

Space Master **Star Strike**TM

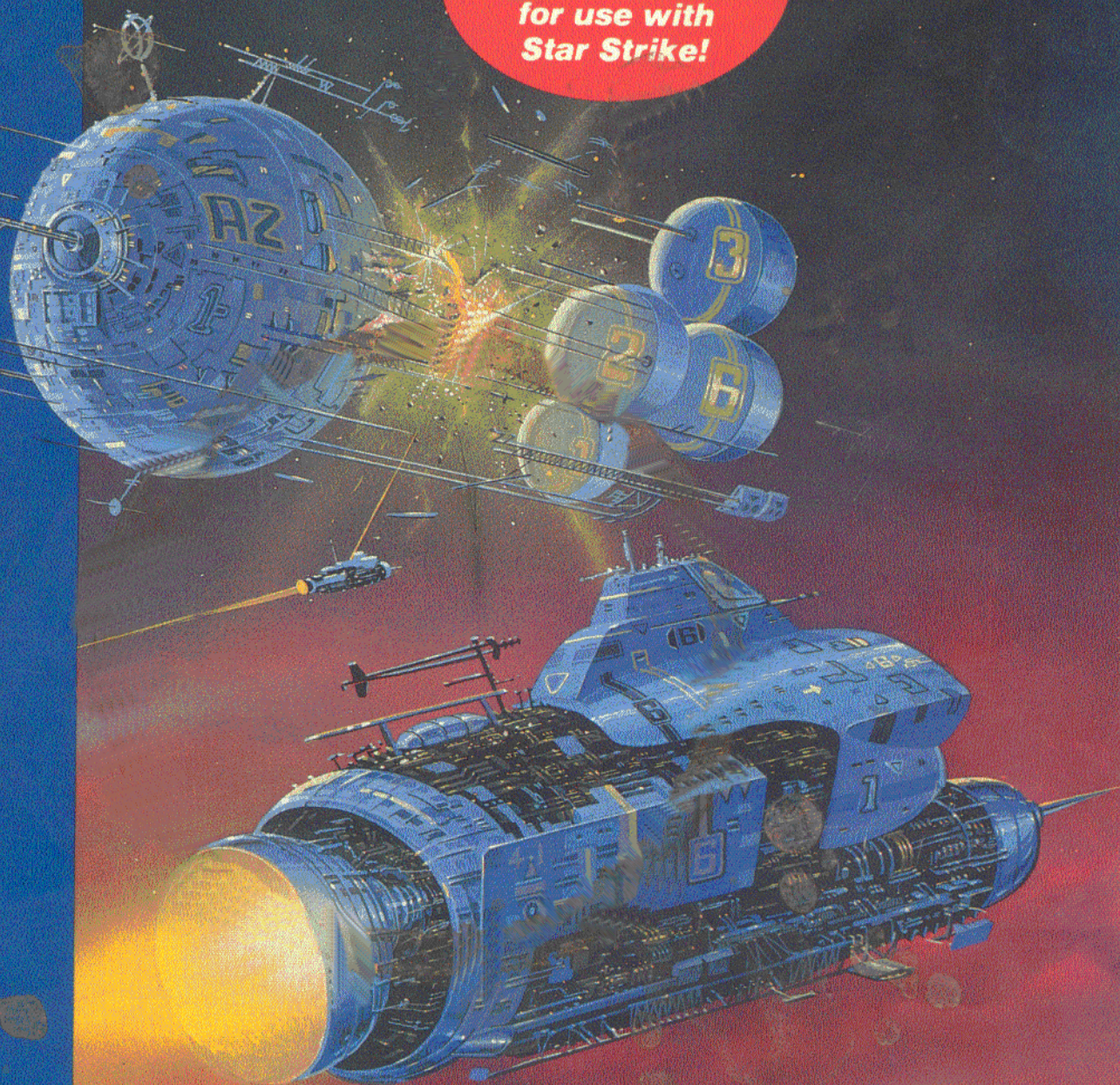


#9013

Vessel Compendium

#3TM

Includes 65
New
full-color counters
for use with
Star Strike!



Imperial Ships

VESSEL COMPENDIUM #3 TM IMPERIAL SHIPS

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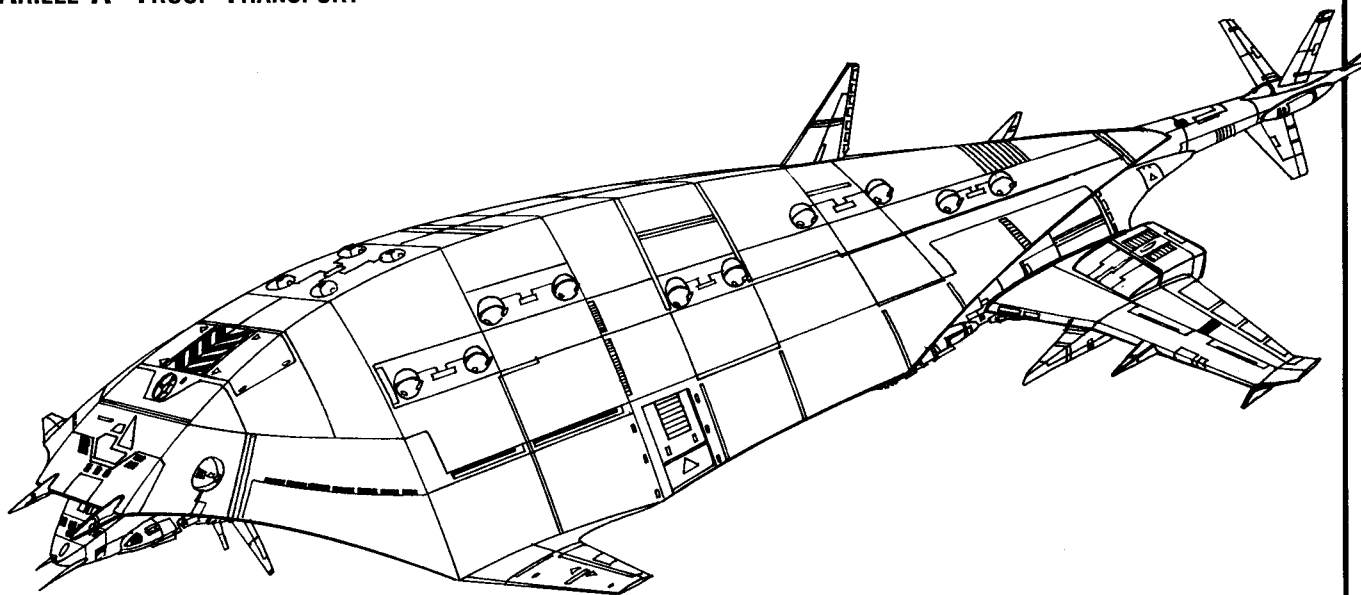
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"ARIELE-A" TROOP TRANSPORT



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COLOR COUNTER ABBREVIATIONS

DSTR:	Destroyer
FRGT:	Frigate
GNBT:	Fleet Gunboat
HY TR:	Heavy Transport
LINR:	Liner
LN CR:	Line Cruiser
LT TR:	Light Transport
MD FR:	Medium Freighter
MD SC:	Medium Scout
MD TR:	Medium Transport
MMAC:	Multi Manned Attack Conveyance Gunboat
OS:	Orbital Station
SMAC:	Single Manned Attack Conveyance Fighter
TMAC:	Two (or Three) Manned Attack Conveyance Fighter

1.0 GUIDELINES

This compendium is designed to supplement Iron Crown Enterprises' *Space Master* series of games. It provides a number of ship designs which futuristic adventurers may meet in their travels, or wish to purchase.

Although this compendium is designed specifically for use with I.C.E.'s *Space Master* roleplaying system and *Star Strike* board game, Gamemasters using any SFRP system will find this book a wealth of source material which they can use in any campaign.

This compendium is organized into seven parts. Section 1.0 deals with guidelines regarding the use of this manual and contains an extensive glossary of terms used in this book as well as background information on the *Space Master* universe. Section 2.0 contains new, optional ship design rules. Section 3.0 contains the ship designs. Sections 4.0 - 5.0 are *Space Master: The RPG* adventures which have been included to help Gamemasters get started using these ships. Finally, section 6.0 contains some mini-adventures and scenario ideas to use with the ships in this compendium.

1.1 ADAPTING THIS MODULE TO YOUR GAME

Like the rest of the series, this module is designed for use with the *Space Master* system, but is adaptable to most other major SFRP games. Bonuses are expressed on a 1-100 scale using percentile dice (D100). No other dice are required.

1.11 CONVERTING BONUSES

Bonuses: When converting percentile values to a 1-20 system, a simple rule is that for every +5 on a D100 scale you get a +1 on a D20. When converting percentile values to a 1-12 scale, each +8 (on D100) equals a +1.

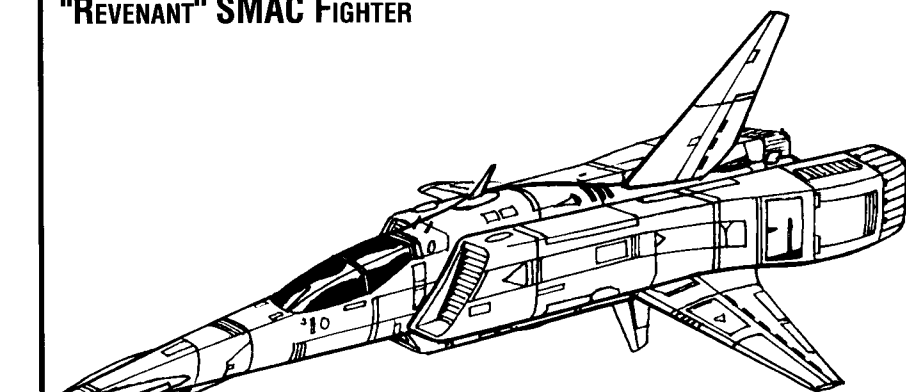
1.12 CONVERSION CHART

If you use something other than *Space Master* and do not normally use a percentile scale, use the following chart to convert the 1-100 numbers to amounts suitable for your game.

STAT CONVERSION CHART

1-100 Stat	D100 Bonus	3-18 Stat	D20 Bonus	1-12 Stat	2D6 Bonus
102+	+35	20+	+7	17+	+4
101	+30	19	+6	15-16	+4
100	+25	18	+5	13-14	+3
98-99	+20	17	+4	12	+3
95-97	+15	16	+3	11	+2
90-94	+10	15	+2	11	+1
85-89	+5	14	+1	10	+1
75-84	+5	13	+1	9	+1
60-74	0	12	0	8	0
40-59	0	10-11	0	7	0
25-39	0	9	0	6	0
15-24	-5	8	-1	5	-1
10-14	-5	7	-1	4	-1
5-9	-10	6	-2	3	-1
3-4	-15	5	-3	3	-2
2	-20	4	-4	2	-3
1	-25	3	-5	2	-3

"REVENANT" SMAC FIGHTER



1.2 ABBREVIATIONS AND DEFINITIONS

The following abbreviations and terms are defined for easy reference.

1.21 ABBREVIATIONS

API: Andrium Producers of the Imperium
CAT: Construction Armor Type
CIP: Cost In Parts
DB: Defensive Bonus
EI.: Elmonits
EW: Electronic Warfare
GCH: Galactic Court of Humanity
HUD: Heads-Up Display
IID: Imperial Intelligence Directorate
INTRACOM: INTERstellar TRAdE COMbine
ISI: Imperial Science Institute
km: kilometer (1,000 meters, or about 5/8 of a mile)
LS: Light Second (about 300,000 km.)
LY: Light Year
MERLOGH: MERcantile League Of Greater Houses
Mk.#: Mark Number
MSA: Maximum Sublight Acceleration
MT: Maneuvering Thrust
OB: Offensive Bonus
RIF: Relative Inertial Field
SENSR: Selected Electromagnetic/Neutrino-Stream Reflection
TBD: Tachyon Beam Dictor

1.22 BACKGROUND INFORMATION DEFINITIONS

API: The Andrium Producers of the Imperium, formerly known as the Andrium for Science League, owes its continuing existence only to the fact that it has a monopoly on Andrium production. API is a production cartel and distribution company, protected and monitored by the Emperor, but in many ways an independant corporation. The API will sell to just about anyone with viable cash, whether they are allied with the Imperial government or not.

Augustus-Hayes: A Royal House that is generally considered to be a "backwater" province, being far below the galactic plane. They are allies of House Carlisle, and have no open enemies. As of Imp. 463, its ruler has been Count Brandon Kothus Tyreus Hayes VIII; their Homeworld is Alpha Virginis

Backnet: The infinite sea of unexplored space beyond TBD range of the Imperium. The Backnet is divided into twenty-four zones.

Clan Baburnica: Their homeworld, Alexie Prime, was colonized about 400 years ago by an amazon society. They were placed under Devonian jurisdiction as a Minor Clan when

the Empire was initiated. The amazons support themselves through the valuable minerals abundant on Alexie Prime. They also tend to be secretive and suspicious, especially of male hominoids. The amazons have joined in a secret pact with a few other Minor Clans of Frontier Zone 5 to work toward the subversion of the Empire in general, and Devon Province in particular.

Clan Detzeer: A Minor Clan that is under the "protective guidance" of House Devon. Their homeworld is located on Taj IV; Daryi. Their government is basically a marxist society ruled by a mercantile parliament. The Detzeeri are descended to a large degree from eastern European stock, and are prone to have dark, curly hair and dark eyes. Over the centuries they have acquired rule over three systems, and are well on their way to achieving their ultimate goal: to be elevated to Royal Family status. Duke Vastra Detzeer is the current Parliamentary Chairman.

Clan Ket: A Minor Clan known for its aggressive militarism; Ketians have a strong reputation throughout the Empire as excellent Armsmen and soldiers. Ketians are an example of Sianetic Harbinger seeding, with a recorded history going back over 9,500 years. Ketian government is a throwback to militaristic feudalism. Duke Paethor of Ket is the current Warmaster.

Circuit: In Frontier Provinces, this term refers to a circuitous star-route utilized by starship caravans, traders, etc.

Carlisle: A Royal House with a centuries-old reputation for being "a bunch of really nice guys." This has earned them the disdain of many other houses, especially Devon and Jade-London. Their intelligence network is top-notch, however, and have foiled numerous plots by Royal Families trying to take advantage of them. As of Imp. 458 their ruler is Duke Preston Toren Carlisle IV; their Homeworld is Aldebaran V (Oreign).

Colos: An Inner Provincial Major House (or "Royal Family"), the Colosians control several star systems near Devon Province, and the two families are frequently at odds. They are known for trying to pull every sneaky, underhanded trick they can, but usually aren't clever enough to pull it off. As of Imp. 471 the ruler of House Colos has been Lord Alexander Telax Colos IV; their Homeworld is Gamma Vulpeculae IV ("Orpheus").

Construct: Anything artificially produced. Most larger constructs have a Construction Armor Type of 21-30 in the *Space Master* system.

Devon: A powerful Major Family, one of the Inner Provinces. They are currently fighting a number of internal difficulties and uprisings. The Emperor is watching these events with interest, possibly with an eye to restoring the House's Ducal status if successful. Currently Lord Yama Pythagor III Devon rules the Province from Delta Cassiopeiae VI ("Karo-line").

Dia Khovaria: (or "The Church") A vast and immensely powerful quasi-religious organization which controls the majority of the

Empire's TBD network through its component corporation, Access Tachyon Technology. Officially sanctioned by the Emperor, The Church wields a great deal of influence as well as the largest data archives in the Empire. Church Diocese Chapterhouses can be found on most Provincial Homeworlds, much to the consternation of many Planetary Governors.

Elmonit: The standard means of exchange in the Empire, technically stands for "Electronic Monits". Its value is determined by MER-LOGH and is usually rated in the Provinces in relation to the Imperial Monit (the Monit minted in the Imperium.)

Empire: An astropolitical jurisdiction encompassing every stellar system known to be inhabited or claimed by Terran Humans, as well as those systems harboring indigenous sentients who have come into the Terran fold. The Empire consists of a central territory, known as the Imperium, and a multitude of Provincial territories governed by Families who pledge fealty to the Emperor. He keeps his seat of power on Terra (also known as Old Earth.)

Family: Political connotation. An almost intangible representative cultural essence which denotes a society of people, practically separating them from the rest of humanity as a specific race. In practice, the administrators of a given Province take on the Family name, behind which the citizens of the Province can rally. Synonymous with "House", "Major Family", "Royal Family", "Greater Clan", etc.

Free Traders: See League of Merchants.

Frontier: The vast region of unconquered space which surrounds the sphere of the Empire. There are over 100 Frontier Provinces (territorial possessions of Minor Clans or Inner Provincial colonies) within TBD range of the Imperium. Beyond that range lies the Backnet. The Frontier is divided into twenty-four zones.

Galactic Court of Humanity: (or "GCH") is technically independent of Imperial control. The function of the GCH is to hear all cases of diplomatic, economic and criminal dispute amongst the Imperial territories, as well as all Imperial Crimes (crimes against the Emperor.) The Court's use of the impeccable female telepaths, called the Order of the Truthsibyls, insures valid testimony — the Truthsibyls have never been found to have been wrong. The GCH is located on Vega IV ("Valhalla").

Hulugu: This is one of the original Inner Provinces. Though it has declined in prominence, its massive mineral wealth helps them maintain a respectable MERLOGH stock. They tend to be willful and reckless, and are known to be the only house to exceed Colos in political stupidity. Baron Teril Langdon Sirood Hulugu I has ruled from Regulus V (Regula) since Imp. 441.

Humanoid: There have been some changes to man's physical makeup as a result of his colonization of the stars. The various

Humanoid subspecies are all the result of environment inducing minor changes in physiology. Though derived from basic Terran stock races, minor natural mutations have occurred due to genetic drift and environmental demands.

Humanoid I: A once-human population which has been influenced by heavy gravity fields. They have developed more bulky and powerful muscles, but their mental abilities, reflexes and agility have suffered due to other environmental effects.

Humanoid II: A race which has become quicker and more agile than average, but perhaps not as strong as stock Terrans.

Humanoid III: A highly intelligent humanoid race whose muscle and bone structures have atrophied somewhat. When Humanoid III's are integrated into normal human societies, they excel in the research sciences.

Homeworld: A geosphere which is capable of supporting standard hydrocarbon based lifeforms. There are precious few of these naturally occurring bodies, so they are in great demand as territorial Capitals. Candidate Homeworlds with unsuitable atmospheres can be transformed into viable geospheres through the introduction of specially developed micro-organisms which can transform undesirable gasses into desirable ones.

Hypershunt: The act of crossing the speed-of-light barrier and propelling one's craft into Hyperspace, protected by a Relative Inertial Field (RIF). Controlled Hypershunts have allowed Humans to colonize known space at a rate far exceeding predictions based on the limitations of "N-Space".

Hyperspace: (or "H-Space") The vernacular term for the Tachyon Universe where (it has been determined) the speed of light is the lower boundary of a radiative propagation spectrum quite unlike our own. Human technological achievements have allowed travel through H-Space, but as of this time actual occupation — and action within — the Tachyon Universe is an impossibility.

Imperial Fleet of Starmadas: The largest fleet of starships in the known galaxy, it is armed and accoutremented with the most advanced hardware available in the Empire. The Imperial Marines are the Planetary Assault and General Defense Division of the Fleet, and set the standard which all Provincial Marine Corps struggle to approach. They are the largest, most well-equipped body of soldiers ever assembled.

Imperial Intelligence Directorate: Quite simply the most feared agency in the entire galaxy. The IID is the field arm of the Imperial Intelligence Ministry, whose job it is to spy on virtually everyone else in the Empire (including the other Ministries.)

Imperial Science Institute: Officially in charge of monitoring and maintaining a smooth, steady rate of technological progress throughout the Empire, the ISI is not as harmless an agency as it may seem. As a

branch of the Imperial Technology Ministry, their primary objectives seem more along the lines of acquisition than dispensation. They are rumored to have arranged "accidents" for those who refused to permit their developments to be "managed" by ISI personnel.

Imperial Senate: Imperial Senators are Noble or Upper class representatives of their Provinces in the Legislative branch of the Empire. They (with the Emperor's cooperation) make the laws that the GCH and VegaPol enforce, and supervise the operation of these agencies (as well as MERLOGH.) Each Greater House has a number of votes based on its size and power within the Imperium. The Senate meets yearly for a twenty-day session on Sol II (Venus).

Imperium: The Imperium is the area of space which encompasses every stellar system colonized or claimed by humans which is not governed by a Province or a Minor Clan. The leader/figurehead of the Imperium is the Emperor himself, who defers many of his responsibilities to Planetary Governors or lesser Nobles. These Governors are prevented from taking too many liberties with their assigned systems due to the omnipresent Imperial Fleet. Cosmographically, the Imperium is situated centrally in the Terran Empire with Old Earth maintained as the territorial Homeworld of all Humankind.

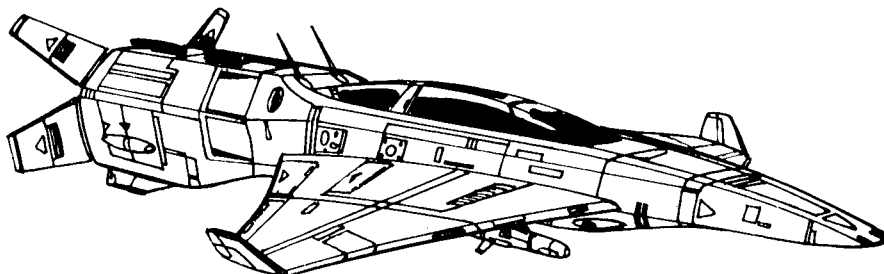
Inner Province: A major cosmographic territory, often containing upwards of ten stellar systems. The Inner Provinces are all located within, or border on, Imperial space, and are ruled by Royal Families (each of which can trace its roots back to the original leaders of the Province.) As such, Inner Provinces maintain their own military forces and mint their own hard Monits.

Instation: Akin to Orbital Stations, Instations are much larger, and are set into "planetary" orbits around stellar primaries. They function as military fleet bases and communications backup for the inhabited planets in the system.

INTRACOM: As one of the largest interprovincial trade corporations in the Empire, INTRACOM serves all of the Inner Provinces — as well as the Imperium itself — as an independant carrier and wholesaler of trade goods. Because of its nature and scope, INTRACOM is forbidden to have political affiliations — a lack more than made up for in its economic strength. INTRACOM deals mainly in nonmilitary technical equipment.

Jade-London: A Royal Family, one of the Inner Provinces. The Jadists, who have a reputation for devious and underhanded schemes, are generally on good terms with the Devonians and poor ones with the Colosians. They are quite clever, however, and usually manage to set some other party up to take the fall for their subterfuge. Since Imp. 463, Count Matthew Daniel Jade-London VI rules his far-flung territory from Alpha Voltanis III ("Lamaraine").

"TEAL HAWK" TMAC FIGHTER



Kashmere: Formed from a coalition of five Minor Clans (Oberon, Argus, Cygnus, Arcadia and Sparta,) the Kashmerians are a subculture of genetically superior humanoids. The Kashmere Families have formed a commonwealth directly under Imperial supervision. Together they rank equal to one Major House. Since Imp. 462, they have been ruled by Duke Caitlin Pliny Bently Kashmere II from the Capital planet of Astra I (Olympus).

KIN: The Kashmere Intelligence Network is the Kashmere secret service and covert operations arm.

Kubischev-Lloyd: A less prominent Major House, Kubischev-Lloyd owes its existence primarily to the personal friendship of Baron Kevin with Count Matthew Jade-London. The Jadists and Lloyds often cooperate to thwart House Hulugu plots. Baron Kevin Illianovich Skakis Kubischev-Lloyd has been in power since Imp. 463 on Eta Pavonis IV (Urkusk).

League of Merchants: A loose, Empire-spanning association of "Free Traders", pirates, crimelords and independant merchantmen. A few of The League's reputed activities include drug smuggling, gunrunning and interprovincial espionage. They also supply a number of Greater Houses with vital intelligence findings (this last in exchange for the Province's "looking the other way" as regards League business.) A number of the upper echelons of the League are located on Hyperion IX in Devon Province, as well as Palenque IV: Tikal. Others are scattered throughout the Empire.

MERLOGH: (MERcantile League Of Greater Houses) The economic monitor, central board of trade, and stock exchange for the Empire. MERLOGH sets the value of the Imperial and Provincial Monits. Local offices oversee all aspects of personal and corporate banking, including Provincial tax assesment and Imperial subsidies. MERLOGH's headquarters is located in the Vega system.

Minor Clan: An extended familial society designated by the Emperor as Minor Royalty. Minor Clans often rule their own stellar systems (under Imperial and/or Provincial supervision,) and may even possess colony systems (although this occurs only in the Fronties Zones.) They are forbidden to mint their own currency or keep their own soldiery, and must rely on the Empire for both of these.

Moskava: This Royal house is led by Countess Alana Channing Circe-Leonova Moskava II, known to be possibly even more wily and clever (and underhanded) than the Jade-London Intelligence Corps. The Emperor spends considerable time monitoring her activities, concerned she might be after his job. She has ruled since Imp. 435 from 61 Ursa Majoris III (Aldomaine).

N-Space: (Normal Space) The normal universe of human occupation; the Einsteinian space-time continuum.

Orbital Station: Large environmentally controlled constructs set into "lunar" orbits around most major planets in the Empire. Above Homeworlds, Orbital stations are used for the handling of communications and personnel, while above resource worlds, they usually serve as heavy cargo transport terminals. Depending on their function, they can often sustain 20 to 200 people. Their orbital maneuverability is severely limited.

Outstation: (or Deep Space Outstation, as they are more properly called) The interstellar counterpart of the Instation, these massive structures are set into "stellar" orbit around the galactic core (that is, they do not move relative to the Star Map.) Outstations serve as supply bases for the fleets of the political entities which constructed and staffed them, and often contain TBD relays which tie them into the Imperial communications net. Some Outstations are operated as joint ventures by two or more concerns.

Sianetic Harbingers: That legendary spacefaring race which purportedly spread Hominids from Earth to many other worlds in this area of the Milky Way, giving rise to many of the known Humanoid and Xeno-human races. They are known by many other titles (the Forerunners, the Ancients, Old Ones, The Klattu, etc.,) and created many beautiful and powerful artifacts (which fetch quite a price in scientific, telepathic, and collector's communities.)

Spacefaring Port: (aka "Starport" or "Down-port") Planetside installations containing maintenance and repair facilities for military and/or civilian starships. Spacefaring Ports are staffed by customs officers and garrison troops who try to uphold the laws of the system. Larger Ports boast all varieties of secondary facilities, such as traders' co-ops, recreational areas, shopping malls, living accommodations, hospitals, Dia Khovaria chapterhouses, etc.

Stellar Primary: A planetary system's sun. In polystar systems there would obviously be several stellar primaries, but one (determined by mass or luminosity) gives a system its name.

Tachyon Beam Dictor: (TBD) A nearly instantaneous communications system, crucial to the unity of the Empire. Data is transmitted in the form of pulsed tachyon streams, and often must be relayed through a number of stations (the maximum effective range for one transmitter is about 50 light years.) Although there is no "TBD monopoly", the Dia Khorova controls the largest and most complete network.

VegaPol: An interstellar police force which operates independently from Imperial or Provincial jurisdiction, and is linked to the GCH. Known to be terrifyingly efficient and sometimes brutal, VegaPol investigates cases of Elmonit fraud, interProvincial smuggling, and conspiracy. In addition, all evidence used in the GCH must be authenticated independently by VegaPol officers.

Vestans: After House Devon exhausted planet Vesta's natural resources, they abandoned her an ecological wreck. It didn't take long for many of the pirates, smugglers and fugitives of Frontier Zone 5 to take it on as a home base. Neither a Clan or Royal House, Vestans are a closely-knit collection of Humanoid criminals who have come to call Vesta their home. Vesta is held together by a loose power hierarchy, dominated by those with the most Monits. Currently, Mal DuCaham controls the largest and most influential organization.

1.23 SHIP SYSTEMS DEFINITIONS

Andrium: Andrium is the Matter/Antimatter fuel used to power a ship's Translight Drives. It takes up a negligible amount of space within the drive unit itself, but has a useable life of only 100 days. Each light year the ship travels uses one unit of Andrium. Andrium can be purchased at most any Starport.

Armor: Armor is added to a starcraft's basic hull (represented by the CAT number and any Superior Alloys,) and is normally composed of depleted uranium or some similarly dense matter. Armor has two functions: it adds to the ship's DB, and it increases the number of hits a ship can take.

Auto Cannon: A type of weapon, it must be placed in a Mount to be used. Auto Cannon fire non-explosive projectiles, and therefore require a magazine to store the ordnance. The magazine is rated by the number of bursts of ammo it can hold for each weapon in the mount.

Auxiliary Systems: These are back-up units for the main operating ship systems. Auxiliary units may not be activated until the primary (main) system has been shut down or rendered completely inoperable. When activated, they operate exactly like the main unit at their own rated effectiveness.

Cargo Hold: Cargo Holds are simple containment areas which are environmentally secure.

Communications Systems:

Microfrequency Rig: Microfreq. Rigs are standard sub-space transceiver units. They broadcast at the speed of light, so are impractical for interstellar communications, but are excellent for intrasystem messages. Each Mk.# represents the rig's ability to simultaneously process (receive and record, or transmit) multiple messages, i.e. one per Mk.#. All transmissions are audio or image facsimile only.

Tight Beam Rig: These systems use a laser to send and receive information via an integral reception dish. Tight Beam communications are, by their nature, very secure, but also restricted in range: its Mk.# is the maximum effective range in Light Seconds (1 LS = 300,000 km.) Tight Beam Rigs may transmit audio, visual, and/or visual facsimile.

Tachyon Beam Dictor Rig: (TBD) The TBD is an instantaneous interstellar communications system, but transmissions may only be in the form of visual facsimile. The Mk.# is its effective range in light years.

Computer: These act as a starcraft's central electronic control and data storage systems. The Mk.# shows its relative size and sophistication: a computer's processing capacity (in program size) equals its Mk.#; its memory capacity equals twice its Mk.# (Mk.# x 2); and storage capacity equals ten times its Mk.# (Mk.# x 10).

Construction Armor Type: (CAT) This is the foundation for a construct or starcraft's hull. It is a number between 21-30 (inclusive) showing its relative effectiveness and strength.

Cost: The Cost of starcraft in this compendium are given in terms of Imperial Monits. The Unloaded Cost (Without Programs) of a vessel does not include Payloads, Magazine Ammunition or Computer Programs. The Computer Programs which are factored into

the Unloaded Cost (With Programs) calculation include Rated Combat Programs and the SIM Program, but no others.

Cumet: Cubic meter

Defensive Bonus: (DB) The DB is a negative modification to the Combat Die Roll when the ship is attacked. The Defensive Bonus is given the ship through various systems, including Armor, Superior Hull Alloys, EW, Deflector Screens and the Evade computer program. Each system's DB adds to the ship's total DB.

Deflector Screen: A ship's Screens add to the starcraft's Defensive Bonus by generating a protective energy barrier around the vessel. It is equally effective against both projectile and Energy attacks.

Dispensary: A Medical Dispensary is a small medical facility for cases that only require First Aid, often little more than a supply cabinet and table.

Electronic Warfare: (EW) The EW field absorbs, attracts and distorts the treated neutrinos sent out by sensor beams, making it appear as if there was nothing there to detect. EW has many uses, but the main consideration for starcraft is that it adds its bonus to the defense of a vessel and/or acts to defeat the EW defenses of another.

Energy Cannon: There are five different types of Energy Cannon, each with different strengths and weaknesses. Weapon size and deadliness are rated in terms of Mk.#. The higher the Mk.#, the more damage potential and range a weapon has.

Laser Cannon: The most compact and complex of all Energy Cannon. Though Laser Cannon do not deliver as many pure hits as other systems, their Critical Hit severity range is the highest; a powerful Laser is potentially the most devastating weapon against any craft.

Blast Cannon: A particle beam weapon, the Blast Cannon acts to break down the molecular structure of the target.

