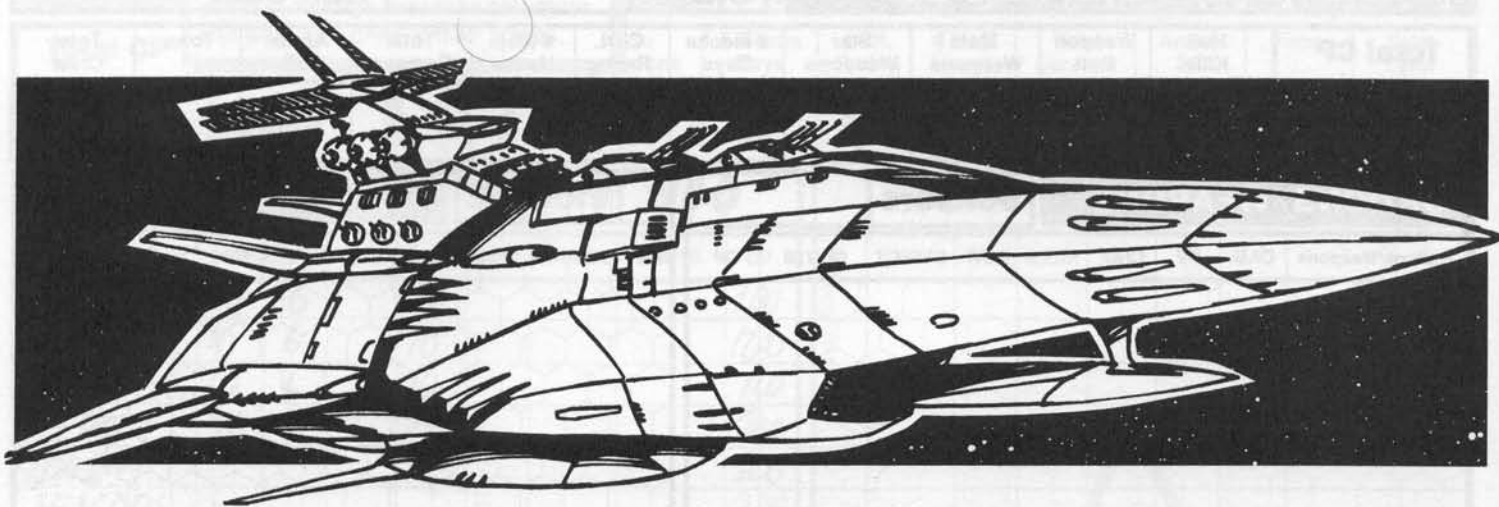
**Total
Crew**

OPTIONS/WEAPONS

Sensors

Options/Weapons DAM RV CHG KILLS POW EFFECT SHOTS CP



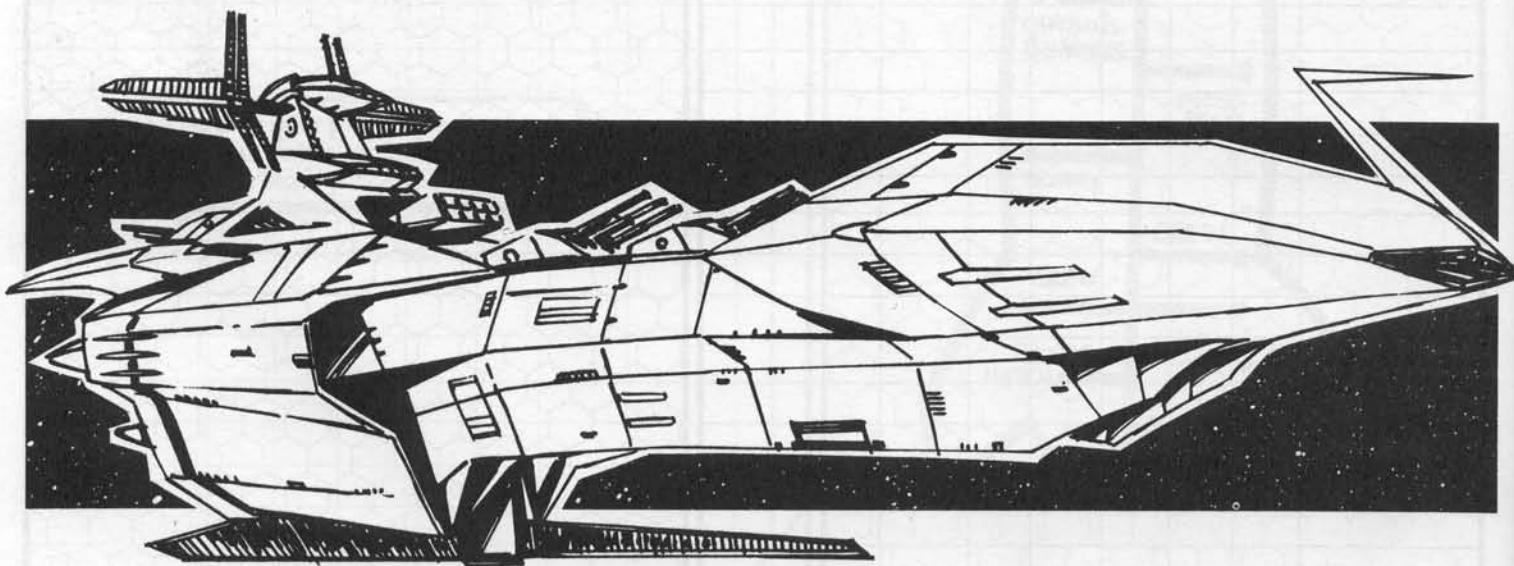


NAVY CRUISER VICTORY

Type: Imperial Patrol Cruiser

Weapons: 3 Laser Pulse Cannon • 1 Thermal Lance • Increased MA, Extra Sensors, 1 extra Mecha Bay.

Total CP	Hull Kills	Weapon Batt.	Main Weapons	Star Weapons	# Mecha Bays	CIDL Rating	# Map Hexes	Total Screens	Armor SP	Tons	Total Crew
7200	500	3	1	0	3	4	150	3	200	5000	100

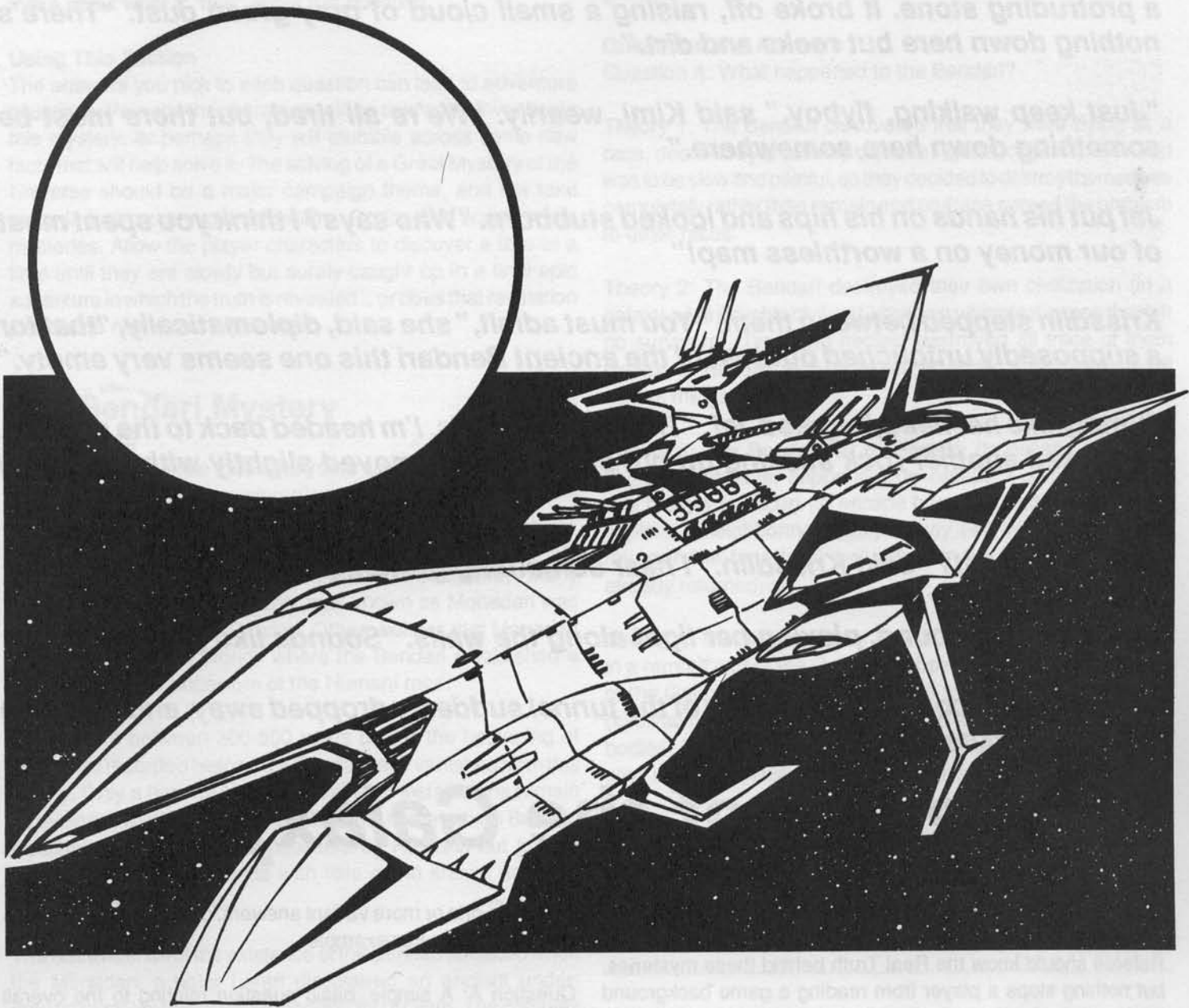


Type: Space Pirate Heavy Cruiser

Weapons: 2 Kinetic Kill Cannon • 2 Plasma Bolt Cannon • 2 plasma Torpedoes

PIRATE CRUISER REVENGE

Total CP	Hull Kills	Weapon Batt.	Main Weapons	Star Weapons	# Mecha Bays	CIDL Rating	# Map Hexes	Total Screens	Armor SP	Tons	Total Crew
8400	600	4	2	0	4	5	200	3	300	10K	200



SPACE BATTLESHIP MUSASHI

Type: Nova Class Gateship

Weapons: 4 Laser Pulse Cannon • 3 Mega Missile Launchers • Two Thermal Lances • 3 Tachyon Accel. Cannon • 2 Warp Motion Guns.

Total CP	Hull Kills	Weapon Batt.	Main Weapons	Star Weapons	# Mecha Bays	CIDL Rating	# Map Hexes	Total Screens	Armor SP	Tons	Total Crew
18,000	900	7	5	2	7	8	350	5	400	100K	500

"I tell you, this is a waste of time!" Jef stopped in the middle of the tunnel and kicked a protruding stone. It broke off, raising a small cloud of gray-green dust. "There's nothing down here but rocks and dirt."

"Just keep walking, flyboy," said Kimi, wearily. "We're all tired, but there must be something down here somewhere."

Jef put his hands on his hips and looked stubborn. "Who says? I think you spent most of our money on a worthless map!"

Krissdiin stepped between them. "You must admit," she said, diplomatically, "that for a supposedly untouched outpost of the ancient Bendari this one seems very empty."

"Empty like her head," agreed Jef. "The heck with this. I'm headed back to the surface. He kicked another rock sticking up out of the floor. It moved slightly with a clicking noise."

"What was that?" said Krissdiin. "I hear something grinding."

Kimi glanced around, playing her light along the walls. "Sounds like gears."

Exactly one second later, the floor of the tunnel suddenly dropped away, and the three fell into blackness."

Mysteries of the Galaxy

In the vast galaxy that the Bendar Galactic Empire calls home are many mysteries that player characters can explore. Only the Referee should know the Real Truth behind these mysteries, but nothing stops a player from reading a game background book and discovering the real story behind the great mysteries of a game universe. For this reason, we have created a variety of possible answers to the most puzzling questions about the Bendar Galaxy. Each Referee can decide what the real answers are, and how these truths will affect the player characters.

Known to All

In this section is presented all that is generally, widely known about the subject, starting with the statement of the mystery itself. Facts, half-truths, rumors, and outright incorrect statements with no differentiation, as long as these "facts" are generally believed or are at least widely-known beliefs.

Questions and Answers

Here one or more basic questions regarding the overall mystery are stated. Then several theories are advanced. Each theory

may have one or more variant answers, designated by sections in parentheses. For example:

Question A: A simple, basic question relating to the overall mystery is stated here.

Theory 1: One possible explanation for the question is set forth. If there are variant ideas (different ideas) (other possible ideas) within the answer, set each variant off in parentheses.

Theory 2: A second plausible explanation for the same question is presented, along with variants.

Theory 3: A third plausible explanation for the same question is given.

Theory 4: (The last entry stays blank, so the Referee can create his own answer and insert it if she doesn't like any of the above, or has a better idea.)

Notes: This area is left blank for notes the Referee may want to make about what is "true" about this question.

Using This Section

The answers you pick to each question can lead to adventure situations. Perhaps the characters will be sent out to investigate this mystery, or perhaps they will stumble across some new facts that will help solve it. The solving of a Great Mystery of the Universe should be a major campaign theme, and not take place in just a one-night adventure. Go for epic scope in the mysteries. Allow the player characters to discover a little at a time until they are slowly but surely caught up in a final epic adventure in which the truth is revealed... or does that revelation just create new Great Mysteries?

The Bendari Mystery

Known to All

Between four and five thousand years ago, the Known Galaxy (and much that is yet unexplored) was dominated by an ancient race of Humani-like bipeds known as the Bendari. This mighty race was advanced in both technology and use of powers of the mind, far beyond anything known to the Empire today. Many scholars believe that the planet now known as Monadan was the original home of the Bendari. Others believe that Monadan is only one of many worlds where the Bendari established a population of the ancestors of the Humani race.

Somewhere between 300-500 years before the beginning of Monadani recorded history, the Bendari race vanished from this galaxy. Only a handful of widely-scattered installations remain as evidence that they existed at all. Some of the known Bendari installations are on worlds habitable by Humani, but just as many are on hostile worlds with little or no known use to a Humani-like civilization.

The first evidence of the existence of the Bendari surfaced when the Monadani scholar Laren discovered an ancient underground complex below the Monadani city of Glath. The complex contained thousands of sets of metallic scrolls, which — when translated — proved to be technical documents. Translation of these documents allowed the Monadani to advance their technology in a series of great leaps from the Bronze Age to the Steam Age in one generation, and on to fusion power less than 150 years later.

But what happened to the Bendari themselves? Many scholars and scientists believe that the Bendari discovered that some great doom was about to overcome them, and seeded the Humani throughout the galaxy so that some part of themselves might survive after their passing. Their technological enclaves, say these scholars, were left behind to help their successors. Others claim that the Bendari left the galaxy, leaving behind only a few scattered science stations that they no longer needed.

The unknown truth constitutes the greatest mystery in the galaxy.

Questions and Answers

Question A: What happened to the Bendari?

Theory 1: The Bendari discovered that they were dying as a race, doomed by a (deadly disease) (genetic defect). The end was to be slow and painful, so they decided to destroy themselves completely rather than remain and perhaps spread the problem to other races.

Theory 2: The Bendari destroyed their own civilization (in a galaxy-wide psychic civil war.) (with an ultimate weapon that left no survivors). Time and neglect destroyed all trace of them except for remote, well-protected scientific stations scattered across the galaxy.

Theory 3: The Bendari left the Galaxy (to escape a galactic disaster that never happened) (to escape a galactic disaster that has yet to occur) (to escape from an invading enemy) (to explore a neighboring galaxy). They (will never return) (will return in the far future) (will return in the near future) (have already returned).

Theory 4: The Bendari never left the galaxy. Instead, they (hid in a remote part of the Galaxy to observe) (hid in a remote part of the Galaxy to protect themselves from an invading enemy) (evolved into a higher life form that no longer requires physical bodies) (suffered a collapse of their social order and degenerated into a non-technological civilization).

