

MEGATRAVELLER

THE FLAMING EYE

C A M P A I G N S O U R C E B O O K



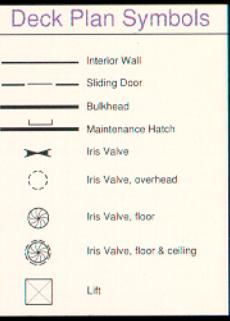
Digest Group Publications

GARU CLASS

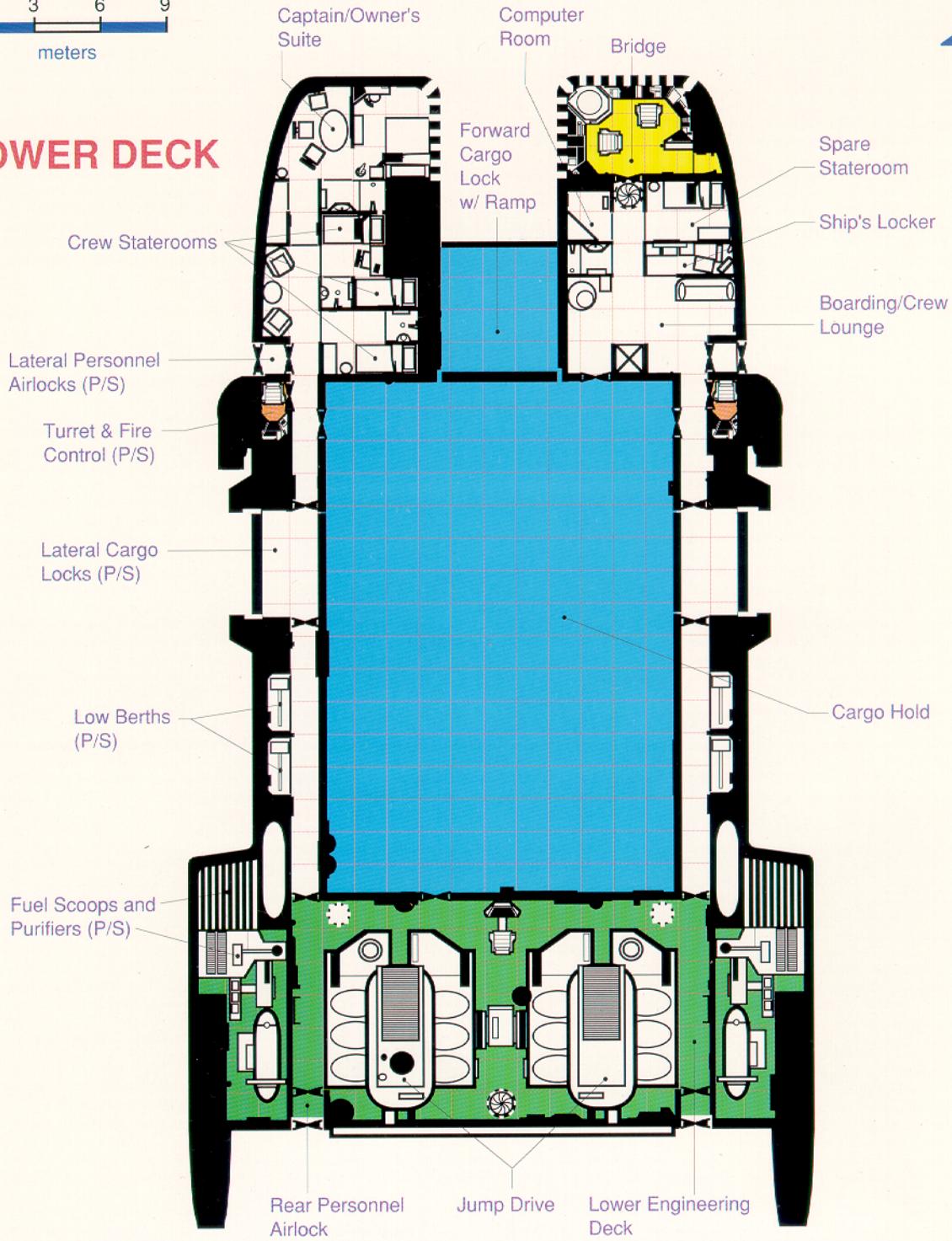
TYPE 'A2' FAR TRADER

One square equals 1.5 square meters.

0 3 6 9
meters



LOWER DECK



THE FLAMING EYE

TWO CAMPAIGNS FOR MEGATRAVELLER

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The campaigns in this book are presented using the *cinematic nugget* format. The nugget format is used because playtesting has shown the referee can let the player characters (PCs) wander about at will, and the referee need not get alarmed that the group is "not following the script." Use of the nugget format in convention tournaments has also shown that a referee can run a nugget adventure without extensive preparation, which is a futher plus.

Each scenario is organized into a series of nuggets (numbered for easy reference), with each nugget covering a certain scene or event. At the front of each scenario is a referee's summary listing a brief description of each nugget. The summary includes a special synopsis diagram visually depicting the various ways a referee can present nuggets to the players.

Each scenario also has certain key nuggets. These must be run in order for the scenario to work more or less as intended. Key nuggets are designated with a key symbol both in the diagram, and in the text of the scenario.

The balance of the nuggets in the scenario are optional, thus allowing the players more freedom of action than other methods of presentation. Just work the key nuggets in among the characters' activities and everything will come out fine.

Each nugget is organized into two sections, a *Scene* and an *Action*.

The first section, labeled *Scene*, contains information telling the PCs what they see, hear, smell, and so forth at the beginning of that nugget. The scene, if desired, may be read aloud to the players once their actions lead them to that nugget.

The section labeled *Action* contains information for the referee on how to run the nugget. It provides her with alternatives, depending upon the course taken by the players.

CAMPAIGN 1: SEARCH AND RESCUE

Search and Rescue is a complete campaign for the **MegaTraveller** role-playing game system, set against the backdrop of the chaos brought on by the Rebellion. Concerned with the extraction of an Imperial intelligence agent from the restored Vilani empire, the main setting is Vland sector (plus a few systems in Lishun sector). Vland sector has regions under the influence of Lucan's

Imperium, Strephon's Imperium, the Vilani Empire of Stars, and several Vargr factions.

It is assumed that this campaign will be administrated by a referee who has familiarized herself with this book, and who knows the **MegaTraveller** rules. *Search and Rescue* calls for the basic rules, as detailed in the *Referee's* and *Player's Manuals*. Referees will also find it useful to have access to *Vilani* and *Vargr*, and the *Rebellion Sourcebook*. Both of these texts provide a great deal of insight into the chaos on the coreward borders of the Shattered Imperium.

CAMPAIGN 2: GAMGILEBO INCIDENT

This adventure contains a complete situation for use with the **MegaTraveller** roleplaying system. It is set in the area around the coreward edge of the Vland sector, a region which covers areas of Vilani, Imperial, and Vargr space. Using the chaotic political structure of this sector as a backdrop, this adventure concerns the search for two missing starships and their crews in the Vargr Extents.

It is assumed that this campaign will be administrated by a referee who is familiar with the **MegaTraveller** role-playing system, and who has read carefully through this booklet prior to commencing play. This adventure calls for the basic rules as detailed in the *Referee's* and *Players' Manuals*, the *Imperial Encyclopedia*, and *Vilani and Vargr*.

As always paper, pencils, six-sided dice, and square-grid graph paper will prove to be useful during this adventure.

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Search and Rescue

CAMPAIGN 1: REFEREE'S OVERVIEW

Search and Rescue is a campaign for characters who have their own starship and have been working in the coreward reaches of the shattered Imperium. While *Search and Rescue* is designed to fit easily into an ongoing campaign, it can also be played stand-alone. Pregenerated characters, if desired, are available in Appendix 1.

This adventure, campaign 1 of *The Flaming Eye*, is set in the Vland sector, with a starting date of 286-1120. The immediate area is relatively peaceful, except for the odd pirate raid or border skirmish. The campaign opens in the Larkarda system (Lishun 0712).

Search and Rescue concerns the extraction of one of Lucan's intelligence agents from Ziru Sirkaa, the Vilani Restored Empire of Stars.

After Lucan's blunder of withdrawing the Corridor Sector Fleet in 1117, Vargr corsairs took advantage of the Imperium's weakened position in Corridor and overran most of the systems of the sector — looting, plundering, and oppressing the inhabitants of dozens of worlds. When Lucan's order to "send the fleets to Core" came to the Vland sector, they respectfully denied the ad interim emperor's request after seeing what happened to Corridor sector.

Lucan reacted to the Vland Domain's denial by ordering previously friendly Imperial fleets to march on the "traitors" of Vland and force them to cooperate. When word of Lucan's rash reaction reached Vland, the archduke of the Domain quickly declared the Domain's independence from the Imperium rather than deal with the likes of Lucan any longer. Thus the new Ziru Sirkaa, or Restored Empire of Stars, was reborn.

In order to keep tabs on the new Restored Empire of Stars, Lucan's Imperial Intelligence Agency has sent a number of operatives across the border. Still more agents were recruited from among the vast numbers of non-Vilani Imperial citizens who were caught within the new Vilani empire, with no way to escape. The agent whom the player characters are being sent to rescue is one of this latter class of operatives.

Ordinarily, such a mission would be a fairly simple operation. Unfortunately this is not the case here. The spy was discovered by the Vilani within a few months of activation. Upon noticing the agent's suspicious activities, members of the Makhidkarun Bureau arrested her, presenting her with two simple alternatives. She could either turn her coat, and work for the Vilani, or face summary execution along with her brother and his family. In order to save her family's lives, she agreed to become a double agent.

For nearly a year now she has been passing along useless, false, and out-of-date information to Lucan's intelligence community. At the same time, she has been filtering invaluable information back to her new Vilani masters.

Now, as things are beginning to sort themselves out along the Imperial/Vilani border, Lucan's Imperial Intelligence Agency has decided to recall most of its indigenous agents. To accomplish this task without attracting too much attention from the Vilani, they have turned to freelancers and mercenaries.

Below is a summary of *Search and Rescue*.

SCENARIO 1: A SIMPLE JOB, REALLY...

This scenario introduces the characters to the area in which the campaign is to take place. For gamers using the pregenerated characters in the appendix, this scenario allows them to get to know the characters and their ship.

In this scenario the characters meet their patron and begin their mission.

SCENARIO 2: GETTING THERE IS HALF THE FUN

This section provides several encounters for the characters as they make the trip from Larkarda to Theton. All of these nuggets need not be run during the trip to Theton. You may wish to save a few of them to spice up the return voyage. A few of these nuggets contain background information which may help add a little more color to the adventure.

SCENARIO 3: VILANI SPACE

This scenario serves to reinforce the new strangeness of the Vilani controlled region, by demonstrating its unusual values and customs. It includes, among other things, an encounter with an *Ishshu* class patrol cruiser, which reminds the players that there is a war on, and that they are operating within the borders of a potentially hostile state.

SCENARIO 4: THETON

Scenario 4 takes place on Theton (Vland 3107). It contains nuggets which cover the group's arrival in that system, and their actions on its main world. This scenario also covers the characters' initial contact with the agent whom they were sent to rescue.

SCENARIO 5: SEARCH...

The search for the agent's kidnapped family is covered in this scenario. It includes information to be gained from the spy herself, from rumors heard on the street, and from legitimate sources. Also included are guidelines for conducting a reconnaissance to confirm the party's conclusions as to the whereabouts of the agent's family. Finally, data on a raid by the local Vilani police is given, thus allowing the referee to keep up the pressure on the rescuers.

SCENARIO 6: ...AND RESCUE

Once the location of the internment camp where the hostages are being held is determined, it still remains for the player-characters to rescue the agent's family. This nugget covers that operation. Information covering the approach to the camp, a military-style hostage rescue, and a non-violent scam is given in this section. Also covered is the escape from the Theton system once the operation is completed.

SCENARIO 7: HOME AGAIN

The final scenario of *Search and Rescue* covers the return voyage to Lucan's Imperium, the group's final meeting with their patron, and their farewell to the rescued agent and her family.

A Simple Job, Really...

SCENARIO 1

Scenario 1 of *Search and Rescue* opens with the player characters (PCs) on Larkarda (Lishun 0712). They have just completed one contract and are looking for another job. Such an employment opportunity is about to present itself, although the deal isn't as sweet as it might sound.



SET UP

Set the scene by telling the PCs that they have just delivered a cargo of consumable goods to Larkarda, and that the deal was less than satisfactory. Determine their ship's fuel status. (Since Larkarda has a gas giant, fuel shouldn't be too much of a problem.) After this, read them the following.

The Rebellion has made life difficult for most independent adventurers. Most Imperial commanders don't care for mercenaries. Even if they do, they usually recruit company size units or bigger. Merchanting has grown even more speculative. Worlds can change hands so quickly, that a cargo originally worth a fortune can become worthless ballast practically overnight. Even when one happens upon the proverbial "sure-thing," it's odds-on that you'll run into some sort of trouble along the way. Between Strephon, Lucan, the Vilani, and the Vargr, all of whom are shooting at each other, it's even money as to who is going to intercept your ship, and confiscate your cargo as contraband. In fact, you're bloody lucky if they don't seize your ship too, or vaporize her with you aboard.

That's why when a man approached your group in a starport bar on Larkarda, and asked if you were for hire, you were willing to hear him out. When you are torn between suspicion and a need for ready cash, what can it hurt to just listen?

SUMMARY OF NUGGETS

The following summaries tell what each nugget covers.

1. The Meeting (key): This nugget deals with the party's initial contact with their new patron. He will lay out the particulars of the job, and make his offer.

2. Ready, Set, Go!: Once everything has been settled with their patron, the player characters have a bit of time to learn about where they are going.

3. Vilani Starship Registration: If the PCs decide to check on the details of getting a Vilani starship registration, this nugget provides them with the details.

4. Checking Mershon's Story: Suspicious PCs (or cautious PCs, depending on your point of view) will want to check out Mershon to see if he really is who he claims to be.

5. Rumor, Anyone? This nugget has a number of rumors about the state of affairs along the Lucan/Vilani border.

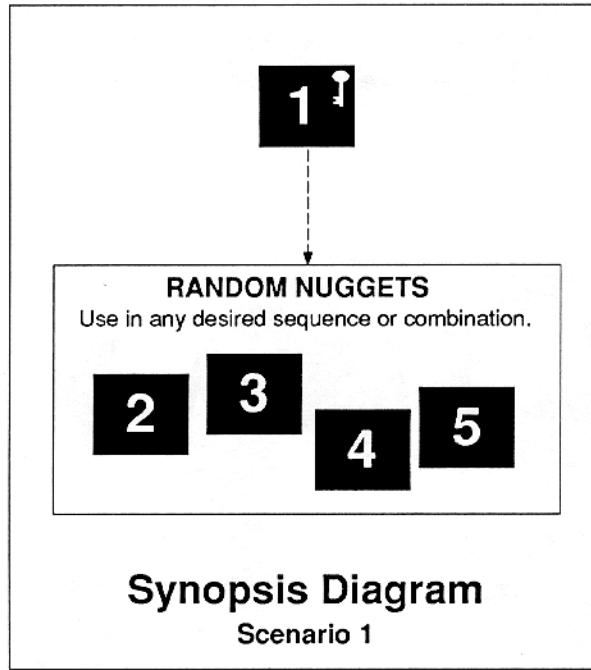
1. THE MEETING

The characters meet their new patron.

The location is a starport bar on Larkarda (Lishun 0712).

Scene: The Bridge, a typical starport dive that you frequent regularly when on Larkarda, is nothing to write home about. After concluding your business with Harston Brokerage, you've all gotten together at The Bridge to decide what to do next. You do enjoy getting to see your friend Jum Tixem again. Jum is the bartender here, and he's a right nice fellow.

You haven't been there twenty minutes when you notice Jum back at the bar talking to a casually but expensively dressed man, and Jum periodically gestures in your direction.



Moments later, the stranger approaches your table.

"Excuse me," he says. "The bartender tells me that you're looking for some sort of commission. My name is Joshua Mershon, and if you're interested, I have a job — a simple job, really — which you may find profitable."

He goes on to say that he is a shipping and transfer agent for Wellesmoor Diversified Products Incorporated. Wellesmoor is a mid-size corporation, which produces a number of different items, from body armor to novelty electronic devices.

According to Mershon, one of Wellesmoor's purchasing agents has obtained a prototype bioscanner, as well as the blueprints for it, from one of the Vilani megacorporations. Judging by the prototype, the device is similar, but superior to the bioscanners currently being produced in Lucan's Imperium. Due to circumstances which Mershon is not at liberty to discuss, the agent was not able to return the device in person. Therefore, Wellesmoor has authorized him to hire an independent merchant to make the pick-up.

The offer Mershon makes is quite generous: Cr300,000, one third down, and the balance placed into a holding company, to be delivered in the form of bearer bonds, upon completion of the mission. His company will also pay any reasonable, documented expenses, up to Cr100,000.

Action: Mershon's offer is genuine, up to a point. Mershon himself is not.

This new patron is actually an agent of the Imperial Intelligence Agency. The package he wants to have recovered is not a prototype bioscanner, but one of the IIA's "fleetwatchers." These individuals are generally civilians co-opted into the IIA to keep track of enemy naval movements.

If the group wishes to negotiate for better pay, consult the following task.

To negotiate for better pay:
Routine, Admin, Int, 5 min

BLAIR REYNOLDS



Mershon

Referee: Of course, persuasion skill can also be used on this task. Mershon will go no higher than Cr450,000 for the mission. Attempts to drive the price higher than that will be to no avail. Eventually, Mershon will present the players with a "take-it-or-leave-it" ultimatum at that figure.

Once the fee is agreed upon, Mershon hands the party a holocrystal. This holocrystal contains a dossier on the agent. Only the physical characteristics and personal background are correct. The balance of the file was made up by the IIA as a cover for the agent.

Mershon tells the party that they should leave Larkarda within 48 hours and proceed with all possible speed for Theton (Vland 3107), where they are to make their pick-up. Once there, they are to land at the Limii starport, find a bar called Igakum's and wait for the agent to contact them there.

Finally, Mershon tells the adventurers that the Vilani must not suspect their true reasons for being on Theton.

"As you may have guessed, we did not obtain the prototype and blueprints through legal channels. The Vilani, particularly those of the Makhidkarun Bureau, have been reluctant to trade with any outsiders ever since Lucan withdrew from the Vland sector. When they refused to sell the bioscanner to us, our agent acted rather rashly, and stole it.

"Officially, we have denounced the theft and fired our agent. However, we still want both the scanner and our agent back intact."

2. READY, SET, GO!

The characters get ready to begin their new assignment.
The location is the Larkarda starport.

Scene: The Larkarda starport, under a huge dome as protection against the exotic atmosphere, is a busy, bustling place. It is full of sights and sounds, unlike those to be experienced anywhere else in the universe. Ship crews from the farthest reaches of charted space haggle with planetside merchants, brokers, and starport officials. Human faces seem to be the most predominant in the hurrying chaos, but a careful observer can pick out the odd Vargr or Bwap. The smell of food from a hundred open-air stands drifts through the air. The occasional blaring announcement drowns out the throb of the hundreds of voices. But to the experienced traveller all the noise, smell, and chaos lend a familiar, almost comfortable air to an otherwise unfamiliar world.

Action: The players should tell you who is doing what to get ready for departure.

If the players wish to increase their profits on the trip by hauling some kind of cargo, consult the "Trade and Commerce" section of the *Referee's Manual* for guidelines on that process. GDW's product *Knightfall* has some useful enhancements to the trade and commerce rules, so you may want to using those enhancements here.

Information on the Vilani, Restored Ziru Sirkaa, and Theton are available from the starport warden's office for a moderate fee (Cr25 per data cartridge). The information is of a general nature, and will not contain any military or classified data.

The cartridges covering Vland and the Ziru Sirkaa contain advisories to ships planning on travelling within the borders of the Empire of Stars. Foremost among these warnings is one stating that any privately owned vessel operating in Vilani space must be registered at an A, B, or C class starport on a Vilani-held world. C class starports can only perform this registration if there is a naval base present in that system, or if its UWP population number is 9 or higher.

3. VILANI STARSHIP REGISTRATION

PCs check on getting a Vilani registration for their ship. The location is the starport on Larkarda (Lishun 0712).

Scene: As you approach the warehouse office where you were told you could find out about getting your starship properly registered for Vilani space, you can't help but notice how decrepit and run-down this location is.

Action: The PCs will be told registration of a starship can only be accomplished in Vilani space. The process itself is a lengthy one, involving several tons of red tape, and the replacement of the ship's transponder package. The registration process takes 30 days, during which time the ship must remain grounded. The fee for this process is Cr5,000, plus Cr10 for every ton of the ship's displacement.

Of course, when the PCs undertake the registration, they can speed up the process by fancy bureaucratic footwork.

To speed up starship registration:

Difficult, Admin, Legal, 1 day

Referee: Unorthodox methods, such as bribery of clerks, and starport officials will also speed up the process (allow 1D such attempts, see below). Allow a special +2 DM for each bribe attempt that is successful (cumulative).

If this task succeeds, add the DMs to the time duration roll on this task. The resulting time duration is the number of days that have been cut off the starship registration process.

If this task fails, roll the time roll as usual and increase the starship registration process by that many days.

To bribe an official to speed starship registration:

Routine, Bribery, Streetwise, 1 minute, (unskilled OK)

Referee: On a major mishap, the individual being bribed is offended and immediately pushes the characters' registration papers to the bottom of the stack. This does not slow the registration process, but it does increase the difficulty one level for further attempts to speed registration (see the above task).

In addition to the necessity of registering starships, any cargo being shipped from one system to another must be registered. This process is very quick in comparison, requiring only a few hours. Registration of cargo costs Cr20 per ton of cargo, and must be carried out each time the starship calls on a class D or better starport. Cargoes need only be registered at their sourceworld, or at the point at which they enter the Restored Ziru Sirkaa. Once a cargo is registered, the process need not be repeated for that particular shipment.

4. CHECKING MERSHON'S STORY

PCs see if Mershon is legitimate.

The location is the starport on Larkarda (Lishun 0712).

Scene: There it is — the offices of Wellesmore. They have an entire floor of an office complex all to themselves. This office is a branch of Wellesmoor — one of several on worlds throughout this sector.

Action: If the adventurers think that they smell a rat in Mershon's story, and want to check out their new employer, they won't find that to be very hard. Wellesmoor maintains a branch office on Larkarda. The head of the purchasing department's name is Joshua Mershon.

Mershon's employment with Wellesmoor was arranged a number of years ago by the IIA. Given the company's interstellar trade connections, it was a perfect means of shuffling covert agents and messages under the guise of ordinary merchanting runs.

5. RUMOR, ANYONE?

PCs receive various rumors prior to leaving Larkarda. The location is the starport on Larkarda (Lishun 0712).

Scene: (Varies, see below.)

Action: As the characters move about the starport, concluding their last minute business, there is a chance they might happen across some interesting rumors. To determine if anyone has heard any of this back alley news, have the PCs periodically roll the following task.

To pick up on a starport rumor:

Routine, Streetwise, Int (safe, unskilled OK)

Referee: Any time a character succeeds at this task, consult the table below to determine what rumor he has heard. Note that most rumors will be encountered only once. On the second time, give an unused adjacent rumor instead, or give one of the multiple-time rumors. On the multiple-time rumors, change the circumstances slightly and reword the tale enough to avoid that "broken record" feeling.

Roll 2D with the following DMs, then present the corresponding entry either by reading it or (preferably) by roleplaying. Or, if you wish, just hand out these rumors during roleplaying in an order that works well for you and the PCs.

Streetwise 4+, -2

Soc 4-, -2

Soc 8+, +2

Rank (any service) O4+, +2

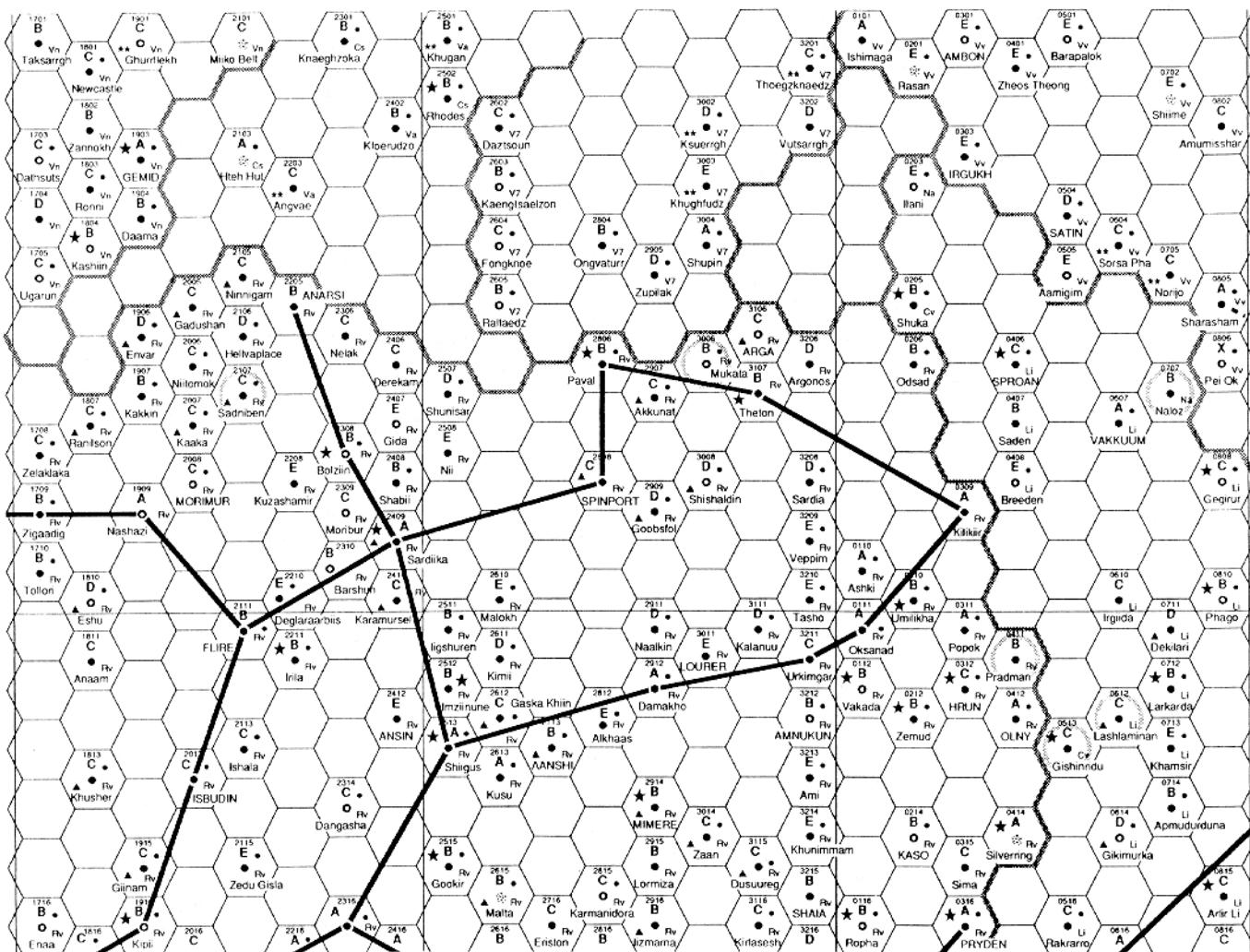
2 (Once only): A retired privateer (Age 48, 9788C4) says that he once had dealings with a couple of unusual pirate bands — apparently a bizarre alliance of rogue Vilani and, believe it or not, the Vargr! The bands are still operating in the Vland and Lishun sectors. One of these was the Tsudzatsi, the Band of the Flaming Eye. Their leader is a big Vilani named Kagiisha. His personal ship is a captured Imperial patrol cruiser. The ship still has her Imperial markings, but Kagiisha had her wings painted with black and yellow stripes and the fire-rimmed eye symbol of the band. He says that Kagiisha is the meanest Vilani that ever took to pirating. Once he spaced the whole crew of a captured freighter, just because he thought the captain was lying.

3 (Once only): A young navy gunner's mate (Age 21, 9A7677) tells about the time his ship, a *Gazelle* class close escort, was part of a rescue operation in Vilani space. He says that he was with the group that actually landed in the system. The way he tells it, he whipped the entire Vilani empire with one snub pistol and a couple of grenades.