Disruptor Cannon: Pulses of oscillating electromagnetic radiation which disintegrate anything in their path. They are very effective against unshielded targets. Disruptors are more bulky than lasers, but less so than Ion Cannon.

Ion Cannon: The Ion Cannon fires a series of ionized energy bolts in phased rapid-fire. Though the bolts are actually a series of small blast strikes, the effect is that of a pulsed beam.

Plasma Cannon: The most devastating weapon in terms of pure delivery of concussion damage, this weapon fires a bolt of energy plasma which expands and envelops the target. The weapon is a tremendous drain on a ship's energy, but the results are often worth it.

Heads-Up Display: (HUD) A HUD places Sensor and targeting information where the gunner can see it without breaking his concentration. It adds an Offensive Bonus (OB) to its weapon. This bonus applies only

when a gunner is actually manning that weapon mount, not when it is being fired by a computer's central fire control program.

Hits: This shows the maximum number of concussion hits a ship can take in combat before it becomes disabled and can no longer operate any of its systems (but can be salvaged and repaired.) If a ship takes more than twice its number of hits, it explodes (and, obviously, cannot be salvaged.) Unless it has an Armor Belt, a ship's Hits rating equals its Mass (in tons).

Labs: Each Lab is dedicated to a specific Scientific Skill (see Space Master: The Role Playing Game,) and is rated according to the percentage bonus it gives to research work done therein.

Mass: The ship's displacement in tons. One ton equals 3 cumets of internal volume.

Missile Launchers: Missiles are fast attack delivery systems with two types of warheads: Explosive, and Nuclear. Missiles are considered to attack in the Combat Round they are launched. Each Missile Launcher can only fire missiles with the same Mk.# as the launcher, neither larger nor smaller. Missile Launchers are placed in the same kind of Mounts as Energy Cannon and require a magazine to store the missiles until launched. The magazine is rated for the maximum number of missiles it can hold.

Mount: This is the type of mounting a ship's weapon has. Weapon mounts come in three types. Fixed: can only fire into the 60° arc described by the hexside it is facing. Flexible: has a 120° field-of-fire. Turret: allows a full 180° hemisphere of fire (if placed on the top or bottom of a craft, allows full 360° field-of-fire). Each mount is coded by the amount and Mk.# of weapons it holds. The notation is: "x Mk.X", where "x" is the number of weapons in the Mount, and "Mk.X" is the Mk.# of the weapon. Example: 2 x Mk.10 means there are two Mk.10 weapons in the mount.

Passenger Accommodations: Staterooms and Cryogenic Berths are accommodations for starcraft passengers who will be travelling longer than 50 hours. Seating is for passengers who will be travelling for periods of 50 hours or less.

Payload Pallets: These are multi-use platforms which are able to house a variety of different and interchangeable loads. Payload Pallets are able to carry Torpedoes, Mines, EW pods, cargo containers, or any number of other specialized devices. The Mk.# of any item carried cannot exceed the Mk.# of the pallet with a maximum of one device per pallet allowed.

Radiation Shielding: This system provides a bonus against electromagnetic radiation which could damage starcraft systems or personnel. The Radiation Shielding Bonus is subtracted from Radiation attacks, or added to Radiation Resistance Rolls.

Relative Inertial Field: (RIF) Craft can travel in Hyperspace only if they are enclosed in a Relative Inertial Field, which annuls the

normal effects of relativity and inertia for all things within the field relative to outside space. A RIF generator is required on all starships, and is assumed in the design of all the ships in this compendium

Security Station: Security Stations represent personal weapon and armor storage lockers, as well as internal security monitoring centers.

Sensors: Actually a bastardization of SENS (Selected Electromagnetic/ Neutrino-Stream Reflection), Sensors are near-instantaneous information gathering units used for construct and stellar system analysis. They use selectively treated, hyperlight-accelerated neutrino beams to bombard a target area and gather detailed information.

Sick Bay: A Medical Sick Bay is an extensive medical facility which can accommodate surgical operations. They are rated by the maximum number of patients they can handle simultaneously.

Streamlining and Landing Gear: These systems are required for any spacecraft to enter planetary atmospheres and make planetary landings. A Deflector Screen Bonus of at least +5 is also required to protect the vessel during atmospheric entry.

Sublight Acceleration: Sublight Acceleration comes in two forms. The first is the Maximum Sublight Acceleration (MSA), usually used to disengage from combat or accelerate away from a system or planet. This is given in kilometers per second per second (km/s/s). The second is Maneuvering Thrust; used in

combat since full thrust is too powerful to allow the minor jinks and dodges necessary to survive in deep space combat. It is given in hexes per Combat Round (km/10 sec).

Superior Alloy: Used in starcraft construction, Superior Alloys either decrease the volume that armor requires, and/or increases the ship's DB. They are also very expensive.

Tractor Beams: Tractor Beams are magneto-gravitic projectors used to either drag objects toward the generating mechanism or repulse them away. A Tractor Beam may only engage one object at a time. The higher the Mk.#, the more powerful it is.

Translight Displacement: This is the maximum number of light years per day a starcraft can travel in Hyperspace (that is, its maximum FTL speed.) Each light year travelled requires the expenditure of one unit of Andrium.

Vehicle Bays: These are used to carry and operate small starcraft or non-spaceworthy vehicles of any kind. Combat starcraft are carried in Fighter Bays, all other types of vehicles are carried in Shuttle/Vehicle Bays. Vehicle Bays are rated according to the maximum total tonnage of craft/vehicles they can carry.

Workshop: A workshop allows a starcraft to make spaceborne repairs. These repairs require the expenditure of an abstract "Cost In Parts" (CIP) which must be purchased separately. The maximum CIP of a workshop is given on the ship data sheet. A single workshop may be utilized to repair only one major ship system at a time.

2.0

OPTIONAL RULES

The following additional rule is for ship design and modification. It adds greater realism and flexibility, but unfortunately is more complex. Use it as you see fit.

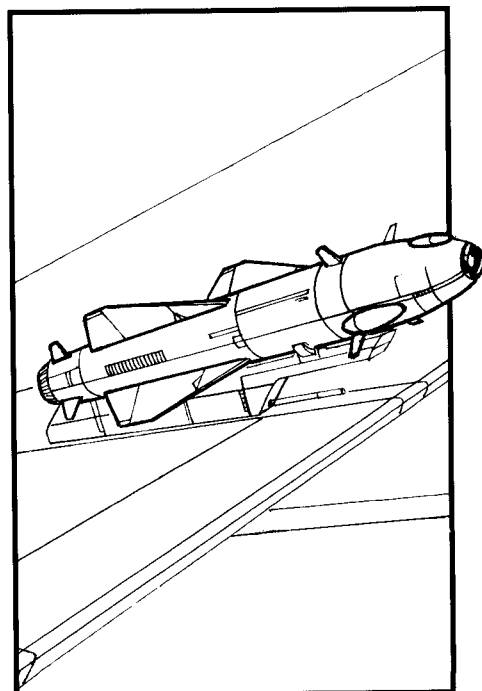
PAYLOAD PALLET ADAPTERS

Payload Pallet Adapters allow a single Payload Pallet to carry more than one load. The only limitation is that, with the adapter, all payloads loaded onto the Pallet must be identical.

For example, a Mk.90 Payload Pallet outfitted with a Mk.10 adapter can be loaded with 9 x Mk.10 mines, 9 x Mk.10 Torpedoes, or any other 9 x Mk.10 Payload.

To calculate the cost of a Payload Pallet Adapter, multiply (the Mk.# of the Payload Pallet) x (the Mk.# of the loads carried on the adapter). The Payload Pallet Adapter mentioned above costs 900 EI.

All loads carried on a Payload Pallet Adapter need not be released at the same time.



Name Revenant	Class Point Defense SMAC Fighter	Producer Imperial Transtar
Unloaded Costs:	Without Programs 375,000	With Programs 1,250,000

HULL	
Mass (Category)	55 (Small)
Hull	Crysteel
Con Armor Type	23
Armor Quality	—
Armor Belt	—
Concussion Hits	55

DRIVES	
Sublight Drive Rtg	13
Max Sublight Accel	—
Maneuver Thrust Pts	12
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO	
Sensor Rtg	—
Sensor Bonus	—
EW Rtg	5
EW Bonus	+25
Screen Rtg	2
Screen Bonus	+10

POWER	
Reactor Rtg	20
Operating Duration	1 day
Andrium	—

CONTROL	
Control Points	6
Crewmembers	1
Computer	Mk.60

MEDICAL	
Dispensary	No
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.20
Microfreq Capacity	20
Tight Beam	—
Tight Beam Range	—
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	13
Tactics Bonus	+56
Predict Rtg	13
Predict Bonus	+56
Evade Rtg	13
Evade Bonus	+56

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	—
Cryogenic	—
Seating	—
Rec Facilities	No

AUXILIARY SYSTEMS			
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 2 x Mk.6 Laser/Fixed/Forward/+20	
• Mk.6 Missile Launcher (Mag 2)/Fixed/Forward/+15	
Payload Pallets:	
Tractor Beams:	

MISCELLANEOUS	
Workshop	No
Security Station	No
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	No
Rad Shield Rtg	3
Rad Shield Bonus	+15
Cargo Hold	2 cumets

LOAD POSSIBILITIES	
• 2 x Mk.6 Missiles	

NOTES	
This mini-fighter is specifically designed as a cheap, short-range point-defense ship. It cannot land in the usual fashion, but can only dock with its carrier ship (docking can take place either inside or outside an atmosphere). It also relies on Sensor information transmitted to it from its carrier (or other nearby AWACS-style ship) via Microfrequency.	

Name Stryker	Class SMAC Fighter	Producer Imperial Transtar
Unloaded Costs:	Without Programs 885,000	With Programs 2,120,000

HULL

Mass (Category) 125 (Small)
Hull Crystanium
Con Armor Type 24
Armor Quality —
Armor Belt +25
Concussion Hits 156

DRIVES

Sublight Drive Rtg 22
Max Sublight Accel 155 km/s/s
Maneuver Thrust Pts 16

Translight Drive Rtg —
Translight Displace —

ELECTRO/NEUTRINO

Sensor Rtg 1
Sensor Bonus +5
EW Rtg 5
EW Bonus +25
Screen Rtg 3
Screen Bonus +15

POWER

Reactor Rtg 51
Operating Duration 10 days
Andrium —

CONTROL

Control Points 8
Crewmembers 1
Computer Mk.93

MEDICAL

Dispensary No
Sick Bay —
Sick Bay —

COMMUNICATIONS

Microfrequency Mk.30
Microfreq Capacity 30
Tight Beam —
Tight Beam Range —
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 22
Tactics Bonus +72
Predict Rtg 22
Predict Bonus +72
Evade Rtg 22
Evade Bonus +72

ACCOMMODATIONS

First Class —
Standard —
Low/Military —
Cryogenic —
Seating —
Rec Facilities No

AUXILIARY SYSTEMS

Aux None	Aux None
Aux None	Aux None
Aux None	Aux None
Aux None	Aux None
Aux None	Aux None
Aux None	Aux None

LABORATORIES

Anthropology —
Astronomy —
Botany —
Chemistry —
Cybernetics —
Genetics —
Medical —
Metallurgy —
Physics —
Planetology —
Zoology —

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.10 Laser/Fixed/Forward/+20
- Mk.6 Missile Launcher (Mag 2)/Fixed/Forward/+15

Payload Pallets: 3 x Mk.10

Tractor Beams:

LOAD POSSIBILITIES

- 2 x Mk.6 Missiles
- 3 x Mk.10 Payloads

MISCELLANEOUS

Workshop No
Security Station No
Fighter Bay —
Shuttle/Vehicle Bay —
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 5
Rad Shield Bonus +25
Cargo Hold 1 cumet

NOTES

The Stryker is one of the most popular all-purpose fighter/bombers among the Starmadas. It's relatively cheap and easy to replace, and carries enough speed and combat punch to make sure it doesn't have to be replaced too often.

Name Petard	Class 1-man Transport	Producer Imperial Transtar
Unloaded Costs:	Without Programs 1,600,000	With Programs 2,680,000

HULL	
Mass (Category)	250 (Small)
Hull	Hardened Steel
Con Armor Type	22
Armor Quality	—
Armor Belt	—
Concussion Hits	250

DRIVES	
Sublight Drive Rtg	8
Max Sublight Accel	80 km/s/s
Maneuver Thrust Pts	8
Translight Drive Rtg	4
Translight Displace	4 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	5
Sensor Bonus	+25
EW Rtg	3
EW Bonus	+15
Screen Rtg	3
Screen Bonus	+15

POWER	
Reactor Rtg	22
Operating Duration	30 days
Andrium	100 units

CONTROL	
Control Points	9
Crewmembers	1
Computer	Mk.80

MEDICAL	
Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.40
Microfreq Capacity	40
Tight Beam	15
Tight Beam Range	15 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	8
Tactics Bonus	+40
Predict Rtg	8
Predict Bonus	+40
Evade Rtg	8
Evade Bonus	+40

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	—
Cryogenic	—
Seating	—
Rec Facilities	No

AUXILIARY SYSTEMS			
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 1 x Mk.6 Laser/Fixed/Forward/+20	
Payload Pallets: 3 x Mk.20	
Tractor Beams:	

MISCELLANEOUS	
Workshop	22 cumets
Security Station	No
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	3
Rad Shield Bonus	+15
Cargo Hold	100 cumets

LOAD POSSIBILITIES	
• 3 x Mk.20 Payloads	
• Up to 45,000 Elmonits CIP	

NOTES	
This small transport is popular among independant traders and can even be found among the Circuit Jockeys of the Frontier. This ship is often offered as a form of "mustering out pay" for career veterans of officer rank.	

Name Teal Hawk	Class TMAC Fighter	Producer Imperial Transtar
Unloaded Costs:	Without Programs 2,350,000	With Programs 5,530,000

HULL	
Mass (Category)	300 (Small)
Hull	Crystanium
Con Armor Type	24
Armor Quality	—
Armor Belt	+20
Concussion Hits	360

DRIVES	
Sublight Drive Rtg	30
Max Sublight Accel	175 km/s/s
Maneuver Thrust Pts	18
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO	
Sensor Rtg	1
Sensor Bonus	+5
EW Rtg	5
EW Bonus	+25
Screen Rtg	5
Screen Bonus	+25

POWER	
Reactor Rtg	73
Operating Duration	2 days
Andrium	—

CONTROL	
Control Points	10
Crewmembers	2
Computer	Mk.120

MEDICAL	
Dispensary	No
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.50
Microfreq Capacity	50
Tight Beam	—
Tight Beam Range	—
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	30
Tactics Bonus	+80
Predict Rtg	30
Predict Bonus	+80
Evade Rtg	30
Evade Bonus	+80

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	—
Cryogenic	—
Seating	—
Rec Facilities	No

AUXILIARY SYSTEMS			
Aux	Mk.120 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 2 x Mk.15 Blast/Fixed/Forward/+25	
Payload Pallets: 1 x Mk.10	
Tractor Beams:	

MISCELLANEOUS	
Workshop	No
Security Station	No
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	8
Rad Shield Bonus	+40
Cargo Hold	5 cumets

LOAD POSSIBILITIES	
• 1 x Mk.10 Payload	

NOTES	
This Medium TMAC Fighter is the backbone of many fighter strike forces. Its speed and maneuverability allow it to virtually run circles around most enemies, while making accurate, pinpoint strikes against its opponent's weak spots.	

Name Indiria	Class 1-Man Survey Vessel	Producer Imperial Transtar
Unloaded Costs:	Without Programs 1,873,145	With Programs 3,825,145

HULL	
Mass (Category)	400 (Small)
Hull	Crysteel
Con Armor Type	23
Armor Quality	—
Armor Belt	+10
Concussion Hits	440

DRIVES	
Sublight Drive Rtg	8
Max Sublight Accel	80 km/s/s
Maneuver Thrust Pts	8
Translight Drive Rtg	10
Translight Displace	10 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	6
Sensor Bonus	+30
EW Rtg	3
EW Bonus	+15
Screen Rtg	5
Screen Bonus	+25

POWER	
Reactor Rtg	40
Operating Duration	150 days
Andrium	100 units

CONTROL	
Control Points	8
Crewmembers	1
Computer	Mk.70

MEDICAL	
Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.30
Microfreq Capacity	30
Tight Beam	—
Tight Beam Range	—
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	8
Tactics Bonus	+40
Predict Rtg	8
Predict Bonus	+40
Evade Rtg	8
Evade Bonus	+40

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	1
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.70 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 2 x Mk.10 Blast/Fixed/Forward/+20	
Payload Pallets: 2 x Mk.20	
Tractor Beams:	

MISCELLANEOUS	
Workshop	36 cumets
Security Station	2 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	15
Rad Shield Bonus	+60
Cargo Hold	9 cumets

LOAD POSSIBILITIES	
• 2 x Mk.20 Payloads	
• Up to 72,000 Elmonits CIP	

NOTES	
The Indiria is a common ship among the independent explorers that are contracted by the IID to survey the Frontier and Backnet. They are most often used in areas where it is important for the surveyor to look like an independant scout or Free Trader.	

Name Vorle'	Class Heavy TMAC Fighter	Producer Imperial Transtar
Unloaded Costs:	Without Programs 2,950,000	With Programs 4,450,000

HULL	
Mass (Category)	550 (Small)
Hull	Reinforced Crysteel
Con Armor Type	25
Armor Quality	—
Armor Belt	+25
Concussion Hits	688

DRIVES	
Sublight Drive Rtg	20
Max Sublight Accel	150 km/s/s
Maneuver Thrust Pts	15
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO	
Sensor Rtg	3
Sensor Bonus	+15
EW Rtg	9
EW Bonus	+45
Screen Rtg	9
Screen Bonus	+45

POWER	
Reactor Rtg	74
Operating Duration	10 days
Andrium	—

CONTROL	
Control Points	11
Crewmembers	2
Computer	Mk.90

MEDICAL	
Dispensary	Yes
Sick Bay	—
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.50
Microfreq Capacity	50
Tight Beam	30
Tight Beam Range	30 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	20
Tactics Bonus	+70
Predict Rtg	20
Predict Bonus	+70
Evade Rtg	20
Evade Bonus	+70

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	—
Cryogenic	—
Seating	—
Rec Facilities	No

AUXILIARY SYSTEMS			
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 2 x Mk.15 Laser/Fixed/Forward/+20 • Mk.10 Missile Launcher (Mag 7)/Fixed/Forward/+20	
Payload Pallets: 2 x Mk.20	
Tractor Beams:	

MISCELLANEOUS	
Workshop	No
Security Station	No
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	15
Rad Shield Bonus	+60
Cargo Hold	5 cumets

LOAD POSSIBILITIES	
• 7 x Mk.10 Missiles • 2 x Mk.20 Payloads	

NOTES	
This ship is often included in Fighter Attack Squadrons when heavy combat is expected. Its speed is sufficient to keep up with all but the fastest SMACs, and its weaponry makes short work of constructs over twice its size.	

Name Desecrator	Class MMAC Gunboat	Producer Imperial Transtar
Unloaded Costs:	Without Programs 5,325,000	With Programs 9,025,000

HULL	
Mass (Category)	1,000 (Medium)
Hull	Reinforced Crysteel
Con Armor Type	25
Armor Quality	—
Armor Belt	+20
Concussion Hits	1,200

DRIVES	
Sublight Drive Rtg	10
Max Sublight Accel	100 km/s/s
Maneuver Thrust Pts	10
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO	
Sensor Rtg	5
Sensor Bonus	+25
EW Rtg	5
EW Bonus	+25
Screen Rtg	5
Screen Bonus	+25

POWER	
Reactor Rtg	90
Operating Duration	15 days
Andrium	—

CONTROL	
Control Points	16
Crewmembers	5
Computer	Mk.110

MEDICAL	
Dispensary	No
Sick Bay	11 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.150
Microfreq Capacity	150
Tight Beam	60
Tight Beam Range	60 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	10
Tactics Bonus	+50
Predict Rtg	10
Predict Bonus	+50
Evade Rtg	10
Evade Bonus	+50

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	6
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.110 Computer	Aux	None
Aux	RIF	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 4 x Mk.10 Laser/Turret/Top/+20 • 4 x Mk.10 Laser/Turret/Bottom/+20 • Mk.10 Missile Launcher (Mag 12)/Flexible/Front/+20 • Mk.10 Missile Launcher (Mag 12)/Flexible/Rear Qtr Left/+20 • Mk.10 Missile Launcher (Mag 12)/Flexible/Rear Qtr Right/+20	
Payload Pallets:	
Tractor Beams:	

LOAD POSSIBILITIES	
• 36 x Mk.10 Missiles	

MISCELLANEOUS	
Workshop	No
Security Station	12 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	12
Rad Shield Bonus	+54
Cargo Hold	20 cumets

NOTES	
The Desecrator is one of the more advanced gunboats in the Imperium, and the prototype for the next generation of warship. It crams more speed and electronics into a single package than any other ship of its class. Firepower, however, is as yet "only" comparable.	

Name Orion Targa	Class MMAC Gunboat	Producer Imperial Transtar
Unloaded Costs:	Without Programs 11,130,000	With Programs 14,240,000

HULL

Mass (Category) 1,800 (Medium)
Hull Crystanium
Con Armor Type 24
Armor Quality —
Armor Belt +20
Concussion Hits 2,160

DRIVES

Sublight Drive Rtg 15
Max Sublight Accel 125 km/s/s
Maneuver Thrust Pts 13

Translight Drive Rtg 1
Translight Displace 1 LY/day

ELECTRO/NEUTRINO

Sensor Rtg 5
Sensor Bonus +25
EW Rtg 5
EW Bonus +25
Screen Rtg 5
Screen Bonus +25

POWER

Reactor Rtg 143
Operating Duration 100 days
Andrium 100 units

CONTROL

Control Points 12
Crewmembers 4
Computer Mk.80

MEDICAL

Dispensary Yes
Sick Bay —
Sick Bay —

COMMUNICATIONS

Microfrequency Mk.55
Microfreq Capacity 55
Tight Beam 30
Tight Beam Range 30 LS
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 15
Tactics Bonus +60
Predict Rtg 15
Predict Bonus +60
Evade Rtg 15
Evade Bonus +60

ACCOMMODATIONS

First Class —
Standard —
Low/Military 15
Cryogenic —
Seating —
Rec Facilities No

AUXILIARY SYSTEMS

Aux RIF	Aux None
Aux Life Support	Aux None
Aux Mk.80 Computer	Aux None
Aux Mk.15 Microfreq Rig	Aux None
Aux None	Aux None
Aux None	Aux None

LABORATORIES

Anthropology —
Astronomy —
Botany —
Chemistry —
Cybernetics —
Genetics —
Medical —
Metallurgy —
Physics —
Planetology —
Zoology —

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.20 Laser/Fixed/Forward/+20
- 2 x Mk.10 Laser/Flexible/Rear/+20
- 2 x Mk.10 Laser/Flexible/Front Qtr Left/+20
- 2 x Mk.10 Laser/Flexible/Front Qtr Right/+20
- Mk.10 Missile Launcher (Mag 10)/Turret/Top/+20
- Mk.10 Missile Launcher (Mag 10)/Turret/Bottom/+20

Payload Pallets: 2 x Mk.10

Tractor Beams:

LOAD POSSIBILITIES

- 2 x Mk.10 Payloads
- 20 x Mk.10 Missiles

MISCELLANEOUS

Workshop No
Security Station 32 cumets
Fighter Bay —
Shuttle/Vehicle Bay —
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 10
Rad Shield Bonus +50
Cargo Hold 12 cumets

NOTES

This Light MMAC bridges the gap between fighters and larger military vessels. It sports among the most advanced Sensors and Screens available, and has been known to hold its own against a number of ships its own size.

Name En-Rogel	Class Small Scout	Producer Imperial Transtar
Unloaded Costs:	Without Programs 9,405,000	With Programs 12,680,000

HULL	
Mass (Category)	2,500 (Medium)
Hull	Crysteel
Con Armor Type	23
Armor Quality	—
Armor Belt	+10
Concussion Hits	2,750

DRIVES	
Sublight Drive Rtg	4
Max Sublight Accel	40 km/s/s
Maneuver Thrust Pts	4
Translight Drive Rtg	13
Translight Displace	11.5 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	12
Sensor Bonus	+54
EW Rtg	5
EW Bonus	+25
Screen Rtg	3
Screen Bonus	+15

POWER	
Reactor Rtg	157
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	15
Crewmembers	5
Computer	Mk.100

MEDICAL	
Dispensary	No
Sick Bay	3 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.125
Microfreq Capacity	125
Tight Beam	30
Tight Beam Range	30 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	4
Tactics Bonus	+20
Predict Rtg	4
Predict Bonus	+20
Evade Rtg	4
Evade Bonus	+20

ACCOMMODATIONS	
First Class	—
Standard	1
Low/Military	1
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	Life Support	Aux	None
Aux	Mk.100 Computer	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	10
Botany	—
Chemistry	—
Cybernetics	—
Genetics	10
Medical	—
Metallurgy	—
Physics	—
Planetology	10
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 2 x Mk.10 Blast/Turret/Front/+25 • 2 x Mk.10 Blast/Turret/Rear/+25 • Mk.10 Missile Launcher (Mag 15)/Turret/Top/+20	
Payload Pallets: 1 x Mk.30, 4 x Mk.20	
Tractor Beams:	

MISCELLANEOUS	
Workshop	225 cumets
Security Station	2 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	15
Rad Shield Bonus	+60
Cargo Hold	61 cumets

LOAD POSSIBILITIES	
• 1 x Mk.30 Payloads • 4 x Mk.20 Payloads • 15 x Mk.10 Missiles • Up to 450,000 Elmonits CIP	

NOTES	
The En-Rogel Class ship is one of the more numerous of the Emperor's survey vessels. It lacks the facilities for in-depth mapping, but can easily determine the resource wealth (and location) of any new worlds. In some models, the +10 Genetics Lab is replaced with +5 Genetics and +5 Medical Labs.	

Name Kirghiz Gale	Class Light Frigate	Producer Imperial Transtar
Unloaded Costs:	Without Programs 10,245,000	With Programs 15,245,000

HULL	
Mass (Category)	2,500 (Medium)
Hull	Reinforced Crysteel
Con Armor Type	25
Armor Quality	—
Armor Belt	+20
Concussion Hits	3,000

DRIVES	
Sublight Drive Rtg	5
Max Sublight Accel	50 km/s/s
Maneuver Thrust Pts	5
Translight Drive Rtg	2
Translight Displace	2 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	5
EW Bonus	+25
Screen Rtg	5
Screen Bonus	+25

POWER	
Reactor Rtg	160
Operating Duration	50 days
Andrium	100 units

CONTROL	
Control Points	25
Crewmembers	12
Computer	Mk.130

MEDICAL	
Dispensary	No
Sick Bay	5 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.500
Microfreq Capacity	500
Tight Beam	60
Tight Beam Range	60 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	5
Tactics Bonus	+25
Predict Rtg	5
Predict Bonus	+25
Evade Rtg	5
Evade Bonus	+25

ACCOMMODATIONS	
First Class	—
Standard	2
Low/Military	16
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.130 Computer	Aux	None
Aux	Life Support	Aux	None
Aux	RIF	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 2 Mk.20 Blast • 7 Mk.10 Laser • 2 Mk.10 Missile Launchers	
Complete Armament listing found in Section 3.1	
Payload Pallets:	
Tractor Beams:	

MISCELLANEOUS	
Workshop	No
Security Station	32 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	10
Rad Shield Bonus	+50
Cargo Hold	55 cumets

LOAD POSSIBILITIES	
• 40 x Mk.10 Missiles	

NOTES	
The Kirghiz Gale Class vessel is often used as an outer screen when a Starmada deploys for battle. It also finds use as a flag ship for planetary forces, or main battle vessel for Minor Clan forces.	

Name Saber	Class Fast Frigate	Producer Imperial Transtar
Unloaded Costs:	Without Programs 15,633,650	With Programs 21,213,650

HULL	
Mass (Category)	3,200 (Medium)
Hull	Reinforced Crysteel
Con Armor Type	25
Armor Quality	+5
Armor Belt	+20
Concussion Hits	3,840

DRIVES	
Sublight Drive Rtg	10
Max Sublight Accel	100 km/s/s
Maneuver Thrust Pts	10
Translight Drive Rtg	2
Translight Displace	2 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	5
EW Bonus	+25
Screen Rtg	4
Screen Bonus	+20

POWER	
Reactor Rtg	191
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	25
Crewmembers	15
Computer	Mk.100

MEDICAL	
Dispensary	No
Sick Bay	15 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.500
Microfreq Capacity	500
Tight Beam	60
Tight Beam Range	60 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	10
Tactics Bonus	+50
Predict Rtg	10
Predict Bonus	+50
Evade Rtg	10
Evade Bonus	+50

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	14
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	Mk.100 Computer	Aux	None
Aux	Mk.15 Microfreq Rig	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 2 Mk.20 Laser • 10 Mk.10 Laser • 3 Mk.10 Missile Launchers	
Complete Armament Listing found in Section 3.1	
Payload Pallets: 1 x Mk.30, 4 x Mk.20	
Tractor Beams:	

MISCELLANEOUS	
Workshop	200 cumets
Security Station	28 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	15
Rad Shield Bonus	+60
Cargo Hold	45 cumets

LOAD POSSIBILITIES	
• 1 x Mk.30 Payloads • 4 x Mk.20 Payloads • 10 x Mk.10 Missiles • Up to 400,000 Elmonits CIP	

NOTES	
Saber Class vessels are most often used along the Frontier and in stellar systems far from the Imperium. Its ability to operate independantly for long periods makes it an excellent design for representing the Emperor's will in remote areas.	

Name Joktam	Class Destroyer	Producer Imperial Transtar
Unloaded Costs:	Without Programs 24,164,000	With Programs 29,834,000

HULL

Mass (Category) 5,000 (Medium)
Hull Crysteel Alloy Double Hull
Con Armor Type 26
Armor Quality +5
Armor Belt +25
Concussion Hits 6,250

DRIVES

Sublight Drive Rtg 5
Max Sublight Accel 50 km/s/s
Maneuver Thrust Pts 5

Translight Drive Rtg 3
Translight Displace 3 LY/day

ELECTRO/NEUTRINO

Sensor Rtg 10
Sensor Bonus +50
EW Rtg 9
EW Bonus +45
Screen Rtg 7
Screen Bonus +35

POWER

Reactor Rtg 271
Operating Duration 100 days
Andrium 100 units

CONTROL

Control Points 26
Crewmembers 12
Computer Mk.140

MEDICAL

Dispensary Yes
Sick Bay 5 patients
Sick Bay —

COMMUNICATIONS

Microfrequency Mk.500
Microfreq Capacity 500
Tight Beam 60
Tight Beam Range 60 LS
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 5
Tactics Bonus +25
Predict Rtg 5
Predict Bonus +25
Evade Rtg 5
Evade Bonus +25

ACCOMMODATIONS

First Class —
Standard —
Low/Military 17
Cryogenic —
Seating —
Rec Facilities Yes

AUXILIARY SYSTEMS

Aux RIF	Aux None
Aux Life Support	Aux None
Aux Mk.140 Computer	Aux None
Aux Mk.10 Microfreq Rig	Aux None
Aux None	Aux None
Aux None	Aux None

LABORATORIES

Anthropology —
Astronomy —
Botany —
Chemistry —
Cybernetics —
Genetics —
Medical —
Metallurgy —
Physics —
Planetology —
Zoology —

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.20 Blast/Flexible/Front/+25
- 8 — 2 x Mk.10 Laser/Flexible/1 per arc/+20
- Mk.10 Missile Launcher (Mag 12)/Turret/Top/+20
- Mk.10 Missile Launcher (Mag 12)/Turret/Top/+20
- Mk.10 Missile Launcher (Mag 12)/Turret/Bottom/+20

Payload Pallets: 3 x Mk.30

Tractor Beams:

LOAD POSSIBILITIES

- 3 x Mk.30 Payloads
- 36 x Mk.10 Missiles
- Up to 900,000 Elmonits CIP

MISCELLANEOUS

Workshop 450 cumets
Security Station 34 cumets
Fighter Bay —
Shuttle/Vehicle Bay —
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 12
Rad Shield Bonus +54
Cargo Hold 146 cumets

NOTES

The Joktam Class Destroyer is the main forward screening vessel for several Imperial Starmadas. It is almost certain that if a squadron of Joktam's is detected, a Starmada is not far behind.