Theory 5:

Question B: Why did Humani civilizations develop on so many different planets in the Galaxy?

Theory 1: The Bendari settled Humani across the galaxy (as a genetic experiment) (as a slave race) (as their chosen successors in this galaxy).

Theory 2: The Humani race is a degenerate form of the Bendari, left behind after the Bendari civilization collapsed (as a result of a galaxy-wide civil war) (after they were wiped out by an invading alien race) (after they were destroyed by a plague) (after most of the race evolved beyond the need for physical bodies).

Theory 3: The Bendari and the Humani were ancient enemies who fought a great war. The Bendari lost and were destroyed,

but the Humani civilization across the galaxy also collapsed as a result. All records of those days were lost.

Theory 5:

Notes:

The Aggendi Question

Known to All

In the Battle of the Apocalypse that ended the Aggendi Wars, the Imperial Vengeance Fleet pursued the fleeing Aggendi back to their home systems. There, the Imperial Fleet and the Aggendi fleet fought the last battle of the war.

Meanwhile, a combined force of Elomani psi talents and Kirini fourth-dimensional technicians created a fourth-dimensional psionic construct called the Overmind to battle the Massmind that controlled the Aggendi civilization. As a result of the battle on two planes of existence, the Aggendi fleet was destroyed and their homeworlds were wiped out of existence.

Some Aggendi fled, and some remained in known space, scattered on small out-of-the-way colony worlds. But the organized threat of the Aggendi was ended forever.

Questions and Answers

Question A: What happened to the Aggendi homeworlds?

Theory 1: The Aggendi homeworlds were destroyed completely by the Elomani/Kirini Overmind. The populations on those planets were (also destroyed) (trapped in a fourth-dimensional pocket universe).

Theory 2: The Aggendi homeworlds were (shifted through space to another location far across the Galaxy, where the Aggendi are plotting their revenge) (shifted through time into the future, where they will reappear eventually to again threaten the peace of the galaxy).

Theory 3: The Aggendi homeworlds were shifted into a fourth-dimensional void. They (are lost forever and will never reappear)

(will reappear when certain cosmic conditions are met) (can reappear only if set free by a massive psychic force or technological device).

Theory 4:

Question B: What is the truth about the remaining Aggendi scattered about the known galaxy?

Theory 1: The remaining Aggendi are truly disorganized and without their connection with the Massmind. Though individual piracy and rebellion is still possible, they are no longer a threat of galactic proportion.

Theory 2: The remaining Aggendi are secretly directed by (a charismatic hidden Aggendi leader) (the Aggendi Massmind, which still exists, half-dormant, in the combined intelligences of the remaining Aggendi) (the full-strength Aggendi Massmind, which still exists though much of the race is lost/destroyed) (the full-strength Aggendi Massmind, still in contact from wherever the main mass of the Aggendi civilization was transported) (a non-Aggendi psionically-talented alien presence, capitalizing on the Aggendi's easily-manipulated social structure). Much of the "random" Aggendi piracy and rebellion are part of this secret plot to (restore the Aggendi as a galactic power) (take over the galaxy) (destroy galactic civilization as revenge for what happened to the Aggendi).

Theory 3: The known scattered remaining Aggendi are no longer an organized threat, but (the Aggendi homeworlds still exist and are still a threat, somewhere) (an undiscovered Aggendi civilization still exists which was the precursor to the one that was destroyed, just as the Bendari were the precursors to the Humani civilization) (a worse alien threat exists that waited for the Aggendi to be eliminated before planning its own invasion).

Theory 4:

Notes:

The Algoli Puzzle

Known to All

When Alexander the First suspended the Compact and declared the Bendar Galactic Empire, a small group of malcontents fled Monadan in a "borrowed" starcruiser, only to be set upon by an Aggendi starcruiser. In the ensuing pursuit and combat, the rebel star vessel was damaged and forced to crash-land on the wild and dangerous planet Algol. One year later, this makeshift colony was located and attacked by the Aggendi again. The few survivors were scattered and left to fend for themselves. Eventually, they built their own advanced civilization, and were able to repair the Algolian stargate and reenter the Empire.

Questions and Answers

Question A: Why did the escaped rebels avoid the notice of the Empire for so long, and why did the Aggendi never return to destroy them?

Theory 1: The Aggendi starcruiser that first attacked their ship thought them destroyed. The colony was found later by accident and nearly destroyed, but the second ship encountered an Empire fleet on its return home and was destroyed before it could report the existence of Humani survivors on Algol.

Theory 2: The Aggendi were aware that the Algol Humani colony survived the second attack, but left the Algoli alone as an experiment. Somehow, the Algoli fit into a secret plot by the remaining Aggendi to regain their former status as galactic conquerors.

Theory 3: The rebel ship was not attacked by Aggendi at all. Instead, they were shot down by an Aggendi ship that was captured and manned by loyal Imperial forces. This was a plan by Alexander the First to eliminate the malcontents and blame it on the "Aggendi menace". When it was discovered that there were survivors of the crash, the Emperor (leaked the news of the colony's existence to the Aggendi so it would be destroyed) (used Imperial-led Aggendi prisoners of war to destroy the Algol survivors). Afterward, the Empire did not realize that anyone survived on Algol until the planet reactivated its stargate and rejoined the Empire. The truth about this treachery is known to only a few Imperial officials.

Theory 3: The last survivors of the Algol colony were protected from rediscovery by (an accident which disabled their stargate) (the escalation of the Aggendi Wars, which kept both sides too busy to deal with Algol) (the Bendari, who still exist and screened Algol from detection until they could stand on their own and make their own decisions about their fate) (the Brotherhood of Kallicar on Algol, who were able to repair the stargate much earlier than it is generally known but kept the fact a secret and screened the system from detection to avoid rediscovery before their "children" were ready to enter galactic civilization).

Theory 5:

Question B: Why did the rule of the Brotherhood of Kallicar on Algol end so abruptly?

Theory 1: The Brotherhood and the Nearside Federation simply underestimated the Elarans and Kargans and their ability to match the Brotherhood's advanced technology. They did not expect, and were not able to stand against, an organized revolt. The remaining Brotherhood members are (a bunch of misguided religious nuts trying to recapture lost glory) (a sincere group devoted to peace who have a very big job to do) (the last remnants of a lost era on Algol, who are not an effective force in the Galaxy) (are in touch with a force that makes them more effective than they seem to be).

Theory 2: The Brotherhood allowed itself to be "overthrown" by the Elaran/Kargan Alliance after assuring itself that the "children" of Algol were ready to return to galactic civilization. They used the "revolt" as a way to purge their ranks of weaker elements while the real church went underground. The organization known as the "Brotherhood of Kallicar" now active in the Empire is a (fraudulent organization having no real connection with the original group) (group of survivors of the purge, who are no longer in contact with the original organization) (deliberate attempt to mislead everyone into thinking the church is scattered and harmless). The real Brotherhood (has rediscovered the technology of the ancient Bendari) (has allied itself with the Elomani psychics) (has infiltrated the ranks of the Empire's nobles, recruiting among them) and is engaged in (an attempt to recontact the Bendari) (a secret war with the Aggendi) (an effort to overthrow the Empire) (an effort to unite the galaxy's various races in peace and harmony).

Theory 3:

Notes:

The Kirini Conundrum

Known to All

In FY 680, a ship of alien explorers from the Kirin Asteroidal System entered Humani/Elomani space. The Kirini were the first non-humanoid interstellar species known to the Humani of Monadan, and they were so different that to this day, their biped neighbors in the Empire do not totally understand them. It is said that their spherical, tentacled forms are only a three-dimensional cross-section of their true bodies, which extend into an unseen fourth dimension of space. The Kirini absorb light like plants and reproduce by budding, creating a complex social order that no other race can quite comprehend. Despite their mysterious nature, they are friendly, outgoing, peace-loving — very likeable neighbors. Their unequalled technical skill and their ability to sense past events by retrocognition makes them extremely useful members of the Empire. But so many questions remain unanswered about the Kirini that their alien nature places them among the greatest mysteries of the galaxy.

Questions and Answers

Question A: What is the truth about the fourth-dimensional nature of the Kirini?

Theory 1: The Kirini really do exist in a fourth spatial dimension, and the part of them that is detectable to three-dimensional beings is what we see as the Kirini. In truth, (they are otherwise as normal, mortal, and understandable as any totally alien race can be) (it is their lives in the other dimension that are really important, with this existence a sort of "dream-world") (they have greater powers of mind than anyone suspects, but those powers do not extend into this world to as great an extent).

Theory 2: The Kirini really only exist in three dimensions like everyone and everything else. Their belief in a fourth spatial dimension in which they exist is (a sincerely held, but incorrect, religious belief) (a cosmic joke the Kirini play on all races they meet, not truly believed by the Kirini but still amusing to their alien senses of humor) (something the Kirini commander of that first contact expedition came up with to impress the "possibly dangerous aliens" they were meeting; a diplomatic ploy that the embarrassed Kirini are now stuck with).

Theory 3: Not only do the Kirini exist in four spatial dimensions but (everything else does, too — most races are just not equipped to sense it, but some psychically talented individuals might learn to do so) (so do other races known to the Kirini but not to the Empire; one or more of these races is hostile and the Kirini are working to keep them from finding out about the existence of the Empire's dimension) (they are the undisputed masters of their fourth-dimensional universe, and are playing along with the Empire until they find a way to shift themselves into this dimension totally to take it over, too) (in reality they are the long-lost Bendari, evolved beyond the need for three-dimensional bodies but hanging around in this form for reasons of their own {see **The Bendari Mystery** above}) (there really is

only one Kirini, with the various "individuals" perceived by beings in this dimension being just other-dimensional "tentacles" or "organs" of this cosmic being).

Theory 4: The Kirini do not exist in a fourth spatial dimension. Instead, the fourth dimension they inhabit is that of time. To the Kirini, past and present are all the same, and their motion toward the future is just the same as a three-dimensional being's ability to move from one place to another. This is the true explanation for their ability to sense events in the past through retrocognition. They cannot see more clearly into the past because this three-dimensional world is (happening all at once to them, making individual events hard to sort out) (not really any more important to them than the individual motions of molecules are to us).

Theory 5:

Notes:

The Elomani Secret

Known to All

The race known as the Elomani are both like and unlike the Humani. They are enough alike that the two races can even interbreed successfully, something no truly non-Humani race should be able to do. But their body chemistry, culture, and — especially — their mental powers are so unlike Humani that they must be a separately evolved race. In addition, their powers of mind are shared by all Elomani to one extent or another, while psi abilities — though known among Humani — are much more rare.

Questions and Answers

Question A: What is the relationship between the Humani and Elomani races?

Theory 1: The Elomani are not related to Humani at all. Their compatibility with Humani is an accident of nature. They evolved separately on their own homeworld of Eloman, as early Elomani scientists believed.

Theory 2: The Elomani, like the Humani, were seeded across the galaxy by the ancient Bendari. They were (created as an experimental variant by the Bendari) (an advanced version of the Humani experiment) (a mixing of Humani and Bendari genes). Evidence of separate evolution by both Humani and Elomani was planted by the Bendari to keep these races from discovering their origins too early.

Theory 3: The Elomani are a variant of the Humani race that has evolved from the same stock as the original Humani race. Evidence of a separate evolution was (misinterpreted by early Elomani scientists) (deliberately planted to make the Elomani think they were a separately evolved species).

Theory 4: The Elomani are an older race than the Humani. In fact, (they are the ancestors from which the Humani race sprung as a devolved variant) (they are the ancient Bendari, devolved after their civilization collapsed {see **The Bendari Mystery**}).

Theory 5:

Question B: Why do all Elomani develop psionic powers, while Humani psionics are relatively rare?

Theory 1: Elomani psychic powers are due to a basic difference in physiology which cannot be duplicated in humans.

Theory 2: The Elomani are highly developed psychically because their culture and social order has encouraged this development for centuries. There is no physical difference that causes psi powers to develop in all Elomani, and Humani have the potential to develop these powers once they start to encourage their development.

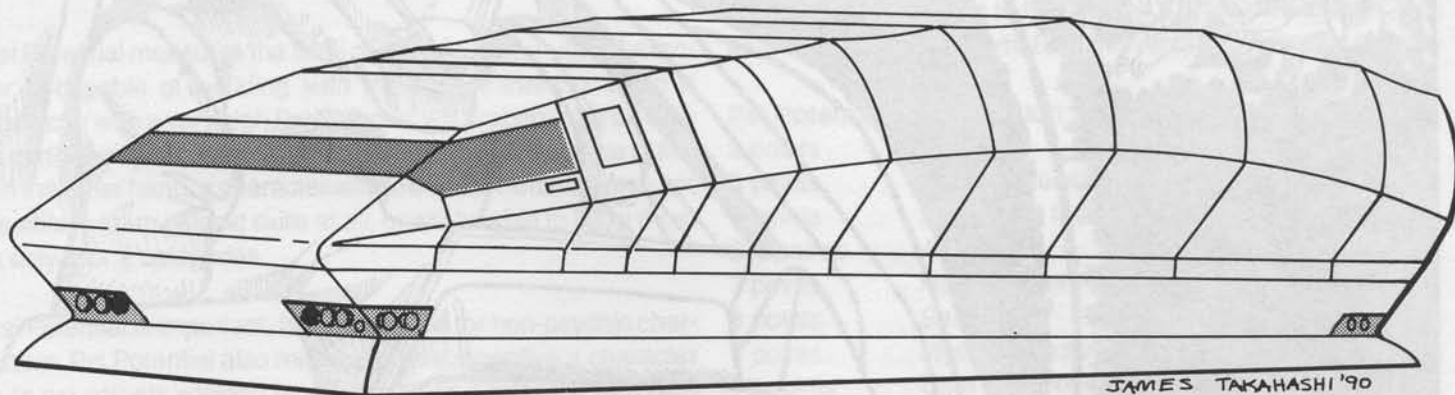
Theory 3: There is a subtle chemical difference that causes Elomani to develop psi powers easier than Humani. This

chemical, present in Elomani body chemistry but not in that of Humani, (can be synthesized and given as a drug to encourage psi powers in humans) (is effective only if the parents of a Humani child were administered the chemical for a time prior to its birth) (cannot be synthesized, but can be extracted from the blood of living Elomani; Humani who take the chemical maintain a boost in psi ability as long as they take it regularly) (will release a Humani individual's hidden psi potential with one dose — but extracting the chemical causes the death of the Elomani donor) (will work only on one out of a hundred thousand Humani; all others die as a result).

Theory 4: There is a simple technique or available material that allows Elomani to develop psionic abilities in all members of their race. (Only a very few Elomani leaders know that this is true.) (Many Elomani scientists know that this is true, but they have kept the secret for fear that a psionically-enhanced Humani race might turn against them.) (Most Elomani learn about this conspiracy of silence as they reach adulthood, but their knowledge is psychically keyed so they cannot reveal it to a non-Elomani.) (Use of this technique or material has become a ritual among Elomani, so much so that modern Elomani do not even know that this is the reason for their highly developed psychic powers.)

Theory 5:

Notes:





"I can feel them coming," said Krissdiin. Her eyes were shut tight and her brow was furrowed as she concentrated. "There's four — no, five of them. All Elomani. Armed and ready." She was silent a moment, then gasped. Her eyes snapped open. "They detected my telepathic probe. Now they know we're here!"

"So much for stealth and secrecy," groaned Jef. He unslung his rifle and checked the ammunition clip.

"I'm sorry, Jef," Krissdiin said meekly. "I didn't expect they'd have telepathic guards."

Jef smiled and patted her shoulder. "Not your fault, kid. But now we'll have to fight our way out. No problem, as long as I have this little baby!" He hefted his brand-new high-power rapid-fire cone rifle. "When they come around the corner," Jef whispered, "I'll just pick 'em off easy."

Just then, to Jef's astonishment, the cone rifle lifted out of his grasp and away, pulled by an unseen force. He glanced up frantically and saw a small overhang just above their position. An Elomani soldier stood grinning as the rifle sailed gently into his hands. "We're not all just telepaths, either," he called down with a nasty smile. "Now, raise your hands, please..."