4 (Once only): A pharmaceuticals merchant (Age 57, 756BC9) from Shazeku (Core 0905) says that his company has taken some heavy losses recently. Three shipments of medical and combat drugs have been lost along the rimward border of Ziru Sirkaa. He isn't sure who is hijacking those ships, but he'll lay money on the Vilani being involved.

5 (Once only): The Team Leader of an Imperial Scout Service ship (Age 30, 978685) says that while on a routine mission along the border between the Imperium and Ziru Sirkaa, he saw what looked like the beginnings of a troop buildup in the Breeden system (Lishun 0408). He thought that was kind of odd, being as how Breeden is little more than a ball of rock with an E-class starport and a couple of abandoned cobalt mines. He knows that he wasn't imagining things, because an SEH class cruiser nearly ran him down while he was refueling at the system's gas giant.

6 (Multiple times): A news broadcast mentions the alarming rate at which merchant ships along the Vilani/Imperium border have been disappearing. Over a dozen merchant ships have been reported as missing in this region in the last year.



7 (Multiple times): A starport official cautions the character to be sure that his ship's records and manifests are in order before they leave. The Navy has really been cracking down on smugglers recently.

8 (Multiple times): A clerk tells you he worked in the Vland sector for years. As long as you behave yourself, the Vilani are perfectly nice people. Mind you, they're kind of dull, and their ideas of proper behavior are odd, but they're not too bad once you get to know them.

9 (Once only): A merchant captain (Age 45 788A89) walking on crutches complains bitterly about the increased amount of pirate activity on the Vland/Lishun sector border.

"It's bad enough they can't stop the blasted doggies from raiding shipping, now we've got this bleeding Rebellion to contend with too. Worse yet, the Vilani started up this registration bilge. That takes forever, and costs a fortune. Just how are we supposed to make any kind of a profit? Last trip out, we got jumped by pirates up by the Saden system (Lishun 0407). They weren't doggies either, they were Vilani! That's how my legs got all busted up. It'll be weeks before I can walk again, and I've got a mortgage payment due."

10 (Once only): According to a navy fighter pilot, (Age 26, 7B89BA) you can't believe the media when they say that the Vilani are more interested in protecting themselves from the

Vargr than they are in expanding their borders. He claims that a pilot in his squadron fought Vilani raiders in Vargr-built ships up around Sardinia (Vland 3208) during a deep raid into Vilani territory before he was transferred to Larkarda.

11 (Once only): A blind entertainer in a starport bar, (Age 58, 646794) tells the characters that it is next to impossible to get any messages across the Vilani/Imperium border. He has been trying to contact his family on Umlilika (Lishun 0210) for the past eight months, with no success. The last letter he got from them said that the Vilani had taken over the naval base in that system, and had arrested a number of the people who used to work there. He has a terrible feeling that something bad has happened to them.

12 (Once only): A Lieutenant Commander in the Imperial Navy (Age 38, 669789) claims to have heard rumors concerning some kind of fleetwatchers. According to his sources, the military has co-opted civilians to watch enemy ship movements. He isn't too sure that he agrees with this policy. After all, the military has lots of intelligence agents. Why should civilians be placed in jeopardy doing the Navy's job?

Vland Sector — UWP Data Listing

Taksarrgh	1701 B624697-9	Ni	710 Vn M5 V
Dathsuts	1703 C210000-9	Lo Ni Ba	901 Vn F7 V M0 D
Rronaetuts	1704 D224142-4	Lo Ni	120 Vn F1 V
Ugarun	1705 C7C07A8-B	De	402 Vn G8 V
Zelaklaka	1708 C7B2000-B	S Lo Ni Fl Ba	301 Rv M8 V M2 V
Zigaadig	1709 B541389-A	Lo Ni Po	523 Rv G9 V K6 D
Tollori	1710 B884436-8	A Ni	501 Rv M9 V
Enaa	1716 B300859-A	N Na Va	402 Rv M2 V
Newcastle	1801 C567669-8	Ag Ni Ri	802 Vn M4 V
Zannokh	1802 B545235-7	Lo Ni	920 Vn G8 V
Ronni	1803 C655576-8	Ag Ni	522 Vn G7 V
Kashiin	1804 B14089E-7	N Po De	620 Vn F2 III M8 D
Ranilson	1807 C999421-9	S Ni	301 Rv K1 V G5 VI
Eshu	1810 D360100-B	S Lo Ni De	322 Rv A3 V
Anaam	1811 C424753-D		510 Rv G1 V
Khusher	1813 C6A6754-B	S Fl	722 Rv G5 VI G9 D
Shinla	1816 C1608A9-B	De	934 Rv F2 III M9 V
Ghurrikh	1901 C560558-A	C Ni De	120 Vn M9 V
Gernid	1903 A423979-G	N Hi Na In Po	724 Vn K0 V
Daama	1904 B576438-9	Ni	401 Vn M4 V K4 VI
Envar	1906 D9C5333-5	S Lo Ni Fl	701 Rv M8 V
Kakkin	1907 B423333-B	Lo Ni Po	402 Rv G8 V
Nashazi	1909 A300211-E	Lo Ni Va	120 Rv M2 III F7 IV
Giinam	1915 C265003-C	S Lo Ni	304 Rv M9 V
Kipii	1916 B130222-F	N Lo Ni Po De	202 Rv M8 V
Gadushan	2005 C536488-B	S Ni	510 Rv M4 III F5 III
Niitomok	2006 C552595-A	Ni Po	201 Rv M4 VI
Kaaka	2007 C898662-9	S Ag Ni An	901 Rv F7 V M8 V
Morimur	2008 C450AAE-B	Hi Po De	113 Rv M0 V
Isbudin	2013 C9C5984-C	Hi Fl	623 Rv F6 V M7 V
Zurrian	2016 C463436-F	S Ni	402 Rv M1 V M1 V
Miiko Belt	2101 C000234-8	Lo Ni As	820 Vn F1 V
Hteh Hut	2103 A000546-E	Ni As	811 Cs K7 V M5 V
Ninnigam	2105 C9A57A6-9	S Fl	710 Rv M5 V
Hellvaplace	2106 DAB3023-9	Lo Ni Fl	901 Rv M8 V G2 V
Sadniben	2107 C778878-5	S	A204 Rv M1 V
Flire	2111 B779A77-F	Hi In	423 Rv A8 V
Ishala	2113 C866651-B	Ag Ni Ri	404 Rv M7 V
Zedu Gisla	2115 E533587-5	Ni Po	701 Rv M5 V K2 V
Angvae	2203 C657510-7	C Ag Ni	720 Va M8 V
Anarsi	2205 B7479EA-E	Hi In	920 Rv G3 II M3 III
Kuzashamir	2208 E546853-7		520 Rv M3 V
Deglaraarbiis	2210 E737725-7		312 Rv K2 V G4 D K4 D
Irila	2211 B568003-9	N Lo Ni	523 Rv M7 V
Ashbakha	2216 A672000-A	N Lo Ni Ba	201 Rv M4 V K9 D
Knaeghzoka	2301 B4317A6-A	Na Po	401 Cs M5 V M1 D
Nelak	2306 C64A6AA-B	Ni Wa	110 Rv M6 V
Bolziin	2308 B210212-C	N Lo Ni	914 Rv M3 V
Moribur	2309 C150650-D	Ni Po De	920 Rv M4 V
Barshun	2310 B510683-C	Na Ni	620 Rv F8 V M8 V
Dangasha	2314 C350664-B	Ni Po De	801 Rv M9 V
Kagush	2316 A736300-9	Lo Ni	724 Rv K6 V
Kforudzo	2402 B559253-D	Lo Ni	921 Va M1 V
Derekarn	2406 C5468CB-8		120 Rv K6 V
Gida	2407 E200265-9	Lo Ni Va	810 Rv M3 V
Shabili	2408 B854010-A	Lo Ni	301 Rv M5 V G9 VI
Sardiika	2409 A44467B-B	A Ag Ni	210 Rv F9 V
Karamursel	2410 C338235-9	S Lo Ni	520 Rv M6 III
Ansin	2412 E563A95-C	Hi	820 Rv F2 V F2 V
Liisurkhish	2416 A362688-B	Ni Ri	810 Rv K0 V M2 D
Khugan	2501 B623520-9	C Ni Po	623 Va Mo III A1 D
Rhodes	2502 B413534-B	N Ni Ic	902 Cs F0 III M5 V
Shunisar	2507 D556402-A	Ni	301 Rv M9 V M6 V
Nii	2508 E42558C-6	Ni	110 Rv M7 V
ligshuren	2511 B66A666-D	Ni Ri Wa	223 Rv G5 V
Imziinune	2512 B62737A-C	N Lo Ni	720 Rv M1 D
Shiigus	2513 A2717CB-A	Ni Cp	101 Rv F5 V M9 D
Gookir	2515 B9A787C-9	N Fl	122 Rv K8 V
Daztsoun	2602 C456230-A	Lo Ni	911 V7 F7 V
Kaengtsaelzon	2603 B100857-9	Na Va	201 V7 M9 V M3 D
Fongknoe'	2604 C300877-7	Na Va	801 V7 M0 V
Raltaedz	2605 B130264-F	Ni Po De	504 V7 M1 III
Malokh	2610 E57167B-6	Ni	801 Rv F8 V M2 D
Kimii	2611 D403750-7	Na Va Ic	901 Rv M3 VI K2 D
Gaska Khiin	2612 C444577-C	S Ag Ni	823 Rv M5 V
Kusu	2613 A441676-A	Ni Po	202 Rv K3 IV
Malta	2615 B000266-B	S Lo Ni As	611 Rv M9 V K6 D
St. George	2616 B7C59BB-D	Hi Fl	820 Rv G5 IV
Aanshi	2713 BA8A997-B	S Hi Wa	401 Rv M3 VI
Eriston	2716 C6AA144-8	Lo Ni Fl Wa	420 Rv A8 V G7 V
Ongvattur	2804 B989642-6	Ni Ri	402 V7 M9 V
Paval	2806 B581212-B	N Lo Ni	724 Rv M3 V
Spinport	2808 C575984-B	S Hi In	820 Rv M8 V
Alkhaas	2812 E99769D-6	Ag Ni	133 Rv A1 III M2 V
Karmanidora	2815 C110330-D	Lo Ni	702 Rv K4 V

Faranidon Sector — UWP Data Listing

Zupilak	2905 D453253-7	Lo Ni Po	910 Rv M6 V
Akkunat	2907 C878401-B	S Ni	634 V7 K9 V1
Goobsfol	2909 D344200-9	S Lo Ni	101 Rv M4 V K8 VI
Naalkin	2911 D555565-9	Ag Ni	623 Rv M8 V
Damakho	2912 A998574-D	Ag Ni	701 Rv M9 V K3 D
Mimere	2914 B986999-C	A Hi Fl	223 Rv F0 V
Lormiza	2915 B335652-C	Ni	510 Rv M7 V M2 V
Izmarina	2916 B227421-A	S Ni	910 Rv M6 V K6 V
Ksuergh	3002 D32788D-7	C	820 Rv M9 V
Khughludz	3003 E9A95AC-8	C Ni Fl	914 V7 F1 V
Shipun	3004 A511375-A	Lo Ni Ic	220 V7 F2 V
Mukata	3006 B310456-D	Ni	434 V7 F1 V
Shishaldin	3008 D320652-A	S Na Ni Po De	A101 Rv F0 V M3 V
Lourer	3011 E594A8A-C	Hi In	103 Rv M6 V
Zaan	3014 C557362-8	S Lo Ni	810 Rv M9 V K8 D
Arga	3106 C300999-E	S Hi Na In Va	904 Rv G5 V
Theton	3107 BABA663-B	Ni Fl Wa Cp	910 Rv M7 V M8 V
Kalanuu	3111 D754447-4	Ni	510 Rv M0 V K1 VI
Dusuureg	3115 C404466-B	S Ni Va Ic	624 Rv M1 VI
Kirlasesh	3116 C546684-7	Ag Ni	622 Rv F9 V K6 D
Thoegzkaedz	3201 C676532-9	C Ag Ni	923 Rv G5 V
Vutsarrgh	3202 D665887-4	Ri	603 V7 M8 V
Argonos	3206 D8AA235-7	Lo Ni Fl Wa	720 V7 M6 V F8 D
Sardia	3208 D236554-B	Ni	620 Rv M0 V
Veppim	3209 E684424-9	Ni	433 Rv K6 III
Tasho	3210 E225300-B	Lo Ni	704 Rv M8 V
Urkgimar	3211 C577000-9	Lo Ni Ba	722 Rv K1 IV
Amnukun	3212 B41097B-F	Hi Na In	410 Rv M1 V
Ami	3213 E567400-9	Ni	111 Rv M7 V
Khunimmam	3214 E9B7200-6	Lo Ni Fl	202 Rv M7 V G3 V
Shaiia	3215 B6A4998-F	Hi In Wa	402 Rv M4 V
Kigirgam	3216 D561444-5	Ni	110 Rv M1 V
Lishun Sector — UWP Data Listing			
Ishimaga	0101 A734433-9	Ni	600 Vv M4 V K4 D
Ashki	0110 A89A533-D	Ni Wa	303 Rv G4 D
Oksanad	0111 A569359-D	Lo Ni	613 Rv M2 V
Vakada	0112 B100000-D	N Lo Ni Va Ba	610 Rv M9 V
Ropha	0116 B410100-B	N Lo Ni	201 Rv G8 V
Rasan	0201 E000689-7	Na Ni As	803 Vv G3 V M0 D
Ilani	0203 E300346-9	Lo Ni Va	222 Na K1 III M0 D
Shuka	0205 BACA37B-C	Ni Lo Ni Fl Wa	303 Cv K8 D M1 D
Odsad	0206 B9D8686-A	Ni Fl	901 Rv M4 V
Umilikha	0210 B7A5344-B	N Lo Ni Fl	604 Rv K6 III M0 V
Zemud	0212 B68688BC-7	N	501 Rv K3 D
Kaso	0214 B200951-F	Hi Na In Va	304 Rv G3 D
Ambron	0301 E45098C-9	De	502 Vv G4 D M1 D
Irgukh	0303 E331A85-A	Hi Ni Po	514 Vv F1 D M0 D
Kiliikir	0309 A411799-D	Na Ic	620 Rv M2 V
Popok	0311 A87A79B-C	Wa	714 Rv G4 V
Hrun	0312 C5169C7-D	N Hi In Ic	913 Rv K3 VI
Sima	0315 C758757-6	Ag	900 Rv G3 VI
Pryden	0316 A75A956-F	N Hi Wa	702 Rv F3 V
Zheos Theong	0401 E52A220-A	Lo Ni Wa	103 Vv M5 V M3 D
Sproan	0406 C41298B-E	N Hi Na In Ic	701 Li F8 D M1 D
Saden	0407 B48559A-B	Ag Ni	200 Li K8 D M1 D
Breeden	0408 E110510-9	Ni	314 Li M0 V M3 D
Pradman	0411 B6A587A-B	Fl	A200 Rv M4 V M5 D M7 D
Olny	0412 A569964-F	Hi	214 Rv G4 V M6 D
Silverring	0414 A000743-F	N Na As	610 Rv F1 V
Barapalok	0501 E310776-8	Na	604 Vv M2 V M6 D
Satin	0504 D766989-7	Hi	104 Vv K8 D
Aamigim	0505 E160400-8	Ni De	820 Vv F2 V
Gishinridu	0513 C536333-A	N Lo Ni	A800 Cv M7 V
Rakraro	0516 C88A69A-7	Ni Ri Wa	604 Li F5 D M6 D
Sorsa Pha	0604 C484575-B	C Ag Ni	413 Vv M1 VI
Vakkuum	0607 A4439BE-F	Hi In Po	603 Li G1 V
Irgiida	0610 C542597-7	Ni Po	300 Li G4 V M8 D
Lashlaminan	0612 C595575-9	S Ag Ni	A500 Li K3 V M6 D M1 D
Gikimurka	0614 D120862-8	S Na Po De	702 Li F7 D M3 D M2 D
Maneg Pha	0616 A655742-E	N Ag	405 Li F1 V M4 D
Shiime	0702 E000362-7	Lo Ni As	915 Vv M5 VI
Norjo	0705 C4426B7-B	C Ni Po	400 Vv K6 D M5 D
Naloz	0707 B242457-C	Ni Po	A600 Na G1 V M0 D
Dekilari	0711 D8A6203-8	S Lo Ni Fl	610 Li M2 V
Larkarda	0712 B6A6764-C	N Fl	522 Li K4 V M2 D
Khamsir	0713 E451588-5	Ni Po	304 Li F5 D M1 D
Apmudurduna	0714 B327634-9	Ni	404 Li M4 V
Amumisshar	0802 C584332-8	Lo Ni	100 Vv M0 V M9 D
Sharasham	0805 A441768-B	Po	203 Vv F0 D
Pei Ok	0806 X270100-3	Lo Ni De	313 Vv F9 D
Gegirur	0808 C200774-A	N Na Va	224 Li M0 V M1 D
Phago	0810 B120896-F	N Na Po De	112 Li K2 D M2 D
Arli Li	0815 C454510-C	N Ag Ni	300 Li G4 V
Dimadkha	0816 C100740-B	S Na Va	404 Li M4 V M4 V

Getting There is Half the Fun

SCENARIO 2: RANDOM NUGGETS

Scenario 2 begins once the players have left the Larkarda system. The nuggets herein cover a number of events which could happen while the party is en route from Larkarda to Theton. The location of these nuggets has only been set in the most general way, so as to let the referee tailor their occurrence to suit the situation. Every nugget need not be used during the trip to Theton, some may be saved for use during the return trip, or others may not be used at all.

The only set up necessary for this scenario is to allow the players to decide upon what course they will follow on their way to Theton.

SUMMARY OF NUGGETS

The following summaries tell you what each nugget covers.

1. Where Do You Think You're Going?: This nugget covers an encounter with an Imperial Navy patrol ship. If the players were careful enough to make sure that their records are in order, this encounter should go off without a hitch. For the most part, it serves to remind them that there is a war on.

2. Radio Chatter: The characters pick up a coded radio transmission while skimming fuel at a gas giant. Should the players wish to investigate, this nugget contains all the information needed to complete that task.

3. Flotsam and Jetsam: The party witnesses the after-effects of piracy. The information contained in this nugget allows the party to search through the debris of a merchant vessel destroyed by corsairs.

4. Merchant Ship: The information in this nugget covers an encounter with another merchant vessel.

5. Avast There!: Given the situation in the coreward reaches, it is inevitable that the party runs into pirates. This nugget deals with an encounter with the dreaded Vilani/Vargr corsairs.

RANDOM NUGGETS
Use in any desired sequence or combination.



Synopsis Diagram

Scenario 2

1. WHERE DO YOU THINK YOU'RE GOING?

PCs starship encounters an Imperial Navy patrol ship.
Location is any system in Lucan's Imperium.

Scene: As your ship comes out of jump space, your sensors detect a large metallic object heading in your direction. As it draws closer, it becomes obvious that the object is an Imperial patrol ship. She is hailing you.

"Attention — (name of the PCs' ship) —, this is the ISS *Bailhache*. Please state your business in this system."

Action: The *Bailhache* is a *Chrysanthemum*-class destroyer escort on routine patrol duty. If the PCs give a satisfactory answer, the Imperial ship will thank the party and proceed to ignore them (as long as they don't make any trouble).

If the PCs cannot give a good account of their reasons for being in that system, the *Bailhache* will order them to stand to and prepare to be boarded.

To give a satisfactory answer to the *Bailhache*'s hail:

Routine, Admin, Int, Instant (unskilled OK)

Referee: It is more fun to roleplay this situation — only use this task if you decide for some reason not to play out the situation.

The boarding party consists of an ensign and four ratings (see Appendix 1 for detailed stats). The ensign asks to examine the ship's log and shipping manifest. He explains that his mission is a strictly routine anti-smuggling operation.

The *Bailhache* has been in space a long time, and her crew is getting tired and careless. Only the most blatant of violations will be uncovered by this inspection. (There is no reason to let the players know this, however. Make a great display of rolling dice and asking them what their various skills are, before sending the boarding party on its way.)

To pass inspection by the boarding party:

Routine, Admin, Legal, 5 min (fateful, unskilled OK)

Referee: Unless the violation is extremely serious, such as smuggling high-tech weapons, or psionic drugs, the boarding party will let the whole thing slide. A healthy bribe (Cr1,000 or more) will add a special +2 DM to the task.

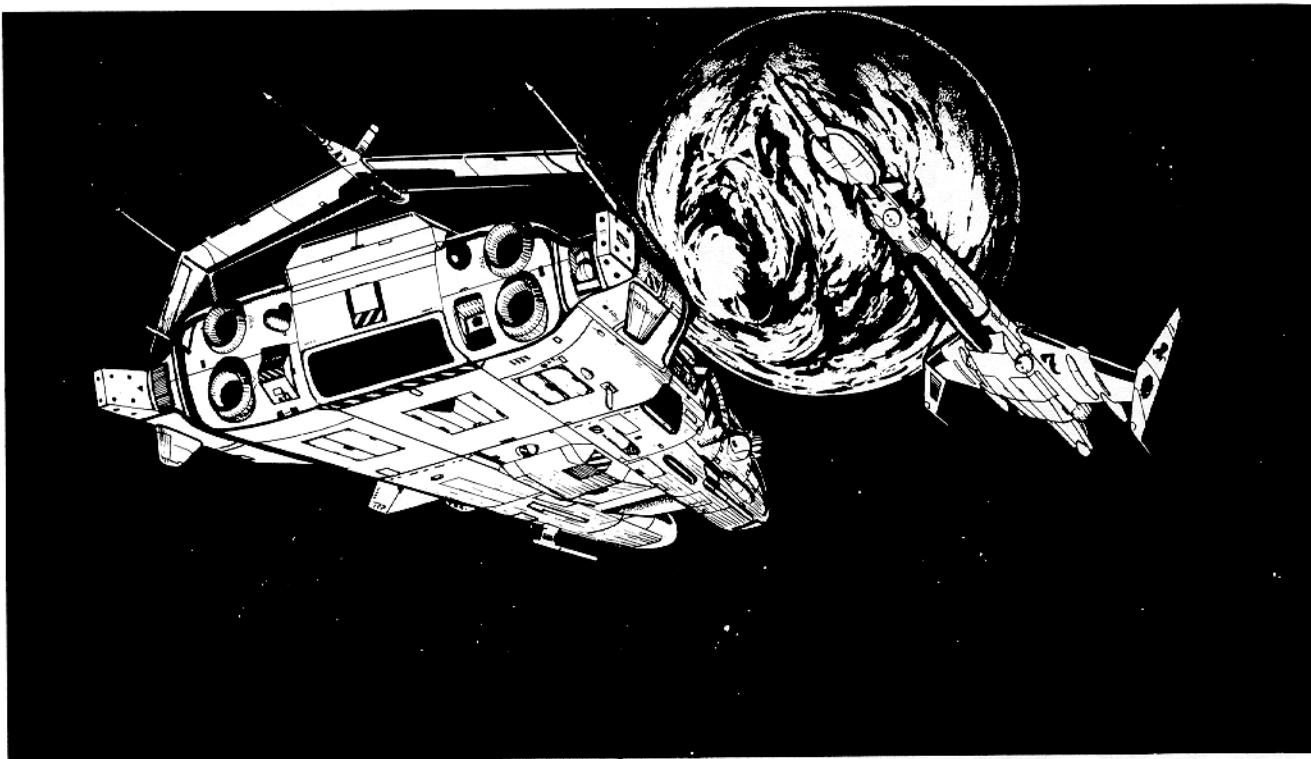
To bribe the *Bailhache*'s boarding party:

Routine, Bribery, Int, 1 min (unskilled OK)

2. RADIO CHATTER

The PCs intercept a coded radio transmission.
Location is in any star system of any faction.

Scene: During fuel skimming operations, your ship's comm center starts picking up a coded transmission. Despite your best efforts to break the code, the message



remains unintelligible. A few moments later, another burst of static-laden code crackles from the transceiver. This one seems to be coming from a different source.

Action: The coded transmissions will continue for the entire time the party's ship is in-system. No transponder ID will ever present itself. If the adventurers wish to investigate the source of the transmissions, consult the following task.

To locate the source of the transmissions:

Difficult, Communications, Sensor ops, 15 min

The transmissions are coming from the next planet closer to the system's central star. Close inspection of the planet reveals an automated probe, transmitting data back to an orbiting survey ship.

Although the survey team knew that the party's ship was in-system, they just didn't care to turn on their transponder (which, incidentally, has become a common practice along the faction borders of the Shattered Imperium).

3. FLOTSAM AND JETSAM

The PCs witness the aftermath of a pirate attack.

Location is either Gishinridu, Olny, Pradman, or Hrun.

Scene: While heading in-system from the jump point, you come across a large field of floating debris. Most of it is blackened, twisted metal and plastic. The pieces range in size from a few centimeters to a dozen meters across. The sheer volume of the junk suggests that it was once a ship.

Action: Taking the time to search through the debris field will yield some interesting results.

To search the debris field:

Routine, Pilot, Sensor Ops, 3 min (hazardous)

Referee: The floating debris makes the task hazardous. Most mishaps will involve a collision between the party's ship and a piece of junk.

For every successful search task, roll 2D and consult the table below, to determine what has been found.

2: The ship's log recorder. (Occurs only once, see below.)

3-4: An intact cargo pod. (See below.)

5-7: A smashed cargo pod.

8-9: The body of a crewman. (Occurs only three times, see below.)

10: An undetonated missile. (Occurs only once, see below.)

11: A piece of debris bearing part of a ship's name, the *Roundhead*. (Occurs only once.)

12: An escape pod. (Occurs only once, see below.)

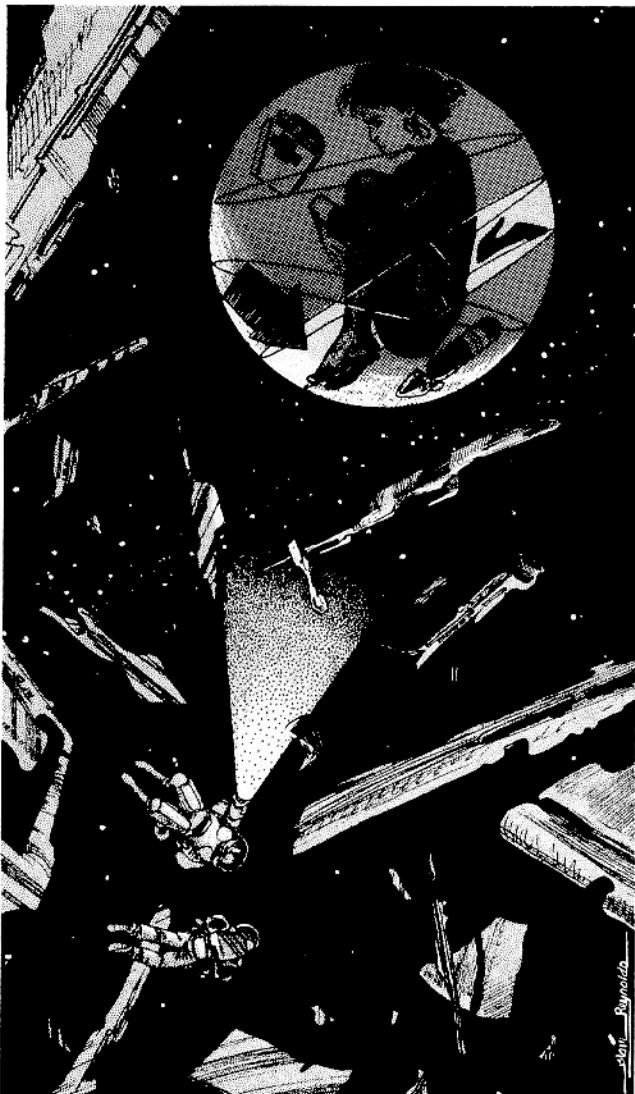
Should a roll indicate a result which has already occurred as often as permitted, an intact cargo pod should be found instead.

The Ship's Recorder: The ship's recorder reveals that the debris was once a 400-ton subsidized merchant named the *Roundhead*. She was bound from Lashlaminan (Lishun 0612) for Popok (Lishun 0311) with a cargo of live food plants, exotic woods, and crystals.