NameArnaught	Class Long Range Explorer	Producer Imperial Transtar
Unloaded Costs:	Without Programs 17,338,000	With Programs 20,828,000

HULL	
Mass (Category)	5,300 (Medium)
Hull	Crystanium
Con Armor Type	24
Armor Quality	—
Armor Belt	+10
Concussion Hits	5,830

DRIVES	
Sublight Drive Rtg	5
Max Sublight Accel	50 km/s/s
Maneuver Thrust Pts	5
Translight Drive Rtg	14
Translight Displace	12 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	9
EW Bonus	+45
Screen Rtg	5
Screen Bonus	+25

POWER	
Reactor Rtg	132
Operating Duration	200 days
Andrium	100 units

CONTROL	
Control Points	16
Crewmembers	10
Computer	Mk.200

MEDICAL	
Dispensary	No
Sick Bay	3 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.120
Microfreq Capacity	120
Tight Beam	30
Tight Beam Range	30 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	5
Tactics Bonus	+25
Predict Rtg	5
Predict Bonus	+25
Evade Rtg	5
Evade Bonus	+25

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	1
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	Life Support	Aux	None
Aux	Mk.10 Microfreq Rig	Aux	None
Aux	Mk.80 Computer	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	+20
Astronomy	+20
Botany	+20
Chemistry	—
Cybernetics	—
Genetics	+10
Medical	+20
Metallurgy	+20
Physics	—
Planetology	+20
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 1 x Mk.20 Disruptor/Flexible/Forward/+25 • 2 x Mk.10 Laser/Turret/Top/+20 • 2 x Mk.10 Laser/Turret/Bottom/+20	
Payload Pallets: 3 x Mk.20	
Tractor Beams:	

LOAD POSSIBILITIES	
• 3 x Mk.20 Payloads • Up to 820,000 Elmonits CIP	

MISCELLANEOUS	
Workshop	400 cumets
Security Station	6 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	15
Rad Shield Bonus	+60
Cargo Hold	100 cumets

NOTES	
This deep-space explorer is an IID mainstay, especially in disputed areas. Its speed helps it “get there first”, and its relatively heavy armament helps make sure it’s the last one to leave. It’s a bit lacking in research facilities, but is still adequate for the job of survey.	

Name Jade Queen	Class Passenger Liner	Producer Imperial Transtar
Unloaded Costs:	Without Programs 12,190,000	With Programs 17,555,000

HULL	
Mass (Category) 8,000 (Medium)	
Hull Crysteel	
Con Armor Type 23	
Armor Quality —	
Armor Belt —	
Concussion Hits 8,000	

DRIVES	
Sublight Drive Rtg 3	
Max Sublight Accel 30 km/s/s	
Maneuver Thrust Pts 3	
Translight Drive Rtg 3	
Translight Displace 3 LY/day	

ELECTRO/NEUTRINO	
Sensor Rtg 20	
Sensor Bonus +70	
EW Rtg 1	
EW Bonus +5	
Screen Rtg 1	
Screen Bonus +5	

POWER	
Reactor Rtg 85	
Operating Duration 120 days	
Andrium 100 units	

CONTROL	
Control Points 26	
Crewmembers 20	
Computer Mk.70	

MEDICAL	
Dispensary Yes (2)	
Sick Bay 10 patients	
Sick Bay —	

COMMUNICATIONS	
Microfrequency Mk.500	
Microfreq Capacity 500	
Tight Beam 60	
Tight Beam Range 60 LS	
Tachyon Beam Dictor —	
TBD Range —	

RATED PROGRAMS	
Tactics Rtg 3	
Tactics Bonus +15	
Predict Rtg 3	
Predict Bonus +15	
Evade Rtg 3	
Evade Bonus +15	

ACCOMMODATIONS	
First Class 25	
Standard 50	
Low/Military 35	
Cryogenic 10	
Support Crew 40	
Rec Facilities Yes	

AUXILIARY SYSTEMS			
Aux Mk.70 Computer	Aux Life Support		
Aux Mk.10 Microfreq Rig	Aux None		
Aux Rtg 1 Translight Drive	Aux None		
Aux RIF	Aux None		
Aux RIF	Aux None		
Aux Life Support	Aux None		

LABORATORIES	
Anthropology —	
Astronomy —	
Botany —	
Chemistry —	
Cybernetics —	
Genetics —	
Medical +5	
Metallurgy —	
Physics —	
Planetology —	
Zoology —	

ARMAMENT/MOUNT/LOCATION/HUD	
Payload Pallets: 2 x Mk.30, 10 x Mk.20	
Tractor Beams:	

LOAD POSSIBILITIES	
• 2 x Mk.30 Payloads • 10 x Mk.20 Payloads • Up to 1,440,000 Elmonits CIP	

MISCELLANEOUS	
Workshop 720 cumets	
Security Station 7 cumets	
Fighter Bay —	
Shuttle/Vehicle Bay 1,000 tons	
Streamlined Yes	
Landing Gear Yes	
Rad Shield Rtg 8	
Rad Shield Bonus +40	
Cargo Hold 1,000 cumets	

NOTES	
This Medium Passenger Transport is common among the trade lanes of the Imperium.	

Name Edrei	Class Explorer	Producer Imperial Transtar
Unloaded Costs:	Without Programs 27,513,200	With Programs 31,260,00

HULL	
Mass (Category)	8,600 (Medium)
Hull	Crystanium
Con Armor Type	24
Armor Quality	—
Armor Belt	+15
Concussion Hits	9,890

DRIVES	
Sublight Drive Rtg	6
Max Sublight Accel	60 km/s/s
Maneuver Thrust Pts	6
Translight Drive Rtg	16
Translight Displace	13 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	5
EW Bonus	+25
Screen Rtg	5
Screen Bonus	+25

POWER	
Reactor Rtg	322
Operating Duration	250 days
Andrium	100 units

CONTROL	
Control Points	17
Crewmembers	9
Computer	Mk.500

MEDICAL	
Dispensary	No
Sick Bay	4 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.125
Microfreq Capacity	125
Tight Beam	30
Tight Beam Range	30 LS
Tachyon Beam Dictor	10
TBD Range	10 LY

RATED PROGRAMS	
Tactics Rtg	6
Tactics Bonus	+30
Predict Rtg	6
Predict Bonus	+30
Evade Rtg	6
Evade Bonus	+30

ACCOMMODATIONS	
First Class	—
Standard	—
Low/Military	1
Cryogenic	—
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	Life Support	Aux	None
Aux	Mk.5 Microfreq Rig	Aux	None
Aux	Mk.500 Computer	Aux	None
Aux	None	Aux	None

LABORATORIES	
Anthropology	+20
Astronomy	+20
Botany	+20
Chemistry	—
Cybernetics	—
Genetics	+15
Medical	+20
Metallurgy	+20
Physics	—
Planetology	+20
Zoology	+20

ARMAMENT/MOUNT/LOCATION/HUD	
• 4 x Mk.10 Laser/Turret/Top/+25	
• 4 x Mk.10 Laser/Turret/Bottom/+25	
• 4 x Mk.10 Laser/Turret/Front/+20	
• 4 x Mk.10 Laser/Turret/Aft/+20	
Payload Pallets: 4 x Mk.30	
Tractor Beams:	

LOAD POSSIBILITIES	
• 4 x Mk.30 Payloads	
• Up to 1,540,000 Elmonits CIP	

MISCELLANEOUS	
Workshop	770 cumets
Security Station	10 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	200 ton limit
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	12
Rad Shield Bonus	+54
Cargo Hold	200 cumets

NOTES	
This Exploration Vessel is designed for long-term independant operation. It is not unknown for a ship of this class to be completely out of touch for months at a time.	

Name Carnelian	Class Destroyer	Producer Imperial Transtar
Unloaded Costs:	Without Programs 28,702,750	With Programs 34,400,000

HULL	
Mass (Category)	9,000 (Medium)
Hull	Reinforced Crysteel
Con Armor Type	25
Armor Quality	—
Armor Belt	+20
Concussion Hits	10,800

DRIVES	
Sublight Drive Rtg	4
Max Sublight Accel	40 km/s/s
Maneuver Thrust Pts	4
Translight Drive Rtg	3
Translight Displace	3 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	12
Sensor Bonus	+54
EW Rtg	12
EW Bonus	+54
Screen Rtg	5
Screen Bonus	+25

POWER	
Reactor Rtg	486
Operating Duration	50 days
Andrium	100 units

CONTROL	
Control Points	26
Crewmembers	20
Computer	Mk.100

MEDICAL	
Dispensary	No
Sick Bay	15 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.500
Microfreq Capacity	500
Tight Beam	30
Tight Beam Range	30 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	4
Tactics Bonus	+20
Predict Rtg	4
Predict Bonus	+20
Evade Rtg	4
Evade Bonus	+20

ACCOMMODATIONS	
First Class	—
Standard	5
Low/Military	25
Cryogenic	—
Brig Capacity	5
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Rtg 5 Sensor	Aux	Life Support
Aux	Rtg 2 EW	Aux	None
Aux	Mk.15 Microfreq Rig	Aux	None
Aux	Control Area	Aux	None
Aux	Mk.100 Computer	Aux	None
Aux	RIF	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 9 Mk.15 Blast • 24 Mk.10 Laser • 6 Mk.10 Missile Launchers	
Complete Armament listing provided in Section 3.1	
Payload Pallets: 2 x Mk.30, 5 x Mk.20	
Tractor Beams:	

LOAD POSSIBILITIES	
• 2 x Mk.30 Payloads • 5 x Mk.20 Payloads • 90 x Mk.10 Missiles • Up to 1,620,000 Elmonits CIP	

MISCELLANEOUS	
Workshop	810 cumets
Security Station	50 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	—
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	12
Rad Shield Bonus	+54
Cargo Hold	410 cumets

NOTES	
This heavy Destroyer is used both as a screening ship during fleet maneuvers, and as a policing and combat craft during independant missions. It carries a full squad of ten Marines as security and boarding party soldiers. The Mk.20 Payload Pallets are most often used to carry torpedoes.	

Name Dargonian Eagle	Class Light Cruiser	Producer Imperial Transtar
Unloaded Costs:	Without Programs 42,000,000	With Programs 47,800,000

HULL	
Mass (Category)	10,000 (Medium)
Hull	Crysteel Alloy Double Hull
Con Armor Type	26
Armor Quality	+5
Armor Belt	+25
Concussion Hits	12,500

DRIVES	
Sublight Drive Rtg	6
Max Sublight Accel	60 km/s/s
Maneuver Thrust Pts	6
Translight Drive Rtg	4
Translight Displace	4 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	12
Sensor Bonus	+54
EW Rtg	11
EW Bonus	+52
Screen Rtg	4
Screen Bonus	+20

POWER	
Reactor Rtg	245
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	27
Crewmembers	20
Computer	Mk.100

MEDICAL	
Dispensary	No
Sick Bay	15 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.500
Microfreq Capacity	500
Tight Beam	30
Tight Beam Range	30 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	6
Tactics Bonus	+30
Predict Rtg	6
Predict Bonus	+30
Evade Rtg	6
Evade Bonus	+30

ACCOMMODATIONS	
First Class	2
Standard	5
Low/Military	25
Cryogenic	—
Brig Capacity	10
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Rtg 5 Sensor	Aux	RIF
Aux	Rtg 2 EW	Aux	Life Support
Aux	Mk.15 Microfreq Rig	Aux	Life Support
Aux	Mk.95 Computer	Aux	None
Aux	Control Area	Aux	None
Aux	RIF	Aux	None

LABORATORIES	
Anthropology	+5
Astronomy	+10
Botany	+5
Chemistry	+5
Cybernetics	+5
Genetics	+5
Medical	+10
Metallurgy	+10
Physics	+5
Planetology	+10
Zoology	+5

ARMAMENT/MOUNT/LOCATION/HUD	
• 2 x Mk.30 Disruptor/Fixed/Front/+25 • 2 x Mk.10 Laser/Turret/Top/+20 • 2 x Mk.10 Laser/Turret/Front Qtr Left/+20 • 2 x Mk.10 Laser/Turret/Front Qtr Right/+20 • Mk.10 Missile Launcher (Mag 25)/Turret/Front/+20 • Mk.10 Missile Launcher (Mag 25)/Turret/Aft/+20	
Payload Pallets: 3 x Mk.30, 30 x Mk.20	
Tractor Beams:	

LOAD POSSIBILITIES	
• 3 x Mk.30 Payloads	• 50 x Mk.10 Missiles
• 30 x Mk.20 Payloads	• Up to 800,000 Elmonits CIP

MISCELLANEOUS	
Workshop	400 cumets
Security Station	50 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	300 ton limit
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	12
Rad Shield Bonus	+54
Cargo Hold	300 cumets

NOTES	
This Light Attack Cruiser is designed to do double duty as both combat vessel and surreptitious survey/spy craft. In the spy mode, 25 x Mk.20 Payloads are EW Pods (allowing the vessel to travel cloaked.) The remaining 5 x Mk.20 Payload Pallets are almost always used to carry torpedoes.	

Name Jocelyn	Class Passenger Liner	Producer Imperial Transtar/Arc Gotha
Unloaded Costs:	Without Programs 17,200,000	With Programs 22,561,000

HULL	
Mass (Category)	12,000 (Medium)
Hull	Crysteel
Con Armor Type	23
Armor Quality	—
Armor Belt	—
Concussion Hits	12,000

DRIVES	
Sublight Drive Rtg	3
Max Sublight Accel	30 km/s/s
Maneuver Thrust Pts	3
Translight Drive Rtg	4
Translight Displace	4 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	1
EW Bonus	+5
Screen Rtg	1
Screen Bonus	+5

POWER	
Reactor Rtg	125
Operating Duration	110 days
Andrium	100 units

CONTROL	
Control Points	26
Crewmembers	25
Computer	Mk.65

MEDICAL	
Dispensary	Yes (2)
Sick Bay	15 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.500
Microfreq Capacity	500
Tight Beam	30
Tight Beam Range	30 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	3
Tactics Bonus	+15
Predict Rtg	3
Predict Bonus	+15
Evade Rtg	3
Evade Bonus	+15

ACCOMMODATIONS	
First Class	50
Standard	100
Low/Military	60
Cryogenic	35
Service Crew	70
Rec Facilities	Yes

AUXILIARY SYSTEMS	
Aux Mk.10 Microfreq Rig	Aux Life Support
Aux Control Area	Aux None
Aux Mk.65 Computer	Aux None
Aux RIF	Aux None
Aux RIF	Aux None
Aux Life Support	Aux None

LABORATORIES

Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
Payload Pallets:	2 x Mk.50, 3 x Mk.30, 4 x Mk.20
Tractor Beams:	

LOAD POSSIBILITIES

- 2 x Mk.50 Payloads
- 3 x Mk.30 Payloads
- 4 x Mk.20 Payloads
- Up to 2,000,000 Elmonits CIP

MISCELLANEOUS	
Workshop	1,000 cumets
Security Station	4 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	1,000 ton limit
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	10
Rad Shield Bonus	+50
Cargo Hold	1,850 cumets

NOTES

This Luxury Passenger Cruiser is very popular among the rich and famous of the Imperium. It can be found plying the trade lanes between the hot spots and tourist worlds scattered throughout “civilized” space.

Name Arcane Moria	Class Freighter	Producer Imperial Transtar
Unloaded Costs:	Without Programs 43,610,243	With Programs 49,132,243

HULL	
Mass (Category)	30,000 (Medium)
Hull	Reinforced Crysteel
Con Armor Type	25
Armor Quality	—
Armor Belt	—
Concussion Hits	30,000

DRIVES	
Sublight Drive Rtg	3
Max Sublight Accel	30 km/s/s
Maneuver Thrust Pts	3
Translight Drive Rtg	2
Translight Displace	2 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	1
EW Bonus	+5
Screen Rtg	—
Screen Bonus	—

POWER	
Reactor Rtg	304
Operating Duration	50 days
Andrium	100 units

CONTROL	
Control Points	26
Crewmembers	30
Computer	Mk.70

MEDICAL	
Dispensary	Yes
Sick Bay	13 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.350
Microfreq Capacity	350
Tight Beam	10
Tight Beam Range	10 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	3
Tactics Bonus	+15
Predict Rtg	3
Predict Bonus	+15
Evade Rtg	3
Evade Bonus	+15

ACCOMMODATIONS	
First Class	—
Standard	5
Low/Military	8
Cryogenic	25
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Control Area	Aux	Life Support
Aux	Mk.70 Computer	Aux	None
Aux	Mk.10 Microfreq Rig	Aux	None
Aux	RIF	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 8 Mk.10 Missile Launchers	
Complete Armament listing provided in Section 3.1	
Payload Pallets: 2 x Mk.50, 3 x Mk.30, 4 x Mk.20	
Tractor Beams:	

LOAD POSSIBILITIES	
• 2 x Mk.50 Payloads	• 200 x Mk.10 Missiles
• 3 x Mk.30 Payloads	• Up to 10,800,000 Elmonits CIP
• 4 x Mk.20 Payloads	

MISCELLANEOUS	
Workshop	2 x 2,700 cumets
Security Station	25 cumets
Fighter Bay	—
Shuttle/Vehicle Bay	800 tons
Streamlined	No
Landing Gear	Yes
Rad Shield Rtg	5
Rad Shield Bonus	+25
Cargo Hold	50,000 cumets

NOTES	
This cargo hauler is heavily relied upon within the Imperium and Inner Provinces to transport consumer goods and raw materials from one place to another. This makes it a prime target for pirates (thus the rather heavy armament for a freighter).	

NameAriele-A	ClassTroop Transport	ProducerImperial Transtar
Unloaded Costs:	Without Programs 107,352,000	With Programs 114,335,000

HULL

Mass (Category) 45,000 (Medium)
Hull Reinforced Crysteel
Con Armor Type 25
Armor Quality —
Armor Belt +15
Concussion Hits 51,750

DRIVES

Sublight Drive Rtg 3
Max Sublight Accel 30 km/s/s
Maneuver Thrust Pts 3

Translight Drive Rtg 4
Translight Displace 4 LY/day

ELECTRO/NEUTRINO

Sensor Rtg 10
Sensor Bonus +50
EW Rtg 5
EW Bonus +25
Screen Rtg 3
Screen Bonus +15

POWER

Reactor Rtg 1,261
Operating Duration 100 days
Andrium 100 units

CONTROL

Control Points 32
Crewmembers 16
Computer Mk.160

MEDICAL

Dispensary Yes
Sick Bay 10 patients
Sick Bay 10 patients

COMMUNICATIONS

Microfrequency Mk.500
Microfreq Capacity 500
Tight Beam 30
Tight Beam Range 30 LS
Tachyon Beam Dictor —
TBD Range —

RATED PROGRAMS

Tactics Rtg 3
Tactics Bonus +15
Predict Rtg 3
Predict Bonus +15
Evade Rtg 3
Evade Bonus +15

ACCOMMODATIONS

First Class 5
Standard 12
Officer's Quarters 75
Low/Military 1,020
Cryogenic 10
Rec Facilities Yes

AUXILIARY SYSTEMS

Aux Mk.10 Microfreq Rig	Aux Life Support
Aux Control Area	Aux None
Aux Mk.160 Computer	Aux None
Aux RIF	Aux None
Aux RIF	Aux None
Aux Life Support	Aux None

LABORATORIES

Anthropology —
Astronomy —
Botany —
Chemistry —
Cybernetics —
Genetics —
Medical —
Metallurgy —
Physics —
Planetology —
Zoology —

ARMAMENT/MOUNT/LOCATION/HUD

- 80 Mk.10 Laser

Complete Armament listing provided in Section 3.1

Payload Pallets: 2 x Mk.100, 3 x Mk.50, 15 x Mk.20

Tractor Beams:

LOAD POSSIBILITIES

- 2 x Mk.100 Payloads
- 3 x Mk.50 Payloads
- 15 x Mk.20 Payloads
- Up to 2,000,000 Elmonits CIP

MISCELLANEOUS

Workshop 1,000 cumets
Security Station 2,040 cumets
Fighter Bay —
Shuttle/Vehicle Bay 1,000 ton limit
Streamlined Yes
Landing Gear Yes
Rad Shield Rtg 12
Rad Shield Bonus +54
Cargo Hold 1,200 cumets

NOTES

The Ariele-A is a mainstay troop transport within the Imperial Fleets of Starmadas. They can carry up to a full Legion (1,000 troops) plus their equipment. It is even armed and armored for minor scuffles, and outfitted to allow "Spacebourne Drops" of up to 10 Powered Armored Troopers from orbit per Combat Round.

NameAriele-B	ClassImproved Troop Transport	ProducerImperial Transtar
Unloaded Costs:	Without Programs279,910,000	With Programs288,505,000

HULL	
Mass (Category)	45,000 (Medium)
Hull	Reinforced Crysteel
Con Armor Type	25
Armor Quality	—
Armor Belt	+20
Concussion Hits	54,000

DRIVES	
Sublight Drive Rtg	4
Max Sublight Accel	40 km/s/s
Maneuver Thrust Pts	4
Translight Drive Rtg	4
Translight Displace	4 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	10
Sensor Bonus	+50
EW Rtg	10
EW Bonus	+50
Screen Rtg	5
Screen Bonus	+25

POWER	
Reactor Rtg	1,270
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	40
Crewmembers	20
Computer	Mk.210

MEDICAL	
Dispensary	No
Sick Bay	15 patients
Sick Bay	15 patients

COMMUNICATIONS	
Microfrequency	Mk.1,000
Microfreq Capacity	1,000
Tight Beam	60
Tight Beam Range	60 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	4
Tactics Bonus	+20
Predict Rtg	4
Predict Bonus	+20
Evade Rtg	4
Evade Bonus	+20

ACCOMMODATIONS	
First Class	5
Standard	12
Officer's Quarters	80
Low/Military	1,220
Cryogenic	10
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.10 Microfreq Rig	Aux	Life Support
Aux	Control Area	Aux	None
Aux	Mk.210 Computer	Aux	None
Aux	RIF	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 80 Mk.10 Laser	
Complete Armament listing provided in Section 3.1	
Payload Pallets: 2 x Mk.100, 5 x Mk.50, 20 x Mk.20	
Tractor Beams:	

LOAD POSSIBILITIES	
• 3 x Ferret SMAC Fighters	• 20 x Mk.20 Payloads
• 2 x Mk.100 Payloads	• Up to 2,000,000 Elmonits CIP
• 5 x Mk.50 Payloads	

MISCELLANEOUS	
Workshop	1,000 cumets
Security Station	2,000 cumets
Fighter Bay	150 ton limit
Shuttle/Vehicle Bay	1,000 ton limit
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	12
Rad Shield Bonus	+54
Cargo Hold	1,200 cumets

NOTES	
The Ariele-B is an upgraded version of the Ariele-A, taking advantage of the latest technological advances. Virtually all its electronics, engines and reactors take up 10% - 25% less space, its drop capability is expanded to 100 Powered Armored Troopers per Combat Round, and it carries 3 x Ferret SMAC Fighters.	

Name Mesopotamia	Class Line Cruiser	Producer Imperial Transtar
Unloaded Costs:	Without Programs 139,085,000	With Programs 146,455,000

HULL	
Mass (Category)	45,000 (Medium)
Hull	Crysteel Double Hull
Con Armor Type	26
Armor Quality	—
Armor Belt	+25
Concussion Hits	56,250

DRIVES	
Sublight Drive Rtg	5
Max Sublight Accel	50 km/s/s
Maneuver Thrust Pts	5
Translight Drive Rtg	4
Translight Displace	4 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	15
Sensor Bonus	+60
EW Rtg	11
EW Bonus	+52
Screen Rtg	5
Screen Bonus	+25

POWER	
Reactor Rtg	3,811
Operating Duration	100 days
Andrium	100 units

CONTROL	
Control Points	33
Crewmembers	30
Computer	Mk.120

MEDICAL	
Dispensary	No
Sick Bay	50 patients
Sick Bay	50 patients

COMMUNICATIONS	
Microfrequency	Mk.500
Microfreq Capacity	500
Tight Beam	30
Tight Beam Range	30 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS	
Tactics Rtg	5
Tactics Bonus	+25
Predict Rtg	5
Predict Bonus	+25
Evade Rtg	5
Evade Bonus	+25

ACCOMMODATIONS	
First Class	8
Standard	15
Low/Military	130
Cryogenic	5
Brig Capacity	25
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Mk.15 Microfreq Rig	Aux	None
Aux	Control Area	Aux	None
Aux	Mk.120 Computer	Aux	None
Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	Life Support	Aux	None

LABORATORIES	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD	
• 6 Mk.50 Laser • 32 Mk.20 Blast • 16 Mk.10 Missile Launchers	
Complete Armament listing provided in Section 3.1	
Payload Pallets: 3 x Mk.50, 5 x Mk.20	
Tractor Beams:	

MISCELLANEOUS	
Workshop	2 x 2,000 cumets
Security Station	260 cumets
Fighter Bay	200 ton limit
Shuttle/Vehicle Bay	300 ton limit
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	12
Rad Shield Bonus	+54
Cargo Hold	1,240 cumets

LOAD POSSIBILITIES	
• 3 x Revenant SMAC Fighters • 3 x Mk.50 Payloads • 5 x Mk.20 Payloads	• 320 x Mk.10 Missiles • Up to 8,000,000 Elmonits CIP

NOTES	
The Mesopotamia Class Line Cruiser is the ship that often enforces the Emperor's will in the Imperium and Inner Provinces. It carries a complement of 100 Marines, and the Shuttle/Vehicle Bay may contain 2 x 100 ton shuttles, leaving space for an additional 100 tons of ground vehicles or liason shuttles. The Mk.20 Payload Pallets are almost exclusively reserved for torpedoes. Though never used, the torpedoes often carry nuclear warheads as a deterrent force.	

Name Totalitarian	Class Flag Cruiser	Producer Imperial Transtar
Unloaded Costs:	Without Programs 5,711,050,000	With Programs 5,728,260,000

HULL	
Mass (Category)	400,000 (Large)
Hull	Ardinium Alloy
Con Armor Type	29
Armor Quality	+10
Armor Belt	+25
Concussion Hits	500,000

DRIVES	
Sublight Drive Rtg	5
Max Sublight Accel	50 km/s/s
Maneuver Thrust Pts	5
Translight Drive Rtg	5
Translight Displace	5 LY/day

ELECTRO/NEUTRINO	
Sensor Rtg	15
Sensor Bonus	+60
EW Rtg	11
EW Bonus	+52
Screen Rtg	6
Screen Bonus	+30

POWER	
Reactor Rtg	5,275
Operating Duration	120 days
Andrium	150 units

CONTROL	
Control Points	76
Crewmembers	75
Computer	Mk.270

MEDICAL	
Dispensary	No
Sick Bay	150 patients
Sick Bay	150 patients

COMMUNICATIONS	
Microfrequency	Mk.1500
Microfreq Capacity	1500
Tight Beam	90
Tight Beam Range	90 LS
Tachyon Beam Dictor	35
TBD Range	35 LY

RATED PROGRAMS	
Tactics Rtg	5
Tactics Bonus	+25
Predict Rtg	5
Predict Bonus	+25
Evade Rtg	5
Evade Bonus	+25

ACCOMMODATIONS	
First Class	10
Standard	25
Low/Military	350
Cryogenic	8
Brig Capacity	50
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Rtg 5 Sensor	Aux	Mk.260 Computer
Aux	Rtg 2 EW	Aux	Mk.260 Computer
Aux	Mk.15 Microfreq Rig	Aux	RIF
Aux	Mk.30 Tight Beam	Aux	RIF
Aux	Control Area	Aux	Life Support
Aux	Control Area	Aux	Life Support

LABORATORIES	
Anthropology	+50
Astronomy	+50
Botany	+50
Chemistry	+50
Cybernetics	+50
Genetics	+50
Medical	+50
Metallurgy	+50
Physics	+50
Planetology	+50
Zoology	+50

ARMAMENT/MOUNT/LOCATION/HUD	
• 1 Mk.50 Plasma • 16 Mk.50 Blast • 128 Mk.10 Blast • 48 Mk.10 Missile Launchers	
Complete Armament listing provided in Section 3.1	
Payload Pallets: 10 x Mk.100, 10 x Mk.50, 20 x Mk.30	
Tractor Beams: 2 x Mk.25	

LOAD POSSIBILITIES	
• 6 x Revenant SMAC Fighters • 6 x Stryker SMAC Fighters • 10 x Mk.100 Payloads • 10 x Mk.50 Payloads • 20 x Mk.30 Payloads • 1,680 x Mk.10 Missiles • Up to 50,000,000 Elmonits CIP	

NOTES	
The Totalitarian Class is the main battleship used in several Imperial Starmadas. Its main function is to act as the command and control vessel during fleet actions, but it is not uncommon to find it acting as a survey and exploration vessel in disputed or politically sensitive areas. While acting in a non-combat mode (survey, spy or other mission), it usually carries 5 x Mk.100 EW Pods and 5 x Mk.100 Sensor Pods, allowing it to travel cloaked. In combat, 2 x Mk.100 Payload Pallets are outfitted with special Mk.100 Torpedoes, each carrying 2 x Mk.50 warheads. The Mk.30 Payload Pallets are reserved almost exclusively for torpedoes: Nuclear or even Matter/Antimatter warheads are not unheard of, though they are never used. The Shuttle Bay carries 6 x 100 ton shuttles, reserving 200 tons for ground vehicles, visiting shuttles, and such. It carries a standard complement of 300 Marines.	

MISCELLANEOUS	
Workshop	5 x 5,000 cumets
Security Station	700 cumets
Fighter Bay	2,010 ton limit
Shuttle/Vehicle Bay	800 ton limit
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	15
Rad Shield Bonus	+60
Cargo Hold	5,640 cumets

Name Chikusho Station	Class Orbital Station	Producer Imperial Transtar/Ecos Gamuz
Unloaded Costs:	Without Programs 1,387,901,000	With Programs 1,408,721,000

HULL	
Mass (Category)	500,000 (Large)
Hull ..	Hardened Crystanium Double Hull
Con Armor Type	28
Armor Quality	—
Armor Belt	+10
Concussion Hits	550,000

DRIVES	
Sublight Drive Rtg	—
Max Sublight Accel	—
Maneuver Thrust Pts	—
Translight Drive Rtg	—
Translight Displace	—

ELECTRO/NEUTRINO	
Sensor Rtg	100
Sensor Bonus	+115
EW Rtg	8
EW Bonus	+40
Screen Rtg	4
Screen Bonus	+20

POWER	
Reactor Rtg	5,515
Operating Duration	300 days
Andrium	—

CONTROL	
Control Points	102
Crewmembers	100
Computer	Mk.350

MEDICAL	
Dispensary	Yes
Sick Bay	25 patients
Sick Bay	—

COMMUNICATIONS	
Microfrequency	Mk.5500
Microfreq Capacity	5500
Tight Beam	300
Tight Beam Range	300 LS
Tachyon Beam Dictor	50
TBD Range	50 LY

RATED PROGRAMS	
Tactics Rtg	—
Tactics Bonus	—
Predict Rtg	—
Predict Bonus	—
Evade Rtg	—
Evade Bonus	—

ACCOMMODATIONS	
First Class	10
Standard	20
Low	10
Service Crew	50
Military	96
Cryogenic	35
Seating	200
Rec Facilities	Yes

AUXILIARY SYSTEMS			
Aux	Rtg 100 Sensor	Aux	Mk.50 TBD
Aux	Rtg 8 EW	Aux	Mk.350 Computer
Aux	Rtg 8 EW	Aux	Control Area
Aux	Rtg 4 Screen	Aux	Life Support
Aux	Rtg 4 Screen	Aux	Life Support
Aux	Mk.5000 Microfreq Rig	Aux	Life Support
Aux	Mk.300 Tight Beam	Aux	Life Support

LABORATORIES	
Anthropology	+50
Astronomy	+50
Botany	+50
Chemistry	+50
Cybernetics	+50
Genetics	+50
Medical	+50
Metallurgy	+50
Physics	+50
Planetology	+50
Zoology	+50

ARMAMENT/MOUNT/LOCATION/HUD	
• 5 Mk.50 Ion	• 10 Mk.20 Auto
• 6 Mk.30 Auto	• 10 Mk.15 Auto
• 4 Mk.25 Auto	• 10 Mk.10 Auto
Complete Armament listing provided in Section 3.1	
Payload Pallets: 10 x Mk.10, 8 x Mk.20, 5 x Mk.30, 2 x Mk.50	
Tractor Beams: 2 x Mk.25	

MISCELLANEOUS	
Workshop	700 cumets
Security Station	For 75 crew
Fighter Bay	—
Shuttle/Vehicle Bay ..	2 x 6,000 ton limit
Streamlined	No
Landing Gear	No
Rad Shield Rtg	15
Rad Shield Bonus	+60
Cargo Hold	120,000 cumets

LOAD POSSIBILITIES	
• 10 x Mk.10 Payloads	• 300 x Mk.15 Auto Cannon bursts
• 8 x Mk.20 Payloads	• 300 x Mk.20 Auto Cannon bursts
• 5 x Mk.30 Payloads	• 120 x Mk.25 Auto Cannon bursts
• 2 x Mk.50 Payloads	• 180 x Mk.30 Auto Cannon bursts
• 300 x Mk.10 Auto Cannon bursts	• Up to 1,400,000 Elmonits CIP

NOTES
These are the full stats for the Chikusho Station featured in the <i>Star Strike Vessel Compendium #1</i> . Though its basic structure is well known in the Imperium, very few Orbital Stations are identical, since minor variations and refits are often introduced. This particular construct is used as an orbital starport and transfer station. It carries 65 Security Personnel, 10 Marines and 50 additional Service/Maintenance crewmembers. This rather small number of crew is augmented by a large number of robots programmed to fill in for regular personnel. One Mk.25 Tractor Beam is located above the entry doors for each of the Shuttle/Vehicle Bays. This design contains no RIF, since it has no N-space movement capability.