New Rules for Mekton Empire

Psionics

Mekton Empire introduces a new character statistic, **Psi Potential**. Psi Potential is designated by a number from 2 to 10, like the other 10 character statistics. **When creating characters for Mekton Empire, generate Character Points by rolling 11 ten-sided dice instead of 10**, as you will have one more stat in which to put your points. Like the other stats, you must put at least 2 points into Psi Potential.

Psi Potential measures the level of psychic power your character is capable of wielding *with the proper training*. Even a character with a very high Psi Potential will probably not be able to perform psychic feats without learning the appropriate skills. On the other hand, a character with lower Psi Potential may not be able to learn psionic skills at all, or will be able to learn them in only 1 or 2 categories.

Psi Potential is important, however, even for non-psychic characters. Psi Potential also measures how receptive a character is to psi powers wielded by others. Even a telepath with high potential and skills will have trouble communicating with a

comrade who has a Psi Potential of 2 and is virtually psibind. Low Psi Potential is not as much protection against hostile psionics as a good set of psychic shields, but it's better than nothing. But low potential characters will never make the grade as pilots of the latest, most technically advanced psychically-guided Mektons.

Add the following table to the *Mekton II* Stat Comparison Chart as a narrative view of what each level of Psi Potential means.

Psi Potential	Description	Psi Skills
2 points	Psibind	No psionic
3 points	Mostly Insensitive	No psionic
4 points	Somewhat Insensitive	No psionic
5-6 points	Average	1 skill category
7 points	Mildly Sensitive	1 skill category
8 points	Sensitive	2 skill categories
9 points	Highly Sensitive	3 skill categories
10 points	Ultra Sensitive	4 skill categories

Psionic Skills

Characters make practical use of their Psi Potential through the use of Psionic Skills (also known as Psi Potential-based skills). Most characters purchase Psionic Skills with Education Points as determined by your Education stat. A very few will possess Wild Talents that are inborn and ready to use from the time the character reaches maturity.

Accomplishing a task with a Psionic Skill is just like using any other skill. Take the character's Psi Potential stat, add the level of the appropriate skill, then add the roll of 1 ten-sided die. When rolling to accomplish a task set by the referee, the total must exceed the Difficulty Number assigned by the referee. Difficulty Numbers for various tasks are listed with each appropriate skill. Situational Modifiers may also apply.

Use of skills when one psionic player opposes another may be simple tests of the attacker or acting character's stat + skill + roll vs. the defending character's stat + skill + roll, as with opposing normal skills. (See pg. 13, *Mekton II* rulebook.) In some cases, however, a defending player with low Psi Potential may suffer less from a successful attack than one with high potential. (See the rules for individual skills to determine this.)

Character Race and Psychic Powers

Most races do not teach the use of psychic powers as part of their culture. Elomani are the major exception, as the use of telepathy is common among Elomani. Some other races also make widespread use of some Psionic Skills. In such cases, the learning of some skills may be easier, or automatic. These exceptions are noted in the entry for each character race elsewhere in this book.

In the case of the Humani and most other character races, Psionic Skills are the exception and not the rule. In this case, the referee must grant permission for a player character to start the game with Psionic Skills, or to learn them later.

Great powers of the mind are a staple of many Japanese anime situations, and they can add flavor and a science fiction feel to a *Mekton Empire* campaign. The referee should be very careful, however, that psychic powers do not take over a game. They should be used to add spice to a campaign, not as a substitute for good role playing and mecha adventure.

Referees should feel free to limit Psionic Skills as much as they and their players desire, or to eliminate them altogether for player characters. Any character with a Psionic Power should have something in their background story that explains how they gained that power. In most instances this can be a connection with the Psionics Institute (who may "call in the debt" on the player character later as part of the campaign. Other explanations are possible, but in all cases there should be a "connection" the referee can use to create role playing situations. Perhaps the character's old teacher had an enemy who

is still hunting the character, or the character got into trouble in her youth because of her power and now keeps it a secret, unknown to any but her closest friends.

Except in very special campaigns (where the player characters are a Psionics Institute investigating team, perhaps), there should be no more than one or two non-Elomani player characters who have any psychic powers at all. Overall, among the intelligent beings of the Bendar Spiral Galaxy, less than 1 in 1000 has a Psionic Skill. Player characters are special people, and they are not necessarily limited to this 1 to 1000 ratio, but referees should remember that psychic powers are rare in most races.

This restriction applies to non-player characters as well as to player characters. Referees should not send lots of psychic villains against player characters unless the characters are in a business that would naturally have them cross paths with lots of hostile psychics (like the Psionics Institute investigating team noted above). Psychics of limited ability and only one or two skills are always in demand as hirelings among those with less than honest intentions. A highly-skilled psychic with multiple abilities, on the other hand, would best be used as a major villain whose minions and hired thugs trouble the characters endlessly while the psychic villain remains a shadowy, dangerous figure in the background. (Until, after many adventures of course, the player characters hunt their foe down and confront him in the grand style of anime final episodes...)

Skill Categories and Prerequisites

Characters with a Psi Potential stat below 5 may not learn any Psionic Skills at all. (They may still gain a skill as a Wild Talent — see below.) The Psi Potential stat determines how many Psionic Skill categories are open to your character. You must choose the categories you want when your character is created, and they cannot change, even if you fail to gain any skill at all in one of the chosen categories.

There are four categories of Psionic Skills, each representing a different type of psychic activity. Telepathy skills depend on mind-to-mind communication. ESP (Extra-Sensory Perception) skills are ways of gaining information outside of the five standard senses. Psychokinesis skills affect material objects through mind power alone. Self Control skills allow characters to influence the way their own bodies and minds operate.

Some skills can only be learned after a character has gained some experience with other skills. Skills with listed prerequisites can be learned only after the character has gained at least a skill level of 1 in all prerequisite skills.

Note that some skills have prerequisites in other categories. These skills can only be learned by characters who are able to choose skills in more than one category. Some skills listed as

prerequisites may themselves be skills that require other prerequisites.

All Psionic Skill categories, the skills in each, and their prerequisites are listed in the Psionic Skill Table.

the player has announced the selected skill and how many points are being invested, she rolls 1 six-sided die. If the roll is less than the number of points invested, the character gains the selected skill. Thus, a character who invests 6 points in a roll will succeed on any roll but 6. A character that invests 2 points will succeed only on a roll of 1.

PSIONIC SKILL TABLE

Category	Skill	Prerequisites	Roll	Wild?
Telepathy	Telepathic Shielding		-	X
	Telepathic Receiving		1-2	✓
	Empathic Receiving		3-5	✓
	Telepathic Sending	Telepathic Receiving	6-7	✓
	Empathic Sending	Empathic Receiving	8	✓
	Mental Attack	Telepathic Sending	9	✓
	Telesuggestion	Telepathic Sending	10	✓
	Mind Scramble	Mental Attack	-	X
	Telesense	Empathic Receiving	-	X
	Image Projection	Telepathic Sending, Telepathic Receiving	-	X
ESP	Telepathic Illusion	Image Projection	-	X
	Possession	Telesuggestion, Telesense	-	X
	Danger Sensing		1-3	✓
	Aura Viewing		4-5	✓
	Psychometry		6-7	✓
	Retrocognition		8	✓
	Precognition		9	✓
	Clairvoyance		10	✓
	Astral Projection	Telepathic Sending, Body Control,	-	X
	Clairvoyance			
Psychokinesis	Telekinesis		1-2	✓
	Pyrokinesis		3	✓
	Telekinetic Punch	Telekinesis	4	✓
	Telekinetic Shield	Telekinesis	5	✓
	Telekinetic Throw	Telekinesis	-	X
	Telekinetic Flight	Telekinesis	6	✓
	Telekinetic Proj.	Telekinetic Throw	-	X
	Psibody Telekinesis,	Astral Projection	-	X
	Psychic Healing	Empathic Receiving, Body Control	7-9	✓
	Teleportation	Clairvoyance	10	✓
Self Control	Body Control		1-4	✓
	Mecha Control		5-6	✓
	Strength Focus	Body Control	7-8	✓
	Self Healing	Body Control	9	✓
	Reflexes Boost	Body Control	10	✓

If the roll succeeds, the character spends the points invested and gains the skill at level 1. The character may then buy higher skill levels normally at 1 point of increase for 1 Education Point spent. As usual, you may not put more than 10 points into a single skill. Also, unlike other types of skill, a character may not raise any Psionic Skill to a level higher than his Psi Potential stat.

If the roll fails, the character may NEVER learn that particular Psionic Skill. (This also makes it impossible to learn other skills that require the "failed" skill as a prerequisite.) The invested Character Points are lost. Win or lose, the player may try again with another skill. The potential loss of Character Points, however, makes multi-skilled player characters (or characters rolled by consistently unlucky and stubborn players who fail too many attempts) rare. The referee may rule at any time that a player cannot make any more investments and attempts with a beginning character. A character may not invest in or purchase a skill if she does not already possess all prerequisite skills listed at skill level 1 or above.

Improving Learned Skills

Once the game begins, characters may improve their Psionic Skills in the same way as other skills. (See *Mekton*

// rulebook, pg. 20.) Entirely new skills must be purchased by "investing" Improvement points the same way as you invested Education Points. You must spend 10 Improvement Points just to get the chance to try for a new skill. Points above the initial 10 (up to 6) are "invested" as before, with a failure again meaning you can NEVER learn that skill. Success buys the skill at level 1. 10 additional Improvement Points must be spent to gain level 2 (with no investment process necessary). After that, additional levels of skill are purchased for 10 times the skill level in Improvement Points, like other skills.

Learning Skills

One way to gain Psionic Skills for a beginning character is by learning them. Once categories are chosen, a character with an Average or above Psi Potential may try to learn Psionic Skills by spending Character Points. Unlike other skills, Psionic Skills are somewhat elusive, and training is not always a sure thing.

To attempt to gain a Psionic Skill, a player may invest any number of Character Points from 2 to 6 in the purchase. Once

Training for Humani characters in Psionic Skills is normally only available through an organization like the Psionics Institute, and they will expect a hefty return for their aid, either in money or in service to the Institute. (See the information on the Institute in the Organizations section of this book for more details.) In the Elomani culture psychic abilities are commonplace, but an Elomani adventurer who travels extensively away from Elomani-dominated worlds will not have much opportunity to learn from an Elomani instructor.

Wild Talents

Another way to gain a Psionic Skill is to possess a Wild Talent. With the referee's permission, any character with a Psi Potential stat of 7 or above may check for a Wild Talent. Roll 3 ten-sided dice and add your character's Psi Potential. If the total is 30 or greater, the character has a Wild Talent. You can quickly figure out that there will be very few Wild Talents in a game. If the game referee so chooses, he may assign one Wild Talent at random to a player character if no player has any Psionic Skills already. A referee may certainly decide to allow NO Wild Talent rolls at all, if she chooses.

If a Wild Talent exists, roll 1 six-sided die and compare to the Psionic Skills Table to determine which category of psionics the Wild Talent falls under. Roll a ten-sided die to determine the exact Wild Talent. Note that some Wild Talents are harder to roll than others, while some Psionic Skills listed later in the section do not appear on the Wild Talents list at all. Wild Talent skills ignore prerequisites, so this is the only way to gain a skill like Mental Attack or Psychic Healing without already knowing other skills. Roll a six-sided die and add 1 to determine the Wild Talent skill level.

A character with a Wild Talent has a natural, inborn ability to manipulate a specific type of psychic force. Characters with Wild Talents have no idea how their powers work—they just do! Thus, Wild Talents are more unpredictable as a general rule. (See the descriptions of individual Psionic Skills for more information.) No matter how much a character trains and practices, a Wild Talent's skill level never improves. In addition, a character with a Wild Talent may not learn any other Psionic Skills. All of the character's Psi Potential is bound up in this one ability. (This is an exception to the rules for Prerequisite Talents.)

It is possible for a Wild Talent to show up late in life, due to some sort of accident or traumatic experience. A referee may allow a character who has such an experience to roll again as above to try to discover a Wild Talent. (The referee is not obligated to allow a Wild Talent attempt—do it only if it fits in with the campaign you are running. Good excuses for a Wild Talent appearing are major head injuries, recovery from massive Mental Attacks, or encounters with strange alien devices or drugs.

People who gain Wild Talents through accidents like this will normally lose any Psionic Skills they already possessed. A character cannot possess both a Wild Talent and a learned Psionic Skill. It is not unusual for this sort of experience to change a character in other ways, too. There may be personality changes that can be role-played. There may even be physical changes, such as the character's hair or even skin turning bone-white, minor facial paralysis (reducing the character's Attractiveness), loss of physical strength and coordination (reducing the character's Reflexes and/or Movement Allowance), etc. The referee should introduce any interesting alterations in the character after discussion with the player, keeping in mind play balance and role playing possibilities.

Psi Potential-based Skills (Psionic Skills)

Telepathy Skills

Telepathic Shielding: This Psionic Skill can be learned by anyone, regardless of Psi Potential, though high-potential individuals will naturally be more successful in using it. This is the ability to shield your thoughts and mental processes from other psionic powers, including telepathy. Shielding requires a mental effort to establish. Once they are "on", shields require a bit of concentration to maintain. In general, unless you specify you are keeping up a mind shield, the referee will assume you are not. An established mind shield allows you to add a modifier of one-half your Shielding skill level to any attempt to use the following skills against you: Telepathic Sending, Empathic Sending, Mental Attack, Telesuggestion, Mind Scramble, Telesense, Image Projection, Telepathic Illusion, Possession, or Psychic Healing. A shield blocks both hostile and friendly psi powers, so it may keep a telepath on your side from contacting you. Your own psi abilities are "tuned" to your shields, so your own psi powers are not reduced.

Telepathic Receiving: Anything with a mind may receive telepathic communication, but this is the skill of placing yourself in a receptive frame of mind to try and find such signals. This skill works the opposite of Telepathic Shielding, making you more receptive to psi contacts. When you have your "channels open" using this skill, use the same modifiers as above but subtract them from the Difficulty Level for the task. Your receptiveness makes it easier to contact you telepathically, but it also makes it easier to attack you. You cannot shield against one mind and open to another, so both Shielding and Receiving cannot be used at the same time. Those who have this skill as a Wild Talent cannot turn it on or off. They are simply more receptive at all times, which can be a blessing or a curse depending on circumstances.

Empathic Receiving: This is the ability to read a living thing's emotions and state of physical and mental well-being. A person

who can do this is called an *empath*. Someone using this skill does not receive "messages" in words. Rather, the empath gains general impressions. Empaths must be able to turn this power on and off. Otherwise they would suffer from emotional overload. Thus, to use this power one must choose a specific target and concentrate. Success reveals the target's present emotional, mental and physical state in a general way, according to the ability of the user. A person with any skill at all will be able to tell a living thing from a dead or inanimate object. At 3+ you can tell if a person is feeling some strong emotion like love, hate, grief or fear or if they are very sick or badly injured. At 5+ subtler emotions such as jealousy or pride become evident, along with lesser degrees of physical pain or emotional turmoil. General moods such as depression or confusion can be read at 7+, and you gain the ability to discover who is the target or focus of an emotion. In addition, you know it every time someone you "read" has a headache. At 9+, it is very hard to hide any sort of feelings from you. On every good roll, a character may suffer from emotional feedback, actually feeling some of what is being read. Reading someone who feels intense hatred or intense pain could be physically painful for the empath, too (perhaps even causing a distraction that breaks the contact).

Telepathic Sending: This is the basis for mind-to-mind communication. Telepathy can work between any two living things, but machines and other essentially inanimate objects cannot communicate in this way. Even animals can receive telepathy, though they will understand no more than if you were speaking to them. Mostly, it will just confuse them unless they are used to "hearing" their master's telepathic voice. How much information can be transmitted, in what way, and how fast is affected by skill. At 2+, you will probably have to "talk" to one target at a time in slow, simple sentences, about half as fast as you can actually speak. ("Run fast! Danger!") At 4+, telepathy is usually just like talking to someone next to you. At 6+, you can normally send basic images and concepts as easily as speech, but complex ideas (giving complex directions or filling in someone on the happenings of the last hour, for example) should be explained at speech-speed. At 8+, you can send whole blocks of information almost instantly, explaining complex ideas in just a few seconds. You telepathically send almost as fast as you can think, and holding several different conversations at once is no problem.