The *Roundhead* had just completed refueling operations and was heading out-system when she was attacked by what appeared to be an Imperial patrol cruiser!

The *Roundhead* tried to run, in hopes of reaching a safe distance for an emergency jump. The last entry stated that the attacking vessel was closing fast, and that *Roundhead*'s captain had just ordered the jump drives engaged. The computer-generated time code shows that the last entry was made only two hours before the characters arrived in-system.

Intact Cargo Pod: For each cargo pod found, roll 1D and consult the table below to determine its contents.



BLAIR REYNOLDS

1. The pod contains the remains of live food plants. The pod's seal was broken when the ship was destroyed. The plants died of vacuum exposure.

2. Fine crystalline dust. This pod once held some of the valuable industrial crystals which made up part of the ship's cargo. The ship's destruction also destroyed the crystals.

3. One quarter ton of exotic hardwoods, worth Cr1,200.

4. One quarter ton of live food plants, worth Cr800.

5. One quarter ton of industrial crystals, worth Cr1,000.

6. An empty cargo pod.

The values listed for the contents of the pods is a base value. It is subject to normal price fluctuations, as described in the trade and commerce section of the *Referee's Manual*.

The Body of a Crewman: Only three such bodies will be found. Each is clad in a dark blue jumpsuit, bearing the ship's name (*Roundhead*) on the left breast. On the right breast is the crewman's name. (Marsh, Jaffrh, and Idda, respectively.) Marsh and Idda died of massive trauma, while Jaffrh died of vacuum exposure.

An Undetonated Missile: The missile is easily recognizable to anyone having a Gunnery or Ship's Tactics skill of any level of zero or above as a Mk 97 Ahab anti-ship missile. When the missile is spotted, it will be drifting within 30 meters of the ship. While the missile may or may not be armed, avoiding a collision with it is a good idea, just in case.

To avoid colliding with the undetonated missile:

Routine, Pilot, Dex, Instant (fateful)

Referee: If the ship collides with the missile, it will detonate on a 2D roll of 8+. Use the severity of the mishap to determine the damage.

An Escape Ball: Only one escape ball can be found amid the wreckage of the merchant ship. The ball is a standard mylar survival/escape ball. Inside is a single occupant, a merchant named Yipven Toanes. She will be unconscious when the party recovers her. The ball's oxygen supply is nearly depleted. If the characters wish to attempt to revive Toanes, see the following task.

To revive the unconscious survivor:

Difficult, Medical, Edu, 3 min (fateful)

Referee: Apply any damage from a mishap to Toanes.



Toanes

Toanes was a passenger aboard the *Roundhead*. When the raiders attacked, she panicked and tried to escape in the ship's launch, but the crew stopped her. As the battle continued it became apparent that the *Roundhead* was not going to escape. Several of the passengers and crew tried to abandon ship. Toanes found the escape ball and made her escape through an air lock. Shortly thereafter, the ship was destroyed.

BLAIR REYNOLDS

Toanes doesn't know what happened to the raider or the rest of the merchant's crew. She says that she did get one good look at the raider. It was a type T Patrol Cruiser. She couldn't see any numbers or name, but she did notice that its wings were painted with black and green stripes. A large eye rimmed with fire was emblazoned on each fin.

Toanes wants to be let off at the nearest starport. She has no money on her, but she promises to pay Cr5,000 as soon as she reaches civilization and can access her account.

4. MERCHANT SHIP

PCs encounter a rather nervous merchant vessel.

Location is any star system near any faction border.

Scene: Having completed refueling operations, you have set a course out-system for the jump point. It is times like this when you feel most vulnerable. You aren't far enough out of the gravity well for a safe jump, and you don't have enough firepower to fight your way through if you have to. Of course it's worse on the in-run, when you're just about out of fuel, but still, this is no picnic.

You're barely halfway to the jump point when your sensors start screaming for attention. Another starship has just appeared on them, at far orbit range (500,000 km). The incoming vessel has no transponder ID.

Action: The sensor readings are indicative of an incoming starship. Have the player operating the sensors attempt the following tasks to determine what is happening.

To do an active sensor pinpoint on another starship at far orbit range:

[difficulty varies], Sensor Ops, Edu (uncertain)

Referee: Use the ActObjPin difficulty level from the scanning starship's UCP and increase it two levels to account for the far orbit range.

The starship's computer model number may be used in place of Sensor Ops skill, if desired.

Some truth on this task gives the starship displacement in tons and its power plant output in megawatts, but incorrect type.

Total truth gives displacement, power output, and the correct type (type A2 Far Trader, in this case).

If the Far Trader is contacted in a friendly manner, her crew will answer any hail. Due to the unsettled state of affairs along the Lucan/Vilani border, the A2, named *Gypsy Lady*, will be suspicious and wary of a possible attack. That's why her crew has turned off their transponder.

Should the players' ship and *Gypsy Lady* pass within 50,000 km of each other (near range), the PC's sensors will provide a "visual" image of the A2. The image clearly shows that the newcomer's turrets have been brought to bear. This is merely a precaution on *Gypsy Lady*'s part, and not a prelude to an attack. She will not fire unless first fired upon.

If combat does occur, conduct it normally, according to the rules in the *Referee's Manual* covering starship combat.

Gypsy Lady is a standard A2 Far Trader as described on page 81 of the *Imperial Encyclopedia*. Each of her two hard-points mounts a dual beam laser turret (Beam Laser=x02 Batt 2 Bearing 2). Her pilot has a skill of 3, and her gunners have a skill of 2.

If possible, *Gypsy Lady* will try to escape rather than fight. She is too low on fuel to jump out-system. If the battle begins to go against her, she will surrender. At that point the fate of the trader is in the characters' hands. Remember, despite the nature of their mission, an act of piracy is still an act of piracy, and any faction takes a very dim view of attacks on interstellar shipping for personal gain!

5. AVAST THERE!

The PCs encounter Vilani/Vargr corsairs.

Location is close to Vilani/Lucan Border.

Scene: It was inevitable. Given the proximity of some of the Vargr states in Lishun, the chances of encountering one of their ships were about even, and you just didn't have luck on your side.

Just as you finished refueling operations, a Vargr *Enkong-suerrgvo* class packet rose out of the cover of the gas giant you were skimming and ordered you to stand to for boarding. As the ship closes, long-range visuals show the hull to be painted with red and green stripes, and there is a flame-rimmed eye prominent on the hull.

Action: The packet is part of a mixed Vilani/Vargr corsair band operating in this subsector. The adventurers' ship is the first these pirates have seen in a long time. Thus the pirates will not be inclined to let the party escape easily.

Should the party try to run from the corsairs, it will call for some fancy flying. Use the following task to see if they succeed.

To escape from the corsairs by running:

Difficult, Off=Pilot, Ship's Tactics, Def=Pilot (confrontation)
Referee: Consider that the enemy pilot has Pilot-2.

If the adventurers make good their escape, then that's that.

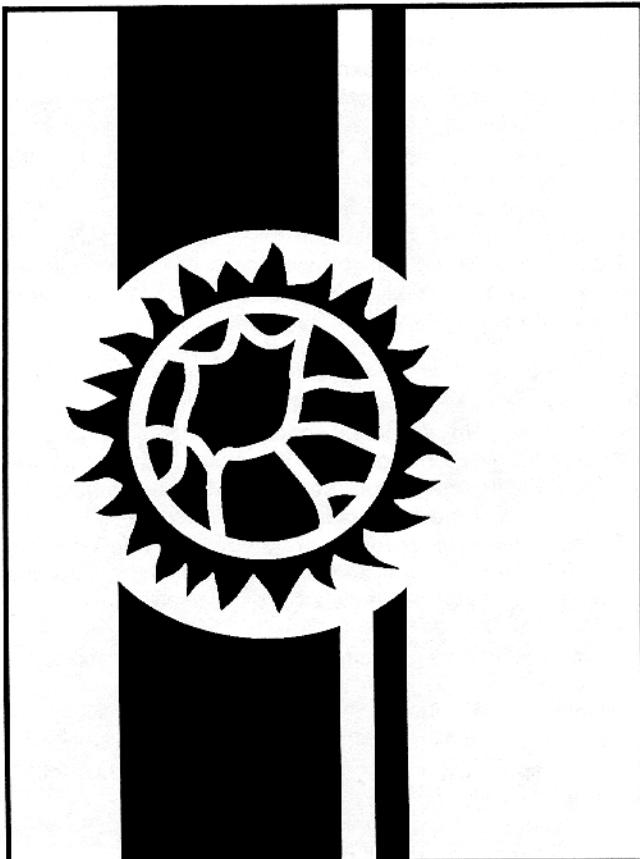
If the Vargr catch them before the party can jump out-system, the pirates will call for surrender yet again. If this second call is also ignored, the pirates will attack. In this case, conduct combat normally, according to the rules governing starship combat on pages 90-91 of the *Referee's Manual*.

The corsairs will continue to fight as long as they can still maneuver and fire. Should they take battle damage which disables their fire control or maneuvering drives, they will attempt to break off the engagement. Should the players press their attack, the pirates will try to escape, or surrender if escape is not possible.

Aside from their ship and personal belongings, the pirates have nothing of value. See Appendix 1 for a detailed list of the characters in the Vargr crew of this ship.

If the party surrenders before combat occurs, the raiders (in this case a ship crewed by all Vargr) will merely confiscate whatever cargo the party may have, starting with the most valuable. They will then send the adventurers on their way, pursued by mocking jests and insults. One of the Vargr boarders will make the comment that it is a good thing for the humans that they were not caught by Kagiisha, the Flaming Eye himself, the leader of their band. He would not have been so merciful.

If the characters had no cargo, or if they fought the raiders and lost, the Vargr will not be nearly so gentle. The corsairs will steal the party's cargo (if any), kidnap any passengers for ransom, and maroon the adventurers on the nearest suitable planet.



Vilani Space

SCENARIO 3

Scenario 3 starts once the player characters (PCs) cross over into the Vilani Restored Empire of Stars. The main purpose for the nuggets in this scenario is to impart the feeling to the PCs that the Ziru Sirkaa has become different from the remnants of the Third Imperium. The most important things the PCs should notice is new Vilani bureaucracy — efficient bureaucracy, but bureaucracy nonetheless.

SETUP

As soon as the party enters Restored Ziru Sirkaa, roll 2D each time they emerge from jumpspace.

On a roll of 3 or less, there will be one or more Vilani patrol ship(s) in that system which will challenge them.

Apply these DMs (cumulative):

Scout base present, -2 DM

Naval base present, -4 DM

Starport A, -3 DM

B, -2 DM

C, -1 DM

By way of standardization, the challenging vessel(s) will be equivalent to either an Imperial type T patrol cruiser, type SB system defense boat, armed *Donosev* Scout survey patrol ship, or type *SEH* class light cruiser.

SUMMARY OF NUGGETS

The following summaries tell you what each nugget covers.

1. Hailing Message: This nugget covers a contact with a Vilani *SEH* light cruiser.

2. Red Tape: Trading expeditions between Ziru Sirkaa and non-Vilani states are always accompanied by a small mountain of red tape. Information provided in this nugget will help the referee to handle the complex but efficient Vilani bureaucracy.

3. The Other Side of the Story: This nugget contains a collection of rumors which you can present to the PCs, and which can give them a feel for what life is like inside the Ziru Sirkaa. These rumors are appropriate on most any system the PCs visit while inside the Ziru Sirkaa.

1. HAILING MESSAGE

The PCs encounter a Vilani patrol cruiser.

Location is anywhere in Vilani space.

Scene: As you turn your ship in-system, heading for the nearest refueling point, your sensors detect something big, metallic, and fast-moving headed in your direction.

Action: The sensor readings are indicative of an incoming starship. Have the player operating the sensors attempt the following tasks to determine what is happening.

To do an active sensor pinpoint on another starship at far orbit range:

[difficulty varies], Sensor Ops, Edu (uncertain)

Referee: Use the ActObjPin difficulty level from the scanning starship's UCP and increase it two levels to account for the far orbit range.

The starship's computer model number may be used in place of Sensor Ops skill, if desired.

Some truth on this task gives the starship displacement in tons and its power plant output in megawatts, but incorrect type.

Total truth gives displacement, power output, and the correct type (a *Ginaa* class frigate in this case — the Vilani equivalent of a *SEH* light cruiser).

It will be uncertain to the PCs whether or not the other ship has seen them — yet (assuming the PCs have their transponder turned off).

The *Ginaa* has indeed spotted the party's ship, and shortly begins vectoring in to intercept it. As she closes, she will hail the adventurers using a standard hailing message and frequency:

"Foreign starship, this is the *Ginaa* class cruiser *Ishshu*. Please maintain course and prepare for us to close for visual inspection."

Avoiding Contact: If the players want to avoid contact with the *Ginaa*, there are several options open to them. Use the appropriate task to see how successful they are.

To fool the *Ginaa* using electronic countermeasures:

Difficult, Sensor Ops, Electronics, 5 sec (uncertain)

Referee: In order to use ECM tactics, the starship's UCP must list EM masking as an installed option.

RANDOM NUGGETS

Use in any desired sequence or combination.

1

2

3

Synopsis Diagram

Scenario 3

If the referee's roll fails, the PCs' ship is discovered (only tell them so if they get exceptional failure on their own roll).

To physically evade the *Ginaa*, using asteroids and other space junk for cover:

Difficult, Pilot, Navigation, 10 sec (uncertain, hazardous)

Referee: This tactic can be extremely dangerous, due to the possibility of colliding with the object being used for cover.

If the referee's roll fails, the PCs' ship is discovered (only tell them so if they get exceptional failure on their own roll).

It is also possible to avoid contact with the frigate by entering jumpspace. If the PCs select this option, and assuming that they have enough fuel for the attempt, use the following tasks for jumping out-system.

To compute jump coordinates:

Routine, Navigation, Pilot, 2 min

Referee: This task also determines the point at which the starship will emerge from jumpspace.

To prepare the jump drives for jump:

Routine, Engineering, Edu, 2 min

Referee: This task must be successfully completed, or the jump drives cannot be engaged.

If the ship is using unrefined fuel, without a purification plant, the task is hazardous.

If the ship's annual maintenance is past due then increase the difficulty by one level.

To engage the jump drives:

Routine, Engineering, Edu, 2 min

Referee: This task can only be attempted once the drives have been successfully prepared for jump.

Using unpurified, unrefined, fuel makes this task hazardous.

Jumping from a point closer than 100 diameters of a massive body makes the task difficult and hazardous.

Jumping from a point within 10 diameters of a massive body makes the task formidable and hazardous.

If a mishap occurs, see the Jump Mishap Table on page 93 of the *Imperial Encyclopedia*.

Obey Orders: If the party decides to obey the *Ginaa*'s heave-to order, the cruiser will come alongside, and place a four man boarding party aboard the adventurers' ship. This party will consist of a Vilani navy lieutenant, and three ratings. Their orders are to inspect the ship's log and cargo (see Appendix 1 for detailed stats of this boarding party).

If the adventurers are not carrying any sort of illegal goods, such as weapons, psionic drugs, or other such items, the lieutenant will make a note of the inspection in the ship's log, and allow the party to go on their way. Any irregularities in the log or cargo manifests will be dealt with on a case by case basis.

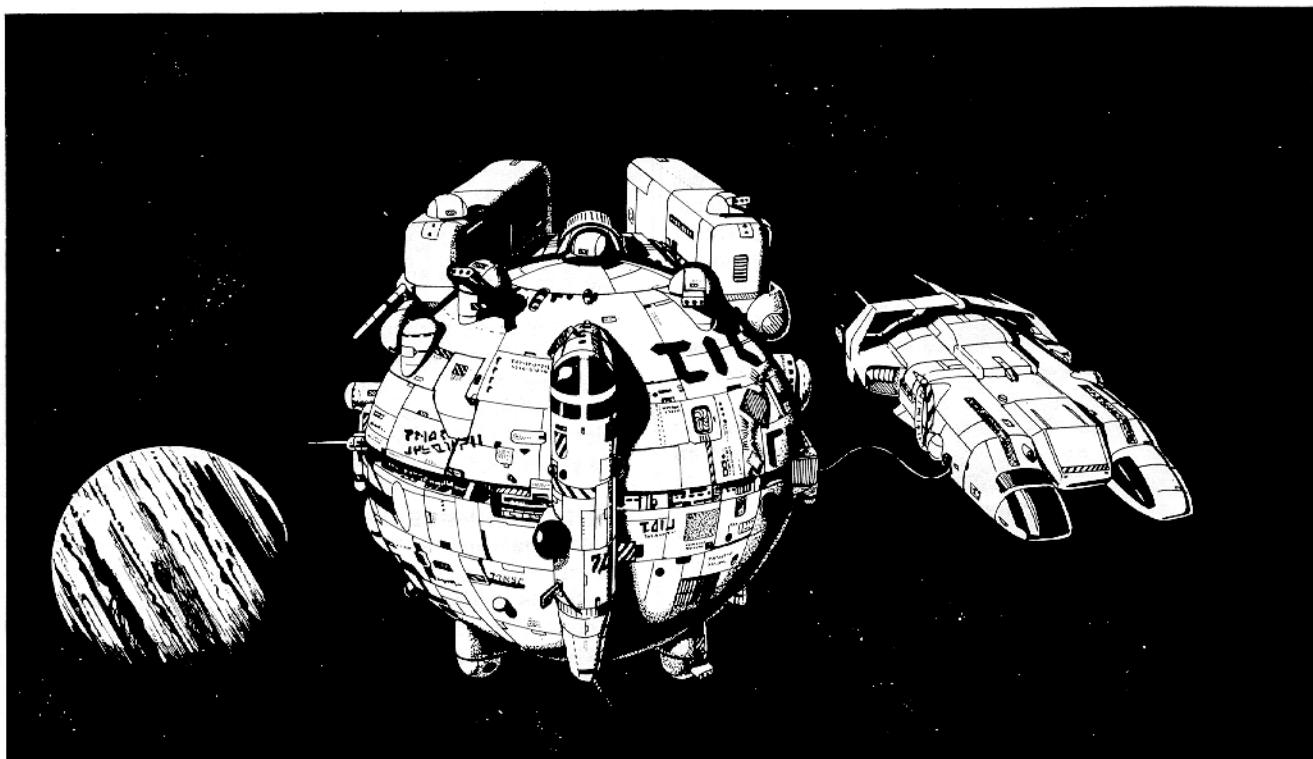
Any log entry referring to entering or leaving Vilani space without registering the ship or its cargo will be taken as evidence of an intentional violation of Vilani law. Attempts to avoid Vilani patrols are as good as a confession. In this case, the adventurers will be arrested and detained for six months, during which time their ship will be impounded.

If *Search and Rescue* is being run as part of an ongoing campaign, and the party has routinely been violating Vilani space, the penalties will be much stiffer, especially if they have been caught before.

To pass the inspection of the Vilani boarding party:

Routine, Admin, Legal, 10 min

Referee: If the party is carrying a restricted cargo, or if they are guilty of other violations, the task becomes difficult and fateful.



If no violations are discovered by the Vilani boarders, the *Ginaa* will allow the party to go on about their business. If the party's ship and/or cargo has not been registered, the Vilani sailors will stay aboard, and the *Ginaa* will escort the adventurers to the nearest A, B, or C class starport, where these operations may be carried out.

It is possible to slip this escort. Such an action merely requires that the party run for it. Before they can do so, they must first eliminate the Vilani sailors who are still aboard their (the PCs') vessel.

The Vilani lieutenant will be stationed on the PCs' bridge, where he can oversee the operation of the starship. The ratings will be stationed in engineering, near the crew quarters or in the cargo bay. Unless they are eliminated quickly (within thirty seconds or so) they will attempt to contact the *Ginaa* and sound the alarm. If they are successful in alerting the cruiser, she will turn and attack the party's ship.

If the adventurers manage to slip their escort, they will be marked as criminals throughout all of Ziru Sirkaa. Word of their new status will spread at a rate of one parsec per week, starting from a world with a navy base nearest to where this scenario took place. Remember to add in the *Ginaa*'s travel time when determining how fast the word spreads.

Should the players decide to follow the *Ginaa*, they will be escorted to the nearest A, B, or C class starport where they will be required to register their ship and/or cargo.

2. RED TAPE

The PCs attempt to deal with Vilani bureaucracy.

Location is nearest world to the preceding nugget (A, B, or C class starport).

Scene: The Vilani starport is just as busy as any you've seen on any other human occupied world, with one not-so-subtle difference. The seeming chaos that reigns supreme in most starports is gone. The Vilani passion for order and efficiency has streamlined many processes. No sooner is your ship on the ground than a swarm of Vilani technicians, starport officials and minor bureaucrats mob it, all carrying out their appointed tasks.

Action: Cutting through the mounds of red tape, upon which the Vilani bureaucracy seems to thrive, may take some doing on the part of the characters.

If the adventurers have already registered their ship, then the only paperwork with which they will have to contend will be that associated with purchasing cargo, and the usual administrative hassles encountered in any starport. These processes, however, take much less time than they do in the Imperium, mostly due to the Vilani love of order.

Buying or selling cargo in the new Vilani empire is also simpler than anywhere else in charted space. Characters should be aware however of two common Vilani proverbs, associated with business:

"Riirin a udir, dakir a arkhash." (Buy for sand, sell for gold.) and, *"Ruurin a dii shalap ardasii shii keresirgi uush iru shalap."* (Pay for the shalap [a pig-like creature native to Vland] only if you are certain it is a shalap.)

These two bits of Vilani wisdom sum up their beliefs about trading with other races nicely. Solomani humans have two similar sayings: "Buy cheap and sell dear," and, "Let the buyer beware."

When selling cargo on a Vilani world, apply a -1 DM when rolling on the Actual Value Table. When buying cargo, apply a +Cr1,000 per ton cost modifier to the price of the cargo. Otherwise, all cost and value modifiers should be applied as usual.

If the adventurers purchase any cargo while in Vilani space, it must be registered with the proper authorities. The process takes a couple of hours, and may be conducted while the cargo is being loaded. The fee for this registration is Cr20 per ton of cargo.

If the adventurers have not yet registered either their ship or its cargo this must be done before they will be allowed to leave that particular world.

Registering a cargo imported from beyond the borders of Ziru Sirkaa requires the same process and fees as registering a domestic cargo.

Registering a starship, however, is a long and time consuming process. It involves an extensive background check on both the ship and her crew. This check takes at least one standard month. Major infractions of Vilani or admiralty law will be uncovered by this search, unless the party has taken steps to cover its tracks.

To pass the background check if the party has committed a major infraction:

Difficult, Legal, Admin, 10 min (fateful)

Referee: If the players have stated prior to this check that they have taken steps to hide their infractions, reduce the difficulty level to routine, but make the task hazardous.

If the party has committed no major infractions, consult the task profiles listed in Scenario 1 for details on how to speed up the registration process.

Once the background check and the registration process have been completed, the starship's transponder package will be replaced. The new transponder sends a standard recognition signal, as well as a code which proves that the ship has been registered. The transponder must be replaced every year, since the codes are dated, and a ship transmitting an out-of-date code will be treated as an unregistered vessel.

The overall cost for registering a starship is Cr5,000 plus Cr10 per ton of displacement. Thus registering a 200-ton freighter would cost Cr7,000. All registration fees must be paid before the ship will be allowed to lift off. Ships lifting without proper clearance will be tagged as criminals, and will be treated as such by any Vilani naval vessels they encounter. Word of the ship's new criminal status will spread at a rate of one parsec per week.

It is possible to alter a ship's transponder signals to mimic those broadcast by a registered vessel. The character attempting this alteration must have heard the signal broadcast by a registered ship prior to making his attempt. Any routine encounter with a merchant ship in Vilani space will suffice to serve as an example for this purpose.

To alter a ship's transponder signal:

Difficult, Communications, Electronics, 5 min (fateful)

Referee: Altering a transponder signal is a crime in most areas of charted space. A mishap indicates either the modification could not be done, or the PCs got caught in the act — take your pick.

3. THE OTHER SIDE OF THE STORY

The PCs get rumors/

Info from sources within the Ziru Sirkaa.

Location is any Vilani held world.

Scene: (Varies, see below.)

Action: If the players want to roam around in search of information, have each character or group of characters so involved make their attempts using the following task.

To pick up on a starport rumor:

Routine, Streetwise, Int (safe, unskilled OK)

Referee: Any time a character succeeds at this task, consult the table below to determine what rumor he has heard. Note that most rumors will be encountered only once. On the second time, give an unused adjacent rumor instead, or give one of the multiple-time rumors. On the multiple-time rumors, change the circumstances slightly and reword the tale enough to avoid that "broken record" feeling.

Roll 2D with the following DMs, then present the corresponding entry either by reading it or (preferably) by roleplaying. Or, if you wish, just hand out these rumors during roleplaying in an order that works well for you and the PCs.

Streetwise 4+, -2

Soc 4-, -1

Soc 8+, +1

Rank (any service) O4+, +2

Character is of Vilani racial stock, +1

2 (Once only): The second officer of a privateer (Age 32, 885793) says that his ship ran afoul one of Lucan's anti-piracy patrols a few months back. Their original plan was to jump into Imperial Space from Olny (Lishun 0412), raid shipping around Lashlaminan (Lishun 0612) and bounce back across the border before the Impies knew what happened. The only problem was, the blasted Impies happened to be patrolling the Lashlaminan system, and the privateers barely got out of there alive. He heard that other privateers have had the same trouble all along the Ziru Sirkaa/Lucan border. He thinks that Lucan has spies watching Vilani shipping, particularly military and privateer vessels.

3 (Once only): A courtesan (Age 20, 697768) in a spaceport bar says that one of her best clients is the chief gunner's mate on a Vilani light cruiser. He once made the comment that every time his fleet moved to a new operational area, Lucan's navy underwent similar shifts in strength. At first he thought it was a coincidence, but it has happened many times now, and something funny must be going on.

4 (Once only): An intoxicated merchant crewman (Age 30, 865597) picks a fight with one of the characters, believing him to be an Imperial spy. The altercation will not go beyond shouting, unless the PC throws the first punch. The general run of the man's drunken tirade is how the Impies abandoned Vland to the Vargr, and then planted spies to make sure that the Vilani failed.

5 (Once only): A Vilani shopkeeper (Age 47, 6B6AA8) says that a good friend of his was an Imperial citizen who remained loyal to Strephon, even after the Imperial fleets were pulled out of Vland. Because of these loyalties, the newly formed Vilani government felt that the man couldn't be trusted. To ensure his good behavior, they took the man's family hostage and moved them off-world. He doesn't have any idea where they are, or even if they are still alive.

6 (Multiple times): A local law enforcer cautions the character against asking too many questions. He says that the Vilani government is getting ready to round up a bunch of Impie spies. He'd hate to see innocent folks punished along with the guilty.

7 (Multiple times): A starport laborer says that shortly after Lucan pulled the fleets out of the Vland sector, he was approached to report the details of starport traffic — mainly about military and privateer vessels — but to whom, he does not know. Whoever they were, he turned them down cold.

8 (Multiple times): A young marine captain (Age 26, 9A9C87) launches into a long tirade about how Lucan pulled

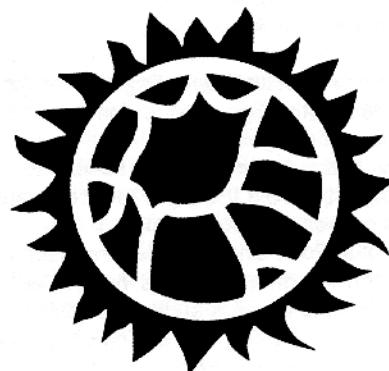
his fleets out of the Vland sector, and then signed letters-of-marque against Vilani shipping. He knows it's true. His ship fought an anti-piracy action in the Theton Subsector. One corsair they captured had such letters in the captain's safe.

9 (Once only): A retired full-blooded Vilani scout (Age 75, 564897) recalls a conversation he had recently with a friend who is still in the service. His friend said that his ship was just arriving in-system at Theton when their communications officer picked up a coded transmission originating from the system's main world. It caught his attention because he didn't recognize the code, nor could he decipher it.