Name K'taar	Class Fleet Carrier	Producer Imperial Transtar
Unloaded Costs:	Without Programs 3,872,610,000	With Programs 3,896,200,000

HULL

Mass (Category) 800,000 (Large)
Hull Ardinium
Con Armor Type 29
Armor Quality —
Armor Belt +15
Concussion Hits 920,000

POWER

Reactor Rtg 10,610
Operating Duration 150 days
Andrium 100 units

COMMUNICATIONS

Microfrequency Mk.1,000
Microfreq Capacity 1,000
Tight Beam 300
Tight Beam Range 300 LS
Tachyon Beam Dictor 30
TBD Range 30 LY

DRIVES

Sublight Drive Rtg 2
Max Sublight Accel 20 km/s/s
Maneuver Thrust Pts 2

Translight Drive Rtg 3
Translight Displace 3 LY/day

CONTROL

Control Points 98
Crewmembers 100
Computer Mk.400

RATED PROGRAMS

Tactics Rtg 2
Tactics Bonus +10
Predict Rtg 2
Predict Bonus +10
Evade Rtg 2
Evade Bonus +10

ELECTRO/NEUTRINO

Sensor Rtg 100
Sensor Bonus +115
EW Rtg 4
EW Bonus +20
Screen Rtg 4
Screen Bonus +20

MEDICAL

Dispensary Yes
Sick Bay 360 patients
Sick Bay 360 patients

ACCOMMODATIONS

First Class 5
Standard 10
Low/Military 970
Cryogenic 15
Brig Capacity 125
Rec Facilities Yes

AUXILIARY SYSTEMS

Aux Rtg 15 Sensor
Aux Rtg 1 Translight
Aux Mk.550 Microfreq Rig
Aux Mk.300 Tight Beam
Aux Mk.20 TBD
Aux Control Area

Aux Mk.400 Computer
Aux Life Support
Aux Life Support
Aux RIF
Aux RIF
Aux None

LABORATORIES

Anthropology —
Astronomy +50
Botany —
Chemistry +20
Cybernetics +20
Genetics +30
Medical +50
Metallurgy +50
Physics +30
Planetology —
Zoology —

ARMAMENT/MOUNT/LOCATION/HUD

- 320 Mk.10 Laser
- 192 Mk.10 Auto
- 48 Mk.10 Missile Launchers

Complete Armament listing provided in Section 3.1

Payload Pallets: 10 x Mk.20

Tractor Beams: 2 x Mk.20

LOAD POSSIBILITIES

- 300 x Nighthawk SMAC Fighters
- 145 x Seraph TMAC Fighters
- 35 x Stryker SMAC Fighters
- 10 x Mk.20 Payloads
- 480 x Mk.10 Missiles
- 1,920 x Mk.10 Auto Cannon bursts
- Up to 144,000,000 Elmonits CIP

NOTES

This design is one of the more widely used Fighter Carriers in the Imperial Fleet. Its Shuttle Bay contains 8 x 200 tons shuttles, leaving 400 tons for ground vehicles, visiting shuttles, etc. The Cargo Hold usually carries munitions for fighters, extra CIP, and additional torps, missiles and Auto Cannon ammo. It can carry a full complement of 80 Marines, 615 Pilots and 22 additional Service/Maintenance crewmembers. The Payload Pallets are almost exclusively reserved for Mk.20 torpedoes. This ship has a lot of weapons, but they are designed to defend against attacking fighters and torpedoes. It is rarely found without a screen of Frigates and Destroyers to protect it from larger ships. Though the K'Taar does not have landing gear, its hull is structured so that it can make planetfall in any sufficiently large body of water (or other liquid medium).

MISCELLANEOUS

Workshop 4 x 18,000 cumets
Security Station Yes
Fighter Bay 210,000 ton limit
Shuttle/Vehicle Bay 2,000 ton limit
Streamlined Yes
Landing Gear No
Rad Shield Rtg 20
Rad Shield Bonus +70
Cargo Hold 4,575 cumets

3.1 EXPANDED VESSEL WEAPON LISTINGS

ARMAMENT/MOUNT/LOCATION/HUD

KIRGHIZ GALE

- 2 x Mk.20 Blast/Fixed/Forward/+25
- 1 x Mk.10 Laser/Flexible/Forward/+20
- 1 x Mk.10 Laser/Flexible/Front Qtr Left/+20
- 1 x Mk.10 Laser/Flexible/Front Qtr Right/+20
- 1 x Mk.10 Laser/Flexible/Aft/+20
- 1 x Mk.10 Laser/Flexible/Rear Qtr Left/+20
- 1 x Mk.10 Laser/Flexible/Rear Qtr Right/+20
- 1 x Mk.10 Laser/Flexible/Top/+20
- 1 x Mk.10 Laser/Flexible/Bottom/+20
- Mk.10 Missile Launcher (Mag 20)/Turret/Top/+20
- Mk.10 Missile Launcher (Mag 20)/Turret/Bottom/+20

ARMAMENT/MOUNT/LOCATION/HUD

SABER

- 2 x Mk.20 Laser/Fixed/Forward/+25
- 2 x Mk.10 Laser/Flexible/Rear/+20
- 2 x Mk.10 Laser/Flexible/Top/+20
- 2 x Mk.10 Laser/Flexible/Bottom/+20
- 2 x Mk.10 Laser/Flexible/Front Qtr Left/+20
- 2 x Mk.10 Laser/Flexible/Front Qtr Right/+20
- Mk.10 Missile Launcher (Mag 10)/Turret/Bottom/+20
- Mk.10 Missile Launcher (Mag 10)/Turret/Front Qtr Left/+20

ARMAMENT/MOUNT/LOCATION/HUD

CARNELIAN

- 3 x Mk.15 Blast/Turret/Top/+20
- 3 x Mk.15 Blast/Turret/Top/+20
- 3 x Mk.15 Blast/Turret/Bottom/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- Mk.10 Missile Launcher (Mag 15)/Turret/Front Qtr Rt./+20
- Mk.10 Missile Launcher (Mag 15)/Turret/Rear Qtr Right/+20
- Mk.10 Missile Launcher (Mag 15)/Turret/Rear Qtr Right/+20
- Mk.10 Missile Launcher (Mag 15)/Turret/Front Qtr Left/+20
- Mk.10 Missile Launcher (Mag 15)/Turret/Rear Qtr Left/+20

ARMAMENT/MOUNT/LOCATION/HUD

ARCANE MORIIA

- Mk.10 Missile Launcher (Mag 25)/Flexible/Front/+10
- Mk.10 Missile Launcher (Mag 25)/Flexible/Front Qtr Left/+10
- Mk.10 Missile Launcher (Mag 25)/Flexible/Front Qtr Right/+10
- Mk.10 Missile Launcher (Mag 25)/Flexible/Rear Qtr Left/+10
- Mk.10 Missile Launcher (Mag 25)/Flexible/Rear Qtr Right/+10
- Mk.10 Missile Launcher (Mag 25)/Flexible/Aft/+10
- Mk.10 Missile Launcher (Mag 25)/Flexible/Top/+10
- Mk.10 Missile Launcher (Mag 25)/Flexible/Bottom/+10

ARMAMENT/MOUNT/LOCATION/HUD

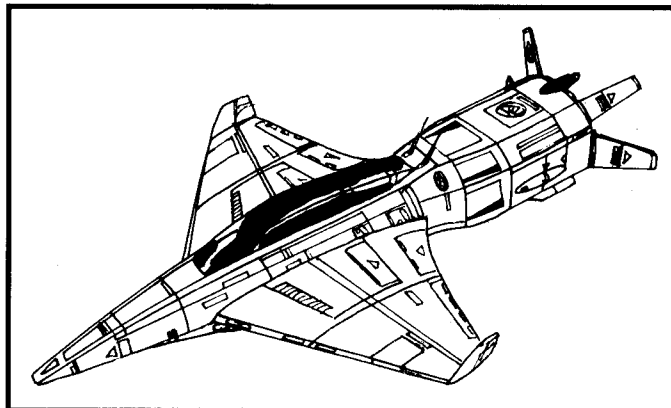
ARIELE-A

- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20

ARMAMENT/MOUNT/LOCATION/HUD

ARIELE-B

- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Front Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Left/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20
- 4 x Mk.10 Laser/Turret/Rear Qtr Right/+20



ARMAMENT/MOUNT/LOCATION/HUD

MESOPOTAMIA

- 2 x Mk.50 Laser/Turret/Top/+25
- 2 x Mk.50 Laser/Turret/Bottom/+25
- 2 x Mk.50 Laser/Turret/Front/+25
- 4 x Mk.20 Blast/Flexible/Front/+20
- 4 x Mk.20 Blast/Flexible/Front Qtr Left/+20
- 4 x Mk.20 Blast/Flexible/Front Qtr Right/+20
- 4 x Mk.20 Blast/Flexible/Aft/+20
- 4 x Mk.20 Blast/Flexible/Rear Qtr Left/+20
- 4 x Mk.20 Blast/Flexible/Rear Qtr Right/+20
- 4 x Mk.20 Blast/Flexible/Top/+20
- 4 x Mk.20 Blast/Flexible/Bottom/+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Front/+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Front Qtr Rt./+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Front Qtr Rt./+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Rear Qtr Rt./+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Rear Qtr Rt./+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Aft/+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Aft/+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Rear Qtr Left/+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Rear Qtr Left/+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Front Qtr Lt./+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Front Qtr Lt./+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Top/+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Top/+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Bottom/+20
- Mk.10 Missile Launcher (Mag 20)/Flexible/Bottom/+20

ARMAMENT/MOUNT/LOCATION/HUD

TOTALITARIAN

- 1 x Mk.50 Plasma/Fixed/Front/+25
- 2 x Mk.50 Blast/Flexible/Front/+25
- 2 x Mk.50 Blast/Flexible/Front Qtr Left/+25
- 2 x Mk.50 Blast/Flexible/Front Qtr Right/+25
- 2 x Mk.50 Blast/Flexible/Rear Qtr Left/+25
- 2 x Mk.50 Blast/Flexible/Rear Qtr Right/+25
- 2 x Mk.50 Blast/Flexible/Aft/+25
- 2 x Mk.50 Blast/Flexible/Top/+25
- 2 x Mk.50 Blast/Flexible/Bottom/+25
- 4 — 4 x Mk.10 Blast/Flexible/Front/+20
- 4 — 4 x Mk.10 Blast/Flexible/Front Qtr Left/+20
- 4 — 4 x Mk.10 Blast/Flexible/Front Qtr Right/+20
- 4 — 4 x Mk.10 Blast/Flexible/Aft/+20
- 4 — 4 x Mk.10 Blast/Flexible/Rear Qtr Left/+20
- 4 — 4 x Mk.10 Blast/Flexible/Rear Qtr Right/+20
- 4 — 4 x Mk.10 Blast/Flexible/Top/+20
- 4 — 4 x Mk.10 Blast/Flexible/Bottom/+20
- 6 — Mk.10 Missile Launcher (Mag 35)/Flexible/Front/+20
- 6 — Mk.10 Missile Launcher (Mag 35)/Flexible/Front Qtr Left/+20
- 6 — Mk.10 Missile Launcher (Mag 35)/Flexible/Front Qtr Right/+20
- 6 — Mk.10 Missile Launcher (Mag 35)/Flexible/Aft/+20
- 6 — Mk.10 Missile Launcher (Mag 35)/Flexible/Rear Qtr Left/+20
- 6 — Mk.10 Missile Launcher (Mag 35)/Flexible/Rear Qtr Right/+20
- 6 — Mk.10 Missile Launcher (Mag 35)/Flexible/Top/+20
- 6 — Mk.10 Missile Launcher (Mag 35)/Flexible/Bottom/+20

ARMAMENT/MOUNT/LOCATION/HUD

CHIKUSHO STATION

- 5 x Mk.50 Ion/Turret/Bottom/+20
- 2 x Mk.30 Auto (Mag 30)/Turret/Top/+10
- 2 x Mk.30 Auto (Mag 30)/Turret/Top/+10
- 2 x Mk.30 Auto (Mag 30)/Turret/Bottom/+10
- 2 x Mk.25 Auto (Mag 30)/Turret/Front Qtr Right/+10
- 2 x Mk.25 Auto (Mag 30)/Turret/Rear Qtr Left/+10
- 2 x Mk.20 Auto (Mag 30)/Turret/Top/+10
- 2 x Mk.20 Auto (Mag 30)/Turret/Top/+10
- 2 x Mk.20 Auto (Mag 30)/Turret/Top/+10
- 2 x Mk.20 Auto (Mag 30)/Turret/Bottom/+10
- 2 x Mk.20 Auto (Mag 30)/Turret/Bottom/+10
- 2 x Mk.15 Auto (Mag 30)/Turret/Top/+10
- 2 x Mk.15 Auto (Mag 30)/Turret/Top/+10
- 2 x Mk.15 Auto (Mag 30)/Turret/Bottom/+10
- 2 x Mk.15 Auto (Mag 30)/Turret/Front/+10
- 2 x Mk.15 Auto (Mag 30)/Turret/Aft/+10
- 2 x Mk.10 Auto (Mag 30)/Turret/Top/+10
- 2 x Mk.10 Auto (Mag 30)/Turret/Top/+10
- 2 x Mk.10 Auto (Mag 30)/Turret/Bottom/+10
- 2 x Mk.10 Auto (Mag 30)/Turret/Front/+10
- 2 x Mk.10 Auto (Mag 30)/Turret/Aft/+10

ARMAMENT/MOUNT/LOCATION/HUD

K'TAAR

- 20 — 2 x Mk.10 Laser/Flex./Front/+20
- 20 — 2 x Mk.10 Laser/Flex./Front Qtr Right/+20
- 20 — 2 x Mk.10 Laser/Flex./Rear Qtr Right/+20
- 20 — 2 x Mk.10 Laser/Flex./Aft/+20
- 20 — 2 x Mk.10 Laser/Flex./Rear Qtr Left/+20
- 20 — 2 x Mk.10 Laser/Flex./Front Qtr Left/+20
- 20 — 2 x Mk.10 Laser/Flex./Top/+20
- 20 — 2 x Mk.10 Laser/Flex./Bottom/+20
- 6 — 4 x Mk.10 Auto (Mag 10)/Flex./Front/+20
- 6 — 4 x Mk.10 Auto (Mag 10)/Flex./Front Qtr Right/+20
- 6 — 4 x Mk.10 Auto (Mag 10)/Flex./Rear Qtr Right/+20
- 6 — 4 x Mk.10 Auto (Mag 10)/Flex./Aft/+20
- 6 — 4 x Mk.10 Auto (Mag 10)/Flex./Rear Qtr Left/+20
- 6 — 4 x Mk.10 Auto (Mag 10)/Flex./Front Qtr Left/+20
- 6 — 4 x Mk.10 Auto (Mag 10)/Flex./Top/+20
- 6 — 4 x Mk.10 Auto (Mag 10)/Flex./Bottom/+20
- 6 — Mk.10 Missile Launcher (Mag 10)/Flex./Front/+20
- 6 — Mk.10 Miss. Launcher (Mag 10)/Flex./Front Qtr Right/+20
- 6 — Mk.10 Miss. Launcher (Mag 10)/Flex./Rear Qtr Right/+20
- 6 — Mk.10 Miss. Launcher (Mag 10)/Flex./Aft/+20
- 6 — Mk.10 Miss. Launcher (Mag 10)/Flex./Rear Qtr Left/+20
- 6 — Mk.10 Miss. Launcher (Mag 10)/Flex./Front Qtr Left/+20
- 6 — Mk.10 Miss. Launcher (Mag 10)/Flex./Top/+20
- 6 — Mk.10 Miss. Launcher (Mag 10)/Flex./Bottom/+20

4.0

ADVENTURE: AGENTS OF THE ISI

This is a search-and-intrigue adventure for beginning characters of any Class. It would be helpful to have at least one character with expertise in Robotics and/or Cybernetics, and a Telepath or Semi-Telepath with abilities in the Field of Visions.

4.1 THE TALE

Something the ISI simply cannot abide is research going on that they don't control. And when they find out the research has been going on for years without them knowing about it...well...let's just say that they get extremely upset.

They have just uncovered reports about a Humanoid III named Tareal. It seems that for about 5 years standard he has been engaged in unmanaged research into Cybernetics and the science of Telepathy. His secret laboratory has been located in a secluded area of Epsilon Indus III: Jareth (+43X, -117Y, -54Z). Jareth is about 136 LY from Terra in a sparsely populated area of Frontier Zone 19.

A simple mission of research acquisition is channelled to the Special Investigations Division of the ISI. This kind of mission is a good opportunity to gain experience in SID workings, without the risk of complications, so it is usually given in turn to rookies who are just out of the academy.

The group chosen will be sent to Jareth to locate the laboratory, and convince Tareal to let the ISI "manage" his research. If he proves intractable, they are then to arrange an accident for the researcher and his lab, saving only his notes and prototypes. Standard procedure.

Unfortunately, when the agents arrive, they find out that Jareth is closed to high-technology, and the natives aren't really all that pleased to see them. Worse yet, during the search they find out that Tareal has already been killed by a native uprising two years standard previously, and his laboratory leveled. It would seem that their mission has been accomplished for them, but they are still required to recover the researcher's notes and prototypes if possible. Unfortunately, the players will have to use equipment and weapons almost 10,000 years out-of-date.

Since moving to Jareth and setting up his laboratory, Tareal had been working on developing implants that will give the wearer almost unlimited telepathic power. The process required distilling what is known as "the life essence", or "the spark

of life" from the central nervous systems of sentient beings. The more psionically aware the being, the more potent the distillate. Unfortunately, the process kills the subject, or more accurately, separates the individual from their body (though they are no longer self-aware). All his subjects were taken from the local population secretly and without their prior consent. After Tareal perfected the distillation process, he found that a single essence was not sufficient to reach telepathic "critical mass", but whenever he tried to mix essences he found that they were incompatible. They neutralized (killed) each other, and a foul-smelling, greenish-yellow precipitate formed. And incidentally, the death-throes of the essences caused quite a bit of psychic pain to all the Jarethites within 15 km of the laboratory. Tareal was working on a process to crystallize the essences without neutralizing their telepathic properties when the locals got fed up with his inhumane experiments, killed him and razed his castle to the ground. They never found his lab, though, nor his notes and prototype devices.

4.2 THE NPCS

During the course of the adventure, players will encounter several Jarethite natives. They should provide atmosphere, clues and information to the characters that will help (or hinder) them in their search. For the most part, however, players will be on their own.

The Imperial ambassador and his secretary may become embroiled with the characters, so their descriptions are provided below.

AMBASSADOR HENRY ALDRICH

Ambassador Aldrich is a rather tall, gaunt person in his late 60's. His stature can be a bit imposing, but his smiling eyes readily disarm most of those he meets. He is upstanding, unswervable, and loyal to a fault. He's been in the diplomatic corps much too long to be naive, but he adamantly refuses to become cynical. He is

disturbed about the recent reports of technology smuggling into the Capital, and knows that the ring must be based in the Imperial Enclave. When he finds out that the characters are "in town", he will want to enlist their aid in discovering who is involved with the smuggling.

SELJUK ARNEE-FARUK

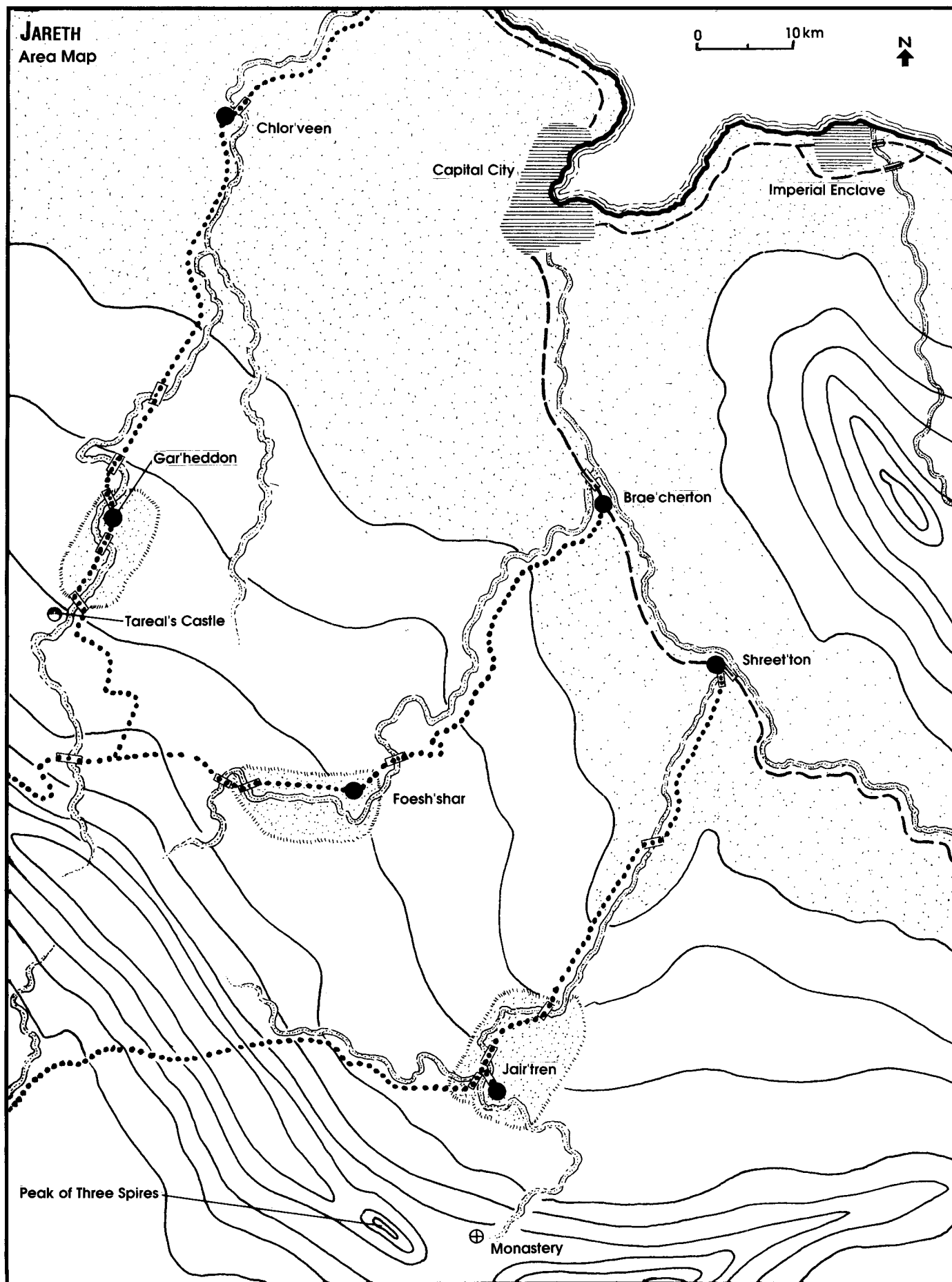
The swarthy-skinned Seljuk has trained himself to be sickly-sweet to all those who can further his goals. In actuality, the ambassador's secretary is greedy, slimy and self-absorbed. He has joined the diplomatic corps merely for the power and riches it can afford him. It took him almost two-and-a-half local years to establish himself as upstanding, trustworthy and loyal-to-the-core. With this reputation, and access to everything in the embassy, he's started up an efficient and highly profitable technology smuggling ring. Four of the Enclave's guards are secretly in his employ, and let the contraband technology onto one of the three ships he has working for him. These ships then sail for the open sea, returning to the capitol up to three weeks later (after alibis have been established) to unload their cargo. He will be in the office when Ambassador Aldrich asks for the characters' help in stopping whoever is doing this. You can bet the characters' lives will get a lot more exciting if they accept.

4.3 THE SETTINGS

4.31 JARETH

Epsilon Indus III: Jareth is a low-tech planet in Frontier Zone 19. Its current tech level is about the same as Terran Prelmp 9700 (ca. 1950 A.D.). Though contacted by the Empire, it has not yet been incorporated, so that the laws of the planet take precedence over Imperial law in all cases. Anyone caught outside the Imperial Enclave with illegal technology will be jailed for 2-10 years (plus any punishment for crimes committed with the device), in accordance to local law. By treaty, an ambassadorial area, called the Imperial Enclave, has been established near the capitol.

Due to the low tech-level of the planet, items of higher technology are illegal. The only weapons allowed on the planet (outside of the Imperial Enclave) are: any Conventional Pistols, Conventional Rifles, and Conventional Shotguns that cannot fire bursts. Of course, all Archaic Weapons are allowed. Ground vehicles allowed on-planet must be wheeled or tracked.



Atmospheric vehicles must be either prop- or jet-driven. Gravitics of any kind are absolutely forbidden. Marine craft can be of any type, though hydrofoils, just on the upper edge of current technology, will attract a lot of attention. All vehicles not rented or purchased on-planet require an operating permit from the Imperial Embassy at the Enclave. Those vehicles already at the Enclave generally already have an operating permit. As a rule, robots are not allowed outside the Imperial Enclave either. However, a special permit can be obtained from the Capital through the Imperial Embassy.

Any equipment not common to A.D. 1950's Terra is also forbidden outside the Enclave. Notable among these are multiscanners, microcomputers, personal shields, armor above AT 6, explosive munitions, medicinal tabs, medical field equipment, psionic equipment and grav-belts, to name a few. Use your judgement. A special note on armor: all armor, flak vests, helmets, and such purchased on Jareth are considered to be **RM** AT classes.

Jareth, though a Homeworld, possesses no great mineral wealth or other resources worth noting. That, combined with the native's unyielding resistance to outside influences, makes it hardly worth

the effort to conquer. Its atmosphere is a bit heavy with inert elements, too, making it kind of like trying to breathe the rarified air at most other Homeworlds' high altitudes. All characters who are not wearing an Atmospheric Compressor, Oxygen Mask, or some similar device, will perform all actions at -10. All buildings in the Imperial Enclave are internally compensated for this effect, but of course those on-planet are not.

The area where this scenario takes place is temperate: rather cool, with daytime temperatures ranging from 5° - 15° C. The terrain is mountainous.

4.32 IMPERIAL ENCLAVE

This ambassadorial area is about 5 km square. It contains a full spaceport for starships up to 50,000 tons, an open water seaport, complete recreational and lodging facilities and, best of all, it is considered Imperial territory. Imperial law reigns in the Enclave, and there are no technology restrictions within its boundaries. Hard Monits can be exchanged for local currency at either the embassy, the bank, or the casino. The current exchange rate is 2.3 Flort'sam per Imperial Monit.

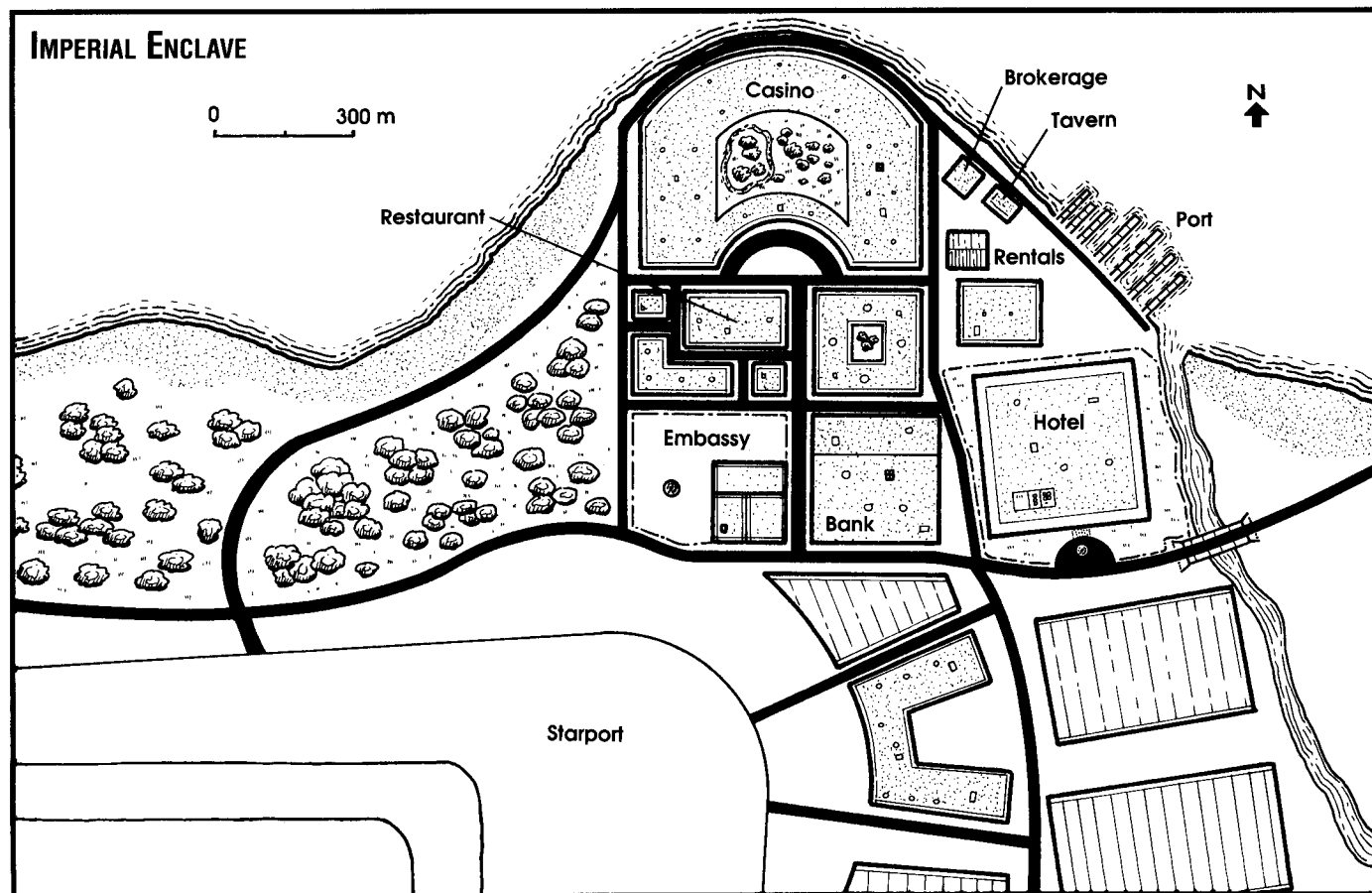
An electrified fence standing 4.5 meters tall, and extending 3 meters into the

ground, surrounds the Enclave on the three landward sides. The fence attacks whatever touches it with an "E" electricity critical. There are two gates in the fence where the access roads enter the Enclave. These gates can be readily opened from either side by placing any Imperial Identdisk in the locking receptacle.