Empathic Sending: This form of sending is an attempt to influence the emotions of others. The target will experience the emotion you send, though the emotional state will last only as long as you continue to send, plus 1/2 your Psi Potential in turns thereafter. The more skilled the user, the more specific the power. At 2+, an empath can broadcast the strongest emotions (fear, hate), but cannot choose a specific target or a focus for the emotional feeling. Broadcasting hate is as likely to make everyone hate you as hate your enemy. Everyone in range is affected. At 4+ it is a possible to target on a single individual, and to send subtler feelings like friendship and hunger to those so targeted.

At 7+ you can handle multiple targets without broadcasting to everyone, and you can focus an emotional reaction on a specific person or object. ("You really hate Max. Suddenly you can't stand the sight of him!") An empathic sender who experiences some strong emotional state or physical injury must make a successful Cool Stat Roll to avoid "sharing" it with those around her.

Mental Attack: This is a specific form of Empathic Sending, designed to cause damage by overloading the brain. The result is severe headaches. With a successful Stat Test, the user can do up to his Psi Potential in damage points to a target. Multiple targets are possible, but multiple target modifiers to the Difficulty Level should be doubled for use of this skill. Wild Talents with this skill may accidentally cause harm to people if they suddenly get angry with them, or are hurt by them. (A Cool Stat Roll is needed to avoid this.)

Telesuggestion: With this ability, you can make a mental suggestion to a target and she may carry it out without thinking. Simple suggestions that can be carried out without thought are best. ("Drop your weapon" and "Sneeze" are good examples.) Complicated suggestions, or commands that take time to execute will just be ignored. ("Shoot Frank" might work if someone already has a gun in hand. "Buy a pistol and go kill Frank" would probably only result in a momentary whim to buy a gun that would immediately pass.) Actions that can be accomplished with no thought, and that are not obviously against the target's better judgement, are a Difficulty Level 15. ("Sneeze" or "fall asleep" are examples.) Actions that may be detrimental to the target but come as a surprise to the target are Difficulty Level 20. ("Drop the gun" or "don't shout a warning" might work against an unwary guard at this level.) It is possible to suggest a somewhat harmful or out of character action even to a target that is aware of you and on guard, but that is a task of Difficulty Level 25 or more. A target will not do direct, obvious harm to himself or trusted associates under telesuggestion, so "shoot your partner" or "jump off the bridge" will not work unless the target is somewhat inclined that way, anyway.

Mind Scramble: This is a deliberately confusing telepathic sending that can cause a target to be confused and disoriented. Standard modifiers for distance and number of targets apply. Unlike Telesuggestion, a Mind Scramble can be held for as long as the skill user concentrates, but when concentration is broken by taking any other action, the target recovers in 1D6 turns.

Telesense: This skill allows you to "borrow" another's senses at a distance, seeing with her eyes, hearing with her ears, etc. This is only a Difficulty Level 15 task if the subject is willing. Those using Telepathic Receiving who wish to cooperate will reduce the Difficulty Level of the task accordingly. If the skill is used against someone who is unaware of the contact is Difficulty Level 20. The Difficulty Level is 25 or more against an unwilling

subject. Telepathic Shielding is effective against this skill, and if the shielding is bypassed, the target will know his senses are being borrowed.

Image Projection: This allows a telepath to send a visible image of himself to deliver his mind-messages. The image must be a true picture of the character as he exists, though it is possible to make a target see the sender looking like he expects the sender to appear. (For example, the sender's image may look younger if it has been years since the sender and receiver last met. This also allows a telepath to send simple images of what he himself can see. (A map in front of him could be imaged, for example, or the contents of a room sent to a receiver as a picture.) The receiver can easily recognize an image for what it is, and is in no danger of mistaking the image for reality, or being distracted by the image.

Telepathic Illusion: Illusions are sight and sound (but not taste, touch, or smell) images that can easily be mistaken for the real thing. Standard modifiers for multiple targets, distance, and area of effect apply. Once a skill user sends an image, whether or not the image is accepted as real depends on an Intelligence Stat Roll by the target. Awareness/Notice skill applies to this roll. Something a person might actually expect to see is defended against at a Difficulty Level of 20. Something a character would be surprised to see requires a Stat Roll on a Difficulty Level of 15. An illusion of something completely outlandish or unbelievable is detected at a Difficulty Level of 10 or perhaps even 5. Illusions can move, make sounds, and do anything a real object can do, but they fade the moment the sender quits concentrating on them. Physical objects pass right through an illusion, and the unreality of the illusion is immediately detected by anyone who noticed. Cameras, mechanical detectors, and anything else without a living mind are unaffected by illusions. The target of a telepathic illusion must be someone the sender can see or contact telepathically.

Possession: This strongest of all telepathic sendings allows the sender to control the actions of another person (or even an animal) by "riding" inside her mind. The effect is handled as a character vs. character challenge, with the target resisting using Cool or Psi Potential, whichever is highest. Telepathic Shielding is also effective against attempts at Possession. Once control is established, the target may make another attempt to throw off control every 10 turns minus the target's Psi Potential (not Cool). As long as the sender is in control of another person, his own body is helpless in a psychic trance. He can give up possession and flash back to controlling his own body in a single turn. No one may possess more than one target at a time, though it is possible to move from one possessed person to possess another with no pause. A person who successfully defends against possession is not handicapped by it in the least. One who is successfully possessed and then later resists successfully will not be able to take any action for one turn while the mind takes back control of the body.

ESP Skills

Danger Sensing: This skill gives warning whenever the possessor is in immediate physical danger. It is never used on purpose, so you may not say "I'm using my Danger Sensing. Instead, it operates at an unconscious level. If you have Danger Sensing, you feel "uneasy" or "threatened" a few moments before danger strikes. The skill does not read or detect hostile thoughts, but it will warn you a few moments before those thoughts become actions. The Referee should roll a Stat Test secretly for a character with Danger Sensing whenever she is threatened with immediate harm, by a person (like a hidden assassin about to fire), a trap (such as a bomb attached to her Mekton), or simply an accident (like a falling boulder). If the roll is successful, the Referee gives the appropriate warning (according to the skill level), just in time for the character to take one quick action to avoid the danger. Of course, if the character chooses the wrong action, she could end up just as dead as a person without this skill. Up to level 5, the warning is only a vaguely uneasy feeling with no direction or intensity. At 5+, you can tell the general direction of the danger, and the tingly feeling gets stronger as danger gets closer. For example, you are told "Something's wrong above you," as a boulder falls or a ninja crouches in a tree preparing to attack.

Aura Viewing: An aura is a halo of colored light that certain psi sensitive individuals can see around any living thing. To see an aura, an aura viewer must allow his normal vision to fade out of focus for a moment when looking at someone, requiring a moment of concentration. Aura viewers can tell a target's general state of health and state of mind by looking at the color of the target's aura. Living things that are angry, excited, nervous or upset will have warm color auras going from yellow (the mildest anxiety) through orange (extreme nervousness) to red (anger, fear or pain). Living things whose auras are predominantly the cool colors (green to blue) are calmer, more relaxed, and happier. Physical or psychic fatigue, injury and illness will cause an aura to dim, especially in the area of the body affected. Good health and feelings of security and well-being will brighten an aura. Thus, a person with a bright sky-blue aura is especially happy and relaxed. A person with a bright orange aura is nervous and upset. Someone whose aura flares red around his left arm should be checked for a painful injury there. A living thing with a darkening aura of grey and black is probably near death. Note that auras will reveal only a living thing's general state, not the specific reason for that state. Thus, a person whose aura is bright red may be emotionally upset, hurt, terrified or just angry. A good actor or clever liar can conceal what emotion he is feeling, but the competent aura reader will know the target is feeling something strongly. Non-living things, such as computers and robots, have no auras at all. An aura fades away completely at the moment of death. Reading an aura is, in general, a feat of Difficulty Level 15. Circumstances may alter this level, at the Referee's discretion.

Psychometry: This skill involves the reading of psychic impressions from an unliving object. Someone with this skill may pick up a small object and immediately gain some sort of knowledge about where that item has been and who owns it. Seeking a psychometric impression requires a few seconds of physical contact with an item and a moment of concentration. A successful Stat Roll should then reveal some sort of sense impression — a vision, a sound, even a smell or taste — that is somehow connected to that item. For example, touching a cat's collar might give a fleeting image of the cat that wore it, holding a ring may bring forth an image of the person who owned it and so forth. Great emotional attachment or some strong emotion experienced in the presence of an object may impress itself into that object. A murder weapon might "remember" the scream of the victim and the appearance of the room in which the murder occurred. A beloved locket might bring forward the image of its owner. An object with little contact or emotional attachment might bring forward no image at all, however — even to the most gifted psychic. Thus, all Stat Rolls when trying this ability should be made secretly by the Referee. The Referee should then tell the person using this ability what they see, hear, taste or smell, if they sense anything at all. If an object reveals nothing the first time it is handled by an individual using this power, it will never do so.

Retrocognition: This is the ability to sense past events in the area where the sensitive individual is located. Use of retrocognition requires continued concentration, with the impressions ending if this concentration is broken by distractions. Looking back with this power usually gives vague images, not complete, easy-to-read information. Referees should be careful to use this power to reveal clues, not give away the entire secret behind a game adventure. Members of the Kirini race all have this power, but their images of the past are always shifting and going in and out of focus. Only a limited amount of information can be gained in this way. The farther into the past one looks, the harder the task, according to the following chart:

Period of time	Difficulty Level
6 hours or less	10
1 day	15
1 week	20
1 month	25
1 year	30
10 years	35
50 years	40
100 years	45
per addl. century	+5

The difficulty level may be shifted up one or more rows according to the intensity of the psychic impressions left at a location. A place where one person spent a great deal of time leaves a stronger impression (up one row). A place where an emotional or psychic confrontation took place at the time being viewed improves the "reception" even more (up two rows). Places and

times where great psychic events took place (like a psi battle or a simple murder) are much easier to find (up three rows) than mundane events.

Precognition: This is a rare and very unreliable psychic power that reveals to the user flashes of possible future events. Note that precognition does not predict the future as it *must* be, but as it *might* be if action is not taken to change the way things will happen. Generally, no one can try to bring on a precognitive "flash." Most of the time, they just "happen", without warning. A referee should roll a Stat Roll secretly for anyone with this power whenever a precognitive flash might be helpful. A roll should be made at least once per adventure, but extra rolls can be made whenever a character is about to enter a dangerous or confusing situation where a flash of the future might help even the odds. Referees should feel free to ignore the dice altogether with this power and simply hand out precognitive flashes whenever they are appropriate, and to withhold them whenever knowledge of the future would spoil the adventure. One precognitive experience should be experienced on almost every adventure, though, even if it is just a minor one. If a character tries to bring on a precognitive flash, however, it is *certain* not to work! Gaining additional skill with this ability means a character will have flashes more often, and that they will be clearer and easier to interpret. But more skill does not make flashes of future events easier to control. Most of the time, predictions will be mere hints of what is to come, though some are more specific than others.

Clairvoyance: This is the ability to sense things that are happening right now, but at a distance away from the viewer. Use of clairvoyance usually requires continued concentration. The user may try for a specific target — a person, place or thing. If a Stat Roll is successful, some idea of that person, place or thing's current status is gained. Information gained is usually only partial. For example, using clairvoyance with the focus on your partner, Rudy, might reveal that Rudy was on an island a hundred miles away — but not tell you that he was surrounded by giggling native girls who were admiringly listening to all his old war stories. On the other hand, it might tell you that Rudy was in great pain and near death — without telling you that he was in the next room with a knife in his side. You might sense location, condition, surroundings, or emotional state — but not likely all of these. The power can be used on non-living items, too. It might tell you that your lost Good Conduct Medal was on a blue carpet in a dark place, but not reveal exactly where that room was. Very familiar people or objects make the best targets, requiring a roll at Difficulty Levels of 15 or 20. Strangers and unfamiliar objects are harder, requiring at least rolls at Difficulty Level 25 or 30. Rolls get easier if the user of this power has a focus she can touch that is a link to the target — a lock of hair, a piece of jewelry, or even an item that is exactly like the one you are "homing in" on. Usually, the Referee should make the Stat Rolls for this power, and tell the character only as much as the character's roll would suggest. Sometimes, people with clair-

voyance have “flashes” without trying to use their power. This happens most often when a loved one is in danger or when an important event is about to occur that threatens the individual with the power. The Referee should hand out such clairvoyant clues sparingly, whenever they will help top move the adventure plot along.

Astral Projection: This is the power to have your mental image leave your body and move across space to some other place. You can see and hear through this mental image, but you cannot touch anything, nor can you be detected by any physical means (though telepaths, clairvoyants, and other people with this power may be able to sense you). Using this power requires complete quiet and absolute concentration. If this is interrupted, you will “snap back” to your physical body. Travelling at the same speed you can walk is easy, requiring only a Difficulty Level 15 Stat Roll each minute or so — as long as you stay fairly near your physical body. Flight is also possible, since you are not restricted by gravity, physical barriers such as walls, or even by the speed of light. But the farther away from your physical body that you travel, the harder it is to maintain the projection, as noted below:

Distance from physical body	Difficulty Level
Less than 100 yards	15
Up to 1 mile	20
Up to 10 miles	25
Up to 100 miles	30
Up to 1000 miles	35
Anywhere on the planet	4
Anywhere in the system	45
Another solar system	50

Remember that a roll must be made each minute your astral projection is maintained. One failure ends the astral projection, and snaps you back to your body. Worse yet, if you snap back you must make a Stat Roll on your Psi Potential stat to avoid being stunned for 1-10 minutes. The “snap-back” roll is made at the same Difficulty level as the roll you failed, so the farther you go, the more likely it is you will be stunned. If you decide to return on your own, you come back immediately and there is no danger of “snap-back”. While astrally projecting, your “astral body” can still be attacked by any other astral body you encounter (or by psychic attacks once you have been detected). You will take damage from such attacks off your physical body. If your astral body is killed, you will die. In addition, your physical body is completely helpless while you are “gone”. (Not even Danger Sense will help you.) Be sure you are well hidden or well protected by friends while venturing out astrally.

Psychokinesis Skills

Telekinesis: This is the ability to move objects by force of mind alone. A person with this ability can move an object at normal walking speed as long as the object can be clearly seen well enough to be manipulated. Telekinesis requires concentration, if

this concentration is broken, the power user may drop the object. (See Distractions) A Stat Roll is required every minute to use telekinesis, at a basic Difficulty Level of 15. If the roll succeeds, the object may be manipulated as if it were held in the hands. Any manipulation you could not perform with your own hands and senses is not possible. (thus, you could use a pair of scissors, as long as you can see them, but you could not manipulate an object too small to see.) You can telekinetically lift a total of up to 20 times your Psi Potential stat in pounds. Affecting more than one target at once is harder, increasing your Difficulty Level by 5 for every additional object affected. If you fail a roll, you lose contact with all the objects you are controlling. You cannot move an object with this power at a speed faster than a walking pace, making it useless for throwing knives or rocks, or turning bullets (or, for that matter, for catching such objects).

Pyrokinesis: Pyrokinesis is the power to ignite fires with the power of the mind. This requires concentration for a few seconds only, plus a Stat Roll. Objects that are easy to ignite (kindling, loose paper, flammable gas) are ignited at Difficulty Level 15. Larger flammable objects (cardboard boxes, books, dry wood, clothing) flame up at Difficulty Level 20. At Difficulty Level 25 such things as wet wood, large heavy logs, plastics, and other marginally flammable items such as living flesh start to burn. A Difficulty Level 30 Stat Roll is required to heat nonflammable substances such as brick, stone and metal. These substances don't burn, but if concentration can be maintained they will heat up uncomfortably.

Telekinetic Punch: This variant of telekinesis allows one to deliver an invisible punch at any range one can clearly see. The punch requires only a moment's concentration, and is delivered at the same strength as a person with a Body Type equal to the user's Psi Potential. Telekinetic Punch can also be used to break glass, knock down small targets, etc. without the continued concentration needed for full-fledged telekinetic manipulation. A Stat Roll at Level 15 is needed to successfully deliver a Telekinetic Punch.