10 (Once only): A clerk in a brokerage house (Age 51, 574877) points to a holographic picture on his desk which depicts a young man in a naval officer's uniform. His son, he says, is serving with the Vilani Navy as a fighter pilot. According to his letters, they have fought actions against the Vargr, Lucan, and Strephon, and he doesn't know which is worst. The Vargr may raid shipping, but at least they generally don't attack ground targets. Both Strephon's and Lucan's forces have attacked scout and naval bases on the ground as well as in space. Lucan's forces are more effective, because they seem to have better intelligence. Strephon's troops seem to operate on a hit-or-miss basis.

11 (Once only): A high ranking official in the Sharurshid Bureau (Age 51, 5769AA) tells the PC (after a suitable bribe) that the Vilani government is well aware that Lucan has sent spies into Ziru Sirkaa, and that he has even managed to subvert a few Vilani citizens. Well, the joke is really on him. Several of these agents have been caught, and a few of those have been convinced to become double agents. In some cases that wasn't easy, and their families are being held as hostages against the double agent's good behavior.

12 (Once only): A colonel in the Vilani army (Age 48, 877799) says that he has heard rumors that several second and third line units have been broken up by companies and scattered across the Empire to stand some kind of guard duty. At first he thought that they might be guarding POWs, but the idea of taking prisoners is foreign to the Vilani way of thinking. It is too expensive in terms of men and material to take prisoners, so what could this special guard duty be?



Theton

SCENARIO 4

Scenario 4 of *Search and Rescue* takes place once the player characters (PCs) reach Theton's orbital starport, where they are to meet their passenger and take her back to Larkarda. They will find there is only one catch: she doesn't want to go. According to her, if she leaves Theton, the Vilani will kill her family, who were taken hostage to insure her good behavior. Thus she refuses to leave unless the party agrees to rescue her family as well.

SETUP

As soon as the PCs jump into Theton, present the following information.

"As your ship drops out of jumpspace between the first and second planet, you notice that Theton is quite a busy system. A large facility in orbit around the third planet services a multitude of naval vessels of all sizes. A pair of Planet-class heavy cruisers currently happen to be on the same approach path as you, and are a mere 10,000 km away. Your sensors show these ships as bearing the eclipsing star symbol of the restored Vilani empire. As you begin your approach to the mainworld, a pair of system defense boats swing onto an intercept course with your ship. Your sensors indicate that their power output is at maximum, telling you their weapons booster plants are powered up and ready to go."

"A call from the commander of the SDB flight crackles from your comm panel.

"Attention approaching vessel, this is lieutenant Barur of the Theton Defense Force. Your transponder code does not seem to be transmitting correctly. Please check out this problem and return to transmitting your transponder code as soon as possible." The Vilani officer's voice is curt and humorless.

"No one ever said that this was going to be easy."

At this point, go directly to nugget 1, *A Warm Welcome*.

SUMMARY OF NUGGETS

The following summaries tell you what each nugget covers.

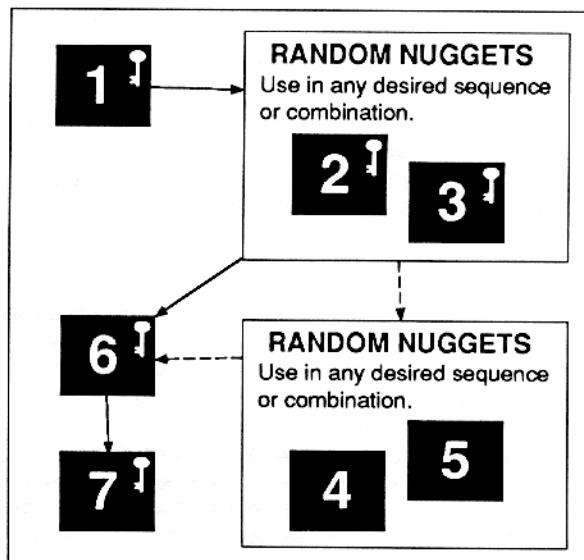
1. A Warm Welcome (key): A pair of Vilani system defense boats intercept and challenge the adventurers' ship. This is a routine stop, made because of the presence of the major naval base elsewhere in the system. As long as the players commit no rash acts, everything should go smoothly.

2. Final Approach With Proper Registration (optional key): This nugget covers the flight toward Theton if the PCs do have a proper transponder signal.

3. Final Approach Without Proper Registration (optional key): This nugget covers the flight toward Theton if the PCs don't have a proper transponder signal.

4. Limii Orbital Port: Once the players reach the main orbital starport, the information in this nugget will allow you to handle most routine matters such as berthing, refueling and laying in provisions. Buying and selling cargo is also covered in this section.

5. Limii Orbital City: This nugget provides you with background information on Limii City (as opposed to the starport.) Guidelines for handling Vilani NPCs are also included in this section.



Synopsis Diagram

Scenario 4

6. Contact (key): In this nugget, the PCs make contact with their mysterious passenger, only to discover that she doesn't want to leave.

7. A Fly In the Ointment (key): Oda Linnachre tells the adventurers how she became an Imperial spy, and how the Vilani are holding her family hostage. She tells the PCs that she won't leave Theton unless the party also rescues her family.

1. A WARM WELCOME

The PC's ship is intercepted by Vilani SDBs.
Location is the Theton system (Vland 3107).

Scene: A pair of 400-ton system defense boats turn onto an intercept course with your ship, almost as soon as you are out of jumpspace. Your sensor show both are marked with the eclipsing star symbol of the Restored Vilani Empire of Stars. As the vessels close with your own, they begin transmitting orders to stay on the vector toward Theton. A quick glance at your sensors tells you that the SDBs are under full maneuvering thrust, and will intercept your ship within moments.

Beyond the SDBs looms the brown and yellow mass of Theton.

Action: If the PCs don't panic, everything will be fine. Their ship's transponder seems to have developed a glitch, and if they try to get their transponder back to its normal transmitting mode, they should be none the worse for wear.

The best way to run this nugget is to get out a hex map or graph paper and start plotting the movement of the various ships. Assume the PCs' ship is moving at a rate speed of 1, and that it is 20 hexes to Theton. Any other ships (like the *Planet*-class heavy cruiser) appear at a standard 20 hexes distant from the PCs' ship and pass within 8-12 hexes of them.

The SDBs first appear at a range of 8 hexes, and will be running at a speed of 1 on a course perpendicular to the PCs' ship. Upon the first failure of the PCs to reestablish their transponder transmission, the SDBs will accelerate to a speed of 4, and turn to an intercept course. Conduct the intercept normally, according to the rules of plotting space movement, as found in the *Referee's Manual* section on space combat.

Meanwhile, the PCs can try to fix their apparently bad transponder with the following task.

To reestablish the proper working of a malfunctioning transponder ID:

Difficult, Computer, Edu, absolute: 10 min (uncertain)

Referee: If the party has not yet had their ship registered, they will not have a proper transponder ID no matter what they try (and this is in fact the real problem — their transponder is in fine working order).

On *some* truth, tell the party they think they have fixed the problem.

If, after the first try the party's registration is still not valid (or they refrain from transmitting, knowing they have an invalid transponder ID), the SDBs will repeat their demand, and continue to close with the PCs' ship.

The Theton naval base is the main reason for the less-than-friendly greeting being received by the party. If the PCs remain on a normal course to Theton, the SDBs will escort the PCs' vessel in until they receive their final approach vector from the starport traffic control. After that, the SDBs will veer off and resume their escort duties.

If the PCs are unable to get their transponder working again, but decide to cooperate fully with the SDBs, proceed to nugget 3, *Final Approach Without Proper Registration*.

If the PCs do get their transponder working again, proceed to nugget 2, *Final Approach With Proper Registration*.

If the PCs fire upon the SDBs, the defense boats will accelerate until they reach speed 6 and then engage the PCs. They will also notify their base at the port that they have a hostile intruder. The port (orbiting at distance 1 from Theton) will immediately dispatch a pair of *Gazelle* class close escorts. The CEs will take an immediate intercept course and will accelerate to speed 7 and close with PCs' ship at speed. Action against the PCs will continue until they surrender, flee, or are destroyed.

If the party attempts to evade the SDBs by running, using ECM, or by jumping, see these tasks:

To fool the SDBs using electronic countermeasures:

Difficult, Sensor Ops, Electronics, 5 sec (uncertain)

Referee: In order to use ECM tactics, EMask equipment must be listed in the ship's Universal Craft Profile.

If the referee's roll fails, the PCs' ship is discovered (only tell them so if they get exceptional failure on their own roll).

To physically evade the SDBs, using asteroids and other space junk for cover:

Difficult, Pilot, Navigation, 10 sec (uncertain, hazardous)

Referee: This tactic can be extremely dangerous, due to the possibility of colliding with the object being used for cover.

If the referee's roll fails, the PCs' ship is discovered (only tell them so if they get exceptional failure on their own roll).

It is also possible to avoid contact by entering jumpspace. If the players select this option, and assuming that they have enough fuel for the attempt, use the following tasks for jumping.

To compute jump coordinates:

Routine, Navigation, Pilot, 2 min

Referee: This task also determines the point at which the starship will emerge from jumpspace. If this is a microjump (a jump with a destination in this same system), reduce the time increment of this task to 10 sec.

To prepare the jump drives for jump:

Routine, Engineering, Edu, 2 min

Referee: This task must be successfully completed, or the jump drives cannot be engaged.

If the ship is using unrefined fuel, without a purification plant, the task is hazardous.

If the ship's annual maintenance is past due then increase the difficulty by one level.

To engage the jump drives:

Routine, Engineering, Edu, 2 min

Referee: This task can only be attempted once the drives have been successfully prepared for jump.

Using unpurified, unrefined fuel makes this task hazardous.

Jumping from a point closer than 100 diameters of a massive body makes the task difficult and hazardous.

Jumping from a point within 10 diameters of a massive body makes the task formidable and hazardous.

If a mishap occurs, see the Jump Mishap Table on page 93 of the *Imperial Encyclopedia*.

If the PCs are successful at losing the SDBs, they cannot approach Theton without being noticed again. If the PCs did not yet give a transponder signal, simply repeat the introduction to this scenario. If the PCs did give a transponder signal, they will be arrested the moment they set foot on any orbital station orbiting Theton.

2. FINAL APPROACH WITH PROPER REGISTRATION

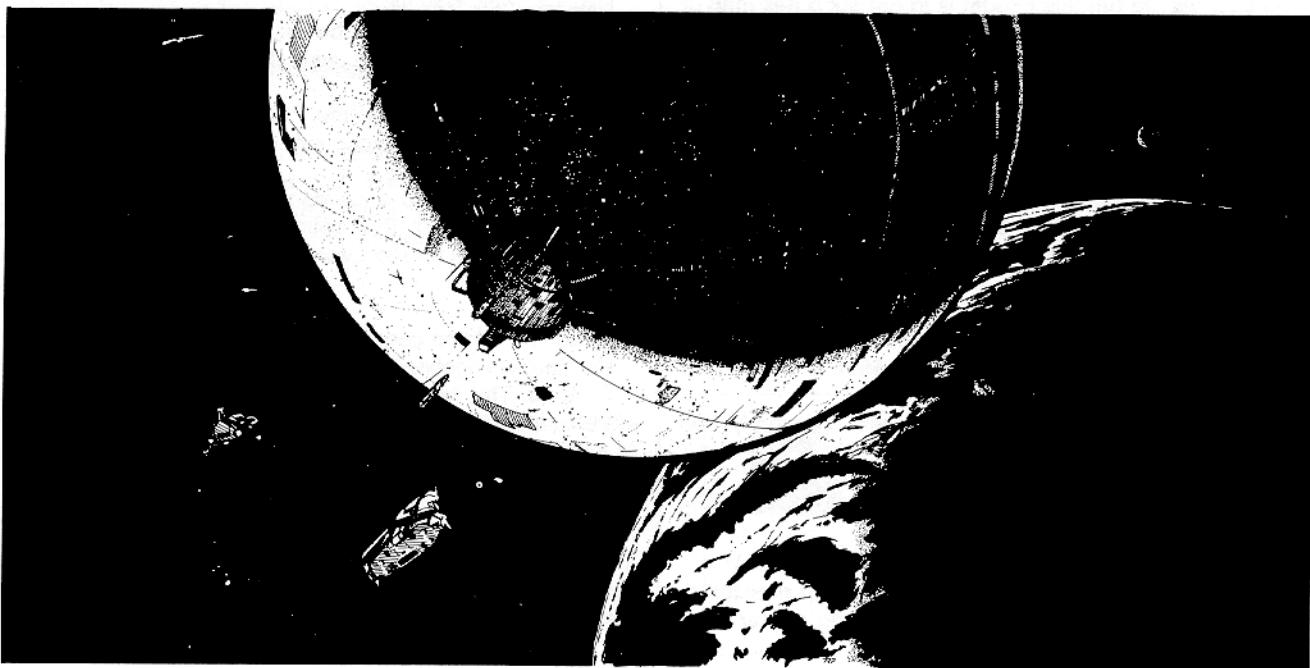
The PCs travel from the jump point to Theton Orbital.

Location is the Theton system (Vland 3107).

Scene: With your transponder working again, the SDBs are apparently satisfied that your ID and transponder codes are a valid registration. The SDBs ask that you maintain your flightpath to the mainworld. Heaving a sigh of relief, you plot a course in-system, and engage your ship's maneuvering drives.

As the SDBs close with your ship, Lieutenant Barur orders you to pull into formation with his boat in the lead. The number 2 boat swings in behind you.

Theton system is a busy place. Naval craft ranging in size from gigs to destroyers are berthed at several orbital stations close to the mainworld. Less than a hundred kilometers from the largest station is the vast metal bulk of a *Planet*-Class heavy cruiser.



Action: With the proper ID and transponder codes transmitted to the SDBs, they will escort the PCs' ship to the main orbital station around Theton (Limii Orbital). Have the pilot and navigator make the following task roll to see if the PCs can stay on course while flying in tight formation with the SDBs.

To stay in precise formation with the SDBs:

Routine, Pilot, Navigation (safe)

Referee: Any failure or mishap will result in the SDBs instantly transmitting a course correction. A mishap will also produce an annoyed verbal reprimand. (e.g., "Can't you even fly in a simple formation? Did you drop out of flight school, or what?")

As the PCs draw near to the planet, the SDBs veer off when the starport controller gives the PCs approach and landing instructions. After that, have the pilot and navigator make the following task roll to see if the PCs can stay on the given approach vector.

To stay on the designated approach given by the starport controller:

Routine, Pilot, Navigation

Referee: A superficial or minor mishap will produce verbal reprimands from the controller similar to those in the SDB task above. A major mishap is a near miss collision with another vessel.

Once in port, proceed to nugget 4, *Limii Orbital Starport*.

3. FINAL APPROACH WITHOUT PROPER REGISTRATION

The PCs travel from the jump point to Theton Orbital. Location is the Theton system (Vland 3107).

Scene: The Vilani warships transmit a sharp message that your registration is invalid and order you to maintain your flightpath to the mainworld's starport without deviation. Heaving a sigh of relief, you plot a course in-system, and engage your ship's maneuvering drives.

As the SDBs close with your ship, Lieutenant Barur orders you to pull into formation behind his boat. The number 2 boat swings in behind you.

Theton system is a busy place. Naval craft ranging in size from gigs to destroyers are berthed at several orbital stations close to the mainworld. Less than a hundred kilometers from the largest station is the vast metal bulk of a *Planet-Class* heavy cruiser.

As you draw nearer to the planet, the orbital starport controller at Limii Orbital transmits approach and docking instructions to your navigator. The threatening presence of the SDBs ensures that you will follow them closely. At this point, the leading SDB veers off, leaving only the trailing SDB to accompany you to the starport.

Complying with the controller's orders, you land safely in a Limii Orbital Starport docking bay, but what is waiting for you there?

Action: If the party did not have, or did not transmit the proper codes, they will be escorted to Limii Starport by one of the SDBs.

Have the pilot and navigator make the following task roll to see if the PCs can stay on course while flying in tight formation with the SDBs.

To stay in formation with the Vilani system defense boat:

Routine, Pilot, Navigation, 15 min

Referee: Failure at this task will bring a verbal reprimand and a demand for a course correction. If a mishap occurs, determine the result by the severity of the mishap. A superficial mishap may only result in a harsh dressing-down by the Vilani lieutenant, while a major mishap might result in a collision between the two vessels.

As the PCs draw near to the planet, the leading SDB will veer off when the starport controller gives the PCs approach and landing instructions. After that, have the pilot and navigator make the following task roll to see if the PCs can stay on the given approach vector.

To stay on the designated approach given by the starport controller:

Routine, Pilot, Navigation

Referee: A superficial or minor mishap will produce verbal reprimands from the controller similar to those in the SDB task above. A major mishap is a near miss collision with another vessel.

Once in the docking bay, the group is informed that their starship has been impounded for 6 months, and they are required to pay the Cr5,000 plus Cr10 per ton registration fee immediately. At the end of the impounding period, the PCs' ship will have its transponder upgraded to a properly registered one.

It looks like the PCs had better plan to stay a while.

4. LIMII ORBITAL STARPORT

PCs conduct their normal starport business.

Location is Limii Orbital Starport in the Theton system.

Scene: Limii Orbital Starport is a class B facility, in more ways than one. For an orbital station, the place is huge. Aside from the usual berthing, refueling and cargo handling areas, it boasts extensive repair facilities. Several large brokerage "houses" maintain offices in the orbital station, some right off the expansive general docking bay tarmac. Even the most experienced traveller among you feels awe struck by the sheer enormity of this docking bay, with its transparent ceiling high overhead.

The largest of these firms is the Makhidkarun Bureau, one of the four Vilani megacorporations which make up a large portion of the government of Restored Ziru Sirkaa. Fully 25 percent of the orbital station is taken up by the naval base.

While this facility is big enough to be a class A port, it is rather rundown, and is now rated class B. The orbital complex features equipment designed a century or even two centuries ago. Not that the equipment isn't equal to the task, it just isn't very modern. However, it isn't falling apart or in an obvious state of disrepair, either.

Most of the equipment looks to be solid — the designs are simply quite obsolete for this tech level. Even the corridors have an antique look to them. Only a few areas of the station, those owned by firms like Instellarms or GSbAG, are of more recent design.

Action: Limii Orbital Starport is typical of most class B orbital facilities in Vilani space. It is large and dated, but this in no way interferes with its being run efficiently. Most of the brokerage houses are situated right off the massive main docking bay, next to the cargo handling bays. Repair, maintenance, and refueling facilities are centrally located, making it possible to move ships into and out of those areas with a minimum of wasted time and effort. The central starport offices are located off the huge orbital docking bay "tarmac" area, just beyond the brokerages.

As soon as the adventurers have completed landing operations, an assistant starport warden will approach the ship. He introduces himself as Deputy Warden Warnette, and asks to examine the ship's log, cargo (if any) and cargo manifest. This is a routine check, and the party should pass it easily.

To pass the warden's inspection:

Routine, Admin, Legal, 10 min

Referee: If the party has gotten into any sort of trouble with the Vilani which hasn't been resolved (such as firing on a Vilani ship, or slipping an escort) raise the Difficulty level by one for every such encounter.

Ordinary failures will result in Warnette calling one of his superiors to "help get this mess straightened out." This will involve about two hours of red tape, but does not require any more task rolls.

A minor mishap results in a Cr5,000 fine for violations of Vilani trade and spaceflight laws. A major or destroyed mishap may lead to stiffer fines, or the arrest of the entire ship's company, depending upon exactly what laws the PCs broke on their trip to Theton.

Assuming that the party passes this check, Warnette will help them make arrangements for fuel, repairs, berthing and other similar activities. If asked about selling cargo, he will direct the party to the brokerages lining the orbital station's main docking bay. He is forbidden by policy and custom to recommend one broker over another.

Berthing, fuel, maintenance, and repair costs at the Limii Orbital Starport are 10% higher than the prices listed in the *Imperial Encyclopedia*.

Selling cargo is a simple process. Once the party has picked a brokerage, follow the rules governing trade and commerce on pages 46-54 of the *Referee's Manual*. Remember to apply a -1 DM when rolling on the actual value table. For determining Cargo Price Modifiers, Theton is a non-industrial water world.

The Navy base occupying the orbital starport complex is as large as most naval bases. It is the home port to the Vilani Navy's 117th Cruiser squadron.

Locked in a geosynchronous orbit above Harod Downport (far above Limii) is a large space station devoted exclusively to the Navy.

5. LIMII ORBITAL CITY

PCs explore Limii City while waiting for their contact.

Location is Limii Orbital Starport in the Theton system.

Scene: Limii City is a typical orbital starport town. Its corridors are noisy, crowded, and bustling with activity. Travellers from nearly every known race are present, all trying to complete their business with as much speed and as little difficulty as possible.

The interiors themselves are a strange hodge-podge of architectural styles. Ultra-modern styles face archaic stone and steel entrances across crowded corridors. Unlike most orbital complexes of the same size, Limii seems to have no organized plan for urban renewal. Only when an area becomes unsafe beyond all hope of repair do the Vilani rebuild that area of the station.

Stranger than the architecture are the natives of Limii. The first thing you notice is their flamboyant, even outrageous style of dress. Many Vilani, particularly the nobles, dress themselves in hoods, capes, and bulky mittens. All are covered with intricate geometric patterns. Most of the garments are woven of a light gauzy material.

Once the initial shock over the Vilani idea of high fashion fades, you are again surprised by their polite, courteous manner. When dealing with outsiders, whom most people treat with disdain, the Vilani are models of good manners.

Action: Limii is the largest orbital city circling Theton, although it is not the home of the subsector capital. That distinction belongs to Thallon Orbital.

Allow the PCs to carry out whatever tasks they feel to be necessary to the completion of their mission.

If the PCs want to buy cargo, follow the rules for this process as detailed in the *Referee's Manual*. Theton is a non-industrial water world for the purposes of determining what cargo is available, and in determining cargo price modifiers. Remember to apply a +1 price modifier when buying cargo on a Vilani held world.

Whatever actions the adventurers take, keep in mind that Theton has a law level of 3. While this is low, it should be enough to keep most intelligent characters from committing any overtly criminal acts since low law level worlds tend to have severe punishment for the rare thing that does happen to be illegal.

Should a character step across the line of Vilani law, it will be up to you to resolve the situation based upon the crime. The most likely course of action for the Vilani authorities to

take would be an extremely heavy fine, running into the tens, or even hundreds of thousands of credits, or an extended period at hard labor on Theton's surface, or both. A few crimes may even lead to summary execution. Especially when dealing with outsiders, Vilani justice will be swift and harsh.

Finding the meeting place specified by Mersshon — Igakhum's — shouldn't be too hard. Merely asking a passer-by, or consulting the public communications data base, will yield the address.

To ask a passer-by for directions to Igakhum's:

Routine, Liaison, Linguistics, 30 sec, (safe, unskilled OK)

Referee: A mishap on this task only indicates wrong directions.

To find a listing for Igakhum's in the public data base:

Routine, Admin, Int, 1 min (safe, unskilled OK)

Referee: A mishap here only indicates wrong directions.

6. CONTACT

The PCs meet their mysterious passenger.

Location is Igakhum's in Limii Orbital City, Theton.

Scene: Judging from the corridor front, Igakhum's is a typical upper-middle class bar. Many of the patrons are young Vilani, all of whom are dressed in their outlandish best. Others wear the uniforms of junior officers or senior non-comms of the Vilani military, scout, or merchant services. Several of the customers are wearing non-Vilani outfits. These individuals seem underdressed when compared with the young Vilani patrons.

As you enter the bar, the doorman stops you and collects a Cr10 cover charge from each member of your party.

Inside, Igakhum's reflects the odd jumble of styles seen elsewhere in the orbital city. A state-of-the-art holodisplay shares the patron's attention with a liquid-crystal stock readout. Holo-posters for classic trideo shows compete for wall space with product ads. The place is crowded and noisy, but it still retains a feeling of intimacy, thanks to the presence of low walls and planters which break up the room into smaller areas.

Making your way through the crowd, you find an empty booth, where you settle down to await your contact's arrival.

Action: A crowded bar in full swing affords many opportunities for interaction between player- and non-player characters. These encounters can run the gamut from friendly advice on the stock market to a drunken brawl.

Run at least three sideline encounters before the party meets their contact. If any of these encounters creates any sort of uproar, such as a fight or loud argument, Oda Linnachre will leave the bar as quietly as possible, and will not return until the following night.

Assuming that the PCs keep everything under control, Linnachre will wait about two hours before making contact. When she does, read the following paragraphs to the players.

Just as the waiter walks away, after placing a fresh round of drinks on your table, you spot a short, stocky woman with short blonde hair making her way through the crowd. She jumps nervously at even the most accidental jostling by the other customers.

When she finally reaches your booth, she stands there, opening and closing her mouth, as though trying to decide if she should speak.

Suddenly a look of grim determination crosses her face, and she blurts out the recognition code, complete with the countersign.



Linnachre

This is obviously Oda Linnachre. She has spent the last two hours trying to get up the nerve to make contact with the party. Now she is so nervous that she forgot that she was only supposed to give the first half of the code, and wait for the party to give her the countersign.

If the party does not offer her a seat, she will ask if she can sit down before she falls down. Linnachre has a perfectly good reason for being nervous. What she is doing is placing her family's lives in jeopardy.

Allow the meeting with Oda to progress as it may until the party tries to make arrangements to take Linnachre off Theton. At that point, Linnachre will stop them. Go directly to nugget 7, *A Fly In The Ointment*.

7. A FLY IN THE OINTMENT

Oda Linnachre refuses to leave the Theton System.

Location is Igakhum's, in Limii Orbital City, Theton.

Scene: As you begin to lay out your plan for taking Oda Linnachre off Theton, she holds up her hand, stopping you. In a slow, halting voice, she explains that she can't go with you.

"I don't know what they told you, but I can't leave this system. In fact, I'm not even supposed to leave the city, except to go to the starport.

"The Vilani found out that I was spying for Lucan's Imperium about a year ago. I thought they'd probably shoot me and be done with it, but I wasn't so lucky. They offered me a choice, I could either become a double agent for them, or they'd execute not only me, but my brother and his wife and kids as well.

"Ever since then, I've been sending misleading information to the Imperium, while passing as much useful data as I could back to the Vilani.

"I didn't want to do it. I had to. I couldn't let them murder Dyce and his family. If it had been just me, I wouldn't have cared, but how could I be responsible for their deaths too?

"If I go with you, the Vilani will take revenge on them. I can't do it. I'm sorry, but I can't go. Even my being here may have put them in jeopardy. I'm sorry. I should never have contacted you."

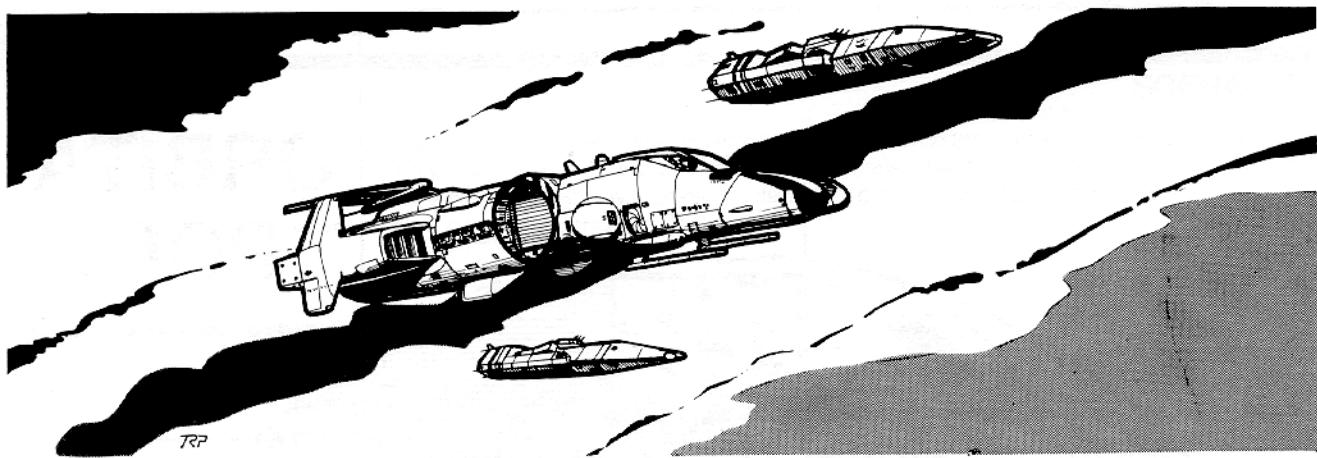
Action: While the PCs may not believe Linnachre, this is the truth. Oda Linnachre is not a purchasing agent for Wellsmoor Diversified, she is an Imperial fleetwatcher. There is no bioscanner. The story Joshua Mersshon spun for the characters back on Larkarda was all an elaborate cover.