Along the waterfront, motion sensors and small multi-scanners are buried in the beach and scattered underwater out to a distance of about one-half kilometer. These sensors are tied directly to the security offices in the embassy building and warn of anything larger than 18" approaching the Enclave from the sea. Mk.5 explosive mines are emplaced at strategic points in the event an intruder is coming in too fast for the patrolling guards to be able meet it when it arrives.

Just as the planet has restricted access to Imperials, the Enclave has restricted access to natives.

Guardhouses just inside the gates, and at the foot of every dock, contain security personnel who check for the proper licenses and papers on all vehicles, people and cargo entering or leaving the Enclave. If the characters don't bring these papers with them on the mission (see Aids, sec. 4.42), they can be acquired at the embassy.



The 1st Imperial Bank

This branch office is where the characters can gain access to their expense account, and exchange Imperial Monits for the native Flort'sam. The Imperial Bank has an agreement with the 1st National Bank of Jareth that allows them to provide service for each others' customers.

Embassy

The Imperial embassy really doesn't get all that much business. Imperial traders renew their access and vehicle licenses only once a year, and tourists are very rare. It does carry records of everyone who's been through in the last 10 years, though. And there's a clue here for the characters if they come looking for it.

Somehow, illegal technology has been making its way out of the Enclave and into the Capital, and the Ambassador wants to find out how. If the characters' true identity and affiliation becomes known (and it will be obvious if they come as agents of the ISI), he will try to enlist their aid in tracking down the smugglers.

The characters can exchange Imperial Monits for the native Flort'sam, but they will be charged a 2% fee for the service. Finally, the characters apply for the licenses and permits they need at the embassy.

Vehicle operating permits are readily available for any technologically acceptable craft. They cost 25 El. per ton of vehicle.

Robot permits are also available from the Embassy. The robot must be humanoid in form (body, two arms, two legs and a head), yet definitely a machine (metal finish, exterior works, etc.). A permit for such a robot requires a letter from the Ambassador. Make an open-ended roll on the Hard column of the Construction/Research Chart (no modifiers). If a total result of 101%+ has not been achieved by the third try, a permit for the robot(s) will not be forthcoming and they must remain in the Enclave. Whether the permit is issued or not, applying costs 25 El. Androids are specifically forbidden outside the Enclave.

If the characters don't bring an access license with them, they must get one here as well. Whether the license application is approved or not, the character must first pay the 50 El. application fee. Determine the modification for the Application die roll by first providing the following information: Name and Identdisk No., type of business, affiliation (none, if independent), and reason for needing access to the planet. The characters are free to lie on any of the information above, but each such lie (except for affiliation) will add a -20 to the attempt. Telling the truth on their affiliation (ISI) will add a -90 to the attempt, since the ISI is disclaiming them during this mission. It is also suggested that the characters lie about the reason they need access to the planet, unless the truth is carefully couched. Add the applying character's Diplomacy, Forgery, Administration, or other related skill bonuses. The GM is also free to add or subtract bonuses for quality of the character's lies, bribes, or any other things he sees fit.

Once the modification to the die roll has been determined, make an open-ended roll under the Moderate column of the Construction/Research Chart. If a total of 101%+ has not been achieved by the third roll, the license will not be forthcoming. Each character can only apply once, but each one can make their try in turn. If none of the characters are successful in getting a license for the group to leave the Enclave, they are reduced to either stealing one, or sneaking out.

The Empire Arms Hotel

Rooms are available at the Empire Arms for 100 to 125 El. per night (depending on the level of service and comfort desired). The rooms are reasonably safe, and any valuables can be kept in the hotel safe. The rooms are arranged in a square around the outside, enclosing a large, covered courtyard. The courtyard holds the hotel's swimming pools, spa and gym, and several specialty shops catering to people with more money than they know what to do with (beauty salons, souvenir shops, gourmet restaurants, etc.).

All kinds of food and drink common in the Empire is available either through room service (comes with a 10% surcharge) or from the hotel's restaurant and bar.

Restaurants

Food and drinks are available during 6:00 a.m. to 11:30 p.m., local time. The menus contain favorites from all over the Empire, though they are rather heavy on fare preferred by humanoids.

Mont-Banke Casino

Besides being able to lose lots of money, or score on a "recreational" Android or Replicant, the characters can pick up the Bar clue here. (El)Monits can be exchanged at the cashier's cage either for betting chips, or for the native Flort'sam (exchange rate at the casino is 2 Flort'sam per Monit).

Shorefront Tavern

Most of the working traders — especially the seamen — frequent the Shorefront tavern. The characters will most likely find the Bar clue here. Probably a fight, too: the seamen are a rough bunch, and quick to take the measure of any newcomers. If the characters make a good showing of themselves (without causing any real physical damage) — or even win the fight — they will be accepted into the group as friends.

Import/Export Brokerage

What began as an independant operation to help Imperial seamen and traders get top dollar for their goods (and rake off a percentage in the process) over the decades has come to be little more than a branch of the embassy. It is now used mostly to monitor all seagoing traffic.

Marine Craft Rental

This independant business has several small-to-medium sized sea-going vessels. Though mostly outfitted for deep-sea fishing,

the boats have a range of several hundred kilometers, berths for 2-6 passengers, and cargo space for their gear.

Open Water Port

All traffic through this "open" port is controlled through the embassy, either directly, or through the Import/Export Brokerage. Guards stationed at the foot of each dock are supposed to assure that illegal or unregistered trafficking does not take place.

Starport

The Starport is capable of handling ships up to 50,000 tons, and exists only because of a rather special treaty signed with the Jarethites. According to this treaty, the Enclave extends upward from the planet for 800 km. Once they enter the atmosphere, spacecraft (and the high-tech devices they contain) must remain within this envelope at all times. In order to remain in a geo-synchronous orbit during the entire landing procedure, landing gravitics are recommended. It is standard for starcraft to let spaceport control handle take-off and landing by remote control. This ensures no violation of Jarethite airspace, and assures the character's innocence in the unlucky occurrence that a mistake should take place. Hangar facilities are available for all starcraft, complete with repair, maintenance and refueling (fusion and Andrium). It is possible to remain with your ship instead of taking rooms in the Enclave, but this is considered very suspicious. People choosing to do so should expect to be hassled by the authorities.

It is not uncommon for groups of 11-20 native children to be gathered outside the Enclave fence, waiting for the chance to watch a starship land.

4.33 CAPITAL

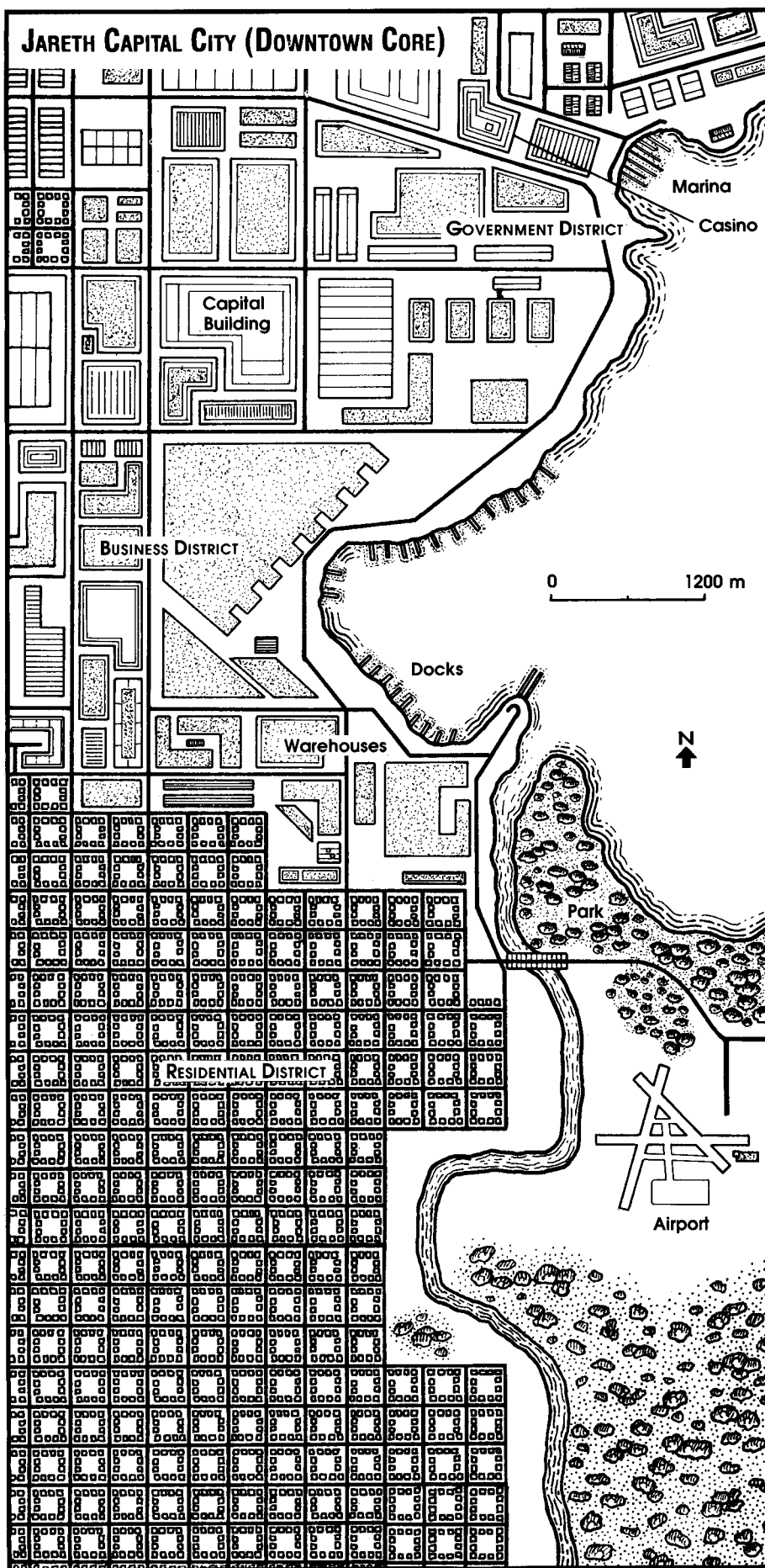
The Capital of Jareth is a fully functioning city, with a technology level about equal with Terran A.D. 1950's. The characters can pick up two clues for their search here. The whole of the city is open to them, and GM's should feel free to let them roam around and get into whatever kind of trouble they want, wasting precious time in the process. The several districts are described in general terms below. Feel free to fill in the blanks on your own.

Records Office

The Records office is located on the fourth floor of the Capital Building. The character's most time-saving clue can be found here, so they should come up with the idea to visit here on their own.

Tavern

Taverns are very easy to find in the Capital, and any one of them will do for picking up a clue. The classiest bars are located in the Casino Palaces, of course, while the seedier (and more dangerous — and informative) ones are along the Waterfront, near the Docks.



Casinos and Pleasure Palaces

On this planet, vices are carefully zoned, taxed and monitored. All the legal gambling joints and brothels/pleasure houses are located in the Vice Zone here in the northeast corner of the city. Just by coincidence, the casinos also boast the best hotel/lodging facilities. Government monitoring keeps the games honest (for the most part) and the prostitutes relatively clean and safe. If any one will have anything to do with aliens, however, is a matter of personal taste. If the characters want, let them lose some money here; gambling is not on the expense account. Lodging is lush, service grandiose, and prices about 250%+ of standard.

Marina

Where there's rich folks, their toys can't be far away. A marina and small boat landing are located between the condo beach and the Vice Zone. It is usually fairly full of all kind of marine craft, from small pleasure boats up to yachts. There are also several "Boat-For-Rent" businesses.

Government District

Who would you expect to find across the street from the brothels and casinos? Why, the governing officials, of course! The Government District borders the waterfront, between the Vice Zone and the Warehouse District. The City Hall, Government Administration offices, and the Capital Building are located here. Smaller buildings also located in this block house the law library, lobbyists offices, police offices and a couple of nicer watering holes and restaurants along the shore. There are even park areas and several fountains.

Business District

The "Wall Street" of Jareth, this section contains the city's skyscrapers and most impressive architectural monuments. Probably the most famous building of the city is the 1st National Bank Of Jareth Tower, standing over a kilometer in height. It has been used as the location of the climax scene for several famous (and not-so-famous) Jarethite motion pictures (the most popular one involved a giant Sorsh'kwae gone berserk). The 1st National has connections with the Imperial Bank at the Enclave, but it requires an interview with one of the managers to facilitate any Monetary transfers.

Waterfront District

The Waterfront District comprises both the Warehouse area and the Docks.

Warehouses

The Warehouse area is where most of the money is made in the city. All sorts of goods, consumables, vehicles, raw materials, and so on are stored here before being shipped into the city, the surrounding area, or being loaded onto ships bound for other parts of the planet. The busiest time of day is usually between 3:00 a.m. and 7:30 a.m. local time. Most warehouses contain small offices where management and paperwork take place.

The local Port Authority also has its main offices in the Warehouse District, and a branch office at the Airport Terminal building. The Port Authority organizes all traffic and monitors the flow of goods into and out of the city. Customs is a division of the Port Authority. They are especially concerned with the recent flow of illegal high-tech equipment — especially weapons — coming in from the Enclave. Customs may want to “talk” with the characters if they stop in town.

Docks

The Docks area is where the ships load and unload their cargo. There are rumors that organized crime is beginning to make inroads into the dockside business. Illegal, high-tech equipment from the Enclave has begun showing up here, recently. It can be dangerous for anyone not directly connected with the moving of goods onto or off of ships to be caught snooping around the docks area. The Docks are populated by an especially rough-talking, hard-drinking, two-fisted type of individual. Friday Night Fights at the local watering holes are popular on the Waterfront.

Suburbs

The Suburbs are found all around the city. Each block contains at least twelve family dwellings (houses). Each home faces a street, with a large area of undeveloped property behind. Some blocks share this area as a common recreational/gardening property, while others divide the area — in whole or in part — by fencing it in. Three blocks of apartment buildings are located near the hospital, in the southeast section of the suburbs.

Airport

The Airport is where aircraft operate at the Capital. Its efficient Control Tower and Air Traffic Management personnel keep things flowing smoothly around the clock. A branch office of the Port Authority and Customs is found on the third floor of the Terminal building. Several charter aircraft businesses have their offices near the Terminal complex.

Park

The largest and most popular recreational area in the city is the City Park. Its beach is kept clean and pleasant year-round by a group of volunteer suburbanites. A city zoo, and many open fields and woods are enjoyed by all.

4.34 CHLOR'VEEN

This small town has a local reputation for being a religious center. Its basically agrarian economy is augmented by religious tourism. There's a 30% chance that any native encountered in the town will be a visiting esthete.

Business District

As the characters enter the town, they will pass through a densely packed area of small shops and booths lined up along both sides of the road. These road-side vendors sell all kinds of souvenirs, local produce, foods and drink. There are also a sizeable number of shrines and private meditation booths available for public use. About 70% of the latter are in use at any time during the day, so it's not too difficult to find one empty. Any use of Mind Detection,

Mind's Eye, or Mind In The Past Psions gets a special +10 bonus while in these meditation booths. Their use is free, but donations are heartily accepted (they can be left in the well marked box near the entryway).

There is only enough sin in Chlor'veen to keep one small brothel/tavern in business.

Village Square

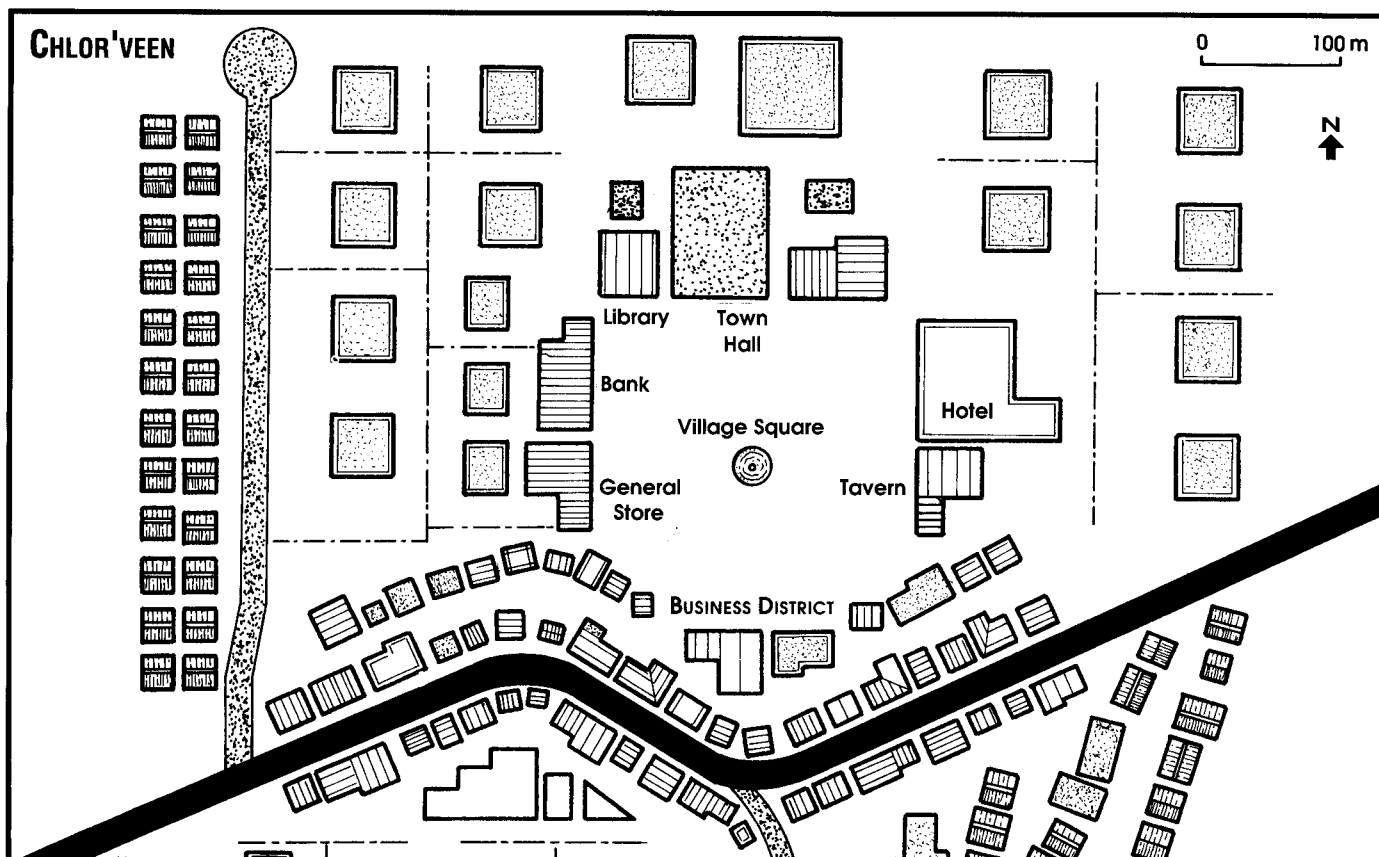
The fountain in the center of the village square is constantly surrounded by monks, artists, and other thinkers who have come to delve into the latest in religious and aesthetic thought. Several small carts serving food, beverages, newspapers, and such are scattered randomly around the square.

General Store

The town General Store carries all manner of household foods, goods, tools and implements. Most anything you can think of that an agricultural and religious center may need: from clothes and yardage to weapons (up to Mk.2 small projectile), from food staples to pleasant conversation and gossip swapping. The characters can stock up on provisions, and possibly pick up a clue here.

Bank

This local Bank is an independant operation, but they do have a contract with the 1st Bank of Jareth to provide more complete services. The characters can access their expense account from this bank, but it will probably take a couple of business days for the transaction to clear through the Bank of Jareth and the Embassy.



Library

The town Library holds a small collection of local literature, periodicals and general reference encyclopedias. It specializes in religious history and commentaries.

Political Administration Offices

The town administration offices are the center of local politics. Besides the elected officials' offices and representative's meeting chambers, the town meeting hall is located here. It is flanked in the rear by the Clerk's records office.

Hotel

The town's public lodging is kept clean and inviting to the constantly moving esthetes that frequent Chlor'veen. Service is prompt and polite, and the rooms are spacious enough for comfortable multiple occupancy. Prices are standard. The restaurant downstairs serves meals from 6:00 a.m. to 10:00 p.m. local time.

Tavern

More a sophisticated night club than a tavern, the Shining Circle is a popular hang-out for both the gentry and the ladies of the town. Pleasant entertainment is available, along with wholesome company and conversation. If you want vice and corruption, look for them at the Tavern/Brothel in the Business District.

Residences

The local townspeople generally keep their houses looking fairly nice and well-kept. The lawns are clean and attractive, and the homes themselves are generally in good repair. Most domiciles are locked at planetary standard Security Level 5 (-10). About 20% are at Security Level 7 (-30), and are linked up to an alarm system centered at the Police office.

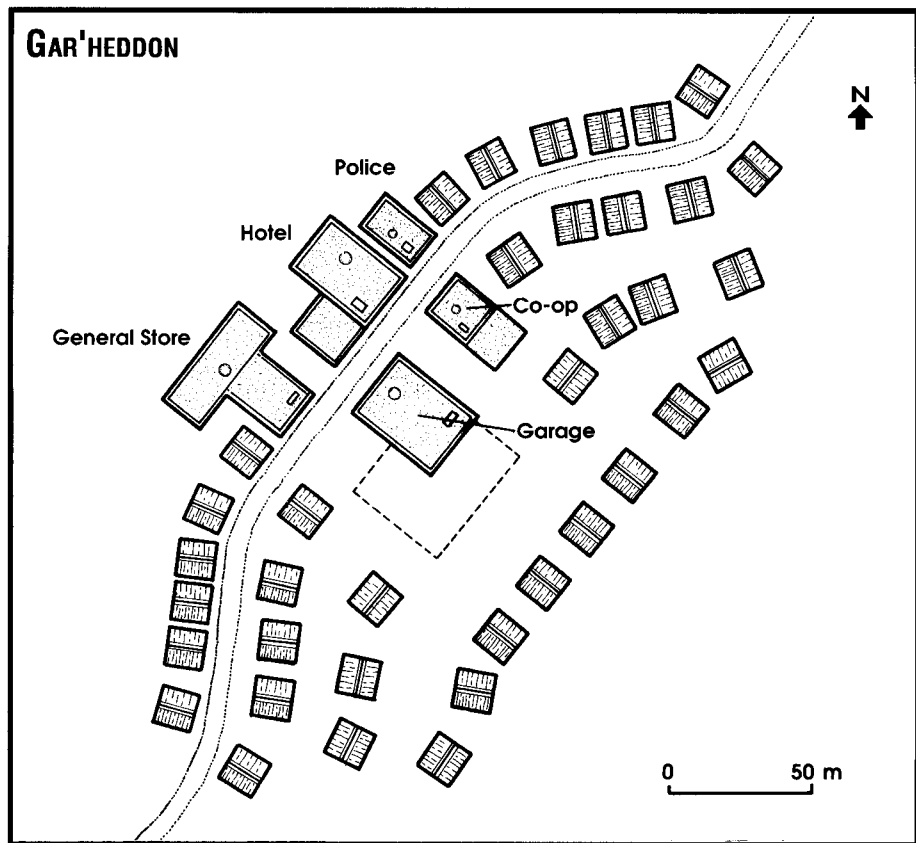
4.35 SHREET'TON

This town is the red-hot spot for all the local natives. It's actually not as sophisticated or civilized as the Capital, but try telling them that. The main road through town is crowded with small businesses, booths and carts selling all kinds of goods and foods. The normally aggressive salesmen will all but ignore the characters, but do anything short of assault to get a native to buy from them.

The village boasts a public bathhouse, a liquor store that never closes, and a branch office of the 1st Bank of Jareth located in the main lobby of the town administration office building. A hotel/tavern/restaurant combination houses the largest vice house in the valley.

4.36 BRAE'CHERTON

This large village is more similar to the Capital than most others, Chlor'veen and Shreet'ton included, boasting a population of about 1,200 natives. The locals are fairly knowledgeable and up-to-date. Several commute to the Capital to work.



They live in fairly modest domiciles, many in apartment and condominium-style complexes. Brae'cherton attracts city-dwellers who prefer the simpler life-style available in the country. Houses are usually kept unlocked, but when they are it's at Security Level 2 (+20).

The town has a single garage/service station overflowing with young natives tinkering with ground cars, a General Store, a clothier's, and a hotel/restaurant combination. The restaurant specializes in a popular local dish made of a particularly spicy and pungent swamp plant.

4.37 GAR'HEDDON

Gar'Heddon is a small, close-knit farming community, though some of the locals make a modest living by hunting and trapping in the mountains. This little backwater village is about 25 years behind in the average technology being used, so animal and muscle power still has precedence over ground cars and other machines.

Tareal's castle, the object of the players' quest, is located at the base of a cliff at the far end of the valley. Though it's been two years since they razed the place to the ground, the memory of the pain Tarheal caused still burns. The natives are very suspicious of out-worlders (as you can imagine), and will not have much to do with the characters.

Residences

The modest houses are, on the whole, fairly well-kept. They are rather sparsely furnished, and there is little material wealth to be found inside. They are usually kept unlocked, but when they are it's at Security Level 2 (+20).

Police

The town jail consists basically of an outer office with a cell bay in back. The cell bay has four cells, each capable of holding up to 3 people comfortably. The cells are locked at Security Level 7 (-30). The cell bay door is locked at Level 7 (-30), but the lock is only accessible from the outside.

Mechanic/Garage

This service station carries fuel and parts for ground vehicles. Rusted and junked vehicles cram the fenced-in area in back. There's a 25% chance a working or repairable vehicle can be found.

General Store

The local General Store is not only the center of trade in the community, but also the center of social and political life. The laid-back style of life in the valley often means that a town council meeting is when the city leaders are the ones sitting around the pot-bellied stove, swapping local gossip, and spitting into the fire. An ever-changing group of 3-6 men are almost always gathered in the store (during business hours, of course). After hours, they retire to the tavern next door.

Hotel/Cafe

Simple, clean rooms are available for the night, the week, or the month. The cafe downstairs serves good food, good conversation and pleasant ambiance.

Farmer's Co-op

The farmer's co-op and soil bank keeps its modest little offices here. The studio bedroom in back is reserved for this year's chairman. Records of who owns what property in the valley have been kept for the last 150 years and fill several file cabinets along the rear wall.

4.38 FOESH'SHAR

What started as a boom town about 80 years ago has become a burned-out remnant of its former self. The few locals that still live here scratch out a bare living by mining in the mountains surrounding the valley. The majority of them are independant, though there is a single small company operating in the village.

The modest houses are not very well-kept, dirty, and rather sparsely furnished. There is little by way of material wealth to be found inside. They are usually kept unlocked, but when they are, it's at Security Level 2 (+20).

Shar's Service Station carries fuel and parts for ground vehicles. A few rusted old cars can just be made out in the underbrush of the overgrown back lot.

Shar's General Store sells what few goods the locals don't make themselves.

4.39 JAIR'TREN

This is the closest you'll come to a hillbilly town in these parts. The simple folk are so far back up in the mountains that they have yet to hear about talking pictures, ground cars that go faster than 30 kph, and even the Empire. They're not stupid, just uneducated — and seem to prefer it that way! The few natives that live in town keep small shanties that are barely better built than the tumble-down shacks the other residents live in. They are hardly furnished, and what they have is either hand-made or so well used that they're falling apart. The houses are usually kept unlocked, but when they are it's at Security Level 1 (+30).

Town amenities include a dark and dangerous tavern, a service station/garage with particularly slow and ineffectual service, a General Store, a hotel/restaurant combination, and a haunted house.

4.3.10 THE MONASTERY

About 1,000 years standard ago, the owner of the valley below began to persecute to death anyone following the local religion, involving the study of

Visions psions. Most of the religious esthetes managed to escape up into the mountains here, establishing this fortress/monastery. Though it has been centuries since it's been needed for its original purpose, the monastery has taken on a life of its own. Each generation, enough young natives are drawn to the solitude and safety it offers to keep it functioning.

The monastery can be seen from about 1.5 km away, tucked away on a small bluff sticking out from the middle of a sheer cliff. The only trail leading up to it is barely 3m wide. From the outside, it looks like an imposing stone building with a single circular stained-glass window just under the peak of the roof. As the players draw near, the monk's gardens come into view. They have about 1,000 square meters of terraced gardens on the cliffside.

The monks are usually friendly. They rarely get company, and those that come have usually come to stay. In this case, however, they know what the characters are after — and why — so they will be civil and extend only minimum hospitality.

Note At this altitude, if the characters are not wearing oxygen masks or some similar equipment, all activities are at -40. There's also a 20% chance, modified by Constitution bonus, of passing out due to lack of oxygen.

FIRST FLOOR

This is the main floor of the monastery.

FOYER

The entry room has hardwood floors and is sparsely furnished, with only a single small table along each side wall. The north wall is a series of doors leading into the chapel.

CHAPEL

Easily the most valuable room to the monks. The whole thing is about 10 meters tall, designed to be imposing. Beginning about 2.5 meters up the eastern and western walls, stained glass windows show scenes from Jareth's religious history. These backlight several statues of Jarethite "saints" set at regular intervals around the auditorium. Doors on the east and west walls lead into private meditation booths. The north wall is dominated by a raised platform area, decorated with lavish furnishings, and golden religious artifacts and implements (plates, goblets, candle-snuffers, etc.).

MEDITATION BOOTHS

Each meditation booth is a dark, unfurnished 2 x 2 meter room. Only one small (2m wide by .5m long) meditation shelf is built into each. Any Mind's Truth, Mind Detection, Mind's Eye, and Mind In The Past Psions cast in these booths get a special bonus of +10.

LIBRARY/STUDY ROOM

The walls of this room are lined with bookshelves that are crammed with books. Two long tables surrounded by chairs are the only furnishings.

OFFICES

Each one of these serves as a private office for the minor officials and assistants to the top officials. Each contains a medium-sized desk and an unpadded straight-back chair. The walls are filled with crammed bookshelves.

PREPARATION ROOMS

These rooms serve as antechambers, dressing rooms, and private offices for the two top leaders of the monastery. The rooms appear the same as the other offices, but slightly less spartan.

SECOND FLOOR

This is the living quarters section of the monastery.

DINING HALL

If it wasn't for the long wooden tables flanked by hard wooden chairs, this room would be empty. A single circular stained-glass window fills the southern wall from ceiling to floor. A large sign can be seen on both the west and east walls written in florid native script (the characters are at -20 to read). It says: "From the silence of the heart flows the strength of the mind." It is absolutely forbidden to speak in the dining hall. Those who are telepathic can ask for things psionically, but others must resort to gestures or a very impolite "boarding-house reach"

KITCHEN

Food is prepared here in absolute silence. Only the rare muffled bang and clank of cookware, underscored by the sound of boiling water, can be heard.

COLLONADE

This is a covered, open walkway between the monk's quarters and the dining hall. The roof is supported on both sides of the walkway by a series of ornate, 3m tall columns. Toward the outside is an inspirational view of the mountains and a low mortared stone wall about chest high. From the collonade, it's a 175m drop to the valley floor below. Toward the inside is the courtyard.

COURTYARD

This meditation area is open to the sky. Shrubs and small trees grow thickly, set in planters around the courtyard. Scattered at random positions along the paths are stone benches and small stone statues.