Telekinetic Shield: With this power one can form a telekinetic force shield that will deflect a number of hits of physical damage equal to the character's Psi Potential. The shield can be maintained over a period of time with continued concentration, or raised at a moment's notice to deflect a projectile. Raising a shield at the last minute requires a Stat Roll test between the defender's Psi Potential and Telekinetic Shield skill and the attacker's Reflexes and attack/weapon skill. If the defender loses, she or he is hit before the shield can be raised. Of course if the character does not see the attack coming, no shield can be raised. (Exception: characters who also have Danger Sense always get a chance to raise a shield, even if they have their backs turned or are sleeping!) A Telekinetic Shield will protect against both physical blows and energy weapons, but not against poison gas.

Telekinetic Throw: A person with this ability can throw a small object like a knife, rock, or grenade with telekinesis. Only an object small enough to be thrown with one hand can be tossed, with accuracy determined by a Stat Roll on the Psi Potential and Telekinetic throw skill. A person with this power can also catch a thrown item and manipulate it telekinetically (or throw it back) by making a successful Stat Roll contest against the thrower's Reflexes and appropriate throwing skill.

Telekinetic Flight: With this power, a person can lift himself telekinetically and fly at a Movement Allowance of one Mekton-sized hex per point of Psi Potential per turn. A flying person can lift his own weight and remain in the air, and can continue to take other actions while flying as long as he remains conscious.

Telekinetic Projectile: This ability increases one's control over telekinesis to a point where one can hurl small projectiles like arrows, bullets and rocks at great speed. In addition, a Stat Roll contest (as in Telekinetic Throw above) allows one to catch even a fast-moving projectile like a bullet and even return it toward the original attacker at the same speed it was originally travelling.

Psibody: The user can create an image with the same abilities as an Astral Projection, except the image can become tangible enough to be seen, to pick up objects, and to manipulate things just as if she was really there. A psibody can change back and forth from solidity to an astral projection in one turn, but if it is attacked in solid form, the real body takes the injury due to the strong psi connection between the two. A psibody cannot fly or move through objects while tangible, nor can it pick up things while intangible.

Psychic Healing: With this specialized form of telekinesis, a person can heal up to the individual's Psi Potential in hits of damage with a touch of his hand and a few seconds of concentration. The injury just fades away, healing before your eyes. Oddly enough, a psychic healer can only heal others, not himself. (Self Healing is a separate Self Control skill.) Successful healing requires a Stat Roll at a Difficulty Level equal to the total number of hits taken by the victim. (Thus, more heavily injured people are harder to heal.) Only one attempt may be made per injury. Each healing does one hit of damage to the healer himself from the psychic trauma. A psychic healer can bring a victim out of a stunned condition with a successful roll. Psychic healing will also work to neutralize the entire effects of drugs or poisons in a victim's system, but it cannot help someone who is truly dead. It can, however, prevent death if a victim can be restored above zero hits immediately.

Teleportation: This is the most sophisticated type of telekinetic ability — the power to move oneself from one place to another in an instant without travelling through the space in between. A moment's concentration and a Stat Roll at Difficulty Level 20 is enough to move someone to any location within line-of-sight.

With a few turns of concentration, a person with this power can teleport to any location he knows well, or can see clearly through something like a TV screen. This requires a Level 25 Stat Roll. No one can teleport to a location he has never seen or been in, even with a photograph, a clairvoyant image, or a good description. A failed attempt simply means the subject doesn't go anywhere. A teleporter can carry one other person, but this requires adding 10 to the Difficulty Level. Even if that sort of teleport is successful, the teleporter will take 1d6-2 of damage from the strain.

Self Control Skills

Body Control: This is the ability to take voluntary control of one's own body functions, including breathing, heart rate, body temperature, etc. Use of the meditative aspect of this power allows one to focus attention more keenly, ignore pain, and improve response time. Body Control takes one full turn of concentration and a Difficulty Level 15 Stat Roll to set up. After that, the "controlled" state will last for a number of minutes equal to the character's Psi Potential stat, and outside distractions cannot affect it. Use of Body Control adds 1 point to a character's Reflexes and Cool stats for as long as the meditative state lasts. It also adds 1 to the character's Stun/Shock score. Once the controlled state ends, it cannot be reentered for at least 1 hour.

Mecha Control: With this skill, a mecha pilot can interface his mind with a psi-control Mekton or other psi-controlled mecha. When fighting with a psi-controlled mecha, a pilot uses either the appropriate mecha combat skill or this Mecha Control skill — whichever is lower! In other words, a pilot's effective Mecha Combat skill in a psi-controlled mecha can never be higher than her Mecha Control skill.

Strength Focus: Use of this power requires one full turn of concentration and a successful Stat Roll at Difficulty Level 15. If the roll is successful, a character triples his effective strength (which triples lift/drag weight, Encumbrance Value, and throwing distance) for one turn only. Characters of Average or less Body Type have a damage add of +2 for this turn, while those of Strong or Very Strong Body Type triple their normal damage add. There is a price to pay for this form of body control, however. At the end of the turn of added strength, the character takes one hit of damage immediately and operates as if she were one Body Type class lower for one hour. After the hour is up, the character may again try the Strength Focus, if desired.

Self Healing: This is similar to the Psychokinesis power of Psychic Healing, but it only works on one's self. Use of this power requires a Stat Roll at Level 15 and one full turn of concentration, however, to heal a number of hits of damage equal to one's Psi Potential. Once used, the power will not work again for 24 hours, or until the character has had at least eight hours of uninterrupted sleep. It is effective against physical damage, or can be used to totally neutralize a poison or harmful drug.

Reflexes Boost: This is an extreme form of the Body Control ability, used mainly to heighten one's combat awareness. This power can be activated by concentration in the same way as Body Control, and it lasts the same amount of time, but it boosts a character's Reflexes and Cool stats by 2 points. Instead of just one. This state will last for a number of minutes equal to the character's Psi Potential stat, but unlike Body Control, this power cannot be used again for 24 hours, or until the character has had at least eight hours of uninterrupted sleep.

Using Psionic Skills

Psionic Skill Stat Rolls

Most Stat Rolls for use of Psionic Skills should be made by the Referee secretly. When the goal is to gain information from another mind or across time and space, the Referee should reveal more of the information desired on a very good roll (well over the target number), less information on a roll that barely gets by, and no useful information on an unsuccessful roll. The user of the skill should not know for certain about the completeness of the information, but the Referee can give a hint when she describes the results. ("Your visualization is hazy, but you think you see a burning Mekton behind a blue building." Or, for a very good roll, "You see a green-and-white Mark IV Spitfire Mekton collapsed and burning behind a building marked "Satellite Protective Services". You can make out every detail of the damaged Mekton, right down to the serial number HA4004 on the left shoulder.")

When the goal is to affect another person or object (examples: an attack, an illusion, a use of telekinesis or an attempt at psychic healing), the character should learn only as much as he can observe about the effects of the Stat Roll. When the Referee says "your foe clutches his head and falls," it may be an indicator of a successful Mental Attack, or a ruse by a clever enemy who has deflected your attack with a Telepathic Shield. Likewise, a psychic healer may see a wound stop bleeding and begin to close, but she will never know the exact number of damage points that are removed by the effort. A telekinetic can see a book lift from the table across the room, but should not be told how solid a "hold" he has, except in very general terms. "You easily lift the book, and see it rise smoothly to the ceiling," indicates a good roll. "The book wobbles, then rises unsteadily a meter into the air, where it remains, trembling," indicates marginal success.

In some cases, such as Strength Focus or Reflexes Boost, the player always knows how successful the attempt will be if it succeeds at all. These rolls should be made by the player. But in most cases, keep the element of uncertainty in the use of Psionic Skills, to add role playing flavor to the game.

Concentration

The use of most Psionic Skills requires concentration. In general, a person using one of these skills must focus attention on

the use of the skill. No other action may be taken by a person using such a skill. Some skills (such as Telepathic Shielding or Aura Viewing) require a bit of concentration, but allow the user to do other things at the same time. These skills still may be disrupted by distractions, however. Two skills (Mecha Control and Reflexes Boost) require only a turn of concentration to activate, and then are not affected by distractions. One skill, Danger Sensing, is considered to be "on" at all times, and needs no concentration at all.

Distractions

A character who is injured or startled while using a Psionic Skill must make a Cool Stat Roll (no skill applies) to avoid losing her concentration for a turn. The difficulty level applied depends on the amount of distraction. An unexpected gunshot right behind you is about a Difficulty Level 10. Being hit in the face with a left hook is probably a Level 15 distraction. A major wound is at least a Level 20 distraction. A real emotional trauma, like seeing your best friend's Mekton explode, should be worth a Level 25 or more. If the roll fails, the concentration is interrupted and the power stops operating for one turn. At the end of the next full turn, concentration can be reestablished if the distraction is gone. In the case of a continuing distraction (such as painfully loud noise all around you or the pain of a severe wound left untreated), a Cool Stat Roll is required each turn until the distraction goes away.

Psi Unpredictability

Psionics is still something of an inexact science, and psi abilities and skill have a tendency to act unpredictably from time to time. This allows the Referee to use Psionic Skills to further the "plot" of an adventure. For example, a Referee may give a character with clairvoyance or precognition a warning of something that is happening or about to happen as the "spark" for an adventure situation. ("Suddenly, your vision blurs and you can see Randal's Mekton stuck up to its waist in mud, sinking fast!") In turn, an ability can fail when it is important to the plot that a piece of vital information remain secret. That is why the Referee makes most die rolls for Psionic Skills. The Referee should not use this unpredictability as an excuse to frustrate the players. In fact, spontaneous, uncontrolled use of psionic powers should help the characters as often as it hinders them. Psi unpredictability keeps Psionic Skills from unbalancing the game and making characters into supercharacters who know everything and can do anything.

Psychotechnology

With psychic abilities so well documented, the development of technology designed to enhance or defend against the powers of the mind was sure to follow. Psychotechnology falls into three categories: psi enhancers, psi defenses and psi controlled mecha.

Psi Enhancers

Though the biological basis for psi powers is still not fully understood, science in the time of the Empire has discovered a number of ways to enhance psi abilities.

Certain rare drugs are known to boost psi abilities for a short period of time. All take a toll on the body and mind in one way or another, and most groups involved with psi abilities preach against the use of these substances. One, cortexaline, is an addictive substance that has caused great problems on many urbanized Elomani-populated worlds. A single one-gram dose is called a "brain-pop" or just "pop". It usually is dispensed in crushable capsule form and inhaled, and takes effect in one turn. This dosage will boost an Elomani's Psi Potential by 4 points for 1-6 hours, after which it drops off sharply to one-half its normal value for an equal amount of time. Cortexaline has no known effect on Humani, other than to raise the body temperature a degree or so for several hours. People of mixed Elomani/Humani blood have a 50-50 chance of being affected, but if they prove to be vulnerable to the drug once, it will always work on them the same way it does on a pure-strain Elomani.

Addiction to cortexaline usually occurs after the first dose, with a Cool Stat Roll being required to resist going out to get another "pop" every 24 hours. The Difficulty Level of this roll starts at only 10, but increases by one each day that "pop" is not taken. In addition, for each dose of "pop" taken, there is a 1 in 10 chance of losing 1 point of Psi Potential permanently when it wears off. "Pop" has become a very real problem in Elomani cities where social status is often determined by psi ability. In such cities a "pop" can usually be obtained through illegal dealers for 50-100 credits. Elsewhere, where Elomani are not as common, one might pay up to 1000 credits or more for a dose, if one can be obtained at all.

Kicking a "pop" habit is dangerous and difficult, requiring complete withdrawal of the drug for at least two weeks. At the end of this two-week period, the character loses 1 point from a randomly-determined stat permanently and a Psi Potential roll is made at Difficulty Level 25. If the roll succeeds, the drug has been successfully kicked (though a Cool roll at Level 15 is required to resist if ever directly confronted with the drug again). If the roll fails, it can be repeated every week as long as the drug is kept away from the subject. Characters who take a long time to kick the habit will find that their character statistics have suffered greatly.

Another drug, synapsanol (or "snap", as it is generally known) works on Humani and Elomani alike. It boosts the Psi Potential stat by 3 points for twenty minutes. At the end of this time, the character falls into a stunned stupor for 1-6 hours, and has a 1 in 6 chance of losing 1 point of Psi Potential permanently. Oddly enough, even a single use of "snap" is fatal to an Elomani who is addicted to cortexaline. Synapsanol is harder to obtain and

much more expensive than cortexaline, costing from 1000-6000 credits per dose.

Both synapsanol and cortexaline are illegal on all Empire worlds and most civilized areas outside the Empire. In the Empire, conviction of psidrug use rarely brings a prison sentence but does bring large fines in most urban areas. Conviction on a charge of selling such drugs almost always leads to a prison sentence. On Elomani-dominated worlds, conviction on a charge of selling cortexaline almost always earns the death penalty.

There are very few known psi-enhancing devices, and they are usually more dangerous than psi-boosting drugs. The most famous psi-boosting technology is that which was created during the final part of the Aggendi war by Kirini technologists working with Elomani psi experts. The result of this combined effort was a massive computer-controlled device that merged Kirini and Elomani minds into an overwhelming force that was called the Overmind. Though the Overmind succeeded in defeating the Aggendi massmind, throwing the Aggendi planets out of our universe entirely, most of the psi-talented operators of the Overmind equipment died also with their brains almost literally fried out of their skulls. Deemed too dangerous to remain in existence, the giant mechanism was dismantled, and the notes on its construction were made an Imperial Top Secret, available to no one. There are rumors that some survivors of the Overmind project are still alive, but there is no hard evidence to support those stories.

Other psi-enhancing devices have been developed from time to time, but most have proven to be either grossly ineffective or totally dangerous. The only psi-booster patents on file with the Imperial Office of Technology are noted as being fatal for more than 90 percent of their users on the first use of the machine.

Psi enhancers are often offered for black-market sale by unscrupulous individuals in backwater parts of the galaxy, but these are usually fakes. Sometimes a fake device will seem to work to some degree, but this is usually because the operator's belief in the device allows him to relax and make the best use of psi ability already present.

Bendari records refer to psionic boosting devices used by members of that ancient race, but no Imperial survey of Bendari ruins has ever discovered one. (Or, at least, the Empire is not talking about any they might have uncovered.)

Psi Defenses

Psi defenses, both as drugs and devices, are better known, safer, and used more widely than psi boosters. Although normal sleep does not block psi powers, almost any form of heavy sedation will muddle the thoughts enough to prevent the use of psi. A well-sedated psi cannot use psi powers, nor can a sedated or comatose person be contacted or detected with psi

powers. (This is why kidnappers in areas where psi use is common always drug their victims, and why psionic cultures such as the Elomani use drugs to keep imprisoned criminals docile and helpless.)

Researchers say that psi talents are easier to block than enhance with electronic devices because blocking does not require direct stimulation of the brain. "It's easier to build a wall than a holovision camera," says Kirini scientist and psi technology specialist Havril Jaf. "The camera requires knowledge of electronics and fine instruments. The wall just requires strength and determination. Enhancing psi requires us to know a great deal about how consciousness hooks in with the physical world. Blocking psi just requires an application of power."

Even so, truly effective psi defenses are not cheap. The "psiblock caps" worn by various anti-psi groups are more symbolic than useful. Most are simple plastimetal skullcaps with devices attached that run a low pulsing current through the cap's surface. Since psi abilities are unaffected by most normal electromagnetic effects, this sort of defense is totally useless.

"Fuzz boxes" are more useful. These are special electronic devices that create a sort of psionic static. At close range (about 20 meters or so) these can partially disrupt psionic probing. A fuzz box is usually about the size and weight of a large backpack, and costs about 1000 credits in larger cities — more in outlying areas of the Empire. It will reduce the effectiveness of Telepathy and ESP skills, reducing the effective Psi Potential of anyone probing within its range by 2 points. Note that fuzz boxes will block Telepathy and ESP skills as long as the target of the psi probe is in range, no matter where the psi probe comes from. Psychokinesis and Self Control abilities are unaffected, however, unless the person using them is within 20 meters of the fuzz box.