Option 1: The PCs Decide to Pull Out: If the party wants to pull out now, let them. However, there are some flaws in that plan.

If they go back to Mersshon without Linnachre, he will demand that they refund whatever advance payment he gave them. He will also put the word around that the party is unreliable, a reputation which bodes no good for any future employment.

It doesn't matter to Mersshon that the Vilani have taken Linnachre's family hostage. He sent the party out to do a job, which they didn't complete. Of course, knowing that Linnachre has been turned is a valuable piece of information for Mersshon to get from the party, but he won't let on to the party that this revelation is anything important.

If the party simply skips out and does not go back to Mersshon, they had better lay very low for a long time, because the spy master will be trying to find out what happened to his freelance agents.



If they go back and try to spin a story to Mershon (Linnachre is dead, or she never made contact), he will discover the lie the first time she files another report.

Option 2: Take Her Against Her Will: The PCs may still not believe Linnachre. If this is the case, they will probably try some deception to drug her or knock her out so they can get her to their ship and try to escape Theton with her onboard.

If they try this approach, have the local law enforcers (2 or 3 enforcers) stop the PCs on their way back to their ship for some infraction. Once the enforcers stop the group, they will likely notice Linnachre (most likely doped or unconscious at this point) and question the group as to what is going on with her.

No matter how convincing a story the PCs manage to weave, the law enforcers will not believe the group. They will insist that the group "come down to the station for further questioning."

At this point, the scenario can go many directions. If the PCs cooperate with the law, then they will be questioned and put into a holding cell for the night. Linnachre will not be with them. The Vilani will keep her in a separate location, determine she is innocent of any wrong doing, and release her the next morning. The group will be fined a stiff fine (Cr1,000 x 1D), and then released the next evening.

If the party decides to resist the police, conduct the combat as usual (see Appendix 1 for stats of these NPCs). If the PCs win the fight, they will be wanted criminals in the Theton system. If they lose the fight, they will be given the death penalty (resisting the law is a serious crime in this system, and the Vilani view life imprisonment as a waste of resources). Needless to say, resisting the law enforcers is not a wise thing to do.

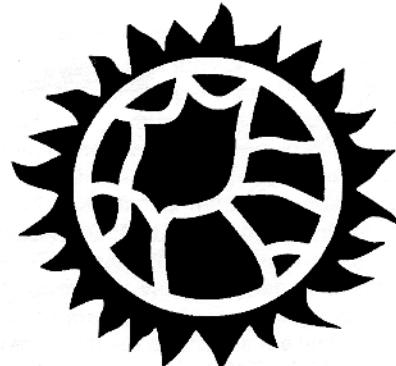
If the party ever does manage to get Oda Linnachre out of the system against her will, the moment the PCs' back is turned and Oda is conscious, she will find a way to get off the ship and headed back to Theton. If, for whatever reason, it is unlikely that she can get back to Theton very soon, Oda will be extremely distraught, and will try to commit suicide in such a way as to take as many of her "rescuers" with her as possible.

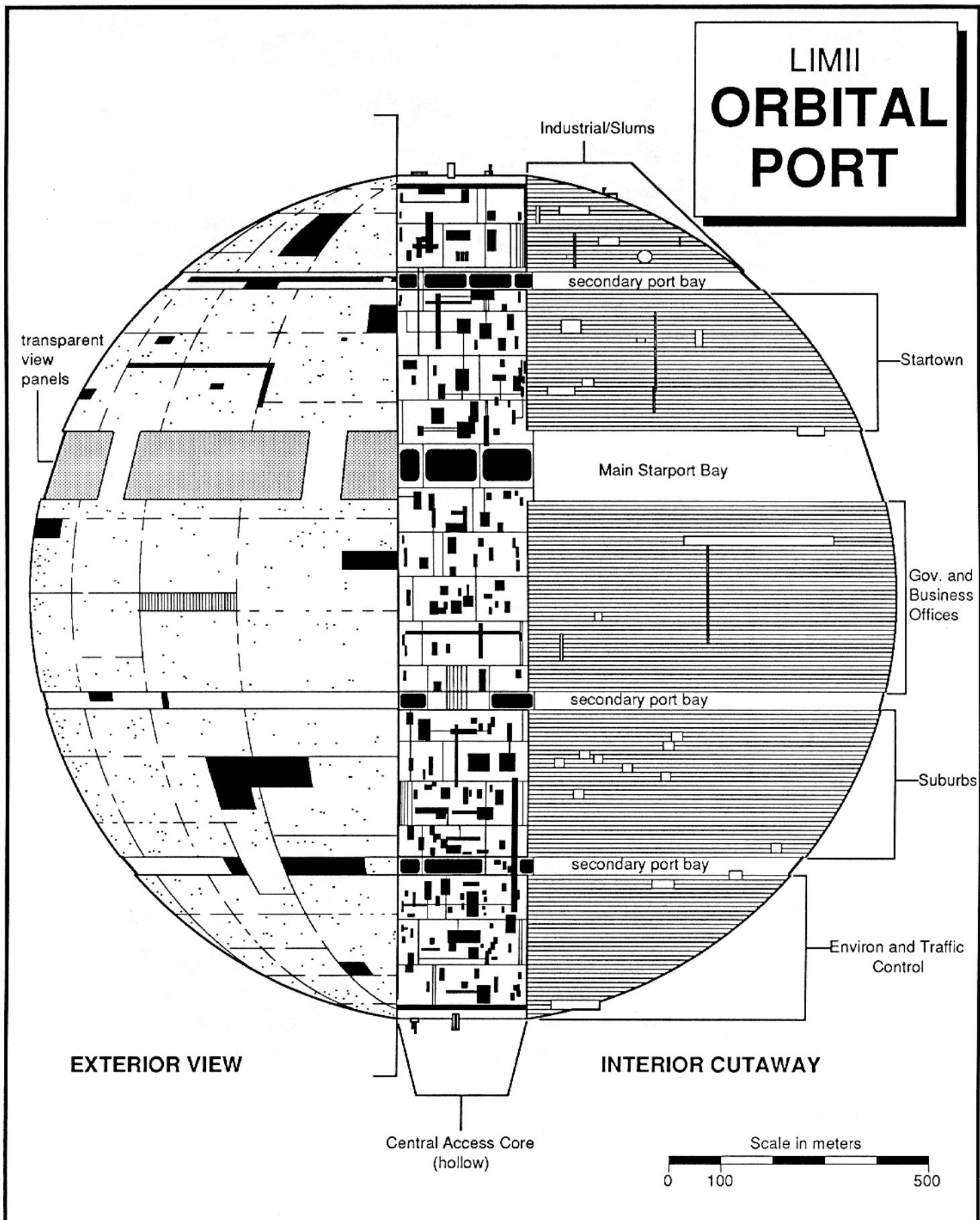
Option 3: Rescue Her Family Too: Linnachre's family is being held hostage against her good behavior. She will not leave as long as they are in danger. However, she contacted the PCs because she really does want out, hoping they would help her rescue her family too. Though she is afraid of the consequences of failure, and almost as much afraid of

what Lucan's Imperium will do when they find out she was acting as a double agent, this is her one chance for freedom for herself and her loved ones.

The obvious answer is for the party to rescue not only Oda Linnachre, but her family as well. If they do not think of this option themselves, Linnachre will suggest it. She claims to have inside information on Vilani attempts to forge an alliance with a powerful Vargr corsair band which uses a flaming eye as its emblem. This is her ticket back into the good graces of the IIA (and if the party has encountered the Vargr pirates or the ransacked merchant ship they'll have a personal interest in this information . . .).

Oda will offer the party every credit she has if they will rescue her family from the Vilani. There is only one drawback: she doesn't know where they are being held.





SCENARIO 5

If and when the PCs decide to help out Oda Linnachre, this scenario covers the search for her family. Most of the available information can be obtained from Linnachre herself. A few critical pieces can also be acquired through interaction with various NPCs on the Limii Orbital Complex. The search will ultimately lead the group to the conclusion that they have little choice but to pay a visit to the unpleasant surface of corrosive Theton.

SETUP

The nuggets in this chapter start immediately after the group has their initial meeting with Oda Linnachre. This chapter assumes the group decides to help Oda Linnachre by rescuing her family from the Vilani captors.

SUMMARY OF NUGGETS

The following summaries tell you what each nugget covers.

1. Back at Her Apartment (key): Oda Linnachre is certain she is under surveillance, so this nugget covers the details of checking for this possibility.

2. Oda Linnachre's Story (key): This nugget covers the PCs questioning of Oda Linnachre. There is very little which can go wrong in the nugget, so everything should work as written.

3. Shady Dealings: Every big city, no matter where it is, has its darker side. This nugget covers the party's dealings with Limii's underworld in pursuit of information.

4. On the Up and Up: This nugget deals with information which may be acquired from more legitimate sources.

5. Police Intervention: Inquiries of the sort which the party has been making are bound to attract attention. Eventually the authorities are going to get wind of what is going on and try to stop it. This nugget covers an encounter with a squad of Vilani police officers, sent to arrest the party.

6. We Found Them(key): Once the party completes its investigation, they'll need to confirm their conclusions. This nugget provides information for refereeing several different means of making this confirmation.

1. BACK AT HER APARTMENT

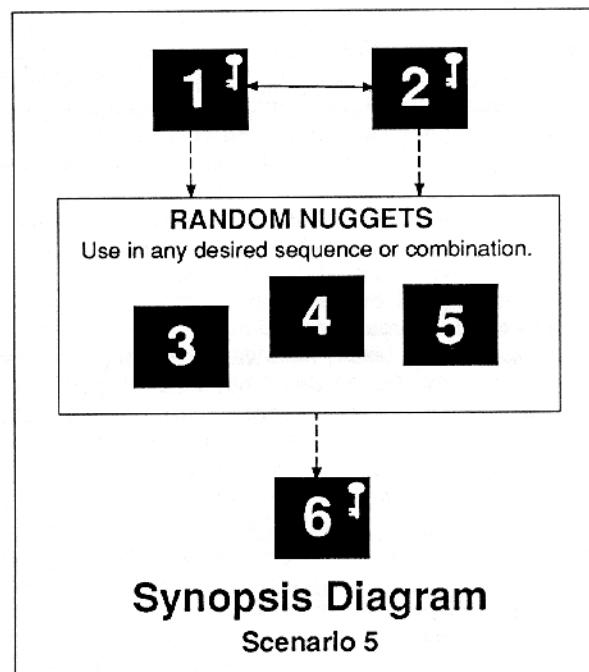
Linnachre moves the discussion to her apartment.

Location Is Oda Linnachre's apartment in Limii Orbital City.

Scene: Before you can question her too much further, Linnachre suggests that a public bar might not be the best place to discuss a hostage rescue. She says that her apartment is just down one level, and scrawls the address on a paper napkin and slides it across the table. She asks that you give her a half-hour after she leaves to be sure that no one is watching her. If everything is clear, she'll meet you in her building's lobby. Otherwise you should return to the starport and await her call.

Action: If the PCs insist, Linnachre will allow one character to accompany her when she goes down to check out her apartment (see the scene of nugget 2 for a description of Linnachre's apartment). The only reason for the proposed check is to heighten the tension for the players. There is no one watching either Linnachre or her apartment.

Have the character who accompanies Linnachre make several rolls using such skills as intrusion, recon and streetwise, to simulate his search for tails, bugs and other forms



of surveillance. Of course no trace of any such devices or persons will ever be found.

Once the characters are assembled at Linnachre's apartment, go to nugget 2 and pick up the action.

2. ODA LINNACHRE'S STORY

PCs question Oda Linnachre further.

Location Is Oda Linnachre's apartment in Limii Orbital City.

Scene: Linnachre's apartment is located in one of the older parts of Limii, one level down from Igakhum's. It is small, and modestly furnished. A sophisticated desktop computer rests on the kitchen table. Its markings indicate that it is of Vilani manufacture. Stacked beside the computer are several data cartridges. The subjects range from so-called warbook programs, which identify various types of military uniforms and equipment, to map-cartridges, history texts, and technical manuals. Most of these cartridges are less than a year old, and were manufactured in the Imperium. The focus of the material is on the Vilani, regardless of subject.

Atop the computer's monitor stands a holocube. Its image shows a stocky blonde man, a dark haired woman, and two small children.

Action: Once the player characters arrive and check out Linnachre's apartment, they can get down to questioning her in detail. She will volunteer the following information.

"When word came that the Vilani had broken away from the rest of Lucan's Imperium to form their own empire, Dyce, his family and I tried to get out of the Theton system. There were so many people trying to get back to the Imperium that we just couldn't afford the passages. Even low berths were going for five or even ten thousand credits. Things were that bad. So when the Vilani closed the frontiers, we were stranded.

"Not long after that, I had a strange visit from a man claiming to be with 'Imperial Intelligence.' He said that if I would help keep track of what the Vilani military were doing on Theton, particularly at the Limii Orbital Starport where I worked, he'd do what he could to get my family and me off-planet.

"At first, I thought that he was a Vilani agent testing my loyalty, or something like that, but eventually he convinced me that he was for real. Not long after that, he came by with that computer and those programs. He also gave me a list of contacts through whom I could send my reports. He said that it'd take about a year before they could replace me with a real agent, but after that we'd all be taken to any world within the Imperial region we liked. I knew that the prospects of him actually coming through with the tickets were pretty poor, but poor prospects are better than none.

"I never mentioned this to Dyce, because I knew he'd think it was too dangerous.

"Anyhow, I'd only been 'fleet-watching' for about five months when the roof fell in. I don't know how I slipped up, but I did. About a year ago a couple of goons from the Makhidkarun Bureau kicked down my door in the middle of the night. They bundled me into a spacecraft, and took me to what I can only assume was their headquarters. That's when I found out that they'd picked up Dyce and his family too.

"The Vilani said that I had only two choices — I could either start working for them as a double agent, or be executed along with Dyce and his family.

"If it had just been me, I'd have spit in their faces, but I couldn't let them kill Dyce and the others. So I did the only thing I could do, I gave in and turned my coat.

"For almost a year now, I've been sending only whatever information the Vilani tell me to send back to the Imperium. They have me pass a couple of new messages every week. To make sure I'd cooperate, they took Dyce and his family away. I don't know where they are, but I do know they're all right. Every couple of weeks I get a message cartridge from them.

"Makhidkarun said that they'd be killed if I ever tried to escape, or tell the Imperials that I'd been found out. I'm sorry you made this trip for nothing, but I'm not leaving here without my family."

Oda Linnachre is quite sincere in her refusal to leave Theton while the Vilani are still holding her family. The more the characters insist, the more adamant will be her refusal. If the characters attempt to coerce her, she will betray them to the Vilani at the first chance she gets. Of course, the characters can simply knock her out and bundle her aboard their ship.

If they choose this route, they'd better keep her under tight guard, because Linnachre will do everything she can to get revenge on the party for signing her family's death warrant.

Despite her claims to the contrary, Linnachre has begun to develop a sneaking suspicion as to where her family is being held. A couple of the message cartridges show a window or viewport in the background.

Those cartridges shot indoors seemed to have been made in a barracks-like building. Linnachre will be able to recall these details without any prodding. Further information may be gained by playing the cartridges, and watching them closely for clues.

To obtain clues by viewing the message cartridges:
Routine, Recon, Int, 30 min (unskilled OK, uncertain)

The hostages are being held in a work camp on Theton's surface.

Among the clues available from the cartridges might be such information as: an enlargement of the window in the background will show the outside to be a bleak and stark landscape as might be found on Theton's surface. At one point Dyce will mention something about "the mines."

Feel free to invent more clues of this type, but be careful not to give away too much.

Each available clue should be on a different cartridge, and most cartridges should not have any clues at all. A separate task roll should be made for each cartridge viewed, whether it contains a clue or not. Do not come flat out and tell the players what the clue is. Instead describe it to them as they would see or hear it on the cartridge. Let the characters play the cartridges back and forth, giving them tiny clues each time until they figure out what it is they are looking at.

In one of the cartridges, one of Oda's nieces refers to the "shiny rock" she was sending along with the cartridge. If asked to see the stone, Linnachre will produce a piece of pale-green rock, with a dark grey clay clinging to it. She has no idea what it is, or where it comes from, but there are several gem and mineral dealers in Limii city and at the starport who might be able to discern the stone's origins (see nugget 4, *On The Up And Up*).

3. SHADY DEALINGS

The PCs consult the typical big city riff-raff for clues.
Location is Limii Orbital City.

Scene: After exhausting your possibilities in Linnachre's apartment, you decide to turn your efforts to the bars and public places of Limii Orbital.

Action: Like most big cities, particularly those with starports, Limii Orbital has its fair share of shady characters. As the party fans out in search of information from the underground culture, have each searcher attempt the following task.

To obtain information from an underground source:
Routine, Streetwise, Int, 15 min (uncertain, unskilled OK)

Referee: Some truth at this task either indicates the contact's reluctance to talk to a stranger, or the contact gives deliberately misleading information.

On a mishap the situation is worse. A fumble or major mishap may indicate that the contact was a police informant, who will turn the character over to the authorities (see nugget 6, *Police Intervention*).

Should the character(s) be successful at digging up information, roll 2D and read them the result indicated on the following table. Each rumor appears only once. If a duplicate roll occurs, go to the closest unused rumor.

Note: Rumors 11 and 12 are false.

2: A brawny downport worker (age 37 A77663) says that a friend of his uncle's was arrested while rockhunting outside the Harod downport. The cops said that he was trespassing on a government reserve. They took him to some kind of

work camp and held him there until they checked him out. The contact says that he knows the guy pretty well, and he's not the type to make up wild stories.

3-5: A retired army sergeant (Age 57 786975) claims to have heard rumors that the Vilani rounded up a bunch of political dissidents and malcontents from throughout the sub-sector, and dumped them into a labor camp on the surface of Theton. He isn't saying that the rumors are true, he's just telling what he heard.

6-8: According to a disreputable individual you meet in a bar (age 22 786976) the Makhidkarun bureau has been taking lanthanum out of a couple of hidden mines somewhere north of Harod downport.

There are two reasons they're keeping it a secret. One: they're using what amounts to slave labor, and two: they've discovered pockets of jade and opal mixed in with the ore in one of the mines. While lanthanum is fairly common on Theton, jade and opal are rare. The contact, who is actually a marine deserter, says that a friend of his tried to raid one of the mine shipments, but all he got himself for his troubles was killed.

9-10: The bartender of a low class starport tavern directs you to one of the prostitutes working out of his bar. The "girl" (Age 37 655773) says that one of her best customers works on a charter shuttle out of Harod on the surface. Once he told her that his shuttle was hired to fly a couple of big-shots to a remote island between Harod and Nordon and drop them off at some sort of army base. The odd thing is, an army officer she knows says that there isn't any base there.

11: A young man wearing civilian clothes and an Imperial Navy pea-jacket (Age 24 787664) says that he stumbled on what looked like a prison camp while foraging for gems on a small island north of Harod downport. He tells the story of how the guards saw him and gave chase. He says that he had to kill two of them in order to escape. (Note: This rumor is false. See below.)

12: An attractive young woman (Age 22 698776) wearing the tattered, bloodstained remains of some kind of uniform staggers out of an alley, and collapses at your feet. There is a shallow laser burn on her left shoulder, and a bullet wound in her lower right back. After a few moments, she regains consciousness. She says that the Vilani had taken her prisoner because she knew that they intended to launch a major invasion of the Lishun sector as soon as their fleet was assembled. When she tried to escape, they shot her. To get away, she had to jump down a maintenance shaft. She pleads with you to take her out of Vilani space, to somewhere she can talk to a representative of Lucan's military. (Note: This rumor is false. See below.)

As noted, two of the rumors are false. The young man in number 11 is merely possessed of an overactive imagination. If he is asked to guide the party to the camp, he'll demand Cr10,000 in advance. He'll then take the party to an abandoned shelter dome, about 1,000 km northeast of Harod. He'll insist that the prisoners were there two weeks ago, and offer his "intrusion" as a possible explanation for the empty camp.

The young woman in number 12 is an escaped mental patient. She isn't dangerous, just deluded. Her wounds were inflicted by members of a street gang from whom she was running. If asked to guide the party to her prison, she'll claim to be unable to remember the way. If quizzed about the troop build-ups or the invasion plans, she'll lay out an elaborate, and plausible-sounding plan and again demand to be taken to someone in Lucan's military.

All other rumors are true, and point the way to the real internment camp.

4 ON THE UP AND UP

The PCs get clues from legitimate sources.
Location is Limli Orbital City.

Scene: In any big city people talk, even otherwise respectable people. So, putting on your most respectable clothes,



and your most respectable faces, you set out to look for clues in Limii's brighter side.

Action: There isn't much information available from the more law-abiding folk of Limii. What is available is background data.

Any gem or mineral merchant can identify Oda's "shiny rock" as a piece of pale green jade. The dark grey substance clinging to its surface is a form of lanthanum ore. To determine if the merchant will tell the party anything more, consult the following task.

To get more than basic information out of the merchant:
Routine, Interrogation, Int, 5 min (uncertain, unskilled OK)

Referee: If the task is successful, the merchant will tell the party that the only mine producing both lanthanum and jade is on a remote island between Harod and Nordon. He doesn't know the exact location of the mine. He does know that some of the lanthanum is shipped by watercraft to Harod for transport off planet.

Maps are available at several locations throughout the city, and at the starport warden's office. These maps range in scale from planetary to 7.5 minute quadrangles. The average price for a hardcopy map is Cr5. Mapclips for use in a mapbox or computer are available for Cr150.

Attempting to gather rumors about the area of the mine, or about people being taken hostage, will be met with a firm rebuff. Most law-abiding citizens are either unable, unwilling, or afraid to discuss such matters, especially if they might get into trouble for it.

5. POLICE INTERVENTION

The local police pay the PCs a visit.

Location is Limii Orbital City or Starport.

Referee: Use this nugget only after the PCs have completed the biggest part of their investigation and are gathered together to compare notes. Two different scenes are included. The first is to be used if the party bothered to set a sentry, and the second if they did not.

Scene: (If the party put out a sentry during their meeting.) The information you've acquired seems to be pointing in one definite direction. As you sit debating what to do next, your sentry reports several armed men are headed this direction some distance down the corridor.

(If the party did not put out a sentry.) The information you've acquired seems to be pointing in one definite direction. As you sit debating what to do next, the door annunciator chirps, indicating that you have unexpected visitors.

Action: Given the nature of the inquires they have been making, it should hardly surprise the characters that the police have taken an interest in them.

The visitors are a squad of planetary law enforcers. Their orders are to bring the party in, alive if possible. Their statistics and personal skills are listed in Appendix 1.

What happens next depends greatly upon where the adventurers have met to discuss their plans, and what precautions they have taken. The law enforcers would prefer to take the party in quietly, but they won't unduly endanger themselves to do it.

If the party has a lookout, he will see that a sniper has disappeared into a recess some distance down the corridor. The other troopers and the leader will head for the party's apartment. If this nugget is taking place at the starport in the main docking bay, the sniper will have climbed to the top of a nearby piece of equipment, such as a derrick or repair gantry, while his partners head for the party's ship.

Should the party get into a shoot-out with the law, the leader (or one of the vehicle drivers) will attempt to summon assistance. None of the others will make such an attempt. If more than three law enforcers are killed or incapacitated, the enforcers will withdraw, and await reinforcements.

If the law enforcers are successful in summoning aid, it will arrive in fifteen minutes. The reinforcements will consist of two more six-man squads, each identical to the first, except they will be accompanied by a watch lieutenant:

Watch Lieutenant 7879A7 Laser Rifle
Laser Wpns-2, Leadership-2, Tactics-2, Admin-1, Forensic-1

If the PCs are arrested and convicted of illegal activities against the government, they will be sent to a penal colony in the Dusa Subsector. If they manage to escape from the law, they'll be marked as wanted men throughout the neighboring subsectors.

If the PCs wish, they may try to talk their way out of the situation, either now or during the hasty trial. Even if they are successful, however, their activities will still be suspect, and it won't take long for them to be posted as wanted men anyhow. Either role-play this situation, or allow the PCs to use the following task in an attempt to get out of an immediate arrest.

To talk the Vilani out of sending the party to prison:
Formidable, Admin, Int, 5 min (uncertain, unskilled OK)

Referee: A substantial bribe, (Cr500 or more to each trooper) will allow a special +1 DM for each Cr500, or fraction thereof.

6. WE FOUND THEM

The PCs verify the location of the Internment camp. Somewhere on the surface of Theton.

Scene: Having finally pieced together what you feel is the correct answer to Oda Linnachre's puzzle, you set out to check your conclusions.

Action: Depending upon where the characters believe the camp to be, they will probably want to go down to the surface of Theton and reconnoiter the area before making their move.

Assuming the players have been careful in gathering and collating their intelligence, they should have no trouble correctly deducing the camp's location. If they have figured out the right location, use this task to determine the outcome of their scouting mission.

Searching by Starship from Orbit

Searching the area from space is not possible because of Theton's opaque exotic atmosphere.

In addition, using a starship has the disadvantage of being a very open activity if the party is wanted by the authorities. If the party left the planet after being branded as fugitives, the local Vilani navy may be watching for the PCs. If the PCs want to avoid naval vessels, use the tasks outlined in nugget 3.

Searching by Air Vehicle or Starship not in orbit

To search the suspected area with an air vehicle:

Routine, Recon, Int, 1 hr (uncertain, unskilled OK)

Referee: Have the players make one attempt for each hex they search. On some truth the PCs find a small island, but it is not the one they are after.

If the PCs are using any sensors, replace the Int DM with their Sensor Ops skill. Also roll 2D for each hex searched — a roll of 10+ indicates that a security patrol is in the same area (see the NPC list, below).

Reconning by air takes a lot less time than a surface recon, but the risks of interception are much greater. The island is protected by a sensor net which will detect any sort of craft entering that airspace. It is possible to avoid detection by flying NOE, or by using ECM to jam the sensors.

To avoid detection by flying NOE:

Routine, Appropriate piloting skill, Dex, Instant (uncertain, hazardous)

Referee: On a major mishap or greater, the party's aircraft has been picked up by the ground sensors.

To avoid detection by ECM jamming the ground sensors:

Difficult, Electronics, Edu, Instant (uncertain)

Referee: On a major mishap, the party's aircraft has been picked up by the ground sensors.

If the party's aircraft has been picked up by the sensors, an hour later a pair of tech 11 SDBs will intercept the adventurers. The SDBs will advise the party that they have entered restricted airspace, and that they must leave the area

immediately. If the party fails to heed this warning, the SDBs will engage the intruder and try to force it to turn back. Once PCs set down their starship, they will be met and arrested.