QUARTERS

Each of the monk's living quarters is a sparse 2m x 3m room. Inside is a small cot or bed, a single desk and straight-backed chair, and two drawers for clothing. A single candle

or kerosene-style lamp is provided, and usually sits on the desk. There is a small shelf near the door for it, if desired.

BASEMENT

The foundation of the monastery was cut into the side of the mountain. The monks also tunnelled out this basement area to store their valuables. The underground temperature at this elevation is a fairly constant -10 to 3 degrees Centigrade. None of the doors in the basement are — nor can be — locked.

COLD STORAGE

Perishable and non-perishable foods are kept in this room. This includes several tons of grain, dried meats, vegetables and fruits.

ARMORY

The monastery has not been attacked within the last 5 generations. Still, it keeps a bit of its warrior background. Part of that is this well-stocked armory. Though mostly ancient and antique pre-gunpowder weapons (kept in excellent condition: a valuable treasure in itself), about 25 assorted pistols, rifles and carbines — and their ammo — are kept in a display case.

TREASURY

The monastery has been saving most of its valuable donations over the centuries. It now is valued at 5 million Flort'sam (about 2 million Monits) in gems and precious metals. It will be very difficult, however, for the characters to do anything surreptitious. They're staying with 20th level people who can see into the future, as well as read the intents of the heart.

4.3.11 TAREAL'S CASTLE

Centuries ago, the landlord of this valley built his castle here. It stood abandoned for decades until Tareal came looking for a quiet, secluded place to conduct his research. The castle was built with its northern wall butted up against a tall cliff, and a waterfall guarding it on the west. A wide driveway leads a half-kilometer up from the main road and

draws up directly to the front door. Its once tall spires have been burned and crumbled to the ground. All that's left is bits of the first three floors. Rubble and ruins are scattered around, making it a very attractive abode for wild animals. The whole area has become quite overgrown, and the shadow of dread and death permeates everything.

FIRST FLOOR

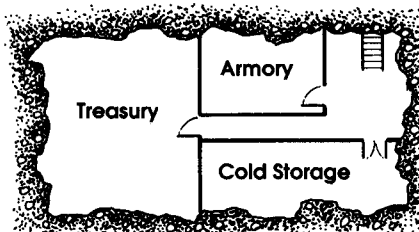
The entire floor is basically empty. In the last two years everything of value has either been looted, or destroyed by the elements and wild animals. Every time a new room is entered, roll to see if the characters have an encounter (i.e. an animal is living there). If an encounter occurs, use the Mountain column of the Encounter Chart.

The first three paragraphs of Tareal's notes are stored in a lockbox (Security Level 3 (+10)), behind a secret panel underneath the stairs to

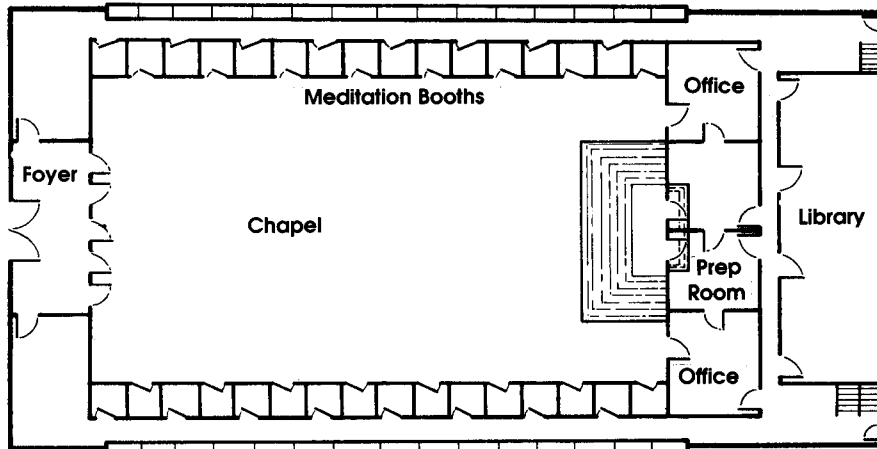
THE MONASTERY

BASEMENT

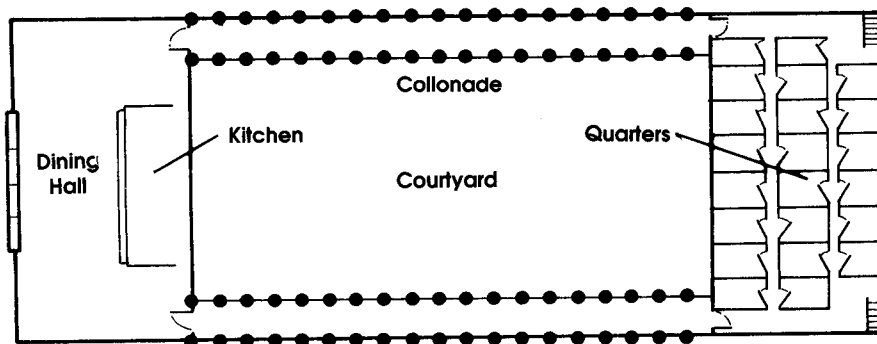
0 10 m



FIRST FLOOR



SECOND FLOOR



the Second Floor. Rubble is scattered across the floor and against the wall. The stairs are partly crumbled, and the characters may have to dig out part of the rubble in order to reach the secret panel (this is where Visions Psions can help in locating the box).

Long narrow stairs down to Tareal's secret lab are behind the secret panel in what used to be his study. The litter and rubble on the floor has helped keep it from being discovered before now.

SECOND FLOOR

This entire floor is really empty, and in very bad shape. Each Combat Round (10 seconds) there's a 10% chance that a character will fall through the floor.

THIRD FLOOR

In the unlikely instance that someone actually climbs up here, there's a 25% chance each Combat Round (10 seconds) that a character will fall through the floor. If such is the case, immediately roll again to fall through the Second Floor, a total 20% chance.

LABORATORY

The only way into or out of this laboratory is via the long winding staircase behind the secret door in Tareal's study. It's a 15 meter drop back into the mountain. Until the generator can be found and repaired from parts in the Storage Room, and tools in the Machine Room, it will be in utter darkness unless the characters have some form of portable light. The dank, sickly-sweet smell of dead and decaying things permeates the entire place. The lab is fully equipped with the latest in research and development technology. If the characters care to speculate, it was smuggling in this technology that gave Seljuk Arnee-Faruk his start.

MAIN LAB

This is where most of the native's life essences were distilled. A large table where the subjects were laid is surrounded by several tables covered with test tubes, hoses and wires, distilling equipment, medical-looking pumps, etc.

CYBERNETICS

This is a fully equipped +10 Cybernetics Lab.

MOLECUTRONICS

This is a +10 Molecutronics Lab. It is fully equipped with tools, Molec boards and etchers, a repair scanner, etc.

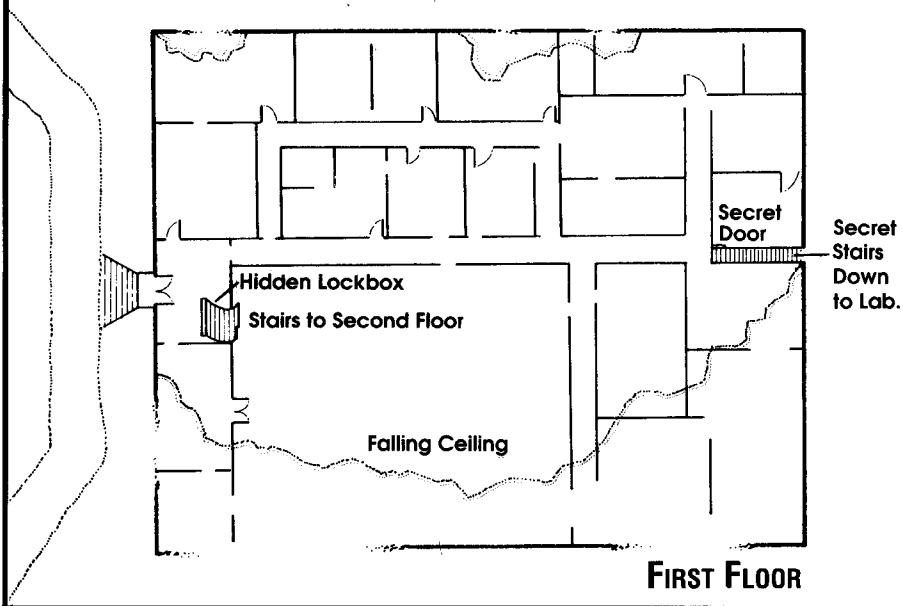
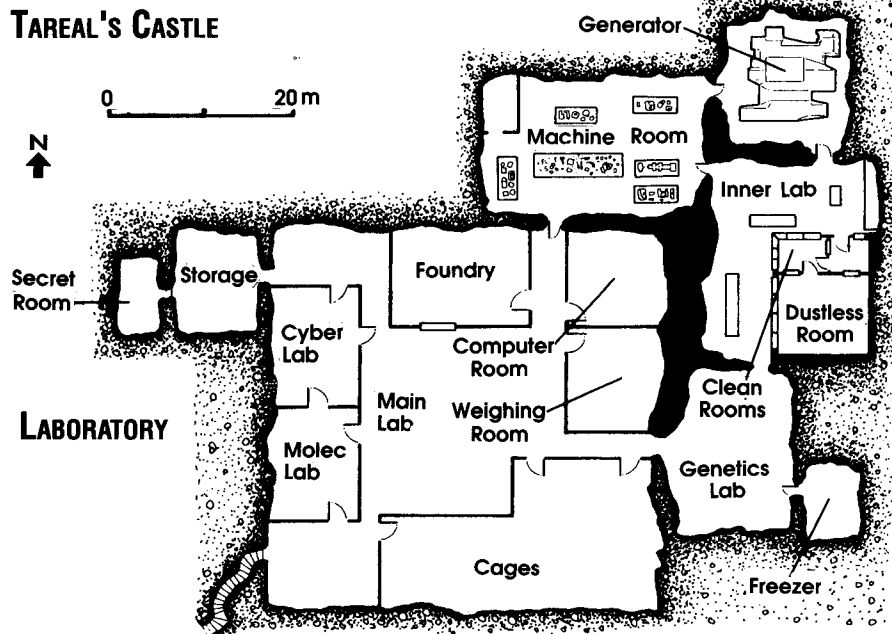
STORAGE

About 5,000 EI. CIP and spare tools are stored here.

SECRET ROOM

If the option that Tareal is still alive is being used, this is his private quarters. Otherwise, it's empty now, its contents long ago decayed to dust.

TAREAL'S CASTLE



FOUNDRY

Metal alloys were formed and cast in this room. A medium sized furnace sits along the west wall. It's now cold, its fires burned out long ago. A casting bin is in the southeast corner. Various tools and heat protective gear are hanging on the walls.

CAGES

All sizes and shapes of cages fill this room. All the animals and natives who had been kept here waiting their turn on the experimenting table have starved to death, leaving only their bones. A truly revolting sight.

COMPUTER/LIBRARY

Tareal's main computer and reference library are in this room. His Mk.100 computer and hundreds of volumes of ancient books line the walls. A large desk piled high with books

and papers (his uncompleted last journal; Paragraph 4 below) dominates the center of the room. All the original reference software is still available from the computer, once the generator is restarted. Tareal was eccentric. He refused to keep any notes or journals on the computer. They are all handwritten and kept in his private safe on the First Floor.

WEIGHING ROOM

Tools to accurately weigh things down to the tenth of a microgram. Different machines can handle objects from several metric tons, to only a few micrograms. Microscopes, waldoes and other tools for fine work are also kept here.

GENETICS

This is a +12 Genetics Lab. Several growth tanks line the east wall, but the genetic material being stored and grown there died long ago.

FREEZER

The freezer hasn't been freezing for years. The decaying and dessicated bodies of the natives he'd used for his experiments are stacked in here like cord wood. The smell is overpowering (Medium Static Maneuver, modified by Self-Discipline, to keep from vomiting and/or gagging) and the sight totally revolting (Hard Static Maneuver modified by Self-Discipline, to keep from screaming, or some such emotional reaction).

INNER LAB

This is where the distilled essences were stored and experimented upon. The tables are covered with racks of glassware containing the remains of his last experiment. His finished, unworking prototypes are stored and labeled in a cupboard along the east wall.

CLEAN ROOMS

The clean rooms act kind of like airlocks between the normal work place and the dustless room. In each room, there are places to change to specially laundered clothing, and put on dustless gowns, caps and masks. Windows line all the walls to give a feeling of space, and allow free viewing of what's going on in the clean and dustless rooms.

DUSTLESS ROOM

This is where final assembly of the psionic devices took place. Several unfinished prototypes are scattered around the tables.

MACHINE ROOM

This room is a +20 Mech Tech lab; several machines for forming and shaping parts are placed here. The welding booth in the southwest corner is made of duralloy plates, and contains a heavy laser cutter/welder, a welding table, and heat protection gear. The assembly table in the middle of the room is scattered with tools and parts.

GENERATOR

The castle's fusion generator has suffered 1-10 random malfunctions. Once those are repaired, the generator can be started up again and the lab re-energized. It uses water from the river as its fuel source.

THE NOTES

These are what the characters have come to get. Paragraphs 1-3 below are found in a lockbox kept in Tareal's personal safe. The safe is on the first floor, behind a secret panel, under the stairway to the second floor. Paragraph 4 is in loose sheets on Tareal's desk in the Library/Computer room of his lab.

They are written in Imperial Standard Anglaman, though the handwritten scrawl is difficult to decipher.

Each paragraph represents a condensed version of the contents of several volumes of notes and journals.

Paragraph 1: *What is it that separates a sentient animal from a non-sentient one? We now know that it's neither the size nor the shape of the brain. Neither does it have to do with the arrangement of the cortices and glands. The Trilopters have shown us that much, at least. I must try to discover the answers.*

Paragraph 2: *I've found it! Well, part of it, at least. My research into ancient documents has uncovered something interesting. In the time before we were able to replicate sentient creatures, there was quite a bit of discussion on the real value of human beings. If a human body were to be broken down into its constituent elements, it would only be a couple of kilograms of common chemicals, and several liters of water. The essential difference between the chemicals and a living human was a couple of micrograms of what they called "the living essence". If I could*

succeed in distilling some of this essence from the natives' nervous systems, I may be able to fulfill my dream of creating a brain implant that would confer or augment a person's Psionic ability.

Paragraph 3: *Once I perfected the distillation process using lower animals, I quickly discovered that using deceased natives — no matter how recently they'd died — only produced inert distillate (for convenience, I will refer to it from now on as a "soul"). It seems I will have to use the process on living natives. Fortunately they are not as far evolved as we are, so they can't understand what it is that's happening to them...*

I have successfully bottled the souls of several of the natives. They must be kept at a constant 36° C, and even then they have a shelf-life of only a few days. They seem to last longer if I keep several bottles in contact with each other. This implies to me that once the soul is encased in a Psionic device and re-implanted, the electro-chemical activity in the brain should keep it alive almost indefinitely.

Paragraph 4: *The local natives are beginning to show signs of restlessness concerning my research. When I was last in town for provisions, I heard a couple of the men in the store talking about dreams they've had of their missing friends being tortured to death in my castle. I assured them there were no torture devices in my home and invited them to come see. They reacted with suspicion and became silent...*

Meanwhile, my experiments continue apace. I believe I've produced a workable prototype of the Psionic implant, but a single soul is not enough to allow Psionic flow to begin. I must find a way to combine them. So far, all my experiments have failed. Whenever I mix souls, a greenish-yellow precipitate forms, neutralizing both of them. If I could crystalize them without neutralizing their Psionic



activity, I should be successful. And if my calculations are correct, the successful mixing of crystallized souls will give the device an indefinite shelf-life, whether the device is implanted in a living being or not. Psionic robots: what an accomplishment that would be.

My security screens have just been activated. The monitors show a mob of natives have broken into the castle. They'll find the lab if I don't stop them. Must try....

4.4 THE TASK

The character's mission is to find Tareal's Lab and recover whatever notes, diagrams, information and research is available, along with any prototype psionic devices that may have been built. This entire package must then be returned in whole and intact to ISI headquarters.

4.41 STARTING THE PLAYERS

The characters are agents of the ISI just out of the academy. They have been given this mission because of its supposed ease and straightforwardness. Call the characters into their commanding officer's office for the following briefing:

"Congratulations on your recent graduation. I'm sure that such promising young agents won't let me down on their first assignment.

"What we've got is this. A couple of months ago, we got in a report of some independant research going on at Epsilon Indus III: Jareth, and until now we haven't had the manpower to check it out. It seems that an old troublemaker, named Tareal, has been working on Jareth since he dropped out of sight five years ago. We're not exactly sure what kind of research he's been doing, but when we lost track of him, he'd been researching Psionics and Cybernetics. We haven't even been able to pinpoint the location of his laboratory. All we know is that it's in the area of the planet's capitol city." *[Give them the Player's Map at this point.]* "Cartography has prepared this map of the area to help you out.

"What I need you to do is go to Jareth, find Tareal's laboratory, and convince him to let us manage his research. You are authorized to offer him up to 75,000 EI. as a personal yearly allowance, and another 250,000 EI. per year for equipment and research costs; but let's try to get him as cheap as we can, O.K.? If he won't be brought into the ISI fold, gentlemen (and ladies), I'm afraid you'll have to make sure

that neither Tareal, his work, nor any fruits of his labors will ever be made available to anyone else. Understand?" *[Make sure the characters know that this means they'll have to arrange a fatal "accident" for Tareal and his lab, bringing back his notes, developments and any prototypes he's made.]*

"You'll also need this license to conduct business outside the Imperial Enclave," *[gives them several sheets of paper]* *[if any character(s) own robot(s), add the following phrase]* " , and these letters of permission for your robots." *[he hands them another sheaf of papers.]*

"Do you have any questions?"

The commanding officer will be able to answer questions concerning Rewards (sec. 4.44), but will have little other information. Before they leave, he will hand them each an envelope containing 500 Monits in advance money and/or financing for the mission. If the players want to know more about Jareth, or the reason for the licenses and letters of permission, the CO will direct them to look up the database information on Jareth and the Jarethites on the local computer console after they leave his office.

If the characters are already established, they can instead be civilians contracted by the ISI for this single mission. In this case, the characters will not receive the Imperial pass (and therefore have to find their own way out of the Imperial Enclave), nor the letters of permission for any robots. The briefing will contain basically the same information, but changed in tone to match the characters different status.

4.42 AIDS

The characters will be given a map of the area (the Player's Map) where the scenario takes place. If they are ISI agents, they will also be given an Imperial pass to let them out of the Enclave and letters of permission for any robots the characters own. Each character (agent or not) will also be given 500 Monits in up-front money to cover any expenses he may encounter on the trip.

If none of the characters own a ship, the ISI will provide them with an En-Rogel (found in this compendium) — along with 275 units of Andrium — to transport them to Jareth. Also, if there are not enough characters to man the ship (5 crew), enough Astronautic crew to complete the

minimum crew requirements will be provided. These crewmembers will not know anything about the mission — and want to keep it that way. They will stay with the ship at the Enclave for the duration of the scenario.

CLUES

The following clues can be found at the indicated stops along the trail — if the necessary requirements are met. Picking up a clue is an Extremely Hard Static Maneuver, modified by Diplomacy, (Jareth) Xeno-Anthropology/Sociology, or similar skills. Choose one of the characters to do the inquiry, and use their skill(s) as the modifier for the Static Maneuver.

In front of each clue is a number in parenthesis. This is the percentage that must be met or exceeded by the Maneuver Rolls for the characters to receive the clue. When two clues are available, provide the lower percentage clue unless the higher one is met or exceeded without first getting the lower one.

If no specific location for a clue (such as Bar, Tavern, etc.), is given, the clue can be acquired in any public place. The clue should be worded so that the language matches the environment when the characters finally get a clue.

Each clue is meant to give specific information. They are worded to answer the most obvious question, and give a feel for the atmosphere surrounding the situation. GMs should make the actual wording of the answer conform to the character's question and environment at the moment.

Imperial Enclave

Bar (50%+): "A lot of people in this galaxy are hiding out for one reason or another. The most likely hiding places are up in the mountains someplace. Try asking in the city."

Embassy (100%+): "Oh, yes. We have a record of a Tareal who came through here about 5 years ago. He got a permanent residency permit somehow, and that's the last we ever heard of him. Queer sort, if you get my drift. Imagine, actually wanting to live here!"

Capital

Records Office (50%+): "The last record we have shows that an alien named Ta'real was killed about 2 years ago. The body was never recovered and his property never sold. It's still up near

Gar'heddon, if you'd like to see." *[The clerk will point out the city on the map, if asked, and will provide directions, but gives no more information about Tareal.]*

Tavern

(100%+): "Yeah, I heard of a castle lost up in the mountains — strange things go on. Some even say it's haunted, but who would believe that, huh? Heard say it's in a mist-shrouded valley just beneath a mountain peak. But that all sounds like a lot of spooky drivels to me."

Chlor'veen

(100%+): "I've heard something about a mad off-worlder, though the news is years old. He was in the mountains somewhere to the South and West of here, I think. But that's all I know. Couldn't you find the information you seek in the city?"

(150%+): "Give up your quest, for cursed is he who follows the path of Baron Gar'Heddon the maniacal... Your search is to the South. That's all I have to say."

Shreet'ton

(100%+): "Yeah, I think I've heard of it. It's a big castle, or something like that, isn't it? Take the road into the mountains. Should lead you right to it."

(150%+): "Go back, for this is not the way to go. Return on your way — and if you value your souls, leave your quest."

Brae'cherton

(100%+): "Yes, I have heard some things about an off-worlder named T'reel, but none of them were nice. Just keep on up the road, you'll get there."

(150%+): "Your destiny lies at the Castle of Ta'real. Come I will guide you." *[The Jarethite will guide the characters directly to the castle at the far end of Gar'heddon Valley. He will not allow any stops or rests — or even conversation with him — until reaching there. He will then leave them on the front steps without another word.]*

Gar'heddon

(50%+): "Aye, what's left of that accursed building is just on the other side of the valley. Why be ye wanting to see it?" *[Allow the characters to answer. This answer will determine whether or not the Gar'heddon natives will be gathered outside the castle when the characters prepare to leave]* "May ye be forever cursed if ye set foot on such unholy ground. The outworlder brough such unholy evil with him... Even though we destroyed the monstrous wizard, the evil still abounds despite our efforts to cleanse it. Go, and do not be seen here again."

Foesh'shar

(100%+): "Beyond this valley, at the Peak of Three Spires, lies the object of your search. It lies in the vale of mists, but only the chosen may go in..."

(150%+): "Beyond this valley to the southeast lies the Castle of T'arl the outworlder. Carefully guard your steps, strange ones." *[He scurries quickly away.]*

Jair'tren

(100%+): "Follow the river South. That is all anyone knows."

(150%+): "On the Mountain of Three Peaks it lies. I saw it once as a child and long to go again... Come, I will guide you." *[He takes the characters South along the river to the Monastery. He will be effusive about the wonders to be found, but guarded — nay even secretive — in his relationship with the characters and especially concerning any personal information.]*

Monastery

"This is not the place you seek. We cannot help you. You may stay the night, if you wish, but you must leave in the morning."

4.43 OBSTACLES

Besides the encounters and inimical wildlife teeming in the mountains (sec.4.5), the characters have three major obstacles in their way. The first, and most obvious, is having to get out of the Enclave legally. If the characters are novice agents of the ISI, they've brought the necessary papers with them, nullifying this obstacle. Characters who illegally leave the Enclave immediately become fugitives, and are liable to full prosecution under Jarethite law.

The second major obstacle is Time. Although the characters technically have all the time they need to complete the mission, their bonus (see Rewards, sec. 4.44) is based on the amount of time it takes. If the En-rogel is used to get them to Jareth, the characters have about 3.5 days to complete their mission before the bonus is eaten up.

Finally, the weather can get rough in the mountains. It is currently Autumn, with nighttime temperatures above the timberline often reaching -25° C. Add about 10° to that for mountain (below the timberline) temperatures, and 25° for valley and clear temperatures. At dawn each day, roll a D10 to determine the general weather for the day.

WEATHER TABLE

Die Roll	Weather for the Day
1-2	Same as previous day
3-4	Sunny: +15° to ambient temperature
5	Frost: Clear, but +0° to ambient temp.
6	Overcast: +5° to ambient temperature
7	Wind: -5° to ambient temperature
8	Drizzle: -5° to ambient temperature, 10% chance of catching cold.
9	Rain: -10° to ambient temperature; movement is -10%, 15% chance of catching cold.
10	Snow: -25° to ambient temperature, movement is -50%

4.44 REWARDS

There are three possible rewards the characters can receive upon successful completion of the mission:

Whether the characters are agents of the ISI or civilians hired to do the job, they will be paid 200 El. per day, plus expenses. Each character will get 500 El. of that in up-front money to cover initial expenses, etc. Agents can access their expense account at the Imperial Bank in the Enclave; civilians are on their own.

Each character will receive a Monetary bonus upon the successful completion of their mission. Agents will get 5,500 El., minus 200 El. per day they spend on the mission (including travel time to-and-from Jareth). Civilians will get a 7,000 El. bonus, minus 250 El. per day spent on the mission. If the bonus is reduced to less than zero (0), the characters don't receive any at all.

ISI Agents will be sent up in the Promotions list. Independant civilian characters will get an unqualified reference.

4.5 ENCOUNTERS

ENCLAVE GUARDS

The Enclave Guards are the police force of the embassy. Two are always stationed at the foot of each pier, and 4 at each gate. Guards are also patrolling the area at all times. Four of them have been subverted by Seljuk Arnee-Faruk and are in his employ. If the characters decide to help track down the smugglers, these guards will be used as Seljuk's enforcers. They

will first try to scare off the characters, and then, if not successful, kill them. The guards are able to follow the characters out of the Enclave.

TRADER

The salesmen of Jareth, on the whole, try rather hard to be pseudo-intellectuals, but somehow fall just a bit short. In fact, they try so hard to impress their clients (and each other) that they end up coming across as being either silly, pathetic, or just plain boring, depending on your point-of-view. They are generally harmless; they just want to bend your ear a bit. And if they can sell you something...well, that's what it's all about, isn't it?

SEAMAN

The people who make a living from the seas of Jareth are usually course-talking, hard-living, rough-and-tumble people. Though basically good at heart, they are a very closed group. An attack on one (whether verbal or physical) is an attack on them all. They are generally suspicious, and slow to accept anyone new, and quick to ridicule anyone trying to join them. In a fight, roll a D10 for each seaman. The Seaman's Weapon/OB Table will give the Weapon/OB for individuals.

SEAMAN'S WEAPON/OB TABLE

Die Roll	Weapon/OB
1	Knife/+25
2-3	10mm Med. Pistol/+30
4-5	12mm Heavy Pistol/+30
6-7	20mm Sawed-off Shotgun/+30
8-9	10mm Med. Pistol/+30, Knife/+25
10	12mm Heavy Pistol/+40, Knife/+30

AVERAGE JARETHITE

The native population is a Humanoid II offshoot. Historians don't agree, but the most popular explanation for their origins is as a "lost colony" that disappeared in this area about nine millenia ago. The seclusion of the planet caused a technological regression. However, the civilization is presently on a slow upswing.

The native tongue is a parallel form of Imperial Standard Anglaman. Through the centuries, the two languages have changed in basically the same direction. Any character with a rating of 10+ in Anglaman is only at -5 to understand; a character with a rating of 9 is at -10; a character with a rating of 8 is at -20, and so on.



Jareth has not really been opened up to interstellar contact, yet. The sight of offworlders is still rare, and often a source of amusement for the Jarethites.

Customs

If the characters stop off in the capitol, the local port authority will want to talk with them about the recent flow of illegal technology into the city. Once it has been established that they know nothing of this (at least before they came to Jareth), the customs agents will want to enlist their aid in catching the crooks. If the characters decide to help Jarethite Customs, but not Ambassador Aldrich, Arnee-Faruk won't know about it, and therefore won't send his enforcers out after them. It's up to the characters if they will help or not, but they really can't afford the time.

WILDERNESS ENCOUNTERS

There are many and varied inimical life-forms living in the mountain wilds of Jareth, both indigenous and transplanted

by the original colonists. The most common (that is, the ones the characters are likely to meet) are described below.

Brah'ear: A large, furry, dog-like quadruped most often found in the mountains and foothills. Full-grown adults will stand about 1.75 meters at the shoulder, but when they raise up on their hind legs to attack they can easily stand over 4 meters.

Kor'gram: This cat-like quadruped is most often found in secluded areas far from built-up areas. Adults are usually about 1 meter tall at the shoulder, and its short, tawny fur allows it to blend in well with rocks and dry grass. They are solitary hunters, and its preferred form of attack is to ambush its prey from a concealed position.

Wha'orf: This wild, dog-like mammal is perhaps the most aggressive, and therefore most dangerous wild animal around. It usually runs in packs of 6-12 adults when hunting, and have been known on rare occasions to run down and kill a full-sized Brah'ear.

Drah'rhe: This timid and somewhat reclusive mammal is descended from Deer transplanted by the original colonists. It is often used as a game animal and food source for carnivores in the mountains. It is very timid and rarely attacks, but it can be dangerous when cornered.

Grah'rhe: This sturdy, shaggy, white-haired quadruped is an indigenous creature measuring about 1.3 meters at the shoulder. It usually occupies the high mountains above the timeline, but is sometimes driven lower by heavy winter snows or scarcity of food. It feeds on lichens, mosses and other lower plant forms. It lives in small herds of 3-8 adults and prefers to be left alone. Its dense musculature and special foot and leg configuration allow it to move easily among the mountain crags.

Hoh'rahk: This is a fairly large bird-like reptile. Adults have a wing-span of over 1 meter, and a body length of about 60 cm. They are aggressive hunters and prefer to hunt alone, but it is not unknown for two or three to band together for an especially large kill. This indigent species has the unique ability to change

the color of its "feathers" (actually a unique fibrous skin covering) to match its surroundings, much like the Terran chameleon.

Sorsh'kwae: This large, furry biped is the indigenous aboriginal species. Who knows, given a few hundred more millenia, they may have developed their own civilization. As it is, they have been hunted, hounded and chased back up into the mountains by the invading colonists until their very existence is now almost legendary. A small family group of about 8 adults is living in a cave located below a glacier near the monastery. The hunters of the clan frequently roam more than 15 km a day looking for food. Sorsh'kwae are omnivorous hunter-gatherers, feeding mostly on Drah'rhe, Grah'rhe, and the occasional Brah'ear.

THE CASTLE

In the years since it's been burned out, quite a few wild animals have come to live in the empty rooms of Tareal's Castle. Roll to see if there is an encounter every time a new room is entered. If an encounter occurs, use the Mountain column of the Encounter Table.

Note: This procedure is only for the first floor, not the lab.

About the time the characters are ready to leave the castle with their treasure, there's a good chance that the natives of Gar'heddon will have decided that these out-worlders are at least as dangerous as Tareal was (depending on their conduct while in the village.) A riotous crowd of about 25-100 natives will have gathered in the driveway in front of the main steps.

When the characters arrive at the front door ready to leave, the natives will be in the final stages of gathering their courage before once again attacking the castle. Any attempt to talk or reason with the natives is at -30, plus any language modifications. In the likely event communications break down, the natives will be armed with a variety of farming implements: scythes, rakes, hoes, crowbars, etc. Only 1-5 will be armed with pistols and/or rifles. Find the nearest equivalent you can for any attacking native's melee weapon (if he manages to get that close).

Assuming the characters escape, they will now be fugitives from local law. They are probably innocent, of course, and a lengthy trial will exonerate them. But a lot of time will be wasted if they are caught — not to mention the publicity if news of their mission ever gets out.