The most effective anti-psi devices are psi resonators. A resonator is usually about the size of a small gravcar — not very portable at all. But when one is functioning it will detect the use of any psionic ability within 100 meters. Furthermore, it will adjust itself to the specific mental "frequency" of a psi-user within its range and create an interference field. The field reduces the effective Psi Potential of anyone using psi powers by 2 points the first turn, 4 points the second turn, 8 points the third turn, and so forth. When the target is reduced to zero Psi Potential, a psi resonator will start to do 2 hits of damage per turn to the target until the target quits using psi powers. Resonators that can handle one target at a time cost at least 10,000 credits. Adding circuits for multiple intruders doubles the cost for each extra channel, making multichannel resonators very, very expensive.

Low cost or more portable resonators and fuzz boxes are not known to be available, but Bendari writings hint at their use by that ancient race.



Psi Controlled Mecha

While not common within the Empire, there are mecha which are controlled entirely by the mental will of the pilot. These Mektons are primarily used by the Elomani and other psionic adepts. Designing a mecha with psionic controls adds an additional 30% to the base cost of your mecha design. Mecha may be designed with psi controls or standard controls, but not both; you must have a Mecha Control Skill in order to use psi controlled Mektons.

A psi-controlled mecha cannot actually improve a pilot's ability to fight in combat, but it does give the pilot an incredible advantage in reaction times (after all, actions take place at the speed of thought). In combat, a mecha pilot with psionic controls can add his Mecha Control Skill to his Reflex Stat when determining initiative. In addition, psi controlled mecha gain one extra action per turn on top of their normal Actions Per Turn as described in Mekton II, pg.39.

Space Combat

Mecha Movement

There are two scales of movement in *Mekton Empire*. The first is MECHA scale. This is the scale used by small fighters and mecha. It is identical to the Mecha Scale used in *Mekton II*, and consists of 50 meter hexes. Movement of mecha is performed by moving through the sides of each hex into the adjoining hexes, paying a cost of 1MA point for each hex entered. You may only place one mecha or mecha-sized unit into a single mecha-scaled hex.

Each mecha-scaled hex is made up of smaller (2 meter) man-scaled hexes. These hexes are used when moving men around on the gameboard. In most cases, you won't encounter these hexes unless you're engaged in a boarding action.

Forward Movement

As in *Mekton II*, mecha move by spending points of MA for each hex moved. In *Empire*, this rule still holds; you spend 3, you move 3. When you stop moving, you are stopped in place until the next turn comes around.

But this isn't entirely realistic; in the airless wastes of space, you won't actually have gravity and air resistance to affect your movement. Logically, every time you want to stop, you should have to spend MA points to do so.

However, this can lead to a playability nightmare, as gamers try to keep track of acceleration, deceleration, and conserved momentum for five or six mecha suits...So we've given you a compromise to make your bookkeeping simpler.

As long as your mecha is in motion during a turn, it need not pay any additional MA to slow down or speed up. However, if you do not want to move during a turn, you must spend an amount of MA equal to the total amount of MA spent for movement in the previous turn. This braking action does not count as actual movement, and take up no combat actions.

For example, the *Rapier Mark 5* moves eight MA in Turn 1. In Turn 2, it only moves 5 MA. So far, so good; *Jef* doesn't pay anything to slow down. However, in Turn 3, he decides to come to a complete stop. He must therefore spend 5 MA in Turn 3 to bring the *Rapier* to a halt.

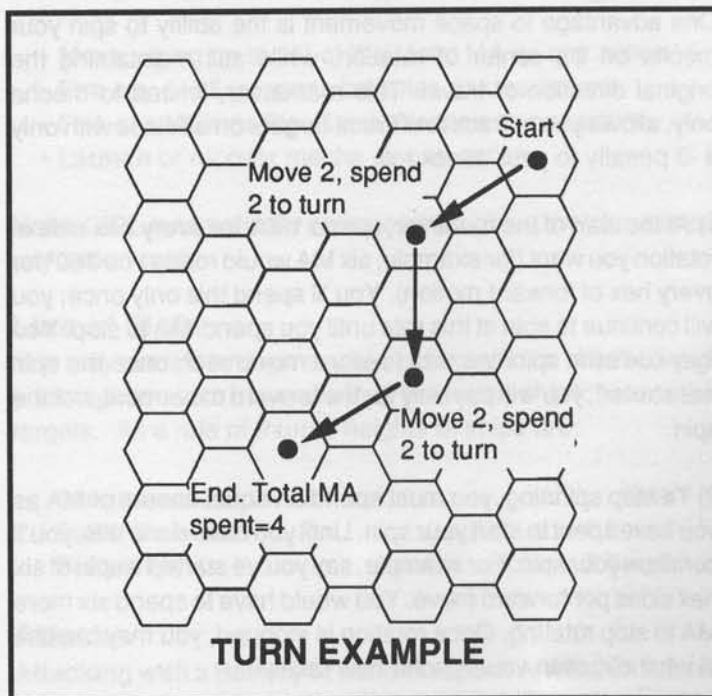
You may not use MA to partially slow down. Instead, you must either continue spending MA as if for normal movement, or spend MA equal to your previous expenditure to come to a full stop.

Changing Direction

On a planet, mecha change direction through a combination of

thrust, gravity and air resistance. In space, the second two of these factors don't exist; instead, a mecha must use thrust in order to make turns.

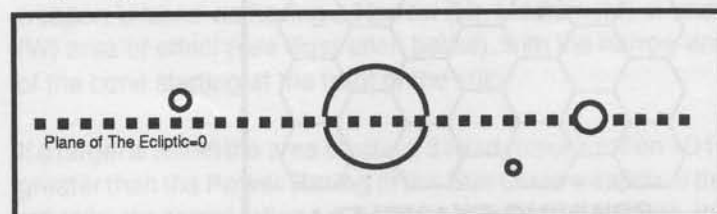
To change in direction in space, you must spend 1MA for every hex of straight line travel you have made before making your turn. If the turn is made at the start of a movement, then you must expend 1MA for every hex of straight line travel moved in the previous turn. You may not spend more or less than this amount; for example; you couldn't move 5 in Turn 1, then spend only 4 to change direction in Turn 2.



Climbs & Dives

Another type of direction change is rising and falling. Unlike planetary movement, in space, you can't use the ground to determine how far up you are. So we need another way to determine vertical movement.

So how do you determine altitude? In the *Empire*, we use the plane of the ecliptic. The plane of the ecliptic is an imaginary plane drawn through the orbital paths of all the planets in a system. This plane is considered to be level ZERO for the purposes of *Mekton Empire* navigation. Most planetary approaches, space battles and stargates are all placed along this imaginary plane.



When a mecha moves higher or lower than this plane, it does

so in one hex increments. Movement above the plane is expressed as a positive value (such as +4, +6, etc.), while movement below the plane is expressed as a negative value (-2, -4, etc.). As with combat in *Mekton II*, each additional hex of altitude between two units also adds one hex of range between them.

To change direction in either case is the same as with a horizontal direction change; spend 1MA for every hex of straight line travel you have made before making your altitude change.

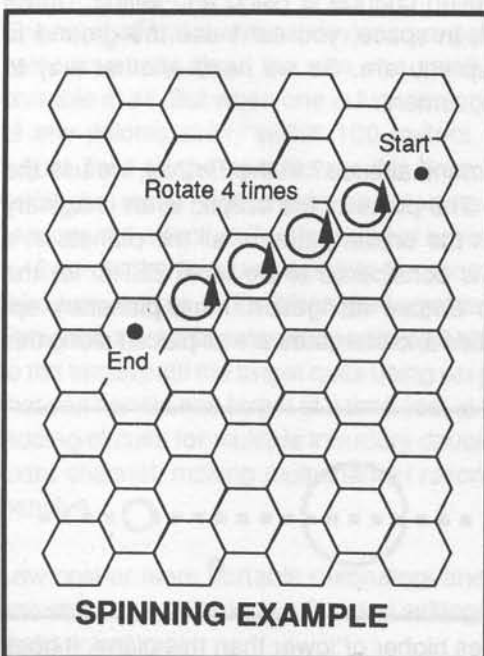
Spinning

One advantage to space movement is the ability to spin your mecha on it's center of rotation, while still maintaining the original direction of travel. This maneuver, limited to mecha only, allows you to track and fire at targets on all sides with only a -3 penalty to your attack roll.

1) At the start of the maneuver, spend 1MA for every hex side of rotation you want (for example, six MA would rotate you 360° for every hex of forward motion). You'll spend this only once; you will continue to spin at this rate until you spend MA to stop. You may combine spinning with forward movement; once the spin has started, you will pay only for the forward movement, not the spin.

2) To stop spinning, you must spend an equal amount of MA as you have spent to start your spin. Until you have done this, you'll continue your spin. For example, say you've started a spin of six hex sides per forward move. You would have to spend six more MA to stop rotating. Once rotation is stopped, you may choose in what direction your mecha now faces.

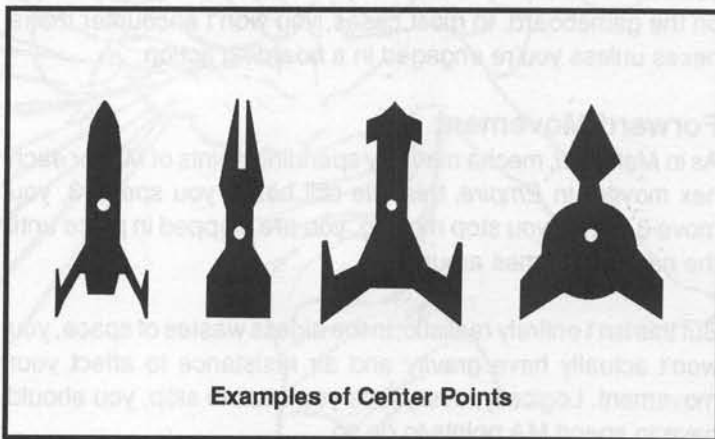
3) You don't have to completely stop your spin; you may elect to spend less than the original amount to reduce the rate of spin. For example, if you started with 6MA of spin, and applied three MA to stop, you would continue to spin, but at a rate of three hexsides per forward hex.



Ship Movement

Unlike Mecha and Fighters, ships can occupy more than a single 50 meter hex. This means that determining where a ship actually is can be a bit of a problem. We solve this by creating a **Center Point** for each ship; an imaginary midpoint from which movement is calculated. The ship templates in the *Empire* book have their Center Points already calculated; however, to determine the center point for any ship model or template of your own design, do the following:

- 1) Draw a straight line from the front of the ship to the rear.
- 2) Divide this line in half at the exact midpoint (you may need to measure the line first).
- 3) Where the lines cross is your Center Point.



Remember: although movement of a ship is calculated from it's center point, it's actual area may cover far more than a single hex. As with mecha, two objects cannot occupy the same 50 meter hex; therefore, whenever part of a ship extends into a hex, that hex area is considered to be occupied by the ship and may not be entered by other units.

Forward Movement

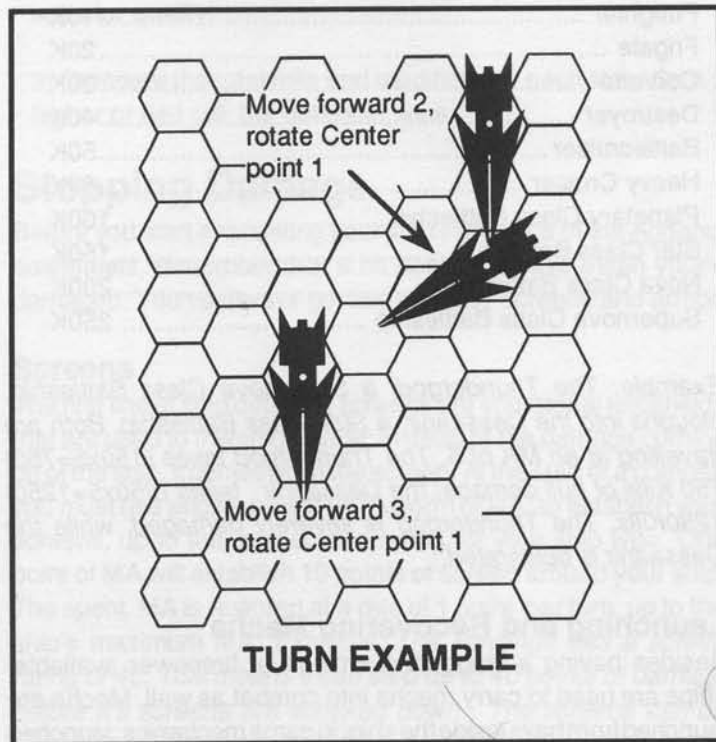
Movement with ships is much like mecha movement. The front of the ship determines it's front facing. However, in moving, you will move the Center Point of the ship from hex to hex. Ships may only move through the sides of a hex, not the corners.

For example, to move a ship four hexes forward, you would move the center point four hexes in the direction in which the front of the ship is pointing.

Note: While ships move based on their Center Points, any area of a ship may be targeted by an opposing force. This means that even if a ship's Center Point is out of range, other parts of the ship may still be within range of an attack.

Turning Ships

Ships turn just like mecha, expending 1 point of MA for every MA spent in straight line travel before the change of direction. Ships may turn up to one hex side per turn made.



Changing Altitude

This maneuver is performed just like other direction changes.

Spinning

Ships are far too cumbersome to both move and use the spin maneuver; this tactic is restricted to mecha only. One reason for this is that a mecha suit's center of gravity is normally vertical (like a human's), whereas a ship's center of gravity is mostly horizontal (like most vehicles). However, ships can change direction on their center points if they have come to a complete stop before the maneuver is attempted.

Combat

In general, MECHA combat is performed exactly as in *Mekton II*, taking the range, damage and accuracy of the weapon into account. The addition of SHIPS to combat, however, adds a few new rules variations.

Turn Order

Mecha normally take turn order as in *Mekton II*, moving and firing on their turn. However, ships move *after* all mecha, in the order of the highest to lowest MA of the previous turn. If two ships were moving at the same speed in the previous turn, roll 1D10 between them, with the highest roll moving first.

Example: The Musashi, the Revenge and the Ataria all ended Turn 1 moving at the following speeds; Musashi 8, Revenge 0 and Ataria 10. Action order in Turn 2 will be Ataria, Musashi and Revenge.

Actions

Mecha may perform any movement or action that they would normally be able to make in *Mekton II*. Although ships are far larger and slower than mecha, they have one big advantage; multiple crewmen. This allows any ship to perform up to three actions per turn. This could be anything from firing three times, to moving, firing, then moving again. Actions include:

- **Move**, using up to 1/2 of their total MA as one action.
- **Fire** any or all weapons batteries as one action.
- **Fire** one Main or Star Class Weapon as one action.
- **Launch** or recover mecha as one action.

Note: CIDL automatically operates throughout the turn, without any action cost.

Line of Sight

You may not fire through any hex occupied by a ship, although you may choose to move above or below the ship to fire at other targets. As a rule of thumb, heights of ships are:

Starcruisers	1 hex
Battle Cruisers	2 hexes
Battleships	3 hexes

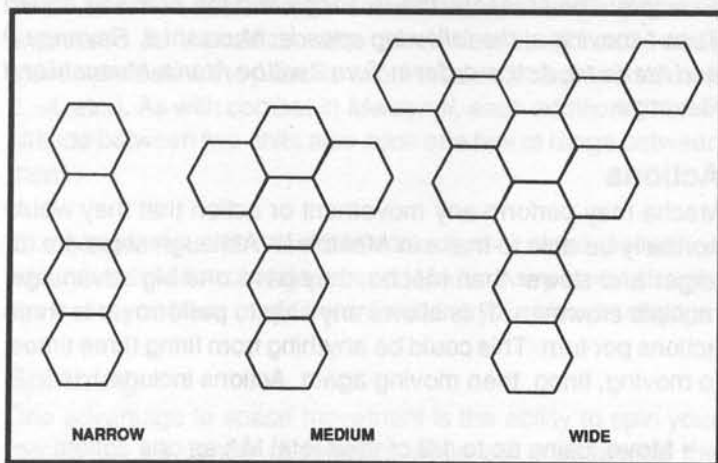
Attacks

Attacking with a Battery or Main Weapon: A Weapon Battery is basically a huge turret of guns or missiles, aimed at a single target. To attack with these weapons, first measure the hex distance between the center point hex of the attacking ship and the target's center point hex, using the most direct hex path between the two points. You must then roll a value greater than this distance on 2D6, adding the weapon's **Range Value** (RV) to this roll.