Searching by Surface Vehicle

To search the suspected area with a surface vehicle: Routine, Recon, Int, 12 hrs (uncertain, unskilled OK)

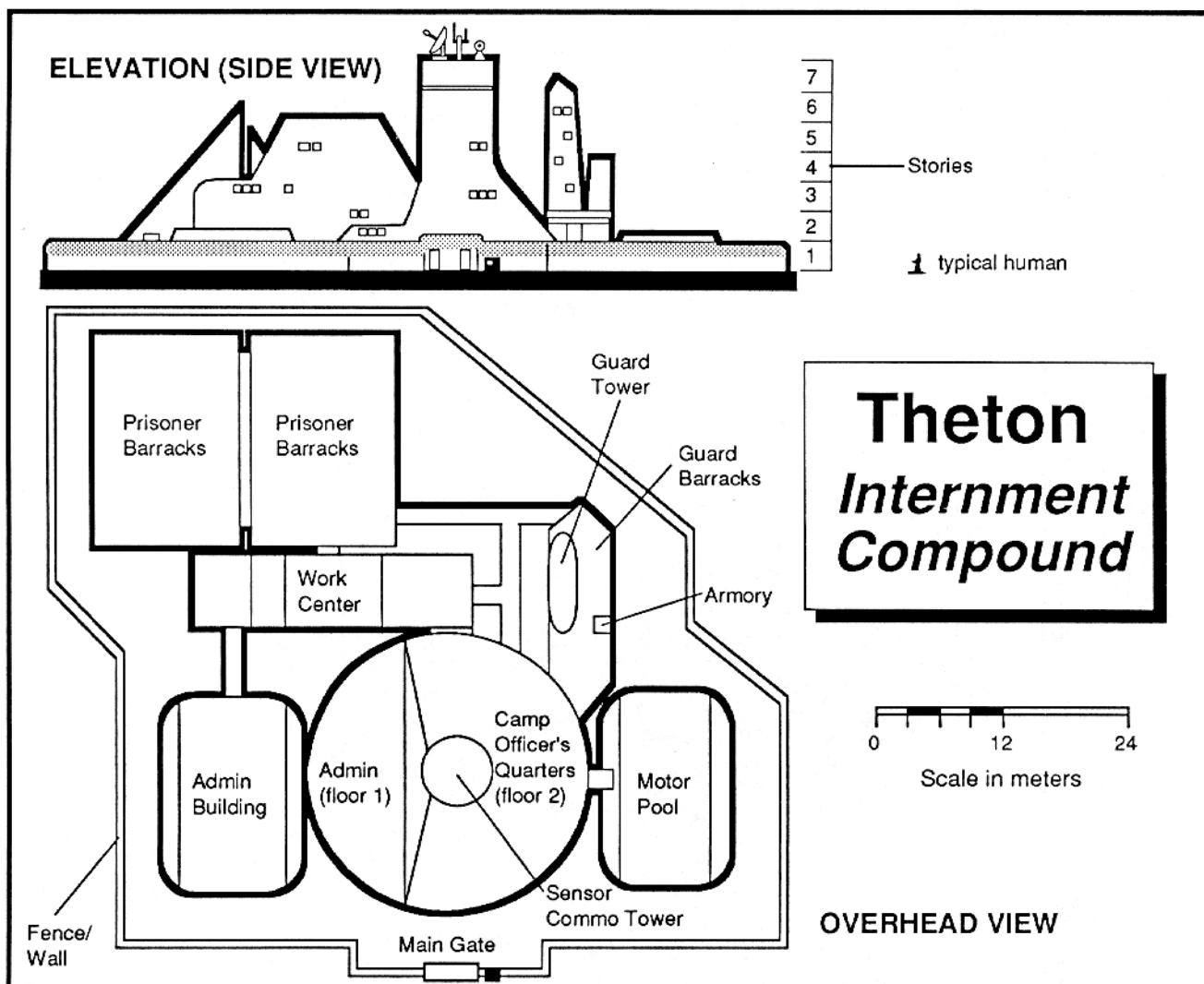
Referee: Have the players make one attempt for each hex they search. On ~~sometruth~~ the PCs find a small island, but it is not the one they are after.

If the PCs are using any sensors, replace the Int DM with their Sensor Ops skill. Also roll 2D for each hex searched — a roll of 8+ indicates that a security patrol is in the same area (see below).

Remember, if the party is searching the wrong hex, no dice roll ever made will allow them to find the camp.

The security patrol consists of four men and two g-carriers (see Appendix 1 for details).

These soldiers will not engage the PCs in a gun battle unless fired upon first. The most they will do is order the party out of the area. A second encounter with the same patrol will result in the soldiers taking the PCs into custody. However, if the PCs are wanted, the patrol will want to capture them on the first meeting.



WORLD MAP GRID

This geodesic map grid divides the spherical surface of any globe into twenty-five triangles, each of which is further divided into hexagons. Note terrain identifiers and other planigraphic features of the world in these hexagons.

Total number of map hexes per triangle: 25. Total number of map hexes: 500.

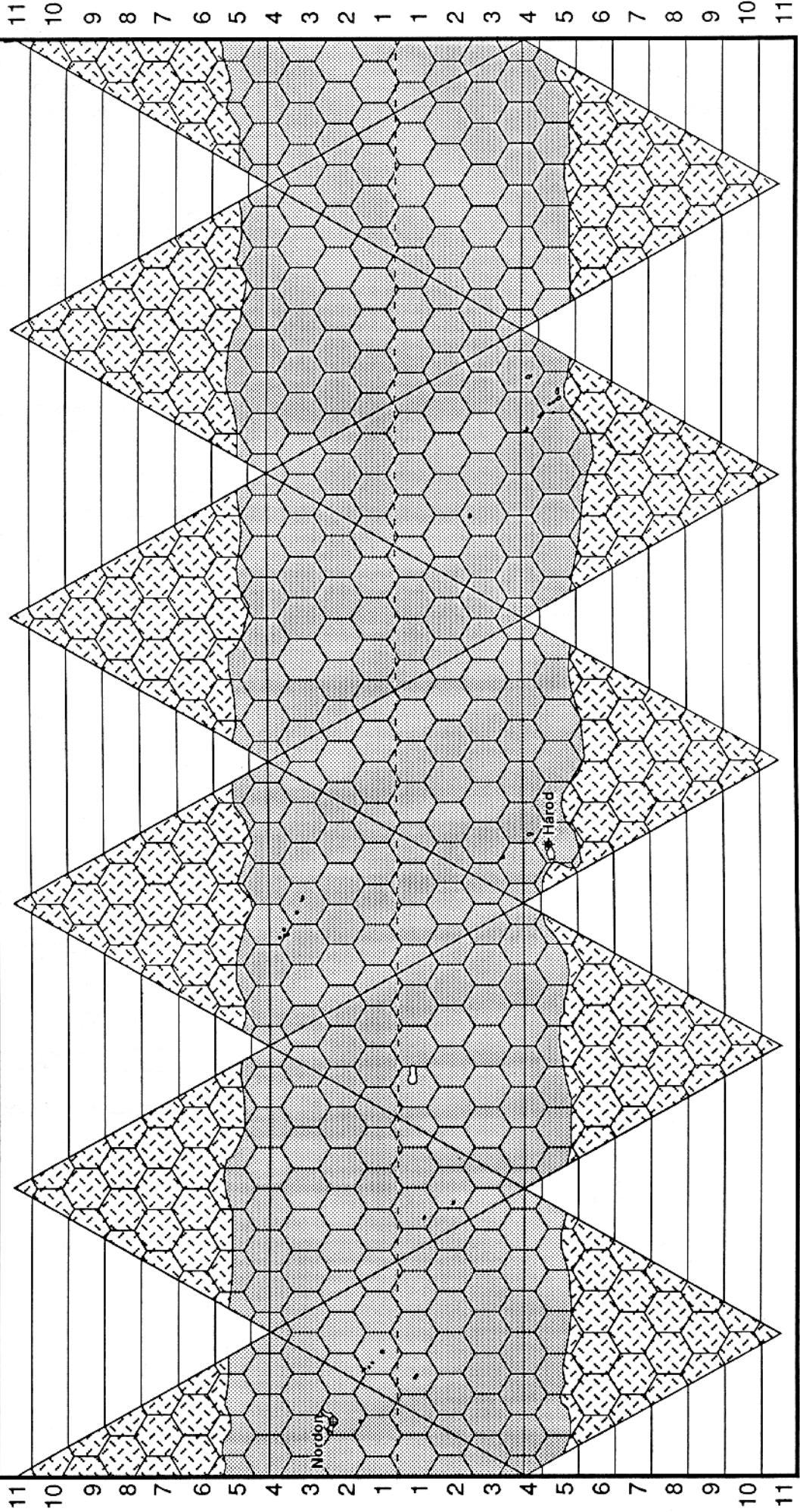
1. Date of Preparation
181-1120

2. World Name (and IWP)
Theton

B|A|B|A|6|6|3|B

3. Hexagon Scale in Kilometers (circumference divided by 35)
1440 Km/Hex

4. Subsector and Sector Location of World
Theton/Vland 3107



IS Form 21

World Map Grid (Large)

Scenario 6 of *Search And Rescue* concerns the rescue of Oda Linnachre's family. This operation will call for careful planning on the part of the player characters. Read through this scenario carefully before actually beginning play. There are any number of options available to both the players and the Vilani guards. When determining the Vilani response to the rescue attempt, remember that the Vilani tend to use tactics that are ruthless and cost-effective. To them there is no such thing as a non-combatant, or a prohibited target. The Vilani will try to win as quickly and as economically as possible.

SETUP

If the players have completed a successful reconnaissance of the internment camp, give them the players' map illustrating the facility and the surrounding area. Allow the players enough time to formulate a plan of action based upon the maps and their characters' individual skills.

Theton's less than friendly environment will make this rescue attempt more challenging than most. The group will need special protective suits and gear. To complicate matters, Oda Linnachre will insist that she be taken along on the rescue mission (regardless of what the players want).

Linnachre will, if necessary, threaten to turn the party over to the authorities if she isn't allowed to go on the raid. During the strategy session, Linnachre can be used as a vehicle for you to point out obvious flaws in the party's plan if necessary.

Once the PCs are satisfied with their plan, begin play with nugget 1.

SUMMARY OF NUGGETS

The following summaries tell you what each nugget covers.

1. The Approach(key): This nugget deals with the various methods of getting the rescue team close to the internment camp. It details various basic tasks to be used depending upon the method of approach being used. If the players come up with a means not covered by this nugget, use the information presented here as a guideline to set up an appropriate task profile.

2. Assault (optional key): Should the players elect to storm the camp, this section provides information on the military strength, tactics and responses of the defenders.

3. Bluff(optional key): Information and tasks governing a non-violent rescue attempt are listed in this section. If the players attempt to bluff the Vilani into releasing the prisoners to them, use this nugget.

Note: It is possible to combine elements of an assault with an attempt to bluff the Vilani out of the hostages. In this case, both nuggets 3 and 4 will be used.

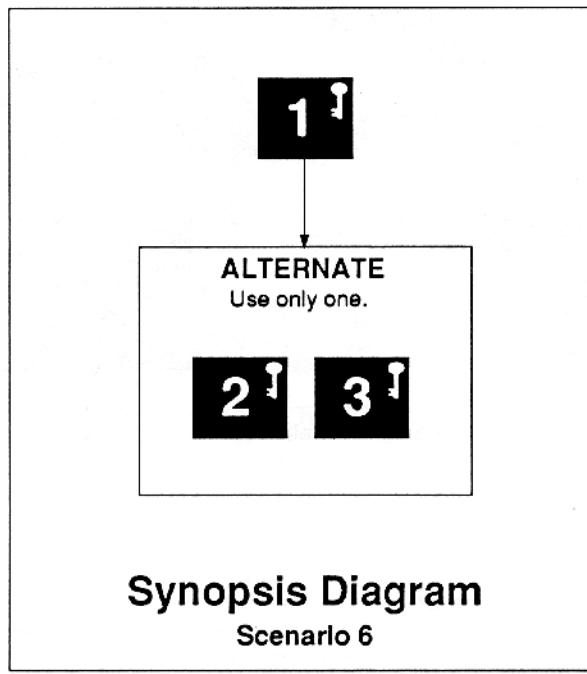
1. APPROACH

The PCs approach to the internment camp.

Location is the island work camp on Theton.

Referee: Use the scenes below as dictated by the characters' method of approach. Because it is impossible to second guess all gamers, only the most basic of scenes are listed. Feel free to adapt and embellish these paragraphs to fit your group's plans.

Scene: (If the party approaches the camp on foot, or by ground vehicle.) As you clear the low rocky hills bordering the wide open area surrounding the camp, it is easy to pick



Synopsis Diagram
Scenario 6

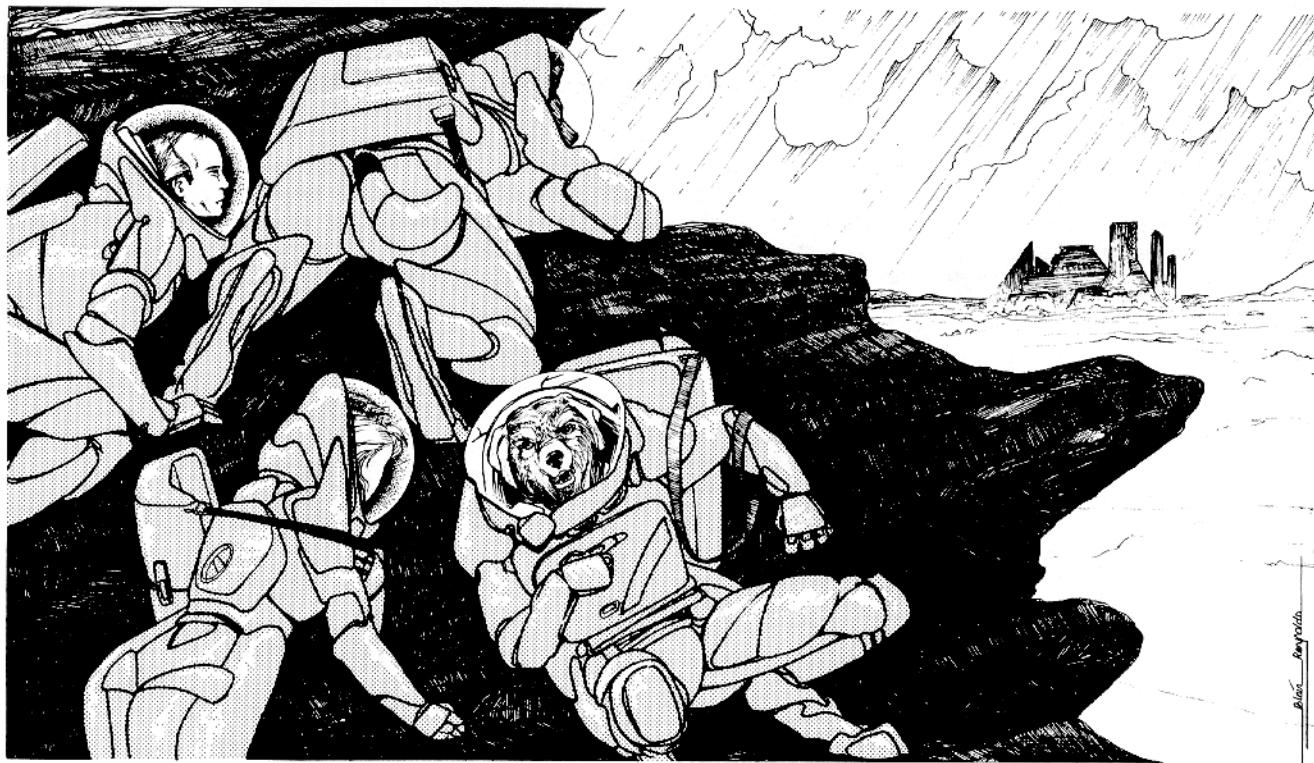
out the various buildings of the facility. A dense, three meter high metal barb fence surrounds the compound domes. Even at this distance, you can make out such details as air-lock doors and what looks to be a grav vehicle garage. A tall metal tower rises above a low dome, and is capped by a mixture of microwave dish antennae.

(If the party approaches the camp from the air.) From the air it is easy to pick out the individual buildings of the internment camp. Against the north fence is a squat dome with a metal tower next to it. The tower is crowned by several dish-like antennae. Across the compound is a large, dirty building with several large iris valves along its front.

Action: Depending upon the method of approach and the time of day, the party will face a number of different problems.

A ground approach, whether on foot or by vehicle, will need to evade the Vilani sensors as detailed in scenario 5, nugget 6. If the sensor operator happens on a sizable party of armed men, they will immediately call for help and engage the intruders.

Reinforcements will take the form of the first squad from the camp. (See appendix 1) They will arrive in 2D x 1D minutes. A call for help from the patrol will also cause the camp complex to go on the alert. See Nugget 2, Assault.



The party can attempt a stealthy approach if they wish. To conduct such an operation, see the task below.

To avoid contact with the area patrols:

Routine, Stealth, Int, 1 min (uncertain, unskilled OK)

Referee: The players should never be certain that they have evaded the periodic patrol. Have them make several checks using this task, whether there is a patrol in the area or not. Describe the nerve-grating hum of an grav vehicle's coils as it hovers over the plateau they just left. Allow them to catch glimpses of what appear to be armor-clad soldiers running through the murky Theton landscape, but are in reality just acid-stained rocks.

If the party is making its approach by air, they'll face an entirely different set of problems. An air approach runs the same risks of detection as an air recon. Use the tasks profiled in scenario 5, nugget 6 when refereeing any approach by air. If the party's ship is detected, the Vilani response will be to dispatch the same pair of TL 11 SDBs described in scenario 5, nugget 6. The actions of the SDBs will be as detailed in the above mentioned scenario and nugget.

The players should never know if they have successfully avoided detection. Describe how the player operating the ECM gear is being constantly challenged to adjust his countermeasures to block the questing sensors. Was that blip that your sensor operator just picked up on his screen an acid tornado, or was it an incoming SDB?

If the party's ship is flying NOE, describe the dizzying effect of not being able to see very far ahead coupled with watching the stark terrain whiz by at such an incredible velocity, not more than five meters below. Tell them that when they crossed that last ridge that their own sensor operator thought that they were a little high, and that the sensors might have seen them.

Of course, the characters can always approach the camp openly (assuming they can evade the area patrols). This

tactic is preferable if the party is planning to bluff the Vilani into handing over the hostages.

2. ASSAULT:

The PCs storm the internment camp.

Location is the island internment camp on Theton.

Scene: (If the party is making a ground assault.) Well, this is it. You've planned it down to the last imaginable detail. Now there's nothing left but to get on with it. Checking your weapons and equipment for perhaps the hundredth time, you swallow hard, clamber to your feet in your suit, and start moving. A few hundred meters ahead stands the dense metal barb fence.

(If the party is making an assault by air.) Well, this is it. You've planned it down to the last imaginable detail. Now there's nothing left but to get on with it. The pilot half turns in his seat and shouts for you to get ready. Checking your weapons and equipment one last time, you swallow hard and get ready for a hot landing. Looking up at the monitor in the airlock, you can see the murky acid atmosphere of Theton and the shadowy ground approaching fast.

Action: There is little to do here aside from running the combat. Use the rules laid out in the *Players' Manual* governing combat.

If the players wish to approach the fence undetected use this task profile.

To approach the fence undetected (day):

Formidable, Stealth, Dex, 2 min (fateful, unskilled OK)

Referee: If the facility is on alert, increase the difficulty level to Impossible.

To approach the fence undetected (night):

Routine, Stealth, Dex, 2 min (hazardous, unskilled OK)

Referee: If the facility is on alert, increase the difficulty level to Formidable.

If a character is detected while approaching the camp, the facility will go on immediate alert.

Once the characters reach the fence it must be cut, destroyed, or climbed in order for the characters to gain access to the camp. Use one of the following tasks as appropriate to the method being used.

To cut a man-size hole in the fence:

Routine, Combat Engineering, Str, 15 sec, (unskilled OK)

Referee: If a player fails at this task, it may indicate that he has been spotted, has caught his protective suit on the barbs, or it may mean that he hasn't completed the hole in the time indicated. This task assumes that the character attempting it has cutters in his possession at the time of the attempt.

To blow a hole in the fence with explosives:

Routine, Demolitions, Edu, 10 sec. (hazardous)

Referee: It is only necessary to bring down two of the support posts in order to create a 5 meter gap in the fence. For this purpose, assume that each post has an armor value of 1, and must only be penetrated, not breached.

Even so, the party will have to be careful of the barbs to avoid tearing open their protective suits.

To crash through the fence in a vehicle:

Routine, Vehicle, Dex, Instant (unskilled OK)

Referee: This task details only the breaching of the fence, see below for keeping the vehicle under control during the attempt.

To keep a vehicle under control after breaching the fence:

Difficult, Vehicle, Dex, Instant (fateful, hazardous, unskilled OK)

Referee: Require exceptional success if a grav vehicle; make this task one level easier if using a tracked vehicle or starship.

To climb over the fence:

Routine, Intrusion, Dex, 15 sec, (unskilled OK, hazardous)

Referee: A mishap on this task inflicts an immediate serious suit breach, and delays the climber.

If the characters are making their assault by air, they may land any air- or spacecraft up to the size of a 400-ton merchantman outside the fence with no difficulty. Air- or spacecraft up to the size of a 200-ton scout/courier may land inside the compound fence, but the pilot will have to successfully complete this task.

To safely land a grav vehicle inside the compound:

Routine, Grav Veh, Dex, Instant (fateful)

To safely land a space- or starship inside the compound:

Difficult, Pilot, Dex, Instant (fateful)

Referee: This task is hazardous because of the cramped conditions in which the ship is landing. A mishap or failure may indicate that the ship struck one of the camp buildings on the way down. While this probably won't damage the ship, it will likely breach the building, and on a mishap the ship's inertial compensators didn't compensate for the jolt during the landing — randomly select a character to suffer damage from the rough landing (character fell, or something fell on the character).

Normally, security at the camp isn't all that tight. The harsh environment provides a good measure of security all by itself.

A pair of guards stand at the main airlock where they check IDs and inspect the belongings of all individuals entering or leaving the camp. Another guard is stationed inside the motor pool dome, and another inside the admin dome. Two more guards are on constant patrol inside the corridors. One last man is on duty in the communications tower.

The guards are under orders to arrest any intruders if possible. They will defend themselves ruthlessly if attacked.

If the facility is on alert, there will be three men at the main airlock entrance, as well as a corporal-of-the-guard. The roving corridor patrol will be increased to six men, organized into two-man teams. The motor pool dome will be sealed off and locked. Additional guards will be on duty in the motorpool, the commo tower, and the admin dome (one more at each site).

When the players begin their assault, or when the alarm is sounded, several things will occur.

If it is dark, all the lights outside will be switched on. The entire guard staff will turn out to defend the compound (this will take 1D+5 minutes). The commo operator on duty will send out a call for help. This help will arrive in 1D x 30 minutes, and will be in the form of four transport g-carriers, each carrying fourteen combat troops.

Camp Guards

Generic Trooper 474777 hits 3/3 7mm Asslt Rifle, Cloth Cbt Rifleman-1, Brawling-1

Destroying the camp's communication gear will prevent this call from going out, as will killing the comm operator on duty. It is also possible to jam communications by using ship mounted communications gear.

To jam communications using ship-mounted equipment:
Routine, Commo, Electronics, 1 min (uncertain)

Once the shooting starts, allow the combat to continue, according to the rules in the *Players' Manual*. The Vilani guards will fight to the best of their ability, until their numbers start to dwindle. When the guards have taken more than 50% casualties, roll 2D. A roll of 10+ indicates that the remaining guards have surrendered. If the Vilani don't break at that point, for every two guards killed or incapacitated after that apply a +1 DM and roll again. Keep checking the guard's morale until they surrender or they are all killed.

Once the fighting subsides, all that remains is to locate Oda Linnachre's family, and get them out of the camp. The group may need to get them to get into protective suits — the PCs will be able to find plenty of suits in the compound if they didn't think to bring any. If Oda is with the assault team, she can easily identify them. Otherwise, it takes 1D x 5 minutes to find and identify them.

3. BLUFF

The PCs bluff the Vilani into releasing the family to them. Location is the Island Internment camp on Theton.

Scene: Well, this is it. You've planned it down to the last imaginable detail. Now there is nothing left but to get on with it. Tugging nervously at the uncomfortable low tech vacc suit you've adopted as a disguise, you move out. A few hundred meters ahead, you see the camp's main gate, flanked by a weathered call station.

As your vehicle approaches the gate, the call signal displays a stop indication. The call station indicates a channel you need to tune to in order to talk with the compound guard inside. You take a deep breath, hoping you'll remember what to say.

"Can I help you?" the voice snaps, cold authority ringing in his voice.

Action: Running this nugget will call for careful refereeing. The Vilani as a race are sticklers for proper procedure. Very little gets accomplished unless it follows a strictly defined set of rules.

As the characters approach the gate, they will be stopped. The guard will ask the PCs to transmit a digitized copy of their identification and authorization papers. If the characters managed to forge or otherwise obtain such documents, go to the first task below. If they are trying to bluff their way into the compound without the proper IDs use the second task profile.

To gain entry to the camp using false papers:

Routine, Admin, Int, 1 min (fateful, unskilled OK)

Referee: If the documents are forged, use the character's forgery skill in place of the Int DM.

If a failure results in a major or destroyed mishap, the guards will arrest the characters. If the characters resist, go directly to nugget 2, *Assault*, and pick up the action there. If the characters try to play out their bluff, continue with this nugget.

To gain entry to the camp without proper papers:

Formidable: Admin, Int, 2 min (fateful, unskilled OK)

Referee: See the referee's note on the above task for details on failures or mishaps.

If the characters are successful at bluffing their way past the gate guard, they will be allowed entry into the camp and directed to the admin building airlock, where they will be met by the officer of the day. The OOD will question the characters as to their business in the camp, and will ask to see their papers. Use the tasks below to determine the outcome of this encounter.

To bluff the OOD using false papers:

Difficult, Admin Int, 5 min (fateful, unskilled OK)

Referee: If the documents are forged, add the character's forgery skill as a +DM. If a failure results in anything other than a superficial mishap, the OOD will call the guards and have the characters arrested. If the characters resist, go to nugget 2, and pick up the action.

To bluff the OOD without false documents:

Formidable, Admin, Int, 5 min (fateful, unskilled OK)

Referee: See the above task profile for notes on the results of failure.

Assuming that the adventurers were able to talk their way past the officer-of-the-day, he will inform them that no internee may be released without the written authorization of the camp commandant.

If the party entered the camp between 0800 hours, and 1700 hours, the commandant will be in his office near the entry airlock, and will view any interruption of his daily routine as a minor inconvenience. From 1700 to 2300, he will be off duty and any intrusion on his personal time will be a major annoyance. From 2300 to 0800, the commandant will be in his quarters, asleep. He will not be in a good humor at

being awakened for something that should have been taken care of during working hours.

No matter what his emotional state, the commandant will grudgingly review the release request before signing it. Consult the task below to determine the outcome of their interview. However, if the commandant is annoyed raise the Difficulty Level of all interaction tasks by one.

To fool the commandant with false papers:

Difficult, Admin, Int, 5 min (fateful, unskilled OK)

Referee: If the papers are forged, apply the character's forgery skill as a +DM. If a failure results in anything other than a superficial mishap, the commandant will call the guards and have the characters arrested. If they resist, go directly to nugget 2, and pick up the action there.

To bluff the commandant without false papers:

Formidable, Admin, Int, 10 min (fateful, unskilled OK)

Referee: See the above task profile for notes on the results of failure.

If the characters are able to hack their way through all of this red-tape, the commandant will sign the release order and send a guard for Linnachre's family. It will take roughly ten minutes for the guard to return with the prisoners. During that time the commandant will try to engage the characters in idle conversation. The characters may either join him in the conversation, or ignore him completely. If they do decide to talk to the commandant, use the following task to see if they slip up, and blow their own cover.

To avoid making a mistake while talking to the commandant:

Routine, Interview, Edu, Instant (unskilled OK)

Referee: Only a major mishap will cause the commandant to act. Another type of failure will be met with a question like: "How long have you been on Theton, anyway?" or, "You're not a full-blooded Vilani, are you?" While these may cause the players to panic and do something rash, they are easily dismissed by creative responses. Repeat the task roll again, but this time any failure will arouse the commandant's suspicions and cause him to act.

Ignoring the commandant might be possible, depending on the disguise adopted. The referee must judge whether the commandant is likely to become suspicious or angry enough at the snub to take action.

The commandant will refuse to supply protective suits for the prisoners. The PCs will have to supply their own protective suits for Linnachre's family.

As soon as the guards return with the Linnachre family, the party and the ex-prisoners will be free to go.

4. ESCAPE

The PCs escape from the Internment camp.

Location: Is the Island Internment camp on Theton.

Scene: With the former hostages safely in your hands, you prepare to beat a hasty retreat. There were a few tense moments there, but you managed to pull it off. But there's no time for self-congratulations. You're still deep within potentially hostile territory, in Theton's terrible surface environment. To top it off, the Vilani aren't likely to be very happy when they discover what you've done.

Action: How easy it is for the party to escape from the internment camp depends upon how much of a disturbance they created freeing the hostages.

The most important factor to consider is whether or not an alarm was sounded. If no alarm was raised, the characters may leave the area, and the Theton system, with no further problems.

If the camp guards managed to send off a call for help, the party will only have the amount of time determined in nugget 2 before reinforcements arrive.