4.51 NPC TABLE

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Bonus	Skill:Bonus
Ambassador Aldrich	5	80	1(15)	Pistol:+10	Diplomacy:+90	Xeno-Psych:+75
Seljuk Arnee-Faruk	5	90	1(10)	Force Knife:+20,	Administration:+60	Seduction:+50
Tareal	9	20	1(10)	Blast Pistol:+50	Cybernetic Tech:+40	Stalk & Hide:+10
Enclave Guard	8	100	5(20)	Hand Stunner:+30	Interrogation:+40	Disarm:+20
Trader	5	25	1(12)	10mm Pistol:+20	Xeno-Psych:+70	Diplomacy:+30
Seaman	4	50	1(25)	Various	Mech Tech:+50	Star-gazing:+40
Average Jarethite	2	15	1(10)	10mm Pistol:+15		
Jarethite Esthete	20	110	2(15)	M.A. Sweeps 3:+25	Various	Visions Psions
Brah'ear	5	150	4(10)	2 x LClaw:+50 LBite:+40	Stalk & Hide:+30	
Kor'gram	4	120	4(25)	2 x LClaw:+40, LBite:+40	Stalk & Hide:+60	
Wha'orf	4	130	4(20)	LBite:+50	Stalk & Hide:+50	
Drah'rhe	2	60	3(40)	2 x MTrample:+10, SHorn:+20		Stalk & Hide:+40
Grah'rhe	3	70	3(35)	2 x MTrample:+15, SHorn:+30		Stalk & Hide:+10
Hoh'rahk	2	20	1(90)	MTalon:+50, SBeak:+20	Chameleon: Stalk & Hide +90	x2 damage when attacking from a dive.
Sorsh'kwae	10	80	4(12)	Club:+70, SBite:+20		

Notes: If *Claw Law* is unavailable, use the following equivalencies: Claw does damage as a Rapier, Bite does damage as a Short Sword, Trample does damage as a Club, Horn does damage as a Spear, Talon does damage as a Dagger, Beak does damage as a Knife.

4.52 ENCOUNTER TABLE

TERRAIN TYPE

Die Roll	Capital Town Enclave	Village	Clear	Mountain	Valley	Above Timberline
1	Guard	Native	Native	Native	Native	Grah'rhe
2	Guard	Native	Native	Hoh'rahk	Native	Grah'rhe
3	Guard	Native	Drah'rhe	Drah'rhe	Native	Grah'rhe
4	Trader	Native	Drah'rhe	Drah'rhe	Native	Kor'gram
5	Trader	Native	Hoh'rahk	Grah'rhe	Drah'rhe	Kor'gram
6	Seaman	Native	Hoh'rahk	Kor'gram	Drah'rhe	Hoh'rahk
7	Seaman	Trader	Wha'orf	Kor'gram	Wha'orf	Brah'ear
8	Native	Trader	Wha'orf	Wha'orf	Wha'orf	Brah'ear
9	Guard	Seaman*	Wha'orf	Wha'orf	Brah'ear	Sorsh'kwae
10	Guard	Native	Brah'ear	Sorsh'kwae	Hoh'rahk	Sorsh'kwae

Notes: Every 10 minutes (City/Town), or 1 hour (Wilderness), roll a die to see if the characters have a random encounter. On a roll of 5 or less, roll again on the Encounter Table to determine the type of encounter.

* If this result is rolled in a town other than the Capital, consider it as a Trader result.

4.6 RESOLUTION

Once the characters have successfully: 1) found and recovered Tareal's notes from under the staircase in his castle (the final paragraph of notes is on his desk in the underground lab) and the prototypes from his lab, 2) returned them all safely to their ship, and 3) successfully lifted off from the planet, they are considered to have completed the scenario.

4.7 ALTERNATIVE SCENARIOS

Tareal is still alive, and hiding in the secret room of his lab. The years of darkness and solitude have unhinged his mind somewhat, and given him a severe case of paranoia. It would be quite a coup if the characters could bring him back for psychiatric treatment.

Or, Tareal could still be working in the musty recesses of his burned-out castle. His mind is as sharp as ever, but his body is quite a bit the worse for wear. He will not be willing to turn his research over to the ISI, and his Blast Pistol should make life rather interesting for the characters.



ADVENTURE: KIDNAPPING OF THE TREASURY MINISTER'S DAUGHTER

This is an adventure for mid to upper level Crime Techs, but other Techs, Armsmen, Pilots and Telepaths are also welcome and helpful. In this adventure, the characters are VegaPol agents. The antagonists are members of a Minor Clan coalition: Detzeer, Ket, Baburnica, and Vesta are the powers involved. See the *Space Master* Module *Imperial Crisis* for more information on the "Confederation Movement", and *Beyond The Core* for background material on these Minor Clans.

5.1 THE TALE

There is no such thing as a routine investigation at VegaPol. A team of crack detectives is called to the private estate of Koliandre Vairn, the Treasury Minister for House Devon. His young daughter, Salisha, had been kidnapped from her bedroom during the night. Picking up her trail at the estate, the clues lead the characters through the vice zones, gutters and back-alleys of several different worlds. When they finally track the perpetrators to Vega III (the planetary neighbor to VegaPol's HQ on Vega IV), they have to find where she's being kept — without tipping off the kidnappers — and rescue her.

5.2 THE NPCs

Many of the NPCs in this scenario are of a rather high level, so the stats given on the NPC Table are only the ones important to combat. Some of the other skills and abilities that they have are described below.

KOLIANDRE VAIRN

The Devon Treasury Minister stands a solid 113 cm, with rugged features and salt-and-pepper hair (more salt than pepper). His small, shifty, beady blue eyes are in constant motion, and are augmented by deep crags that the years have etched into his face. A long, pitted scar crosses the outside of his left thigh, a remembrance of his younger, more violent days when he was on the rise. He usually keeps the scar covered, but has been known to regale close friends with stories (most of them made-up) of how he got it. He carries his 65 years well: most people would take him for only 58, and his personal power and presence remain undiminished. Over the years, he has trained himself to respond coolly to all situations. No one ever sees anything in him that he doesn't want them to see.

He's been working as an advisor to Yama Pythagor III, Lord of House Devon, for the last two decades, and he's good at what he does. There may be others who are more knowledgeable in finances, but few can match his ability to synthesize various bits of information, see trends developing, and make the correct decisions.

SALISHA VAIRN

Koliandre's only child, his 26-year-old daughter, is a willowy 178 cm tall, with waist-length, black hair and flashing brown eyes. Her most noticeable characteristics are her long, slim hands with their 6 cm fingernails. She covers her nails with several coats of black plastic laquer until they are strong enough — and sharp enough — to be used as small daggers. She prefers to wear high-collared bodices.

Though her father loves her very much, he has never really been able to spend the kind of time with her that he'd like. After her mother died 14 years ago, she has been left to pretty much raise herself, though Koliandre tries to keep tabs on her activities and whereabouts. This, combined with the almost limitless resources of a Finance Minister, has led to a somewhat wild and undisciplined life-style. She can be a wonderful and intelligent friend, and a deadly enemy.

Her two pets, Achilles and Hermes, are full-grown albino Bengal tigers which have not been de-clawed. They wear trueleather collars studded with large and valuable gems (the collars are valued at 2,355,500 Monits each). Koliandre has secretly had one of the gems in each of the collars replaced with a fake that contains a powerful homing device, with a range of about 120 km. When Salisha was kidnapped, the tigers were gassed and the collars stolen.

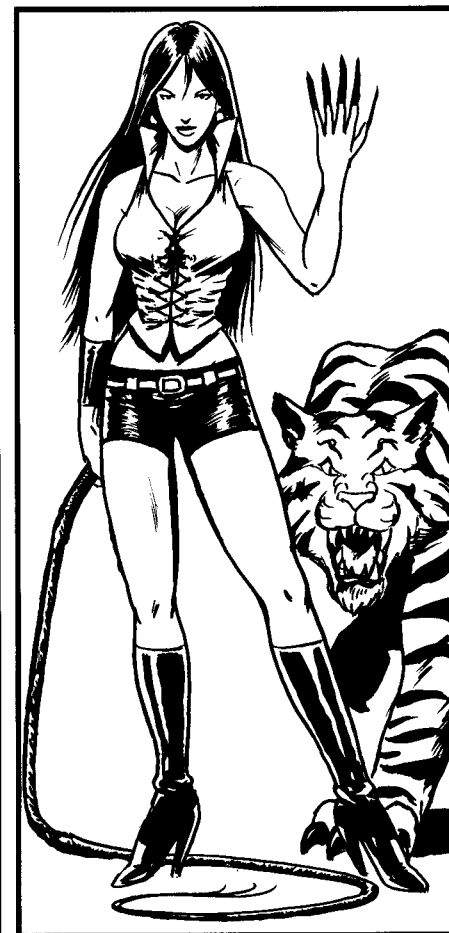
HARRISON J. ALTERN

Harry A. (as his enemies call him behind his back) stands about 172 cm tall, has a sturdy build and is always seen in the latest Imperial fashions. As INTRA-

COM's leading liason to VegaPol, he not only has access to Top Secret information, but has earned the friendship and trust of most of VegaPol's top and mid-level officials and agents. He's also been bought by a consortium of Minor Clans. For the past twelve years he has been selling them information about VegaPol operations, and supplying misinformation to VegaPol. The Clans offered Harry a large salary, along with bonuses for information he supplies. They have also promised him a top post in a new government should the Clans succeed in forming a Major House equivalent, or a secure hiding place should he be found out. He knows enough not to take those last promises very seriously, but their money spends just the same.

COLONEL ARGON KYLE

The operative from Clan Detzeer is the leader of the 4-man team that has kidnapped Salisha. He stands 188 cm tall, with a broad, muscular frame. His background in dealing with Marxist bureaucracies has taught him organization and the efficient use of resources. It's also made him almost as headstrong and ethnocentric as Janet Auria. Col. Kyle has been a spy for Detzeer Industries and the Detzeeri Central



Committee for over 23 years now, and has contacts in almost every significant underground organization in the Empire. He is also a +85 bonus Computer Tech.

Personally, Col. Kyle doesn't agree with the Detzeeri "Master Plan" on all points. He's a good enough soldier, however, that he doesn't allow it to affect the performance of his duties. The ultimate goal of Clan Detzeer is to become a Royal Family, and with that Col. Kyle can agree. Several of the minor points, such as endangering innocent parties in operations such as this, violate his closely guarded and secret romantic notions of fair play and the rules of war. This dichotomy between what he is forced to do and what he feels is right causes emotional quirks in his behavior that are inexplicable to others. These quirks take the form of sudden silences lasting hours or days, followed by violent emotional outbursts aimed at nothing in general. Only once did he allow one of these outbursts during an operation, and the experience nearly killed him. As it happened, he was captured, and freed only through a negotiated prisoner release.

SIRE TRAETHON OF KET

Like all Ketians, the agent from Clan Ket is an Armsman par excellence. He stands 195 cm tall and usually wears a toga wrap that falls just below his hips. The back of his right leg is covered in colorful tatoos. These are in the shape of shields, crests, crossed weapons and other military-style symbols. They are stacked one above the other from his ankle to his buttocks, and he'll wear his toga so that they are all clearly in view. When in combat, he wears full ABS Battle Mesh. He considers Col. Kyle his equal (in rank, anyway) and all others in the team as his subordinates — and treats them with disdain.

The Ketians have a history that can be traced back to Prelmp 9000. They are very proud of being independant as a people, and after being discovered by the Empire about 550 years ago, it was long thought that they would never be able to rise above "Contacted" status. Even though they have finally found their place in the Imperial structure and were granted Minor Clan status about 200 years ago, deep down they still desire independance from the Empire in general, and House Devon in particular. Though it is generally conceded that Ketians are the best armsmen in the Empire, it is sheer folly to think that they could win an open war with the Emperor. Therefore, it is hoped that through secret alliances and guerilla operations enough small battles can be won to culminate in a large victory.



CAPTAIN JANET AURIA

The Clan Baburnica agent of the team, Janet is an Amazon who has decided that men can be fun — if you don't take them too seriously (just as long as you take them, right?). She's a husky 160 cm tall, with short-cropped dark hair. Her preferred style of dress is a loose-fitting jumpsuit with myriads of pockets for tools and equipment. She is proficient with all kinds of Blasters and Struptor guns, but prefers stealth to violence if possible. As a member of an extremist Baburnite faction, Cpt. Janet is the teammate most vehemently opposed to the Empire.

Clan Baburnica has been instrumental in the success of the underground Confederation Movement. Clan Baburnica has entered into a secret pact with other Minor Clans to work against the authority of House Devon and — by extension — the Empire. Though some of the more extremist factions of the Baburnites espouse all-out war with the Imperium and Inner Provinces, more moderate and level heads (of which Cpt. Auria is a member) prevail. The Confederates are instead biding their time, seeking more allies for the future war, and carrying out insurgency actions such as this. This is the biggest operation Janet has been involved in, and while her life may not necessarily

be on the line here, her political aspirations, pride and dreams certainly are. She will view any lightheartedness on the part of the other teammates with contempt.

"NIGHTSHADE"

The Vestan agent to the team is one of their top operatives, and something of a mystery. Standing only 163 cm, (s)he is almost always dressed from head-to-toe in deep, opaque black, keeping his/her head masked. His/her voice is also altered electronically, and clothing worn loose in the right places, so that even his/her gender is unknown. (S)he's a Semi-Telepath/Criminologist in the Field of Alteration [current lists known are: 15th lvl in Telekinetics; 10th lvl in Mind Into Energy; 10th lvl in Mind Over Matter; 20th lvl in Armor; 10th lvl in Telepathy; 20th lvl in Concealment]. Nightshade's skills and methods closely resemble those of the ancient Japanese Ninja, or Chinese Amida.

Originally from Clan Yung in Devon Province, Nightshade was a successful operative for the Yungian secret service until an unfortunate series of events forced her to flee for her life. Faking her death in a violent explosion, she fled to Vesta and set up shop as an independant thief, spy and assassin.

Her M.O. tags her as an ex-Yungian operative (only their top agents receive her type of training), so it is especially important that she keep her identity secret for her own protection. She and the Vestans are in this for the money, but once a contract is signed, it is a matter of honor and reputation to make sure the job is completed to the best of their ability.

PRIVATE GUARDS

The guards used by Koliandre Vairn and Harry Altern are fairly standard mercenary street types. Of average intelligence, they are nonetheless more self-serving than loyal, and more interested in performing their assigned duties than in doing a good job. If a battle gets too hot, they're likely to run if they think it'll save their skins; but when cornered, few fighters can be more cunning and deadly.

VEGA POL SOLDIERS

The VegaPol SWAT Police are elite assault soldiers who are also well-versed in the police procedures and criminal rights of the Imperium and major provinces. In combat, they wear ABS Pliable Full Plate armor and Barrier Shields, and carry Assault Struptorguns and 6-8 grenades of various types. Three soldiers will be carrying Grenade Launchers; two will be carrying a 12mm Hvy MG and 50 bursts of ammo, and one will be carrying a Flame Rifle.

5.3 THE SETTINGS

The main settings for this scenario are described below. Feel free to fill in any blanks should the characters go to other areas.

THE VAIRN ESTATE

The Vairn Estate is located on Delta Cassiopeiae VI (Karoline). This large, sprawling, immense, lavish, huge, and not to mention expensive area covers about 150 square km. The main house is 5 stories high, with two basements and three sub-basements.

Outbuildings for guests, horses, vehicles, sports, recreation, servants, and myriads of other uses are scattered about the estate. The characters should be restricted to the main floor reception room. The ransom demands will come in just as they begin to ask questions. About 40 guards skulk casually around the estate, trying very hard to see everything while blending into the background themselves.

DELTA CASSIOPEIAE VI:3

Once the characters trace the ransom call to the Spaceport on Karoline's third moon, they should never really have to leave it. The Spaceport is 200 square kilometers of barely controlled confusion. The TBD comm they're looking for is on the second level main passenger lounge: one of the noisiest and busiest sections of an already noisy and busy starport. If the characters leave the spaceport, let them waste time in the domed city (a 45 minute ride by shuttle or taxi).

TAJ V (DARYI)

Taj V is 38 LY from Karoline along the border of Frontier Zone 6. It's also the Homeworld for Minor Clan Detzeer. Its governing body is a mercantile-based Marxist society. The society revolves around burrow-sized "Communes", comprised of many large families that share either the same or inter-necessary skills. Towns and cities are made up of collections of these communes, some of which directly serve the needs of the city. Each commune is a separate entity (section, suburb) within a City, and each family has its own "apartment" within a commune. The commune that contains the Old Veteran's Home where the characters should go looking for Col. Kyle is near the southeast corner of the Capitol.

The Old Veteran's Home is a single floor building shaped like an octagon (about 50 meters to a side) with spokes leading from each corner to the control/nurses' station in the center. The veteran's rooms are located in the octagon, with emergency aid located in the spokes.

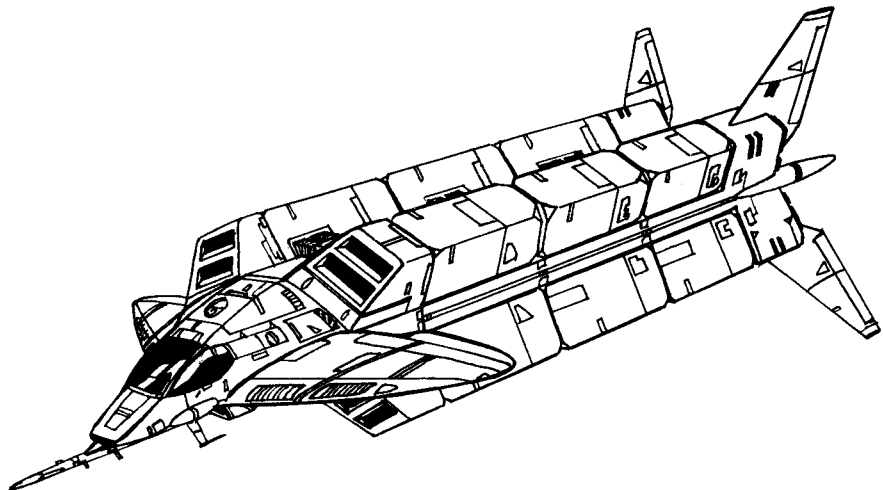
VEGA III

Vega III is 58 LY from Karoline and 86 LY from Taj V (Daryi). Its environment is extremely unfriendly to humanoids. Its atmosphere has insidious qualities that render it instantly poisonous to carbon-based life, and extremely corrosive to iron, steel and similar alloys. Anyone breathing the atmosphere will die within 10 seconds. Any iron or steel alloys will disintegrate within 2 hours — even the iron in humans' skin and hemoglobin will corrode quickly: unprotected characters are subject to an "A" severity Heat critical each Round. Fortunately, Ceramics, Duralloys and Plasteels are unaffected.

The insidious element in the air is visible to human eyes, so it's like the entire planet is encased in a heavy mist (visibility of about 10 meters). Using infra-red sensors or glasses will increase visibility to about 50 meters; using ultra-violet filters will totally nullify the fog effect, increasing visibility to normal. Being closer to the stellar primary, Vega III is very hot, with normal temperatures ranging from +55° C. at night to +125° C. in the daytime. Stellar radiation is also stronger, so that any unshielded person or vehicle is subject to a "D" severity radiation critical every Round. Vega III's dense core gives it a gravity 112% that of Terra, creating further Constitution and Fatigue problems for most humans.

As you can see, Vega III is definitely not a garden spot. This is exactly the reason Harry Altern chose this planet to live: its stark, austere terrain appeals to him. And it's very defensible.

"PETARD" ONE-MAN TRANSPORT



THE ALTERN ESTATE

The Vega III headquarters is set on a high plateau. The entire estate is blanketed with motion, infra-red, ultra-violet, visual and multi-scanner sensors. The environmental screen, along with buried gravity generators, effectively terraforms the entire area of the estate. If the screen were to fail, the atmosphere of Vega III would flow into the estate at a rate of 10 meters per Round (10 seconds). The main floor contains the common rooms: living/reception room, rec. room/gym, dining room, kitchen, ballroom, billiard room, library and study. The second floor has the private bed- and bathrooms. The basement houses the security room/control center, storage rooms, refrigerators and lockers, and Salisha's cell (behind a door locked at Security Level 8 (-50)). Outdoor facilities include tennis court, a large patio/deck area off the living room, and hot tub. Separate buildings house the guard's barracks and servant's quarters, ground and gravitic vehicles, and swimming pool and spa. The works for the environmental screen are underground, accessible from a domed workshop near the maintenance garage.

5.4 THE TASK

The character's mission is to find and effect the safe return of Salisha Vairn before the ransom demands are due. Preferably, this will be done with a maximum amount of violence to the perpetrators — but the emphasis is still on the safe return of the girl.

5.41 STARTING THE PLAYERS

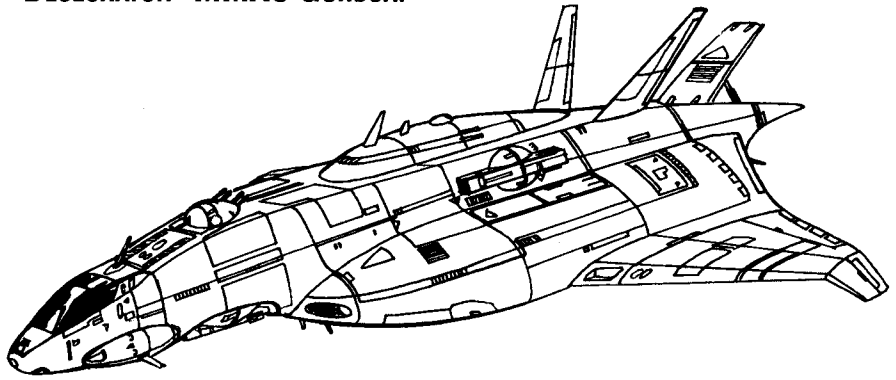
As established detectives/agents of VegaPol, the characters will be assigned to the case as a team.

5.42 AIDS

The following are the standard VegaPol resources available to the characters:

- 1) **VegaPol Badge of Authority.** "Flashing your badge" should guarantee either cooperation or resistance, depending on which side of the law the interogatee is on.
- 2) **Access to VegaPol's in-depth database of personal information** (said to be the most complete and potentially incriminating collection of personal dossiers since the Dia Kovaria assembled material to blackmail its way into power).

"DESECRATOR" MMAC GUNBOAT



- 3) **Access to a Truthsybil.** Though they do not come onto the field, some are skilled in determining the truth at almost limitless distances (though at significantly reduced efficiency).

The resources made available to the characters for this mission alone are:

- 1) **A virtually unlimited expense account.**
- 2) **Access to a reserved priority TBD channel.** This guarantees the characters rapid communications with many other TBD units in the Empire. It should be used for official transmissions only (accessing databases, making reports, calling for clarification, etc.). Abuse of the priority channel will be severely reprimanded, and the TBD charges for such use possibly charged against the abusing individual.

When the kidnapper's hideout is located, a full Company of VegaPol soldiers (about 90 men) is standing by to assist in the arrest, if the characters want to use them.

5.43 OBSTACLES

There are several obstacles in the character's path. The most important ones are described below.

Time

The most pressing obstacle confronting the characters is time. The kidnappers have set a time limit of 1 decaday to deliver the ransom. The characters must find and rescue Salisha before time is out.

Enemy Agents

The enemy agents are waiting patiently at Harry Altern's estate for the ransom demands to be met. However, if the characters slip up on their "sneakiness" die-rolls, the enemy agents will be alerted that the characters are on the trail. The GM should send them out two-at-a-time to neutralize the characters.

5.44 REWARDS

The successful team of characters will receive the following rewards: mention in dispatches (getting them priority for further promotion), personal thanks from the Treasury Minister at a dinner held in their honor (he'll owe them one), and a valuable gift from the Minister (which they should turn down: it's a thankless job, but someone has to do it).

5.5 ENCOUNTERS

Space restrictions don't allow a complete listing of all the possible encounters the characters may have in the course of the mission. Some of the more important encounters are outlined below.

THE VAIRN ESTATE

This is where it starts. The characters arrive on the scene just minutes before the ransom demands are received on the Vairn's private TBD comm. It reads:

"We have her. If you want her back you must:

- 1) leave 25 million Monits in platinum bricks at [designates a specific orbit in the comet belt of Delta Cassiopeiae.]
- 2) immediately release [a list of 53 convicted known subversives and Free Traders follows]
- 3) force a 10% reduction in all Devonian taxes levied against Minor Clans within their sphere of influence.

"If these demands are not met within 1 decaday, her life is forfeit. If the police are involved in any way, her life is forfeit. If the demands are met, she will be returned safely."

The transmission can be traced to a public TBD comm on Delta Cassiopeiae VI:3.

The estate was broken into by professionals: the security system was completely neutralized; Salisha's room was gassed, and the girl taken unconscious; the tigers were found still sleeping by her bed, their collars missing. No one saw anything, and no traces of the kidnappers can be found (fingerprints, IR prints, hair follicles, etc.).

Koliandre Vairn will tell the characters about the homing device in the collars, and give them the frequency and code of the transponders.

DELTA CASSIOPEIAE VI:3

The TBD comm used for the transmission is in the Starport main passenger lounge. It is used almost constantly. Dead end. No, wait! The kidnappers overlooked the fact that the special coding they used to get into the Vairn's private TBD channel would leave a residual comm-computer trace. If any of the characters think of this, the trace is Easy (+10) to find. The trace coding routine bears the unmistakable earmarks of Col. Argon Kyle. Determining this is a Moderate maneuver on the Research Chart, once the VegaPol database has been accessed. Without the database, it is an Absurd Static Maneuver, using Memory Bonuses, to remember this information. Col. Kyle's last known residence was on Taj V (Daryi).

TAJ V (DARYI)

This is the Detzeeri Homeworld. Col. Kyle's last address turns out to be a nursing home for burned-out old veterans. There is no record of him ever having been here. His father, however, is staying in room 327. Mr. Kyle is suffering from

severe brain degeneration, mostly from aging and the long-term effects of a gas attack suffered years before. His speech is disjointed, his thoughts flowing in and out of reality. In between warnings to little Argon to be careful, asking the nurse for a milkshake, and yelling (softly) about the gas coming (and throwing his arms over his face), he will mention Vega III and tell "little" Argon not to do it.

[Back at the nurse's station:] You know, now that you mention it, the nurse remembers when Col. Kyle was last in to visit his father a couple weeks ago. He did say something about taking a short vacation on Karoline, the Devonian Homeworld. He may still be there.

If the characters "flash their badge" at any time while on Daryi, whether to get information, co-operation, or whatever, there is a 75% chance that it will tip off someone who will in turn contact the kidnappers that VegaPol is on their trail. There is also an 80% chance that 1D5 + (the number of characters) bystanders will follow the characters to a secluded spot and try to beat the tar out of them — especially if the characters are looking for information in shady and/or seedy areas of town. The attackers are random muggers, levels 1-5.

VEGA III

There is a 50% chance that the character's approach to Vega III will be picked up by Harry Altern. If the characters are scanned, you can bet Harry A. will be waiting for the characters to show up. He'll probably set a trap to capture them as additional hostages, using the fake jewels with their transponders as the bait. His favorite area for traps is a box canyon about 2 km from his estate.

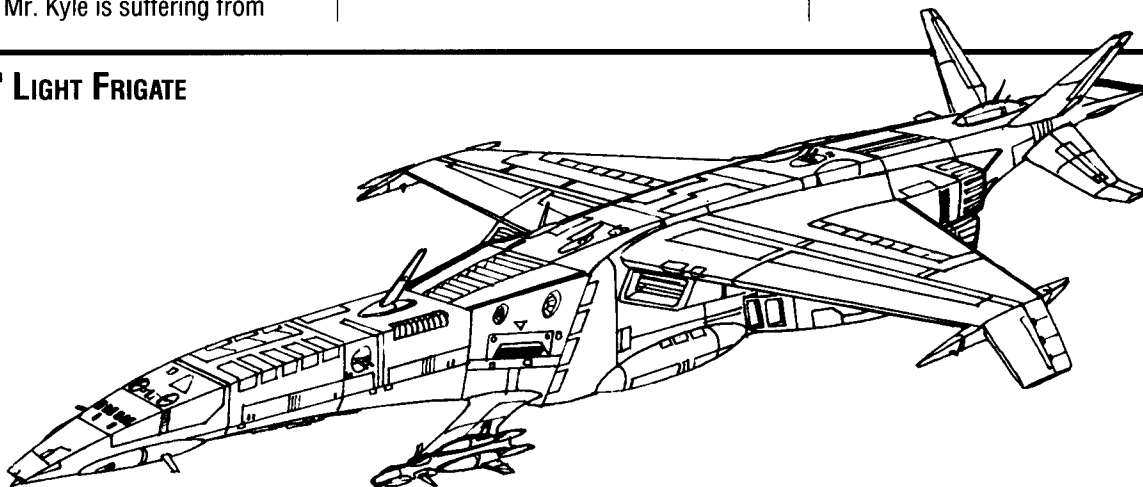
THE ALTERN ESTATE

As can be expected, the Altern estate is a heavily guarded area — more so since becoming the headquarters for the current operation. A constant scan of orbiting constructs is kept from the security room in the basement of the main house. Solids and liquids can pass through the estate's environmental screen virtually unhindered (a slight tingling can be felt, but that's about it). Of course, whenever the screen is crossed in that way, the location shows up on the security board. If the characters don't enter either with overwhelming force, or an expected entry (such as a delivery truck), their entry will be detected immediately. Gravitic generators buried underground nullify the heavy gravity, giving the estate Terran normal. It can also be selectively reduced even more — up to zero G, if desired, over any and/or all parts of the estate. This is most usually done in the gym. The controls are in the security room.

Harry keeps 25 guards on the premises. At any time, about half are patrolling regular routes around the perimeter and outside the buildings. They wear LBA Flak Vests (AT 5), and no environmental gear. The Minor Clan Agents and Harry Altern are in the buildings: 10% of the time in their respective rooms, 30% of the time in common rooms (living, entertainment, etc.), 10% in meal rooms (dining, kitchen, bar, etc.), 30% of the time outside on the deck/tennis area, and 20% of the time using the recreational facilities (tennis court, riding in the woods, swimming, etc.).

Salisha Vairn is chained to the bed in her cell. She doesn't seem to mind it much, either.

"SABER" LIGHT FRIGATE



5.51 NPC TABLE

Name	Lvl	Hits	AT(DB)	Weapon:OB	Weapon:OB	Skill:Bonus	Skill:Bonus
Koliandre Vairn	20	50	2(30)	Mini Stunner:+50	Admin/Diplomacy:+60	Counterfeit/Forgery:+40	
Salisha Vairn	1	10	1(10)	Whip:+80	MA Stkl:+10	Seduction:+50	Music:+10
Harry J. Altern	12	20	2(10)	Contact Stun:+30	Needlegun:+40,	Trading:+60	Admin:+50
Col. Argon Kyle	20	75	11(45)	1H Ranged Weap:+60	1H Melee:+50	Climb:+70	Pick Locks/Disarm Traps:+60
Sire Traethon	25	120	16(75)	Energy Weapon:+60	all others:+80	M.A. Strikes 1-4:+60	Frenzy:+85
Cpt. Janet Auria	22	80	15(75)	Blasters:+60	Struptors:+60	Perception:+50	Stalk/Hide/Ambush:+60
"Nightshade"	24	100	20(50)	Stunners:+75	M.A.Strike 1-3:+80	Stalk/Hide/Ambush:+80	Pick Locks/Disarm Traps:+80
AT(DB) augmented by Psions, otherwise it's 8(50)							
Private Guard	10	65	5(25)	Assault Struptor:+40		Perception:+10	
VegaPol Soldier	15	112	12(60)	Assault Struptor:+75	MA Stkl:+25	Crime Tech:+60	Stalk/Hide/Ambush:+50

Notes: See NPC listings for more in-depth descriptions of their skills and abilities.

5.6 RESOLUTION

The scenario is successfully resolved only when Salisha Vairn has been returned to her father's estate on Karoline, healthy and unharmed. Unless the Altern estate has been leveled by VegaPol soldiers, the (remaining) agents will most likely follow the characters back to Karoline in an effort to render them down into their component molecules.