Example: The Musashi is ten hexes away from the Revenge. Firing a laser Pulse Cannon (Range Value=6), means that the Musashi must roll at 4 or greater on it's die roll (10-6=4).

Attacking With Star Class Weapons: Star Class weapons are incredibly powerful, area-effect weapons, fired over a huge volume of space to engulf enemy units. Each type of Star Class weapon is rated as having a Narrow (N), Medium (M) or Wide (W) area of effect (see illustration below), with the narrow end of the cone starting at the front of the ship.

If a target is within the area of effect, it must make a roll on 1D10 greater than the **Power Rating** of the Star Class weapon. If the roll fails, the target takes full damage. If the roll succeeds, the target takes half damage.



Example: The NovaStar Cannon has a Power Rating of 7. This means that each target within range must roll greater than a seven to avoid taking full damage.

Attacking with CIDL

Mecha must make a Defense Laser Save each turn that they are within 2 hexes of the target ship. This save is based on the type of ship and its CIDL rating; the mecha must roll higher than the CIDL rating on 1D10 or take a hit. Each CIDL hit does 10 kills of damage to the mecha, randomly located.

Type	CIDL Rating
Frieghter	2
Frigate	3
Corvette	3
Destroyer	4
Battlecruiser	4
Heavy Cruiser	5
Planetary Class Battleship	6
Star Class Battleship	7
Nova Class Battleship	8
Supernova Class Battleship	9

Example: a Heavy Cruiser has a CIDL rating of 5. This means a mecha in CIDL range must roll a 5 or higher to avoid being hit by laser fire. CIDL may not be used against other ships.

Ramming

Whenever two ships occupy the same space (through accident or design), a **ram** takes place. When one ship is a Star Class Battleship and the other is a Frigate, a ram can have serious implications for your *Mekton Empire* campaign. Especially if your players are in the Frigate.

To determine ram damage, multiply the Ram Value of each ship (see below) by that ship's current speed; this is the damage the other ship involved in the collision takes. If the collision involves several ships, sort out who hit who and apportion damage

accordingly. Ramming damage is always applied to the hulls of the ramming ships. Armor reduces this damage; however, screens have no effect.

Type	Ram Value
Frieghter	10K
Frigate	20K
Corvette	30K
Destroyer	40K
Battlecruiser	50K
Heavy Cruiser	60K
Planetary Class Battleship	100K
Star Class Battleship	150K
Nova Class Battleship	200K
Supernova Class Battleship	250K

Example: The Thundergod, a Supernova Class Battleship, ploughs into the Dessaanir, a Star Class Battleship. Both are travelling at an MA of 5. The Thundergod takes $(150 \times 5 = 750)$ 750 Kills of hull damage; the Dessaanir takes $(250 \times 5 = 1250)$ 1250 Kills. The Thundergod is severely damaged, while the Dessaanir is obliterated.

Launching and Recovering Mecha

Besides having a staggering amount of firepower available, ships are used to carry mecha into combat as well. Mecha are launched from bays inside the ship; in game mechanics, launched mecha will automatically appear in any hex immediately adjacent to their launching ship.

Mecha which are being recovered must move to within 1 hex of the recovering ship. They may then move onto the ship template, where they are considered to have entered the ship's mecha bays.

Boarding

Although mecha are extremely powerful weapons, in most cases, they will be unable to destroy (or even dent) a large class battleship. Instead, they can be used to board a ship and take it from the inside. This means the mecha must first get through the ship's heavy defensive layers of screens and Close In Defense Lasers (CIDL).

Boarding is much like mecha recovery and launch. Assuming you get past the CIDL, you must move onto a ship-occupied hex to enter the ship. At this point, you can move over to a map of the ship's interior and slug it out Mek to Mek.

Although most *Mekton* combat can and should be roleplayed (this is, after all, a roleplaying game), you may want to determine the outcome of a boarding action on a more abstract basis (such as when a group of non-player character mecha invade a neighboring ship).

For each side in the conflict:

1) Roll 1D10 and add this to the total number of mecha on that side. This is the total attack Strength or that side.

2) If one side has MEKTONs of a superior design or strength than the other, the superior side adds +1 for each mecha of superior quality.

3) Compare the total rolls and modifiers for each side. On a higher or tied roll, the defender wins.

Stopping Damage

Before you start evacuating your ship in the face of the Aggendi battlefleets, remember that a hit doesn't always mean your'e damaged. You've always got two options; screens and armor.

Screens

The first line of ship defense, screens are immaterial forcefields that are used to thwart damage; instead of the damage coming off of the ship, it comes off of the screen. At the start of a combat, you must use engine power (in the form of MA) to establish your screens, up to the total screen rating for your ship type. One point of MA will establish 10 points of screen around your ship. The spent MA is restored at a rate of 1 point per turn, up to the ship's maximum MA. *Example: The Revenge has a screen rating of 40. This means it can stop up to 40 points of damage before it's screens are knocked down. The screens can be reenergized in the next turn, paying 1MA for every 10 points of screen established.*

Screens can also be re-energized by using more power (MA) from the ship's engine. Again, every 10 points of screen generated costs 1 point of MV.

Example: The Revenge has a maximum MA of 12. It spends 4 points to establish a 40 point screen around itself. It's maximum MA will now be 8. This value will increase by +1 each successive turn as the engine recovers from the drain placed upon it by recharging the screens.

Armor

Armor is the second and chief defense against attacks. Like Mekton armor, ship armor is composed of heavy sandwiches of metal and plastic. Also like Mekton armor, the Stopping Power (SP) of the ship's armor is subtracted from the damage of the weapon, with any left over amount being going to the ship itself.

Ship armor is also affected by Staged Penetration; each penetrating hit will reduce the Armor's SP by 10 (yes, 10) points. When the ship's armor is at 0, it will no longer stop damage.

Damage

As in *Mekton II*, damage is subtracted from the ship itself. Each ship is broken into seven areas; Hull, Crew, Weapon Batteries, CIDL systems, Main Weapons, Engine and Sensors.

Damage Location

Assuming the damage has gotten past screens and armor, the next step is to determine what system of the ship has been damaged. Damage can be located randomly (using the table below), or may be targeted before the attack roll is made, subtracting an **attack modifier** (*Mekton II*, pg. 38).

RANDOM SHIP DAMAGE LOCATION TABLE

- 1-4 **Hull Kills** (This damage is subtracted from the Hull of the ship. At 1/2 hull, the ship is evacuated to space and crew must wear suits. At 0, it is destroyed.)
- 5 **Crew Kills** (Each crew hit kills 1D10+5 crew.)
- 6 **Weapon Batteries** (Damages one battery of attacker's choice)
- 7 **CIDL Rank** (Every 10 points of damage reduces a ship's CIDL rank by 1)
- 8 **Main Weapon** (Each hit damages a main weapon of attacker's choice. Alternately, this hit may be used against a Star Class weapon, if present)
- 9 **Engine** (Every 10 points of Engine damage permanently reduces the ship's MA by 1)
- 10 **Sensors** (At 0, the ship is blind and at -6 to all attack rolls)

SHIP HIT MODIFIER TABLE

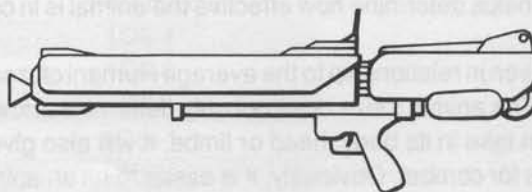
- | | |
|----|-------------------------------|
| -1 | Hull |
| -2 | Weapon Battery |
| -4 | CIDL |
| -3 | Main Weapon/Star Class Weapon |
| -2 | Engine |
| -5 | Sensors |

Ship Attacks Against MEKTONs

When attacking MEKTONs with CIDL, Weapon Batteries and Main Weapons, damage may be located by using the Mecha Random Hit Table in *Mekton II*, pg. 51.

Note: Ships may not "call" shots on specific areas of a mecha; their weapons are far too large in proportion to their targets to allow such precise aiming*.

When attacking mecha with Star Class weapons, all damage is taken from the target's Main Body area. In most cases, this is equivalent to hitting a fly with a hand grenade; the target is usually obliterated.



*"Only Imperial Stormtroopers are that precise." Er, just kidding.



Building the Better Beast

Animal Stats

Creating animals for **Mekton Empire** is a relatively simple process - even easier than creating a character. Each animal type is built on a base of 8 to 40 points, similar to the 20 to 100 point base of a player character. The animal's total stats may either be rolled (4D10) and divided between the different stats, or they can simply be picked to fit what the Referee desires.

The four stats needed for an animal are Temperament, Size, Animal Reflexes and Animal Movement Allowance. Note that although the last two have the same names as two of the character stats, their definitions are slightly different.

Temperament is the amount of aggressiveness an animal possesses. This number measures just how dangerous the animal is. It will tell how likely it is that the animal will attack or run, and helps determine how effective the animal is in combat.

Size is given in relationship to the average Humani citizen of the Empire. The animal's size does not only determines how many hits it can take in its body, head or limbs. It will also give to-hit modifiers for combat. Obviously, it is easier to hit an animal the size of an elephant than it is to shoot a mouse. If an animal has a * listed in its number of hits, any successful attack will kill the animal, no matter how little damage it does.

Animal Reflexes tells how fast the animal can react in a given situation. This stat is primarily used for the animal's Attack and Defense rolls.

Animal Movement Allowance gives the number of character-scale hexes the animal may move in one turn. To translate the movement allowance into *Mekton* scale for Huge and Monstrous creatures, divide the MA by 25 (round up all fractions). Thus, a Very Fast animal that moves 160 character-scale hexes will move 7 *Mekton*-scale hexes.

The **Animal Size** chart also gives a suggested Damage Value for the size of the animal. When creating the animal, use this only as a starting point. Consider the design of the animal. A relatively small animal might have very sharp claws that do a lot of damage, and a relatively large creature might have only its hooves, which do only a little damage. Be creative, but also be logical when arming animals.

Animal Combat

Animal Combat is similar to man-to-man or mecha-to-mecha combat. The animal's Attack and Defense rolls are made by totalling:

Animal Reflexes + Temperament + Combat Modifiers + 1D10

As for men and mecha, if the attack total for the animal is higher than its opponent's defense roll, it hits its opponent. If its opponent's roll is higher, it misses.

Most animal listings will give the amount of damage the animal causes depending on the type of attack it makes. This will usually be a die roll, resulting in the number of hits of damage the animal does for that attack. Note that any animal of size Huge or Monstrous is probably large enough to take on a Mekton. Because 10 Hits = 1 Kill, any animal capable of doing more than 10 points of damage can hurt a lightly armored Mekton.

Some animals may have especially tough hide, shells or some other form of natural protection. In this case, the animal listings will give an armor value. This is the stopping power of the animal's protection, and is subtracted from the damage done to the animal. Any excess then gets through and is subtracted from

the animals hits. Animal armor does not have any staged penetration.

Fight or Flight

In some cases, the Referee may need to determine the animal's reaction. In any basic situation, simply roll 1D10 and compare to the animal's Temperament stat. If the roll is higher than the stat, the animal runs away. If lower, the animal will stay and fight. Roll when the animal is first confronted, then again on every turn of combat where the animal is injured.

Certain types of situations may cause the Referee to modify the roll. For instance, if the animal is a mother protecting her young, the Referee might apply a -5 modifier to the roll. If the attacker is much larger than the animal, he might apply a +1 to +5 (depending on just how much bigger the opponent is). Likewise, if the animal is larger than its opponent, apply a -1 to -5 modifier. Of course, if the role playing scenario calls for the animal to attack, don't bother with Temperament rolls. These are meant as guidelines for use in random encounters or spontaneous situations. Remember that the plot of the adventure is always more important than random die rolls.

Stat Comparison Chart

Points spent =	2	3	4	5	6	7	8	9	10
Temperament	V. Timid	Timid	Quiet	Neutral	Active	Aggressive	Dangerous	V. Dangerous	Vicious
Size	Tiny	V. Small	Small	Medium	Man-sized	Large	V. Large	Huge	Monstrous
Animal Reflexes	Torpid	V. Slow	Slow	Below Av.	Average	Above Av.	Fast	V. Fast	Lightning

Animal Movement Allowance Table

Torpid	6 hexes/turn
Very Slow	10 hexes/turn
Slow	15 hexes/turn
Below Average	20 hexes/turn
Average	30 hexes/turn
Above Average	50 hexes/turn
Fast	80 hexes/turn
Very Fast	120hexes/turn
Lightning	160hexes/turn

Animal Armor Table

Type	SP	Cost
Leather	10	5
Heavy Hide	15	7
Chiton	20	10
Plate Armor	30	15

Animal Size Table

Size	Limb hits	Body hits	Modifier to-hit	Approx. damage
Tiny	*	*	-5	None
Very Small	*	.5	-3	1 Hit max
Small	.5	1	-1	1D6-4
Medium	1	2	0	1D6-2
Human-sized	3	6	0	1D6-1
Large	4	8	0	1D6+1
Very Large	5	10	+1	2D6
Huge	10	20	+3	3D6+3
Monstrous	20	40	+5	3D6+8

*=any hit kills automatically

START HERE

A Roll 1D10 or Choose one

- 1-6 Humani (go to B)
7-10 Non-Humani (go to C)

B Roll 1D10 or Choose one

- 1-5 Monadani
6-8 Non-Monadani Humani
9-10 Variant Humani

Go to D

C Roll 1D10 or Choose one

- 1-2 Elomani/Humani
3-5 Elomani
6 Sli
7 Kili
8 Marreni
9-10 Other or Choice

Go to D

E Roll 1D10 or Choose one for Romantic Life lovers for all Humani or Elomani characters:

- 1-6 Lover is same race. (Elomani/Humani breeds roll again.)
7-8 Lover is Humani (Roll on B above)
9 Lover is Elomani
10 Lover is Humani/Elomani Breed

Lifepath: Character Race/Species

D Roll 1D10 or Choose one

- 1-2 You are from your race/species' homeworld or major galactic population center.
3-5 You are from a major urbanized colony world of your race.
6-7 You are from a minor agricultural or mining colony world of your race.
8-9 You were raised in a cosmopolitan multi-species environment (like a spaceport city, spinner station or provincial capital). Roll again on A through C to determine the major cultural influence in this area.
10 You were raised by members of another race/species, and tend to reflect their culture and values more than your own. Roll again on A through D to determine the culture in which you were raised. (Ignore further rolls of 10.)

Go to MEKTON II

Lifepath: Family Background (pg. 9)

For Humani:

Complete Lifepath as usual.
Use Lifepath: Physical/Personality section T in *Mekton II*. For Romantic Life encounters roll on table E below for each lover.

For Variant Humani and Elomani/Humani Breeds:

Complete Lifepath as usual.
Use Lifepath: Physical/Personality section T2 in *Mekton Empire*. For Romantic Life encounters roll on table E below for each lover.

For Elomani:

Complete Lifepath as usual.
Use Lifepath: Physical/Personality section T3 in *Mekton Empire*. For Romantic Life encounters roll on table E below for each lover.

For Marreni:

Complete Lifepath as usual.
Use Lifepath: Physical/Personality section T5 in *Mekton Empire*. All Romantic Life encounters will be with other Marreni.

For Sli:

Complete Lifepath as usual.
Use Lifepath: Physical/Personality section T6 in *Mekton Empire*. Ignore Romantic Life.

For Kili:

Complete Lifepath as usual.
Use Lifepath: Physical/Personality section T7 in *Mekton Empire*. Ignore Romantic Life.

Lifepath: Physical/Non-Humani

T2 Physical Characteristics: Variant Humani and Elomani/Humani Breeds

Variant Humani: Roll hair/eye color and hairstyle on standard Lifepath (Mekton II pg. 12), then roll 1D6 twice (or choose) to select physical variations. Variations listed here may replace normal hair/eye color rolls.