If the party clears the area before the Vilani troops arrive, they may either lie low somewhere on-planet until the search dies down, or they may try to lift off immediately.

Staying on planet presents a whole new set of problems, such as where to hide, how to safely hide in Theton's corrosive environment, and what to do if discovered. If the party opts for this solution, it will be at least thirty standard days before the Vilani stop looking for them. During this time, roll four times a day for an encounter, as detailed in the *Referee's Manual*.

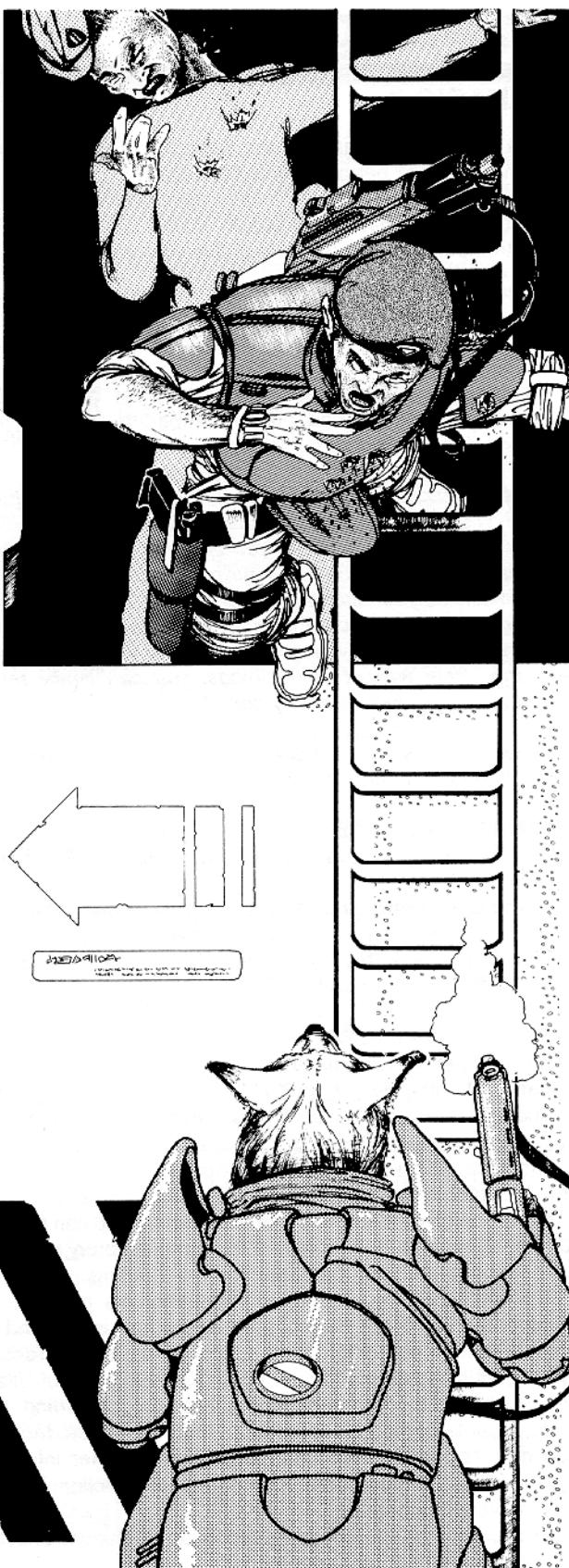
Any encounter with the police or military personnel stands a 2 in 6 chance of being a search party. Feel free to spin out any necessary forms of interaction with the sparse surface population using the techniques described in other portions of this adventure.

If the party tries to leave Theton immediately after the alarm is given, Naval forces will attempt an interception if the alarm was raised at the camp. Use the procedures described for approaching the planet earlier to handle attempts to evade pursuers.

A Naval vessel will order the party to heave-to and prepare to be boarded. If the adventurers allow the Vilani to board, the boarding party will consist of six marines and a naval lieutenant. They will search the party's ship, looking for the escaped prisoners, whom they will find automatically even if they have been hidden (Vilani search techniques are very, very thorough).

Should the adventurers try to run from the Vilani ship, or try to fight it out, conduct the chase or combat normally, according to the rules in the *Referee's Manual*. Referees are urged to make this final battle exciting, but to allow the players to make a narrow escape.

Once the characters leave the Theton system, they should be allowed to escape from Vilani space without further incident. If you like, you may run any of the encounters from Scenario 2, *Getting There Is Half The Fun*, which you didn't use during the trip to Theton.



Home Again

SCENARIO 7

This is the final scenario of the *Search and Rescue* campaign. It covers the PCs' return to Lucan's Imperium and their final meeting with their patron, Joshua Mershon.

The mystery of the Vargr corsairs using the Vilani Flaming Eye piracy symbol is still unsolved. For those PCs who want to continue on and answer this puzzle, take a look at campaign 2, the *Gamgilebo Incident*.

In the meantime, the nuggets of this scenario neatly finish up this campaign.

SETUP

As soon as the party crosses the border between the Restored Ziru Sirkaa and Lucan's Imperium, go over the following with your players.

"With a dazzling flash of light, your ship drops out of jump space. Your navigational computers tell you that the Vilani border is far behind, and that you are now among the stars of Lucan's Imperium. Setting your course for Larkarda, you arrive back at your starting point with no further incident. After going through all the normal starport procedures, which seem remarkably slow and simple to you after dealing with the Vilani way of doing things, you can finally relax, knowing that your job is nearly done."

Allow the players to make whatever preparations they wish, then go to nugget 1, *The Last Meeting*.

SUMMARY OF NUGGETS

The following summaries tell you what each nugget covers.

1. The Last Meeting (key): This nugget covers the final meeting with the party's patron, Joshua Mershon.

2. Goodbye and Thank You (key): The party says goodbye to Oda Linnachre and her family.

1. THE LAST MEETING

The PCs meet with Joshua Mershon.

Location is Larkarda (Lishun 0712).

Scene: After clearing up the last details at the starport, you put through a call to your patron, Joshua Mershon.

"I'm sure relieved to hear from you," Mershon responds. "I was beginning to fear you had been lost."

Mershon gives you a time and place where you can meet to turn his agent over to him. After a few congratulatory phrases, he cuts the connection. It's all over but the shouting.

The next day, you meet with Mershon as planned, at noon in the starport's central park. Mershon is pleased at your extraction of Oda Linnachre, and considers the rescue of her family an added bonus. Now that she is out of Vilani space she is being thoroughly questioned regarding the Vilani counterespionage operation that has been feeding bad data to the Imperial Intelligence Agency. Her information regarding the possible Vilani-Vargr connection is also proving very interesting.

After debriefing you, he hands over an aluminum attache case and returns to his speeder.

"By the way," he says, "that was a really nice piece of work. I think I may have need of your services in the future. I'll be in touch." That said, he climbs into the fancy grav-vehicle, and drives off.

Action: There is very little to do in this nugget. When the PCs open the case, they find bearer bonds in the agreed-upon amount, plus a twenty percent bonus.

If *Search and Rescue* was used as part of an ongoing MegaTraveller campaign, Joshua Mershon can be considered as a useful contact, providing that the characters don't bother him too often.

You may also, if desired, continue the campaign by using this campaign as a lead-in to the second campaign in this book, *The Gamgilebo Incident*, which delves more deeply into the activities of the Vargr corsair band known so far only as "the Flaming Eye."

2. GOODBYE AND THANK YOU

The PCs say goodbye to Oda Linnachre and her family.

Location is Larkarda (Lishun 0712).

Scene: As Mershon's speeder pulls away, Oda Linnachre steps forward.

"There isn't any way I'll ever be able to repay you for what you've done for us," she says. "Everything I've ever owned was on Theton. It isn't much, but I'd like you to have this."

Oda reaches out, holding in her hand, the lump of pale green jade which provided one of the clues as to the whereabouts of the internment camp.

"Mr. Mershon said that the service will be providing us with new identities, and a new home, somewhere away from the Vilani border. I doubt we'll ever see each other again, but I'll never forget you."

With tears in her eyes, Oda turns towards a waiting air/raft with its blank-faced agent/driver. As the vehicle lifts, Linnachre waves and shouts something, which is lost in the hum of the vehicle's grav modules, then, she is gone.

Action: As in nugget 1, there is very little to do here. If the players have the lump of jade assessed, they will find that it is worth Cr1,000.

Here ends campaign 1, *Search and Rescue*.

Ashki 0110 A89A533-D Ni Wa

303 Rv G4 V

Primary: Satirine, spectral class G4 V. Mass 0.96. Stellar diameter 0.934. Luminosity 0.778.

Ashki: Mean orbital radius 150 million km (1 AU). Period 372.78 days. Diameter 13,259 km. Density 0.956 (molten core). Mass 1.083. Mean surface gravity 1.009. Rotation period 34h 59m 8s. Axial inclination 33°28'13". Energy absorption 0.619. No satellites.

Surface atm pressure 2.19. Composition oxygen-nitrogen mix with pollutants taint. Hydrographic percentage 98%. Mean surface temperature 2.1°C. Native life.

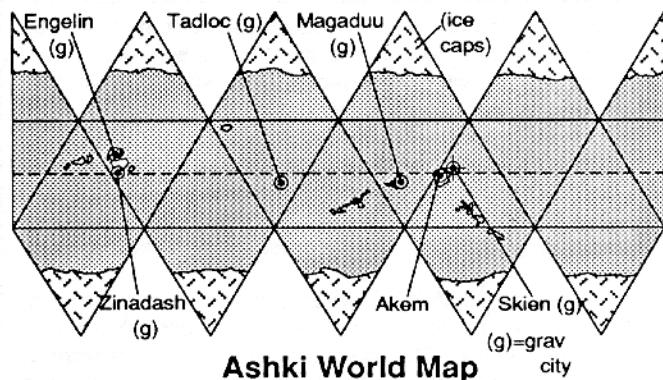
Total world population 339,000. Primary cities — Magaduu, 9,780; Skien, 9,630; Akem, 9,330; Engelin, 9,240; Zinadash, 9,150; Tadlock, 9,060. World government self-perpetuating oligarchy. Tech level — high common 13, low common 13. Primary resources — crystals, agroproducts, non-metals, consumables, software.

Ashki was first visited around -7000 by Vilani traders. The Vilani found a world rich with undersea plant and animal life, but with little more than primitive algae living on what little land surface the world had. None of Ashki's sea lifeforms are sentient.

Ashki's oceans have a heavy mineral content, and constant ocean mists taint the air with these minerals, irritating the breathing passages of most offworld sentients. Bwaps (or "Newts") find the surface environment of Ashki to be quite pleasant (taint or not), and they make up the bulk of the surface inhabitants of Ashki. The remaining two thirds of the world's inhabitants live in gravitic cities high above the surface, where the atmosphere is free of the irritating ocean mists.

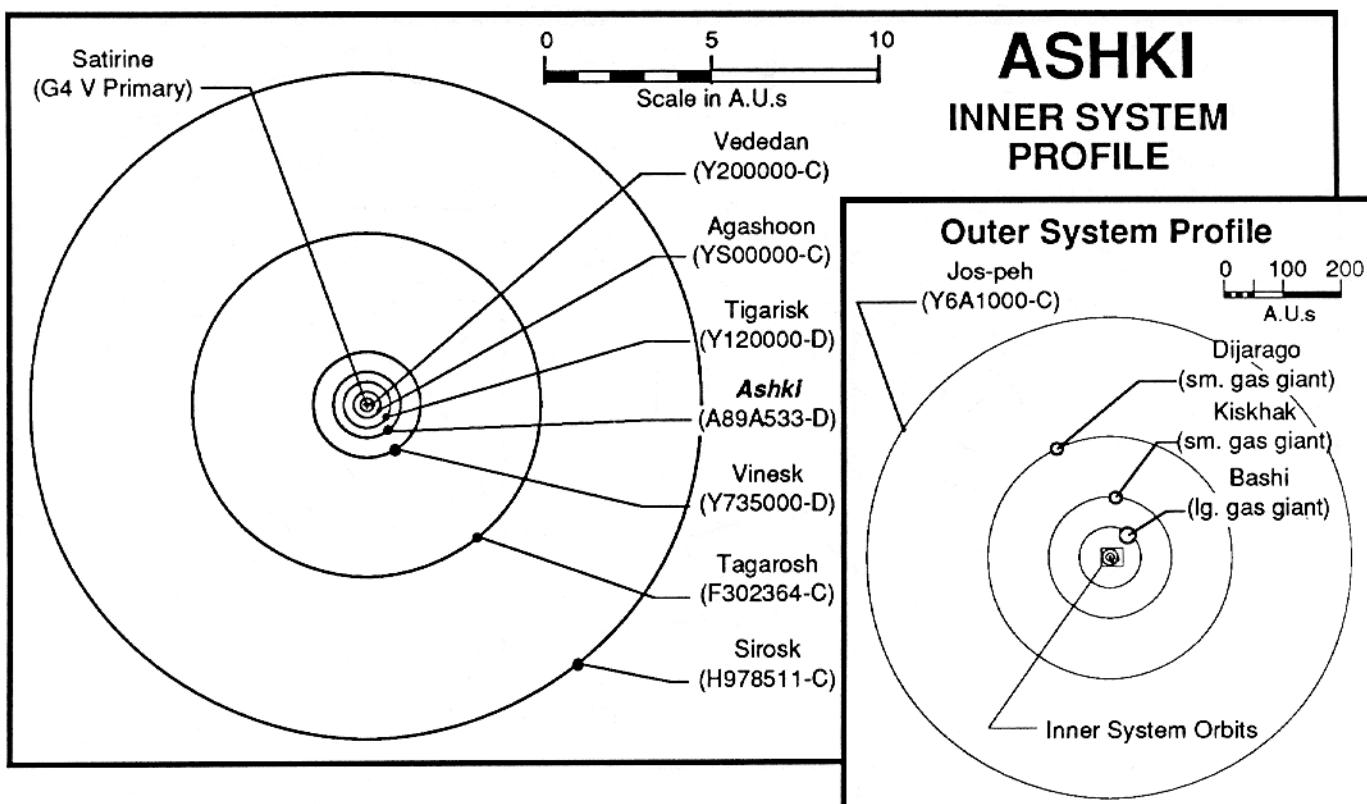
Ashki's oceans are a rich source of crystals of all varieties, and the world's wild sea plants are a highly sought gourmet delicacy, eaten with special Ashki utensils that fit over the ends of the fingers. A leading occupation on Ashki is that of harvester — an occupation reserved for rugged individuals willing to spend weeks underwater combing the sea floors for crystals or wild sea plants.

Harvester culture has developed many interesting rituals. For instance, harvesters cannot be single — they must be



Ashki World Map

married. Anyone (young or old) aspiring to become a harvester *must* marry and spend their first year of marriage cooped up in a special 4 kiloliter space with only their spouse. If the apprentice harvester comes through the ordeal, he and his spouse are granted the right to join a harvester band. Each time a harvester remarries, the ritual must be repeated.



Gishinridu

Gishinridu 0513 C536333-A N Lo Ni

A 800 Cv M7 V

Primary: Leresha, spectral class M7 V. Mass 0.2962. Stellar diameter 0.3109. Luminosity 0.0052.

Gishinridu: Mean orbital radius 30 million km (0.2 AU). Period 60.03 days. Diameter 8,475 km. Density 0.336 (icy body). Mass 0.099. Mean surface gravity 0.227. Rotation period 18h 28m 28s. Axial inclination 27°13'57". Energy absorption 0.767. No satellites. Surface atm pressure 0.19. Composition std oxygen-nitrogen mix. Hydrographic percentage 58%. Mean surface temperature -100.7°C. No native life.

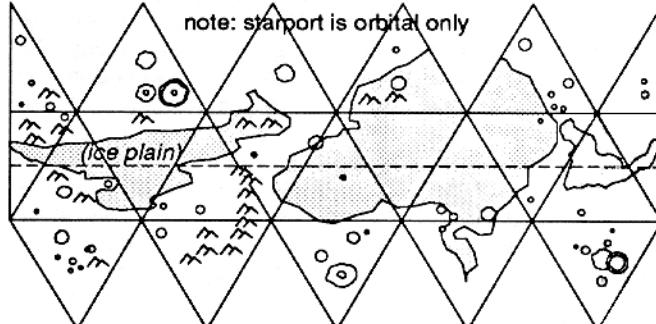
Total world population 8,380. No established cities. World government self-perpetuating oligarchy. Tech level — high common 10, low common 10. Primary resources — none.

While the Gishinridu system has played host to short-lived small colonies over the millenia, most of the time the system has remained deserted. The habital zone world Gishinridu is nothing but an iceball with little valuable resources.

The system rose to prominence during the Vargr campaigns (210-348) when the Imperial Navy established an advance base here. Gishinridu is one in a chain of Naval bases along the Imperium's near-coreward edge, acting as the Imperium's "second line of defense" against the Vargr Extents.

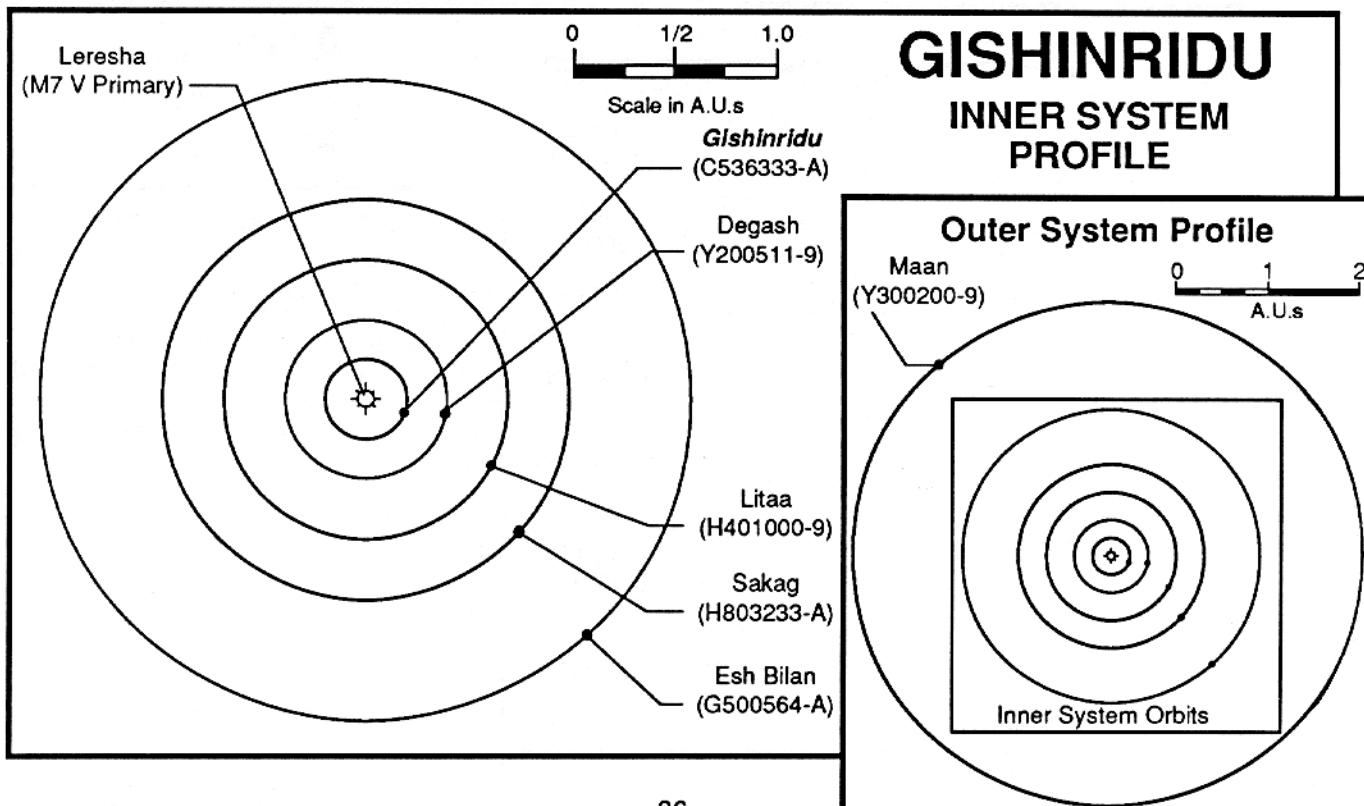
All this changed in 1117 when Lucan ordered the non-reserve Lishun fleets to abandon their post in order to avenge the death of Strephon. Once the Vargr got word of the few Imperial fleets defending Lishun, the Vargr overran most of Lishun in short order. Gishinridu is near enough to the Vilani border that it gained a sort of default protection from the Vilani. While Gishinridu has never officially declared allegiance to the Vilani, the Naval forces remaining in the system have expressed no desire to align with Lucan. For now, the system remains an unstable amber zone.

A religious sect established a new colony on Gishinridu in the late 1080s, and they maintain a vigorous traffic in goods



Gishinridu World Map

and passengers from nearby worlds. Known as the "Ka-rosas", this sect proclaims violent racist policies and they insist on remaining isolated from all the "unclean aliens" of the universe. It is rumored the Ka-rosas periodically sacrifice Vargr in their rituals, so that "order may be restored to the universe."



Hrun 0312 C5169C7-D N HI In Ic

913 Rv K3 VI

Primary: Shine, spectral class K3 VI. Mass 0.37. Stellar diameter 0.3448. Luminosity 0.0618.

Hrun: Mean orbital radius 54 million km (0.36 AU). Period 129.70 days. Diameter 8,133 km. Density 0.684 (rocky body). Mass 0.179. Mean surface gravity 0.443. Rotation period 34h 53m 8s. Axial inclination 17°37'33". Energy absorption 0.767. No satellites.

Surface atm pressure 0.08. Composition trace gases. Hydrographic percentage 62%. Mean surface temperature -3.6°C. No native life.

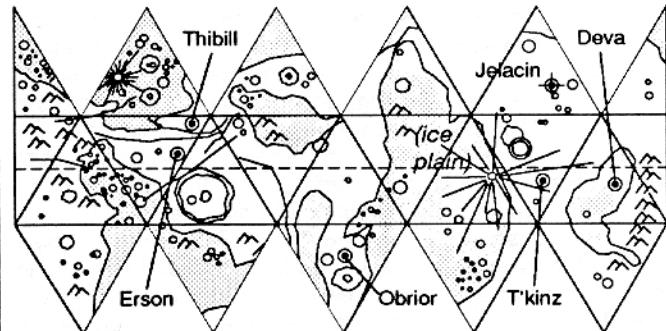
Total world population 9,760,000,000. Primary cities — Erson, 831,000,000; T'kinz, 378,000,000; Thibill, 338,000,000; Deva, 260,400,000; Jelacin, 260,400,000; Shatison (orbital), 139,500,000; Obrior, 101,700,000. World government charismatic oligarchy. Tech level — high common 13, low common 11. Primary resources — software, recordings, consumables, documents, metals, parts, non-metals, durables.

Hrun was originally settled in the early centuries of the Third Imperium when rich deposits of iridium were discovered deep within its crust. While the mining of iridium continues virtually unabated, Hrun has become well known in this century because of its high quality mining robot software.

The scientists who produce this software carefully guard their secrets. Any scientist who does research on robotics is required to belong to a special secret society. Any scientist who divulges secrets is sentenced to the death penalty.

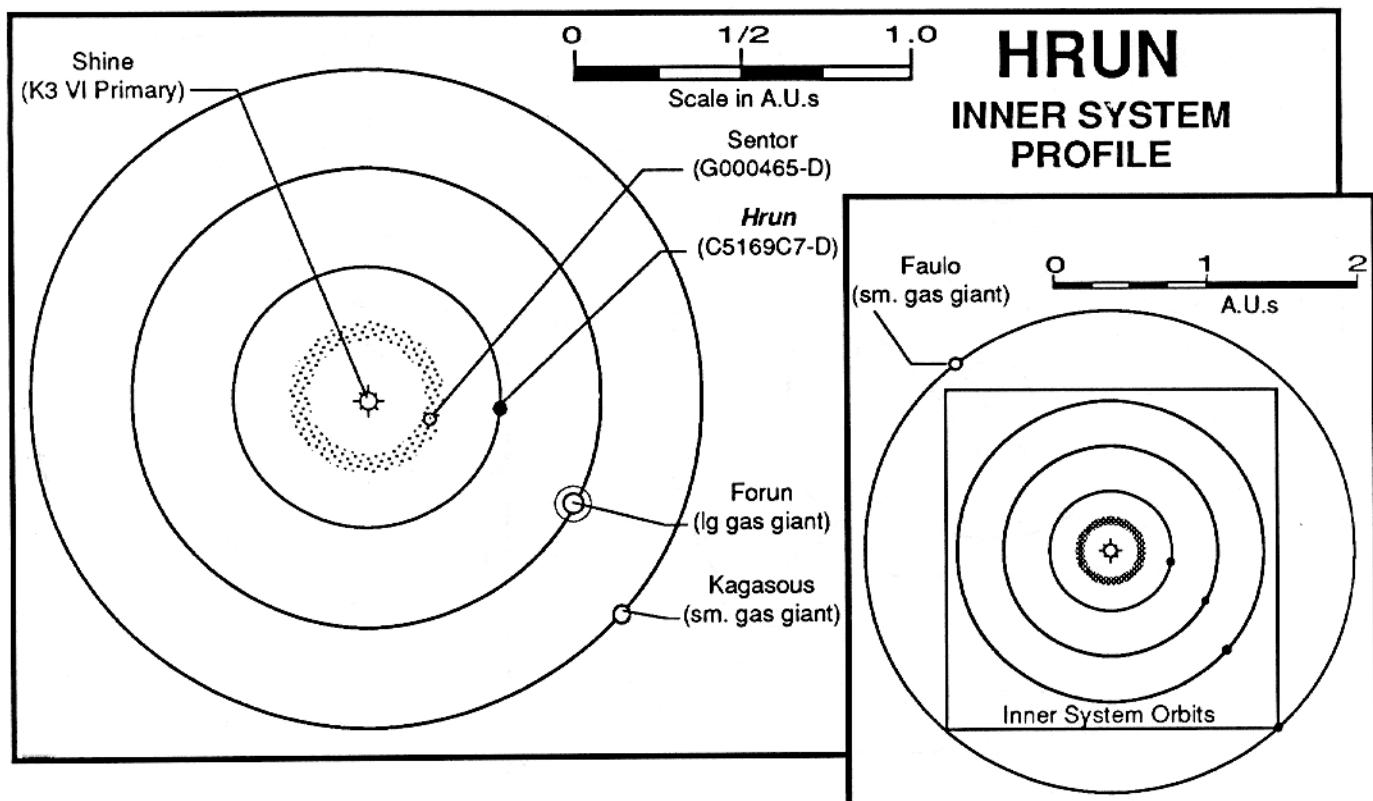
While Hrun is located in the habitable zone, the world has only a scant atmosphere, with most of its large hydrosphere locked in extensive ice fields. During the summer days near the central latitudes, much of the ice sublimes into the air, making the scene one of eerie, wisping "smoke" with poor visibility.

At twilight the water vapor quickly freezes, creating a stunning shower of sparkling ice crystals for several minutes. This daily event in the summer ice fields so impressed the Vilani explorers of Hrun that they gave it a special name: *dijimeshka*, or "gods' rebuild of the stars." Although the reference is more poetic than literal, one could get the sense that the stars literally condense out of the air to fill the night sky.



Hrun World Map

The innermost belt of the Hrun system is the site of an extensive Naval base and research center with well over 30,000 personnel. Hrun itself includes the families of the belt base personnel (since this base is a sensitive site where civilians are not allowed), as well as several administrative and annex offices of the base — the Hrun Naval families and personnel population is well over 200,000.



Larkarda

Larkarda

0712 B6A6764-C N FI

522 LI K4 V M2 D

Primary: Binary, major — Mayaz, spectral class K4 V. Mass 0.621. Stellar diameter 0.6344. Luminosity 0.148. Companion (77.2 AU distant) — Kintub, spectral class M2 D. Mass 1.178. Stellardiameter 0.0056. Luminosity 0.00003.

Larkarda: Mean orbital radius 105 million km (0.7 AU). Period 271.45 days. Diameter 9,493 km. Density 0.926 (molten core). Mass 0.385. Mean surface gravity 0.700. Rotation period 18h 33m 13s. Axial inclination 37°33'53". Energy absorption 0.570. No satellites.