5.7 ALTERNATE SCENARIOS

It is considered impossible to breach the security around the Vairn estate. That the Minor Clan group was able to do so is as much a credit to Nightshade's stealth and ambush abilities as anything else. Trying to get back across the heavily guarded — and now alerted — area carrying Salisha would overburden even their considerable talents. Therefore, the plan is to hide the girl where no one would think to look: right under their noses. Rather than take Salisha to Vega III, the Minor Clan group secrets her down in the third sub-basement dungeons of the Vairn estate. In this case, Nightshade would take the tigers' collars to the nearest city in order to fence them. All the clues remain the same, but the resolution is changed so that Salisha is recovered if the characters do return to the Vairn estate after visiting Daryi. They would then fight their way through the Minor Clan operatives guarding her. The tigers would probably be a big help in that battle.

6.0 STAR STRIKE SCENARIO IDEAS

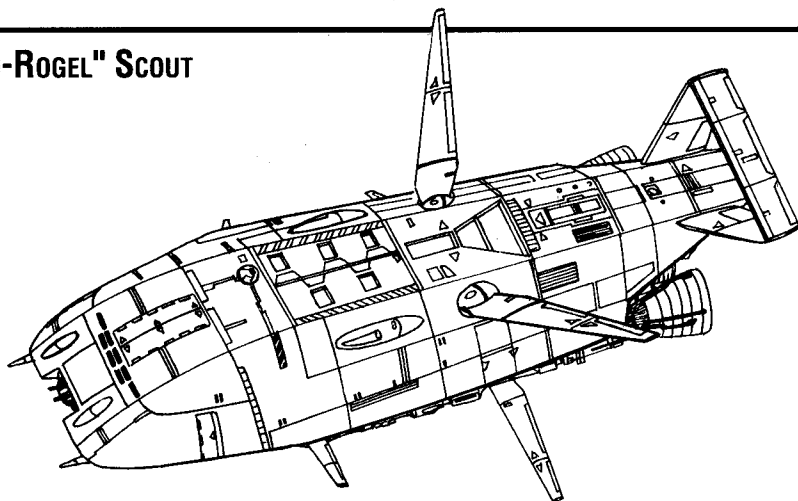
The following is an outline of several scenarios and mini-adventures you can use with the ships included in this manual.

6.1 AMBUSH

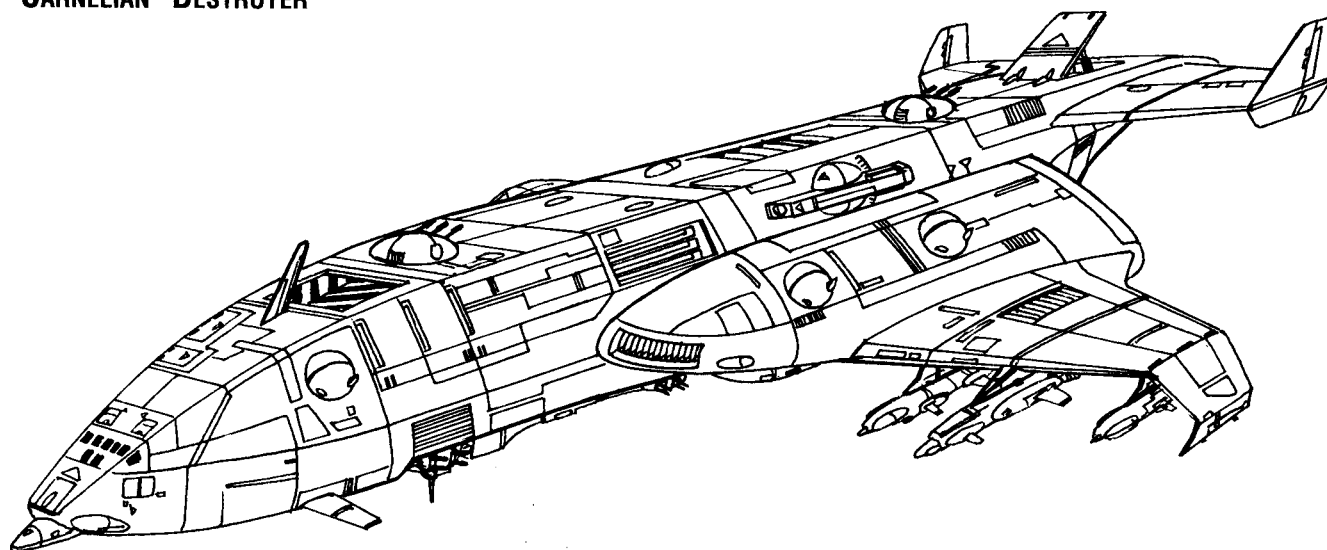
You are leading an Imperial detachment of 3 x Stryker SMACs. On deep-space patrol beyond the orbit of the farthest planet in this star system, you are suddenly jumped by 5 x Revenant SMACs. Where did they come from? How did they get all the way out here? And most of all, why are they fighting you? If you stop to figure out the answers to those questions, you'll be nothing but rapidly expanding

space dust. First you must survive the ambush. Then you can warn Defense Central about the cloaked invaders. If you are using the *Star Strike* scenario rules, the Imperials are the Defenders, with the Self Destruct Moratorium Objective; the Invaders are the Attackers, with the Destroy Invader Objective. A cloaked mothership is jamming all communications, so the Imperials cannot send out a warning until they successfully escape.

"EN-ROGEL" SCOUT



"CARNELIAN" DESTROYER



6.2 BREAKTHROUGH

You are members of an Imperial Starmada. Your detachment consists of an Ariele class Troopship (either -A or -B, at Player agreement) and its screening vessels, along with an Assault Squadron of Gunboats and Destroyers. Your mission is to break through the defending planetary forces. The Imperial detachment consists of: 1 x Ariele (-A or -B), 8 x Kirghiz Gale, 3 x Joktam, and 2 x Carnelian class ships. The planetary forces consist of:

1 x Saber, 2 x Desecrator, 12 x Teal Hawk, 10 x Stryker, and 8 x Revenant. If using the *Star Strike* scenario rules, the Imperials are the attackers; their Objective is Penetration. The planetary forces are considered the defenders, and have the Self Destruct Moratorium Objective.

6.3 COMBAT DROP

You are members of an Imperial Starmada. Your detachment is what remains of an attacking Ariele Troopship assault force. Your mission is to complete the planetary invasion with your on-board marines, despite heavy fire from the defending starships. The Imperial detachment consists of: 1 x Ariele (-A or -B), and 3 x Saber class ships. The planetary forces consist of: 1 x Desecrator, 3 x Vorle, and 4 x Teal Hawk. If you are using the *Star Strike* scenario rules, the Imperials are the attackers; their Objective is Repel Aggressors. The planetary forces are considered the defenders, with the Self Destruct Moratorium Objective. The Ariele is in orbit about 200 km over the surface of the planet; for game purposes it cannot move (actually, it's in a steady orbital pattern and the battle revolves around it). The Ariele is allowed to leave orbit and begin to maneuver normally after it has discharged its full complement of Powered Troopers (10 per Combat Round for the Ariele-A, 100 per Round for the Ariele-B).

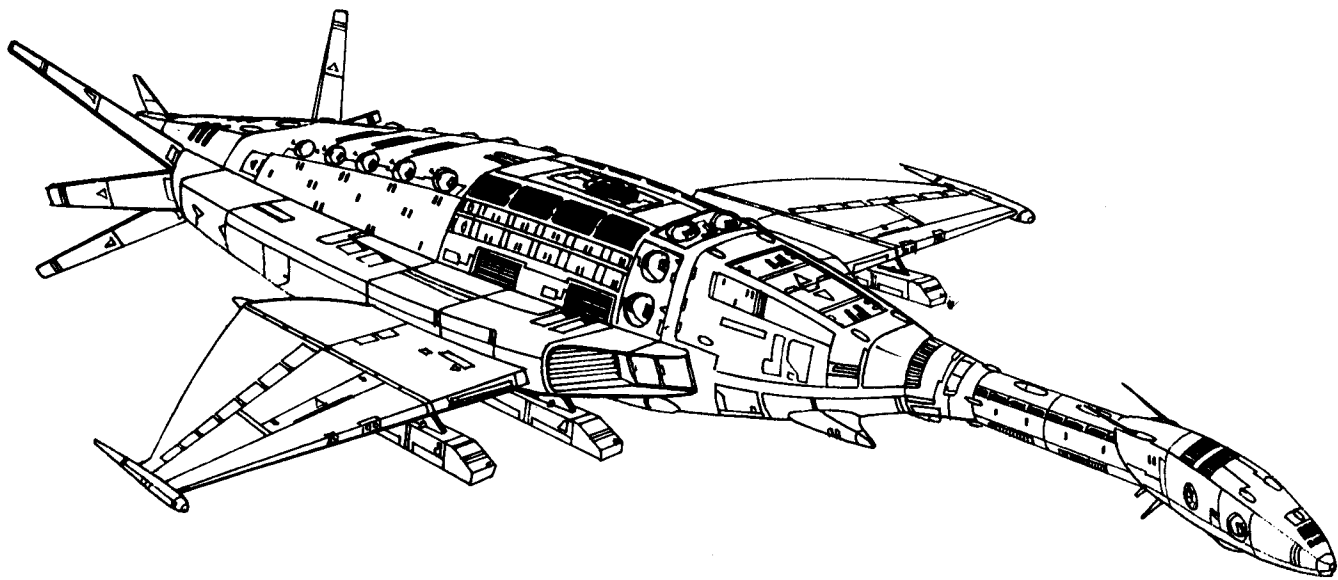
6.4 MINI CAMPAIGN

If desired, the three scenarios described above can be combined into a single campaign. If one or more of the Strykers in the first scenario survives, increase the number of mapboards the Ariele must cross in the second scenario to 2D5. Use the forces given in the second scenario for both the second and third scenarios. Once the Ariele has crossed the designated number of mapboards given in the second scenario, it must maneuver to a complete stop in the center hex of the next mapboard, and is then considered to be in orbit. At this point the third scenario begins immediately.

6.5 JUST WHEN YOU THOUGHT IT WAS SAFE

You are the captain and crew of an En-Rogel class Explorer. On the way back from Jareth after successfully recovering Tareal's notes, diagrams and prototype devices (see sec. 4.3), you are attacked by a group of Free Traders intent upon capturing the technology. The Free Traders have 4 x Indiria. If you are using the *Star Strike* scenario rules, the Free Traders are the attackers, with the Capture Intruder Objective; the En-Rogel is the defender, with the Self Destruct Moratorium Objective.

"JOCELYN" PASSENGER LINER



6.6 PIRATE ATTACK

You are the captain and crew of an Arcane Moriia class Freighter. During a rather standard freight run, you are attacked by a group of Free Traders intent upon requisitioning your cargo for personal use. You, of course, cannot comply with their request. The Pirate force is composed of any number of ships, with a total combined tonnage of 10,000 tons. A maximum of 2,000 tons may be military-style ships, the rest must be civilian vessels (heavily modified, of course). If you have access to a *Star Strike Vessel Compendium #1*, it is full of many such designs. If you are using the *Star Strike* scenario rules, the Pirates are the attackers, with the Capture Intruder Objective; the Arcane Moriia is the defender, with the Self Destruct Moratorium Objective.

6.7 OFFICIAL HEADACHE

You are the captain of a Saber class Frigate. You have been given the dubious honor of escorting a particularly annoying minor official on an inspection tour of the Frontier Provinces. When you are first ambushed by a contingent of 8 x Teal Hawk TMACs demanding the official "be surrendered immediately, or prepare to be destroyed", you are greatly tempted to do so. But you are, after all, sworn to protect the Imperial official, whether you feel he needs it or not. If you are using the *Star Strike* scenario rules, the Teal Hawk TMACs are the attackers, with the Destroy Invader Objective; the Saber is the defender, with the Self Destruct Moratorium Objective.

6.8 JUMPING LINERS

You are the captain of a Jocelyn class Passenger Liner. Normally the route between Sol and Delta Cassiopeiae is pretty well patrolled. That's why you're so surprised when a group of pirates am-

bushes you as you come out of Hyper-space near Terasmax. The pirates are flying a mixed bag of small vessels (less than 1,500 tons each), none of which may be military ships, and which total 5,000 tons or less. All they want is to capture, board and rob the passengers blind. If the Jocelyn can keep the pirates in the area for at least five minutes, the cavalry should arrive, in the form of 3 x Kirghiz Gale Frigates.

Or...

You are the captain of a Jocelyn class Passenger Liner. About halfway between Procyon and Sirius, a group of 5 large Androids break into the bridge and take over the ship. Holding the bridge crew hostage, they demand money, release of prisoners, free passage to the Backnet, you know, the usual terrorist demands. With several rich VIPs on board, as well as the usual middle- and lower-class rabble, what VegaPol calls a "situation" is developing. You can try talking them out, waiting them out, or blowing them away. If the latter is chosen, 1 x Carnelian is placed at your disposal. Let's not get anybody killed, O.K.?

6.9 ALIEN CONTACT

You are the captain and crew of a Totalitarian class Exploration Cruiser. You are ordered to investigate a sensitive and relatively unexplored area of the Empire. The ship is loaded in its non-combat mode. During a relatively routine system scan, some unknown ships appear at the edge of Sensor range, approaching at high speed. Though of alien configuration, the ships are approximately equal to 2 x Mesopotamia Class Cruisers. If using the *Star Strike* scenario rules, the Imperials are the attackers with the Contact Objective. Roll 1D5 for the Defender's Objective. Set up secretly and simultaneously on opposite sides of the board, as in the Engagement Game.

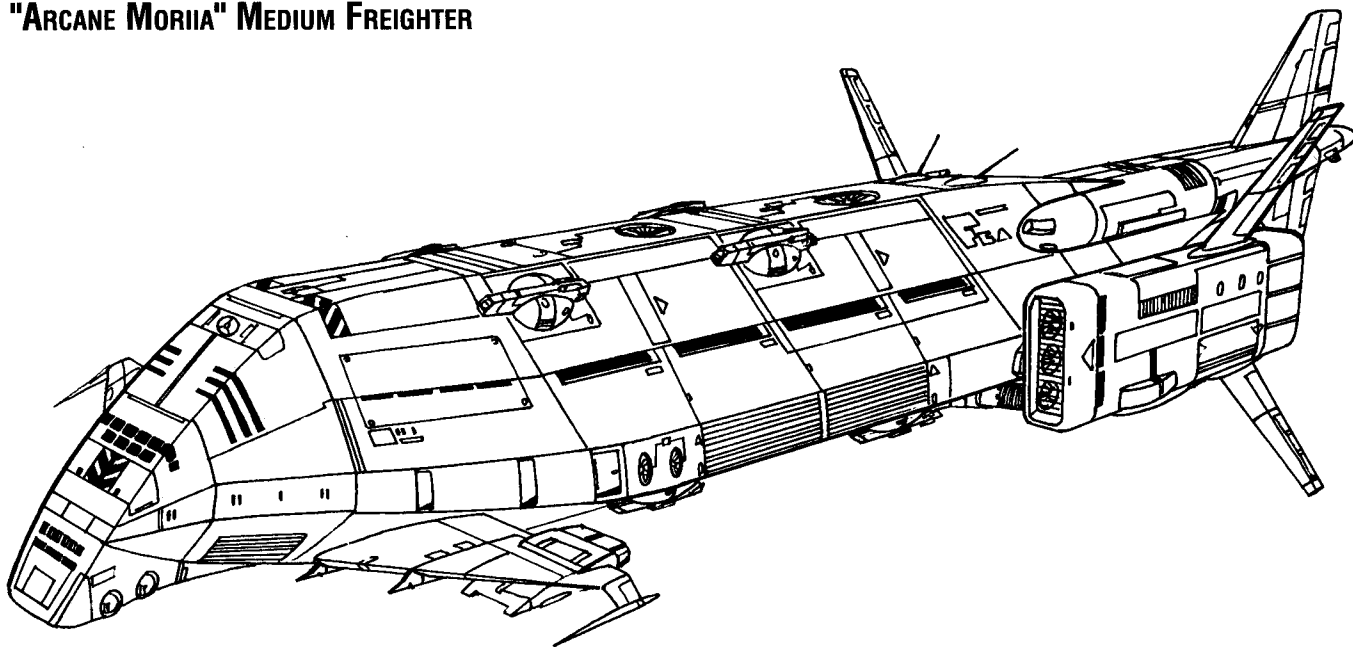
6.10 INTRUDER

You are the captain and crew of a small squadron of 3 x Joktam class Destroyers. Acting as part of the advance screen for a Starmada, you have been following a small, cloaked ship trying to infiltrate the formation. The infiltrator is a small Frigate (use the Kirghiz Gale or, if you have access to any of the other Vessel Compendiums, a similar ship). It is carrying an experimental cloaking device (EW bonus of 110) — assuming the ship chosen does not have cloaking ability. The experimental device (if used) has a 5% chance of malfunctioning each Round. If you are using the *Star Strike* scenario rules, the Infiltrator is the attacker, with the Penetration Objective; the Imperials are the defenders, with the Eradicate Foe Objective.

6.11 FIRST TIME

You are the owner and captain of a Petard class Transport. Your ship was awarded to you after a long and distinguished career in the Imperial Starmadas. During a particularly boring segment of your usual trading circuit, a single ship appears from behind a rogue asteroid, ambushing you. The Pirate is flying a ship very similar to the Orion Targa, only it's slower (10 MTs), and the Front Quarter Lasers and both Missile Turrets have been replaced to make more room for cargo. It's his first try at piracy, so he and his crew are inexperienced: they get a -10 to all die rolls. As an Imperial veteran, you've seen it all and this young buck with more money than brains isn't gonna slow you up now: you get +10 to all die rolls. If you are using the *Star Strike* scenario rules, the Pirate is the attacker, with the Capture Intruder Objective; the Petard is the defender, with the Self Destruct Moratorium Objective. For a variant, add 10 asteroids to the game. These asteroids move in a single random direction at 1 km/hex per Round.

"ARCANE MORIIA" MEDIUM FREIGHTER



7.1 STARCRAFT DISPLAY — Small Vessel

Notes:

SYSTEM AND PROGRAM VALUE RECORD

Name: _____ MTs: _____ Sensor: _____ Tactics: _____
 Class: _____ MSA: _____ Screens: _____ Predict: _____
 Cost: _____ CAT: _____ EW: _____ Evade: _____
 Mass: _____ Hits: _____ Rad. Shield: _____ Tractor Beam: _____

PERSONNEL RECORD

	Combat Pilot Bonus	N-Space Pilot Bonus	H.E.P. Bonus	Proj. Gunnery Bonus	Missile Bonus	Hit Points
Pilot	_____	_____	_____	_____	_____	_____
Gunner 1	_____	_____	_____	_____	_____	_____
Gunner 2	_____	_____	_____	_____	_____	_____
Gunner 3	_____	_____	_____	_____	_____	_____

OFFENSIVE RECORD

Weapon Mount / Location	Gunner Bonus	Cannon Mk.#	Multi FM	H.U.D. Bonus	Predict Bonus	BASE OB
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

MISSILE RECORD

--	--

PAYLOAD RECORD

DEFENSIVE RECORD

Construction Armor Type	Armor Quality Bonus	Armor Belt Bonus	E.W. Bonus	Screens Bonus	Evade Bonus	BASE DB
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

INITIATIVE RECORD

Combat Pilot Bonus: _____
 Tactics Program: _____
 Maneuver Thrust: _____
 BASE INITIATIVE #: _____

DAMAGE RECORD

Current Hit Total:

Concussion Hit Thresholds (Mods):
 75% Hits = _____ (-10)
 50% Hits = _____ (-20)
 25% Hits = _____ (-30)

System Bonus Reductions:

AUXILIARY SYSTEMS RECORD

Aux: _____ Aux: _____
 Aux: _____ Aux: _____

COMBAT ROUND RECORD

Rnd #	Initial Drift	Combat Pilot OB/DB	Initi-ative #	Final Momen-tum	Total OB 1	Total OB 2	Total OB 3	Total OB 4	Total DB
1	_____	_____	_____	_____	_____	_____	_____	_____	_____
2	_____	_____	_____	_____	_____	_____	_____	_____	_____
3	_____	_____	_____	_____	_____	_____	_____	_____	_____
4	_____	_____	_____	_____	_____	_____	_____	_____	_____
5	_____	_____	_____	_____	_____	_____	_____	_____	_____
6	_____	_____	_____	_____	_____	_____	_____	_____	_____
7	_____	_____	_____	_____	_____	_____	_____	_____	_____
8	_____	_____	_____	_____	_____	_____	_____	_____	_____
9	_____	_____	_____	_____	_____	_____	_____	_____	_____
10	_____	_____	_____	_____	_____	_____	_____	_____	_____
11	_____	_____	_____	_____	_____	_____	_____	_____	_____
12	_____	_____	_____	_____	_____	_____	_____	_____	_____
13	_____	_____	_____	_____	_____	_____	_____	_____	_____
14	_____	_____	_____	_____	_____	_____	_____	_____	_____
15	_____	_____	_____	_____	_____	_____	_____	_____	_____
16	_____	_____	_____	_____	_____	_____	_____	_____	_____
17	_____	_____	_____	_____	_____	_____	_____	_____	_____
18	_____	_____	_____	_____	_____	_____	_____	_____	_____
19	_____	_____	_____	_____	_____	_____	_____	_____	_____
20	_____	_____	_____	_____	_____	_____	_____	_____	_____

Systems Knocked Out:

7.2 STARCRAFT DISPLAY — Medium Vessel

Notes:

SYSTEM AND PROGRAM VALUE RECORD

Name:	MTs:	Sensor:	Tactics:
Class:	MSA:	Screens:	Predict:
Cost:	CAT:	EW:	Evade:
Mass:	Hits:	Rad. Shield:	Tractor Beam:

PERSONNEL RECORD

	Combat Pilot Bonus	N-Space Pilot Bonus	H.E.P. Bonus	Proj. Gunnery Bonus	Missile Bonus	Hit Points
Pilot						
Gunner 1						
Gunner 2						
Gunner 3						
Gunner 4						
Gunner 5						
Gunner 6						

OFFENSIVE RECORD

Weapon Mount / Location	Gunner Bonus	Cannon Mk.#	Multi FM	H.U.D. Bonus	Predict Bonus	BASE OB

MISSILE RECORD

PAYLOAD RECORD

--	--

DEFENSIVE RECORD

Construction Armor Type	Armor Quality Bonus	Armor Belt Bonus	E.W. Bonus	Screens Bonus	Evade Bonus	BASE DB

AUXILIARY SYSTEMS RECORD

Aux:	Aux:	Aux:
Aux:	Aux:	Aux:
Aux:	Aux:	Aux:

COMBAT ROUND RECORD

Rnd #	Initial Drift	Combat Pilot OB/DB	Initiative #	Final Momentum	Total OB 1	Total OB 2	Total OB 3	Total OB 4	Total OB	Total DB
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										

DAMAGE RECORD

Concussion Hit Thresholds (Mods):	Current Hit Total:
75% Hits = (-10)	
50% Hits = (-20)	
25% Hits = (-30)	

Crew Casualty Modifiers:									
10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
-5	-10	-15	-20	-25	-30	-35	-40	-45	D

INITIATIVE RECORD

System Bonus Reductions:

Combat Pilot Bonus:	
Tactics Program:	
Maneuver Thrust:	
BASE INITIATIVE #:	

Systems Knocked Out:

7.3 STARCRAFT DISPLAY — Large Vessel

Notes:

SYSTEM AND PROGRAM VALUE RECORD

Name: _____ MTs: _____ Sensor: _____ Tactics: _____
Class: _____ MSA: _____ Screens: _____ Predict: _____
Cost: _____ CAT: _____ EW: _____ Evade: _____
Mass: _____ Hits: _____ Rad. Shield: _____ Other: _____

Tractor Beams:

Fighters / Shuttles:

Troops:

PERSONNEL RECORD

	Combat Pilot Bonus	N-Space Pilot Bonus	H.E.P. Bonus	Proj. Gunnery Bonus	Missile Bonus	Hit Points
Pilot Average	_____	_____	_____	_____	_____	_____
Gunner Average	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

AUXILIARY SYSTEMS RECORD

Aux: _____ Aux: _____ Aux: _____
Aux: _____ Aux: _____ Aux: _____
Aux: _____ Aux: _____ Aux: _____
Aux: _____ Aux: _____ Aux: _____

DAMAGE RECORD

Concussion Hit
Thresholds (Mods):

75% Hits = _____ (-10)
50% Hits = _____ (-20)
25% Hits = _____ (-30)

Crew Casualty Modifiers:

10%	20%	30%	40%	50%	60%	70%	80%	90%	100%
-5	-10	-15	-20	-25	-30	-35	-40	-45	D

System Bonus Reductions:

Systems Knocked Out:

INITIATIVE RECORD

Combat Pilot Bonus: _____
Tactics Program: _____
Maneuver Thrust: _____
BASE INITIATIVE #: _____

Notes:

7.3 STARCRAFT DISPLAY — Large Vessel

Notes:

OFFENSIVE RECORD

[illegible]

MISSILE RECORD PAYLOAD RECORD

MISSILE RECORD PAYLOAD RECORD

[illegible]

DEFENSIVE RECORD

[illegible]

COMBAT ROUND RECORD

[illegible]

Name _____	Class _____	Producer _____
Unloaded Costs:	Without Programs _____	With Programs _____

HULL	DRIVES	ELECTRO/NEUTRINO
Mass (Category) _____ Hull _____ Con Armor Type _____ Armor Quality _____ Armor Belt _____ Concussion Hits _____	Sublight Drive Rtg _____ Max Sublight Accel _____ Maneuver Thrust Pts _____ Translight Drive Rtg _____ Translight Displace _____	Sensor Rtg _____ Sensor Bonus _____ EW Rtg _____ EW Bonus _____ Screen Rtg _____ Screen Bonus _____

POWER	CONTROL	MEDICAL
Reactor Rtg _____ Operating Duration _____ Andrium _____	Control Points _____ Crewmembers _____ Computer _____	Dispensary _____ Sick Bay _____ Sick Bay _____

COMMUNICATIONS	RATED PROGRAMS	ACCOMMODATIONS
Microfrequency _____ Microfreq Capacity _____ Tight Beam _____ Tight Beam Range _____ Tachyon Beam Dictor _____ TBD Range _____	Tactics Rtg _____ Tactics Bonus _____ Predict Rtg _____ Predict Bonus _____ Evade Rtg _____ Evade Bonus _____	First Class _____ Standard _____ Low/Military _____ Cryogenic _____ Seating _____ Rec Facilities _____

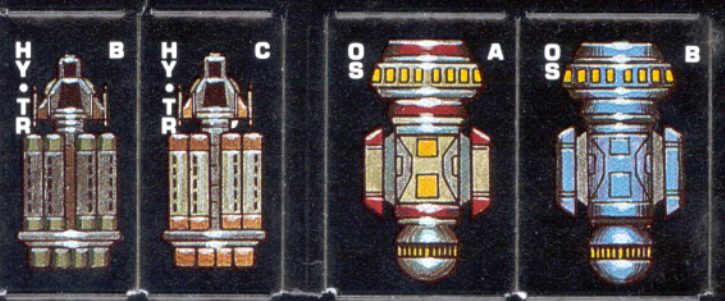
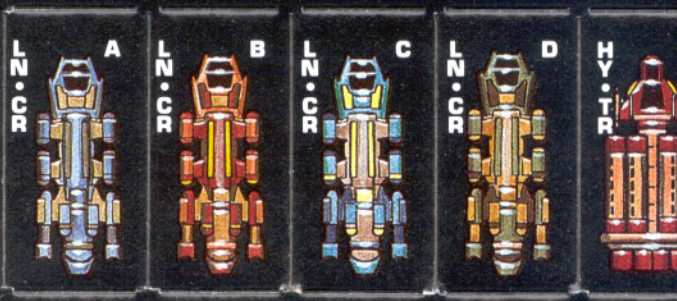
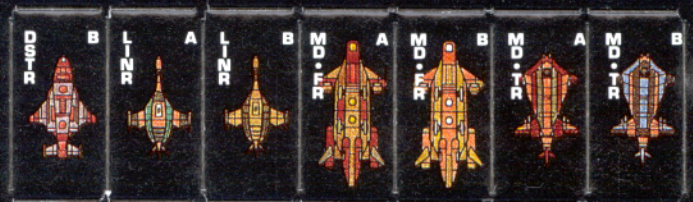
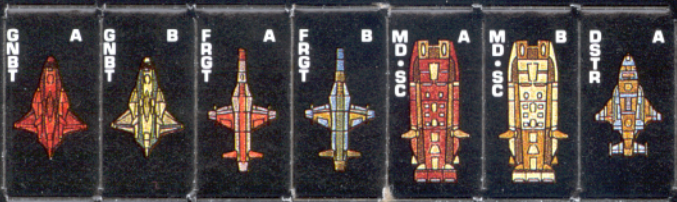
AUXILIARY SYSTEMS		
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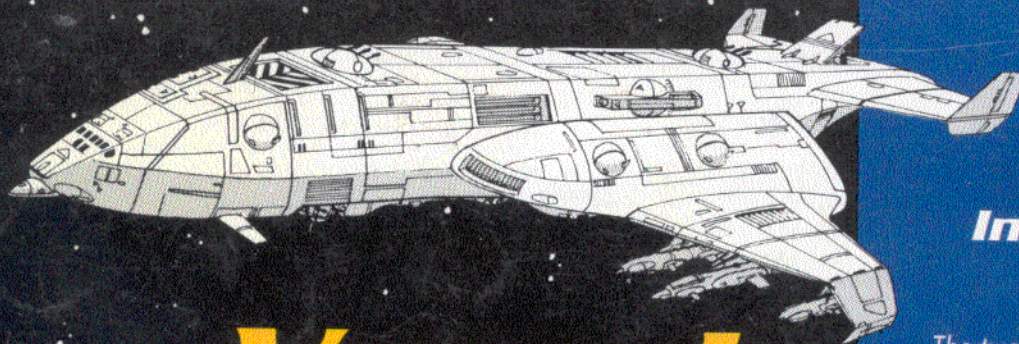
ARMAMENT/MOUNT/LOCATION/HUD	LABORATORIES
	Anthropology _____ Astronomy _____ Botany _____ Chemistry _____ Cybernetics _____ Genetics _____ Medical _____ Metallurgy _____ Physics _____ Planetology _____ Zoology _____

Payload Pallets: _____ Tractor Beams: _____	MISCELLANEOUS
	Workshop _____ Security Station _____ Fighter Bay _____ Shuttle/Vehicle Bay _____ Streamlined _____ Landing Gear _____ Rad Shield Rtg _____ Rad Shield Bonus _____ Cargo Hold _____

LOAD POSSIBILITIES

NOTES





Imperial Ships

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Whether arming an insignificant frontier garrison or a complete Imperial Stormtrooper, Imperial Ships have made their presence felt across the Imperium. *Imperial Transtar* is the largest, most renowned starcraft producer in known space. Its inventory of deep space craft spans every ship class, from the smallest SMAC Fighter to Orbital Stations and Fleet Carriers. No starfarer can afford to ignore these state-of-the-art transports and warships.

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- 3 Transports
- 2 Liners
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Also included are:

- 2 Space MasterTM: RPG Adventures
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The two Imperial Destroyers shunted out of Hyperspace 30 minutes ago. Now, at maximum velocity, they hurtle toward a small moon thought to be supplying war materiel to an upstart Minor Clan.

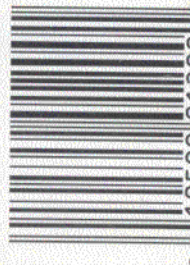
On the bridge of the lead Destroyer, Captain Harg Burly is nervous. Most of his original squadron's ships have been lost over the past year; unexpected traps and rebel forces have taken their toll.

"Captain," the Destroyer's Detection Officer calls out, "they have a supply transport just leaving orbit. They're not expecting us!" Burly isn't so sure.

The Captain snaps his orders: "Communications, hail our number two. Tell them to make their attack run. On the first pass we'll fly cover."

"Detections, start scanning the atmosphere below us." Burly is hardly surprised when a score of lights shine on the monitor: "Clan SMAC Fighters. . . ."

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