Roll 1-2	Roll 3-4	Roll 5-6
1 Extremely tall Add 10% of normal ht. & wt. X 1D10)	Extremely short (1/2 normal ht.; 2/3 normal wt.)	Very small size (Divide normal ht./wt. by 1D6)
2 Unusual skin color (blue, green, etc.)	Extra-tough skin (Acts as SP 1 armor)	Unusual skin texture (rough, scaled, etc.)
3 Oversized eyes; improved vision	Oversized ears; improved hearing	Senses impaired (color blind, deaf, etc.)
4 No body/facial hair	Fur-covered body	Roll 2X-Choose if conflict
5 Water breather	Prehensile tail	Wings
6 Cold or warm climate (choose)	Extra fingers/toes	Claws/talons

Humani/Elomani Breeds: Roll here to determine which features resemble the Elomani parent and which resemble the Humani parent. Then roll on the appropriate table T for each individual attribute.

Roll 1D6 for each:	Roll = 1 - 3	Roll = 4 - 6
Skin Color	Roll on Humani list	Roll on Elomani list
Eye Size	Medium (Humani)	Large (Elomani)
Eye Color	Roll on Humani list	Roll on Elomani list
Hair Color	Roll on Humani list	Roll on Elomani list
Hairstyle	Roll all hairstyles on Mekton II: Page 12: Selection T	
Facial/Body hair	Normal (Humani)	None (Elomani)
Fingers	5 fingers & thumb (Humani)	3 fingers & thumb (Elomani)
Psionic Skills	Select as for Humani	Select one on Elomani list
Statistical Range	Humani limitations	Elomani limitations

Lifepath: Physical/Non-Humani

T3 Physical Characteristics: Elomani

Roll 1D10 or choose for each section of the table:

1D10	Hair Color	Eye Color	Skin Tone	Psionic Skill
1	White	Light Yellow	Bluish-White	Telepathic Send and Receive
2	Blue-Gray	Amber	Pale Blue	Telesuggestion
3	Light Blue	Gold	Sky Blue	Aura Viewing
4	Electric Blue	Green-Gold	Medium Blue	Psychometry
5	Medium Blue	Light Brown	Lt. Blue-Gray	Clairvoyance
6	Dark Blue	Golden Brown	Blue-Gray	Telekinesis
7	Purple	Red Brown	Light Gray	Pyrokinesis
8	Blue-Black	Dark Brown	Medium Gray	Body Control
9	Black	Gray	Dark Gray	Roll twice above
10	Striped (roll twice)	Black	Mottled Gray	Roll three times above

T4 Physical Characteristics: Kirini

Roll 1D10 or choose for each section:

1D10	Tentacle Color	Skin Tone
1	White	Iridescent White
2	Greenish-White	Yellow-White
3	Pale Green	Yellow-White
4	Light Green	Light Gold
5	Bright Green	Light Gold
6	Forest Green	Gold
7	Greenish-Brown	Gold
8	Greenish-Black	Red-Gold
9	Roll twice	Red-Gold
10	Roll three times	Golden Brown

T5 Physical Characteristics: Marreni

Roll 1D10 or choose for each section:

1D10	Eye Color	Fur Color
1	Pale Gold	White
2	Gold	Lt. Gray
3	Gold	Gray
4	Light Brown	Dark Gray
5	Brown	Light Tan
6	Brown	Golden Tan
7	Dark Brown	Red-Gold
8	Black	Brown
9	Black	Brown
10	Black	Red-Brown

Lifepath: Physical/Non-Humani

T6 Physical Characteristics: Sli

Roll 1D10 or choose for each section of the table:

1D10	Tail	Eye Color	Skin Tone
1	Straight	Lt. Orange	Light Red-Brown
2	Straight	Orange	Red-Brown
3	Straight	Pink	Red
4	Straight	Red	Light Red
5	Straight	Dark Red	Magenta
6	Bent	Violet	Light Purple
7	Bent	Purple	Deep Purple
8	Bent	Deep Purple	Violet
9	Broken off	Black	Violet-Gray
10	No tail	Black	Gray-Brown

T7 Physical Characteristics: Killi

Roll 1D10 or choose for each section of the table:

1D10	Hair Color	Eye Color	Skin Tone	Psionic Skill
1	Platinum-White	Light Gold	Silvery White	None
2	Silver	Gold	Silvery White	None
3	Golden Blonde	Gold	Pale White	Telepathic Receiving
4	Strawberry Blonde	Green-Gold	Pale White	Telepathic Receiving
5	Auburn	Green	Pinkish White	Telepathic Receiving/Sending
6	Light Purple	Hazel	Pinkish White	Telepathic Receiving/Sending
7	Purple	Deep Blue	Pink	Mental Attack
8	Sky Blue	Blue	Pink	Mental Attack
9	Blue	Blue	Light Golden	Danger Sensing
10	Green	Sky Blue	Light Golden	Roll/choose any two above

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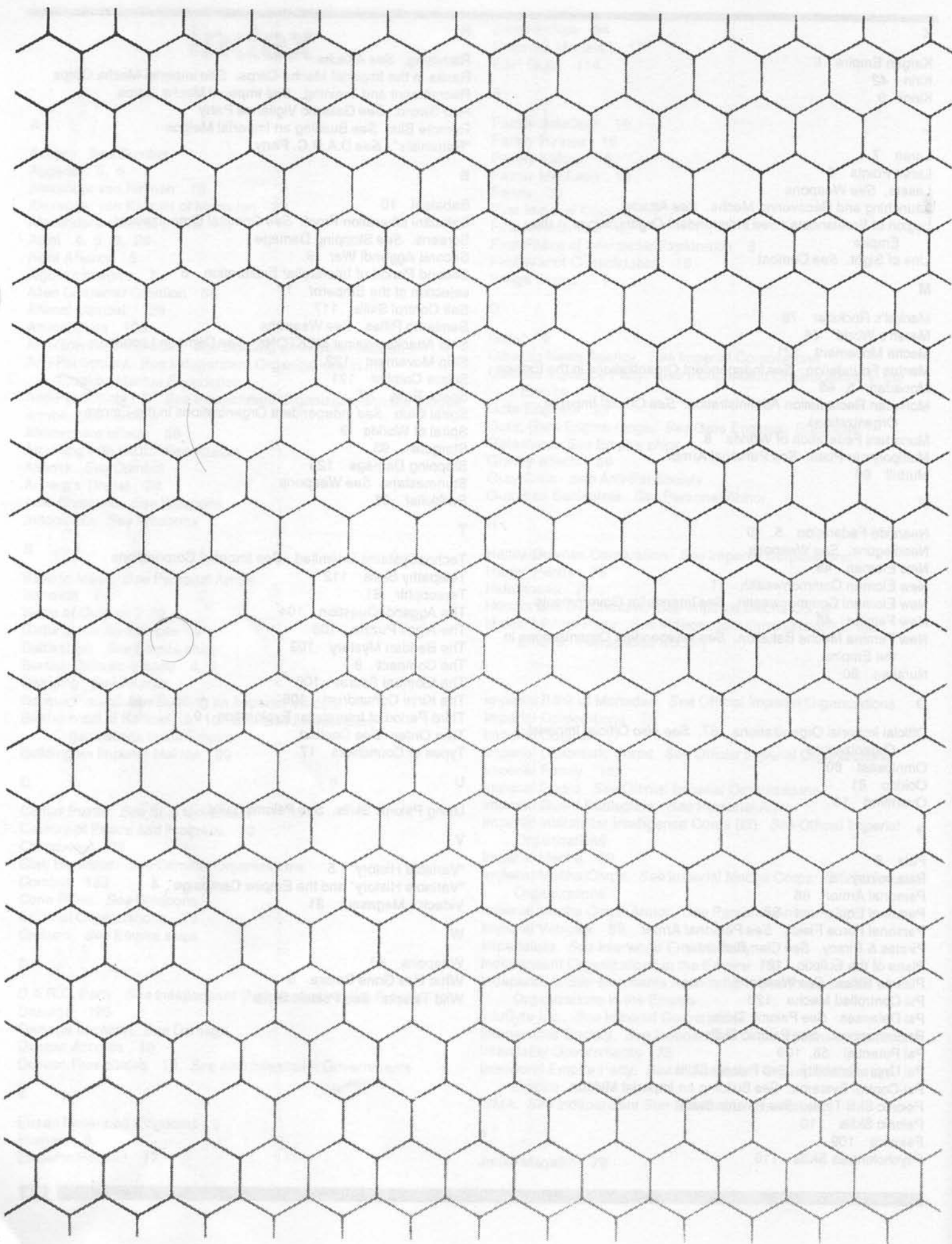
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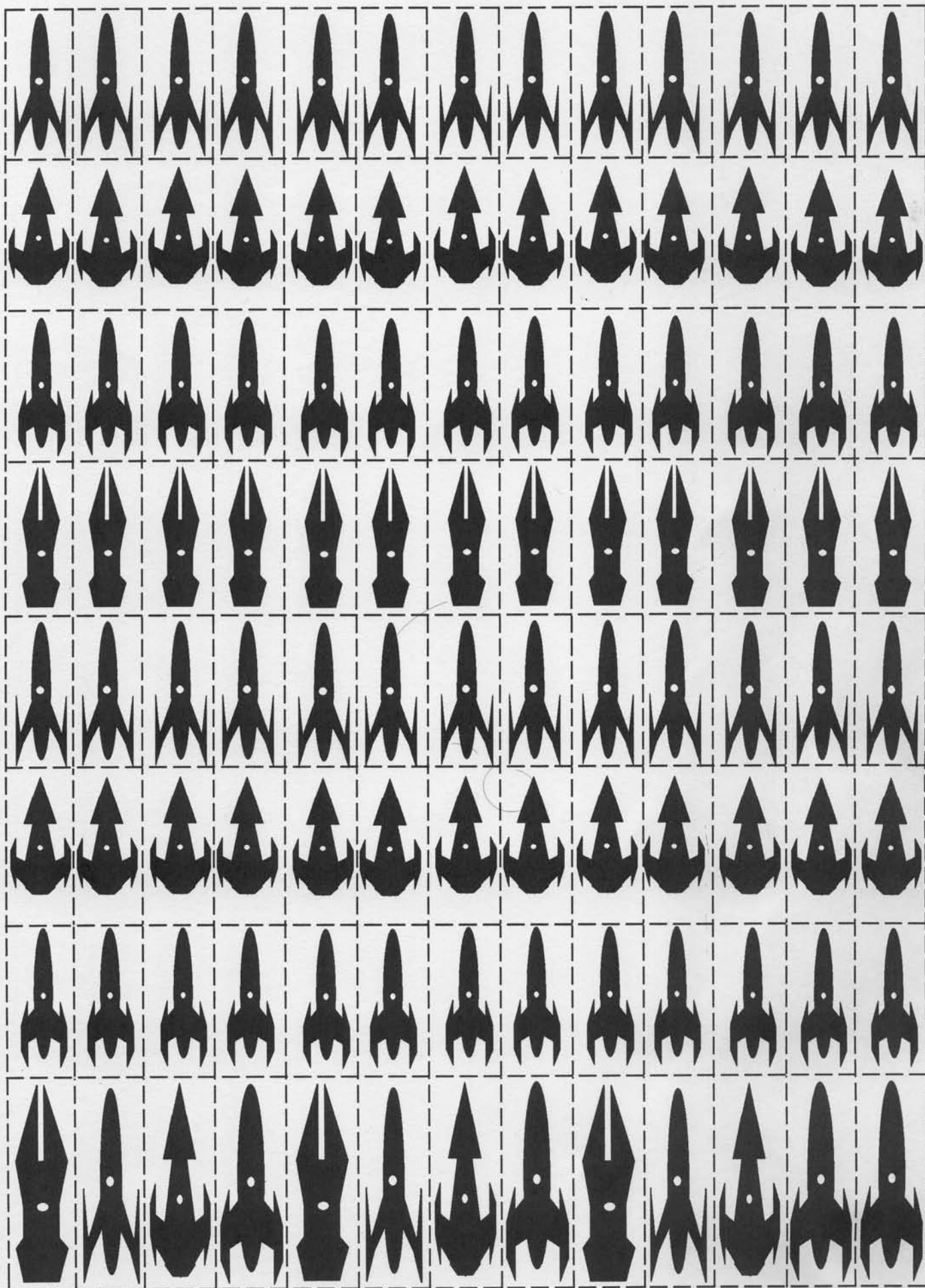
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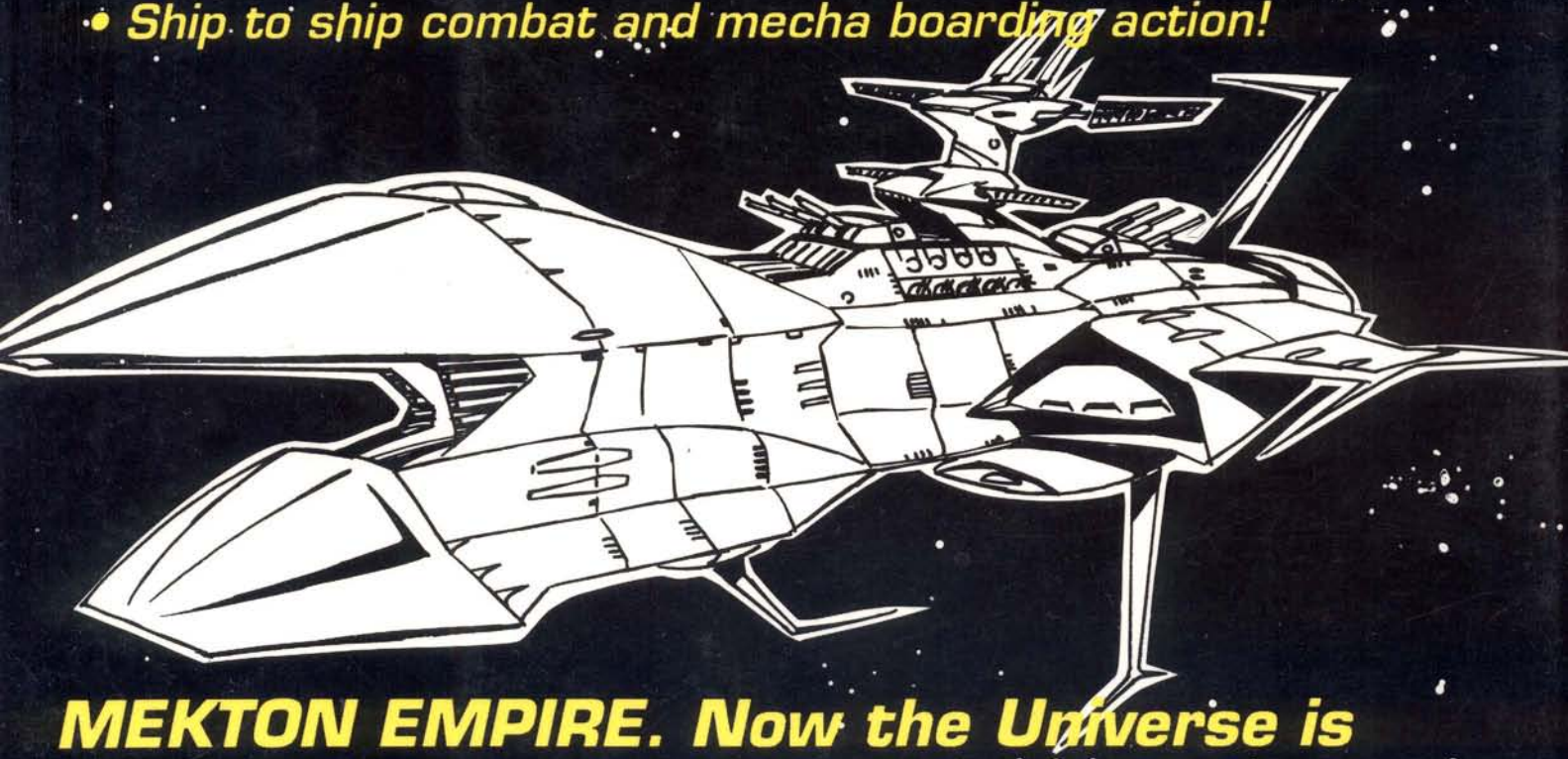
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