Surface atm pressure 2.02. Composition unbreathable irritant gas mix. Hydrographic percentage 55%. Mean surface temperature 5.2°C. Native life.

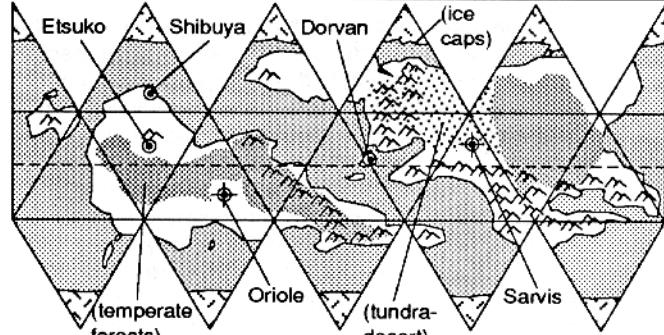
Total world population 53,300,000. Primary cities — Shibuya, 933,000; Dorvan, 931,000; Oriole, 921,130; Sarvis, 911,800; Etsuko, 902,170. World government, colony of Phago. Tech level — high common 12, low common 11. Primary resources — consumables, agroproducts, non-metals, parts, metals, software, radioactives, compounds, ores.

Originally settled during the Rule of Man (-2190), Larkarda's local plant life supplied exotic food and drink to many nearby worlds. Once the Long Night (-1776) fell over the region, Larkarda languished, and the population dwindled to less than ten percent of its original size during the Rule of Man.

With the advent of the Third Imperium, offworlders from Phago flocked to Larkarda. Before long, the offworld interests from Phago seized control of Larkarda. The families who have descended from the original Phagoans still hold much of the wealth and power on Larkarda, and they live in extensive and plush domed dwellings. Every ten local years, the eleven most rich individuals become the leaders of the 11 judicial councils of the local government.

The Larkarda system is the site of a minor Naval base. The innermost world of the system is used for orbital bombardment practice and research. Beyond this, the Naval activity in the system is slight.

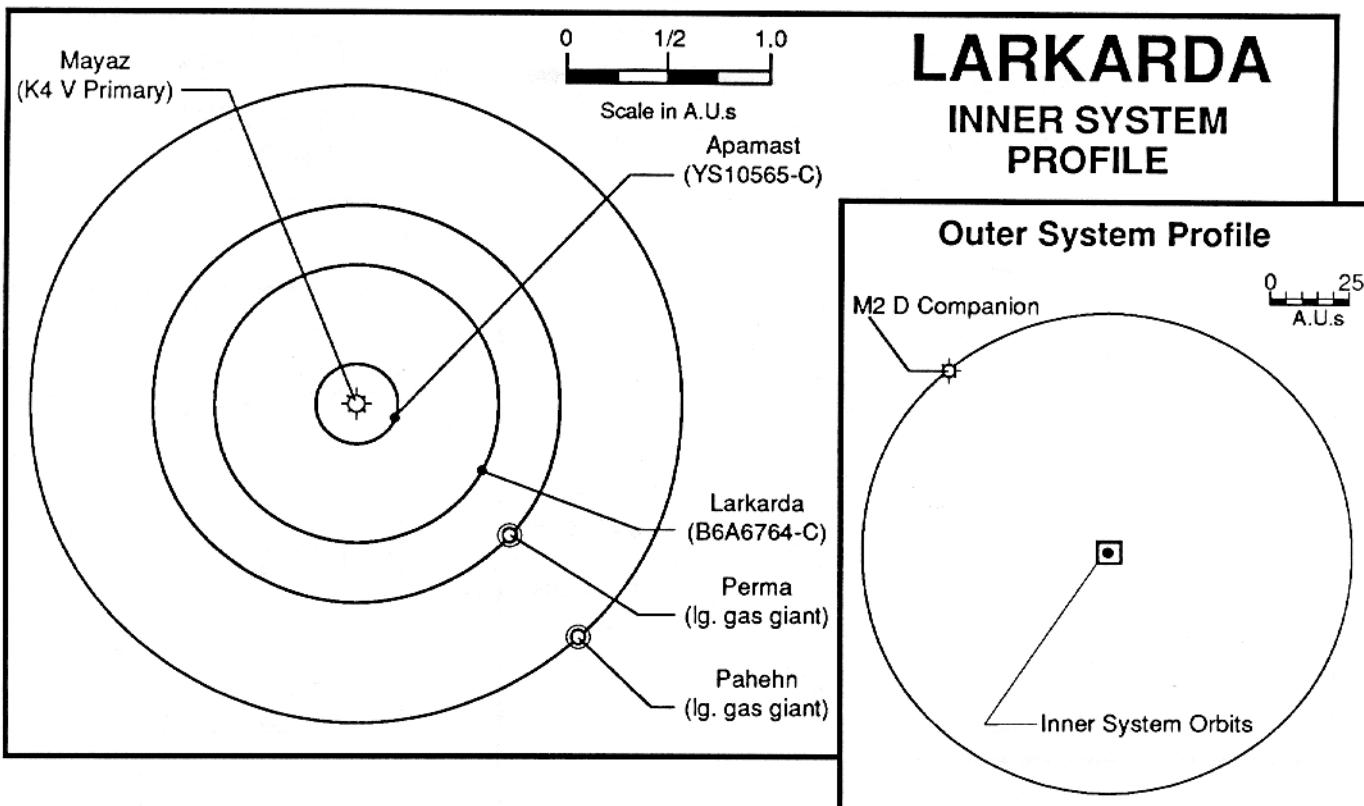
During the last century, several million Vargr have fled violent corsair raids in the Extents and have settled on Larkarda. The Vargr continue to reside in "reservations" which are the older, obsolete housing that the humans no longer wish to inhabit. Environmental accidents (leaks, equipment



Larkarda World Map

failures) are common, and thousands of Vargr have died from these unfortunate events.

On Larkarda, haggling and bargaining is expected in all transactions — unless you are active military. It is considered improper for a military individual to be required to haggle — they should always get the best price as a way to say thanks for their service.



Lashlaminan

Lashlaminan 0612 C595575-9 S Ag NI

A 500 LI K3 V M6 D M1 D

Primary: Trinary, major — Dishuum, spectral class K3 V. Mass 0.672. Stellar diameter 0.7028. Luminosity 0.216. Companion (close) — Geleda, spectral class M6 D. Mass 1.352. Stellar diameter 0.0046. Luminosity 0.00003. Companion (6,000 AU distant) — Dishan, spectral class M1 D. Mass 1.144. Stellar diameter 0.0058. Luminosity 0.00003.

Lashlaminan: Mean orbital radius 105 million km (0.7 AU). Period 260.95 days. Diameter 8,059 km. Density 0.822 (molten core). Mass 0.209. Mean surface gravity 0.527. Rotation period 22h 26m 6s. Axial in 27°57'33". Energy absorption 0.747. One satellite.

Surface atm pressure 1.50. Comp oxygen-nitrogen mix with pollutants taint. Hyd 52%. Mean surface temp 17.1°C. Native life.

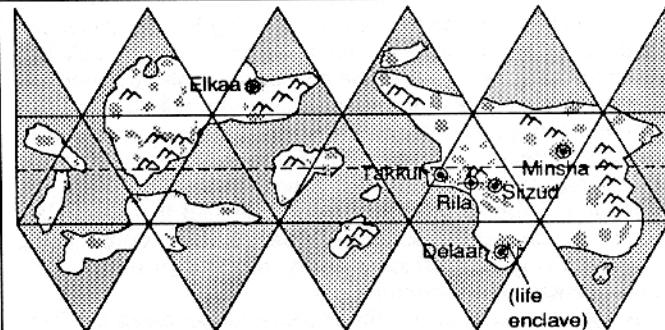
Total world population 566,000 (95% Lass-lumminm minor race, 5% Imperial human). Primary cities — Takkun, 9,780; Elkaa, 9,380; Delaan, 9,290; Rila, 9,200 (Imperial-managed starport); Minsha, 9,110; Siizud, 9,020. World government balkanized (2 major powers). Tech level — high common 9, low common 9. Primary resources — agroproducts, ores, metals, agricultural, duraibles, documents, non-metals, consumables.

Lashlaminan was first visited by the Vilani over 7,000 years ago. The Vilani traders who visited here found the world had pockets of native lifeforms, including a minor race who called themselves the *Lass-lumminm* (a Galanglic transliteration of their name).

The Lass-lumminm are very long lived (300 years is typical) and they have an extremely low reproductive rate. Lashlaminan life forms reproduce only at death, and the Lass-lumminm themselves are no exception. Roughly one out of every ten-thousand reproductions results in twins or some other mutation.

The Vilani did not get along well with the Lass-lumminm, since their cultures vary so much. Lass-lumminm believe in the individual as supreme, and everyone should have the maximum freedom to pursue whatever their desires may be — including dishonest gain if need be. The Vilani, for their own protection, marked Lashlaminan as *amii* (specialist trade only) and thus avoided the world in most cases.

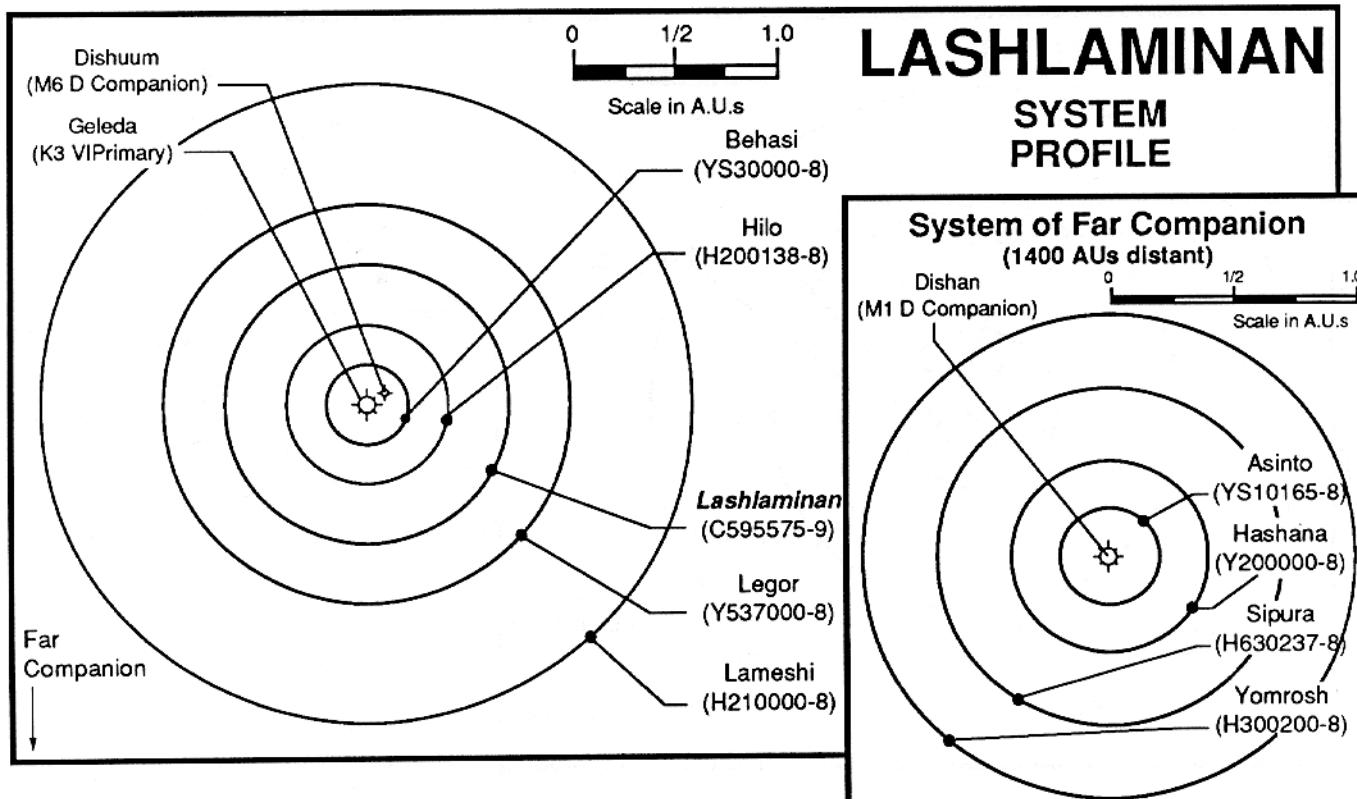
The Third Imperium has established a major Scout base on the world in one of the uninhabited regions, and has classified the world as an amber travel zone. Lucan's forces avoid the world, considering the Lass-lumminm race to be



Lashlaminan World Map

an annoying oddity of little worth.

The Lass-lumminm freely trade with offworlders, and some Lass-lumminm actively pursue such trade for their wares. Offworlders should be careful, however, for the Lass-lumminm locals have few scruples when it comes to trading with offworlders, so "the buyer beware" is especially important when conducting any trade on this world.



Olny

Olny 0412 A569964-F HI

214 Rv G4 V M6 D

Primary: Binary, major — Regand, spectral class G4 V. Mass 0.96. Stellar diameter 0.934. Luminosity 0.778. Companion (close) — Bordis, spectral class M6 D. Mass 1.352. Stellar diameter 0.0046. Luminosity 0.00003.

Olny: Mean orbital radius 150 million km (1 AU). Period 372.78 days. Diameter 7,707 km. Density 0.622 (rocky body). Mass 0.138. Mean surface gravity 0.382. Rotation period 18h 37m 28s. Axial inclination 12°13'11". Energy absorption 0.619. One satellite.

Surface atm pressure 0.95. Composition std oxygen-nitrogen mix. Hydrographic percentage 90%. Mean surface temperature 10.8°C. Native life.

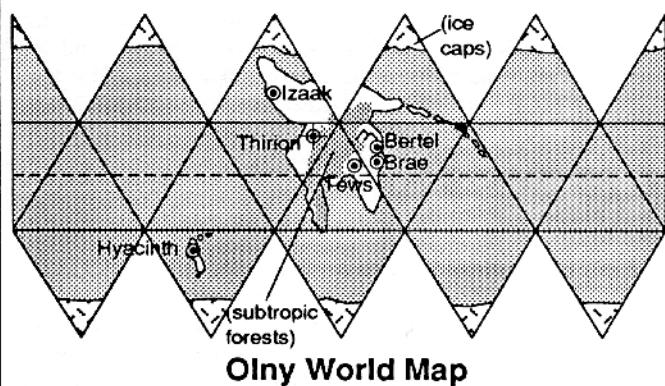
Total world population 2,770,000,000. Primary cities — Bertel, 873,000,000; Thirion, 361,000,000; Hyacinth, 322,400,000; Izaak, 244,700,000; Brae, 206,600,000; Tews, 119,300,000. World government captive government/colony. Tech level — high common 15, low common 13. Primary resources — agroproducts, recordings, non-metals, agricultural, consumables, durables, weapons, parts, crystals, software.

Olny has been a colony of the Silverring Belt for almost as long as recorded history. Vilani traders from the belt laid claim to the system (called the Alnii system) shortly after setting up belting operations in the Silverring belt. Olny's plant life was renowned by the Vilani for its flavor and its age-inhibiting effects, although Olny's plants, it was also found, would make one sterile. Olny has no native animal life.

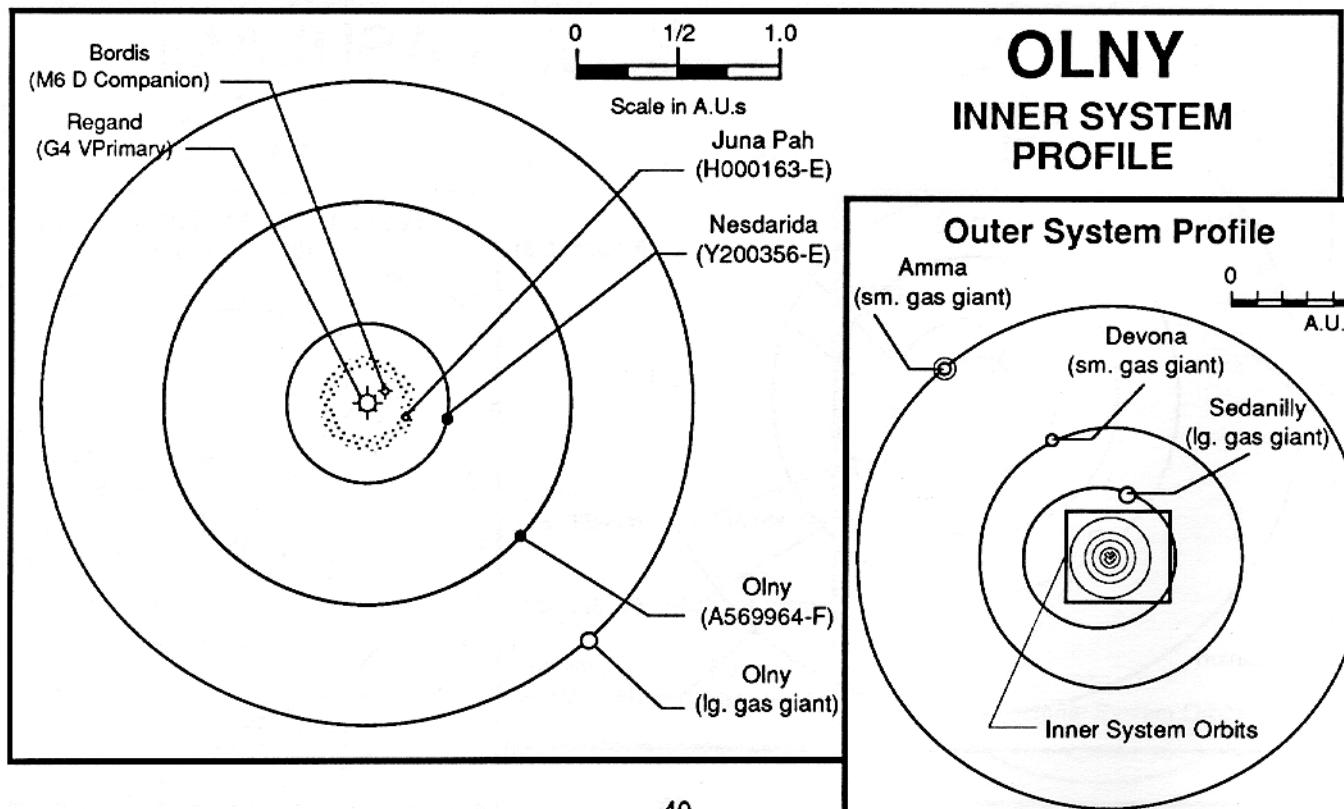
Modern Imperial scientists have identified the Olny plant life as a rich natural source of anagathic-like compounds, and a thriving anagathics industry has grown up on Olny over the last several centuries.

A distinct and unusual tribal culture has evolved on Olny. Because of the abundant availability of natural age-inhibiting compounds, society idolizes youth in the extreme. All tribal property is for the consumption of the members and their pleasure, and cruelty toward non-tribe members is not uncommon.

The scientists-technicians who specialize in the manufacture of anagathics have a complex and distinct set of rules and guidelines they must follow. Anagathic specialists, for instance, must cover their forehead in public, they must be absolutely honest in their dealings, and tardiness is not tolerated.



Local government follows a twin-ruler concept for the enforcement of law and the judgement of offenders. The population as a whole makes the laws, however. Each citizen must spend at least an hour a day engaged in law-making activities.



Popok

Popok 0311 A87A79B-C Wa

714 Rv G4 V

Primary: Veelotar, spectral class G4 V. Mass 0.96. Stellar diameter 0.934. Luminosity 0.778.

Garjant: Large gas giant. Mean orbital radius 150 million km (1 AU). Period 372.78 days. Diameter 299,200 km. Density 0.156. Mass 495.665.

Popok: Moon of gas giant Garjant. Period 23.50 days. Diameter 13,114 km. Density 0.656 (rocky body). Mass 0.719. Mean surface gravity 0.685. Rotation period 34h 53m 51s. Axial inclination 75°51'57". Energy absorption 0.619.

Surface atm pressure 1.09. Composition oxygen-nitrogen mix with sulfur compounds taint. Hydrographic percentage 97%. Mean surface temperature -9.9°C. Native life.

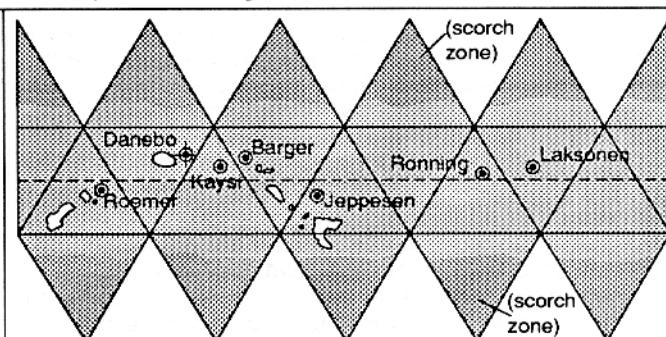
Total world pop 78,300,000. Primary cities — Barger, 8,610,000; Danebo, 3,770,000; Laksonen, 3,630,000; Kaysi, 2,847,000; Jeppesen, 2,528,000; Roemer, 1,667,000; Ronning, 1,290,000. World government impersonal bureaucracy. Tech level — high common 12, low common 12. Primary resources — agroprod, documents, parts, recordings, software, consumables, non-metals.

Although technically Popok is a waterworld, its extreme axial tilt causes much of the water in one hemisphere to boil off into the atmosphere into clouds of steam once every 11 days, leaving the sea bottom a sunbaked desert. Meanwhile the opposite hemisphere freezes hard. In between these times, the world returns to its normal 35 hour day/night cycle, with the surface returning to liquid water.

The water in the hemisphere turning toward the star heats to the boiling point, until by the ninth day, the water boils into the atmosphere. The temperature continues to rise until it peaks near 118°C. Then normal night and day return, allowing the temperature to drop enough the water vapor falls back into the parched seabed as violent rainstorms. The rains typically continue for 3 to 4 days, until the ocean again fills the shallow seabed.

The hemisphere now moves into a period of permanent night, and a two to three day cooling cycle freezes the ocean solid, the temperature falling to about -50°C. The dark hemisphere then moves slowly back toward the star, prompting a warming, returning the ocean to liquid water again. Then the heating cycle begins anew.

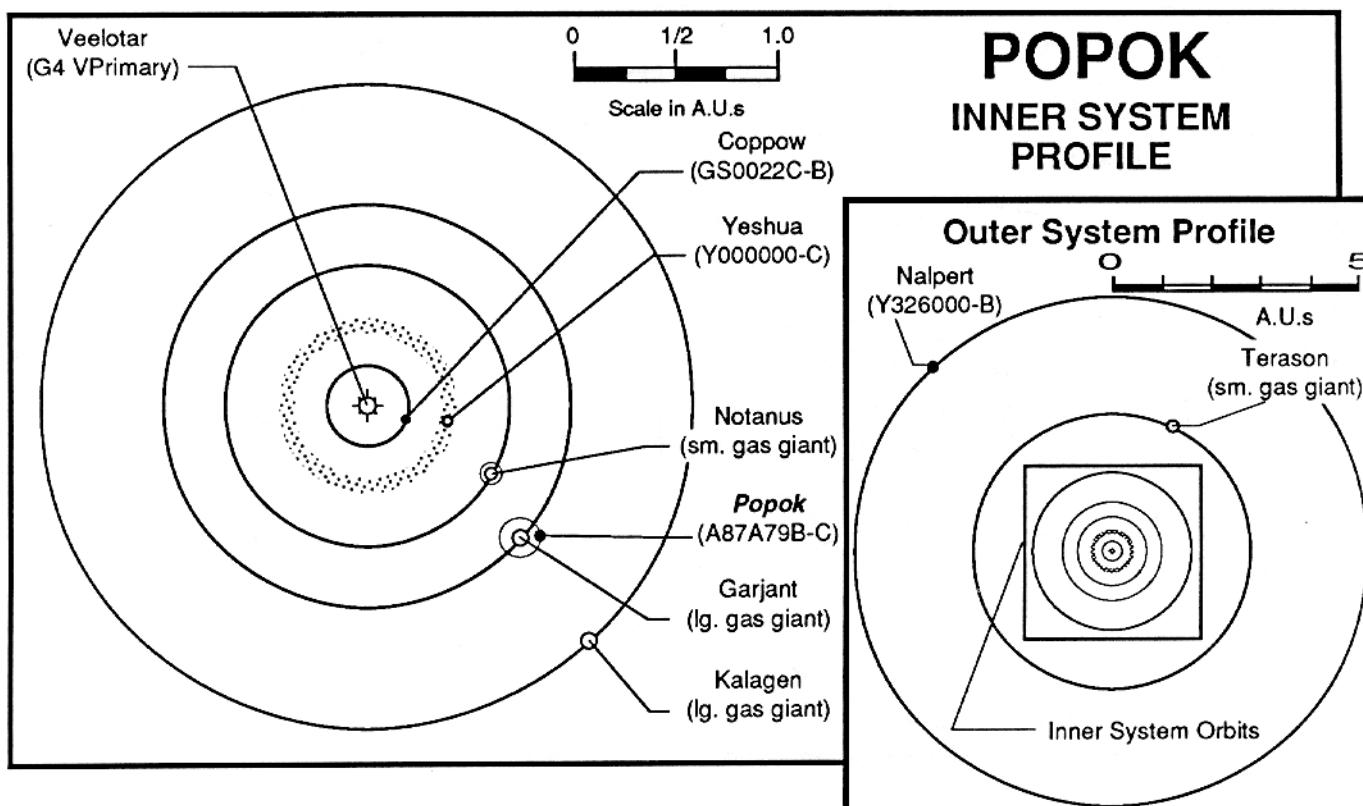
Popok's native life is primarily microbes and lower forms.



Popok World Map

These creatures go into a dormant state during the cold cycle, but awaken and go aloft into the steamy atmosphere during the scorch cycle.

Popok was settled only in the last 400 years as the technology to deal with its violent environment became available. The locals live primarily in the temperate equatorial regions, floating in massive, tethered "cities."



Pradman

Pradman 0411 B6A587A-B FI

A 200 Rv M4 V M5 D M7 D

Primary: Trinary, major — Otton, spectral class M4 V. Mass 0.3626. Stellar diameter 0.3962. Luminosity 0.0136. Companion (close) — Ember, spectral class M5 D. Mass 1.28. Stellar diameter 0.005. Luminosity 0.00003. Companion (38.8 AU distant) — Masako, spectral class M7 D. Mass 1.334. Stellar diameter 0.0047. Luminosity 0.00003.

Pradman: Mean orbital radius 30 million km (0.2 AU). Period 54.25 days. Diameter 10,069 km. Density 0.728 (rocky body). Mass 0.361. Mean surface gravity 0.584. Rotation period 27h 17m 33s. Axial inclination 23°13'33". Energy absorption 0.599. No satellites.

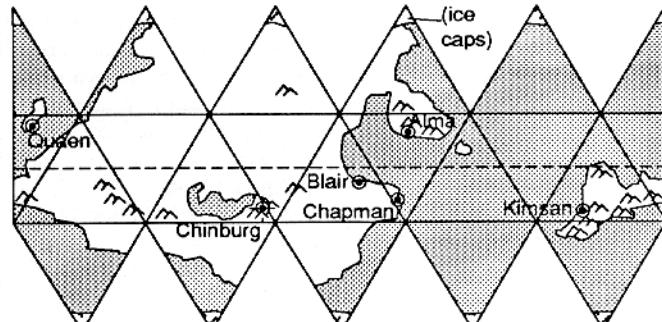
Surface atm pressure 0.62. Composition unbreathable irritant gas mix. Hydrographic percentage 48%. Mean surface temperature 18.4°C. No native life.

Total world population 236,000,000. Primary cities — Chapman, 83,100,000; Kimsan, 39,900,000; Alma, 37,300,000; Quaen, 29,940,000; Blair, 26,550,000; Chinburg, 18,240,000. World government balkanized (2 major powers). Tech level — high common 11, low common 10. Primary resources — durables, weapons, documents, recordings.

Pradman was first colonized circa -2200 (during the Rule of Man) as the site of a terraforming experiment. Over the next few centuries, the atmosphere was improved to the point it was breathable without artificial assistance. Thousands of people immigrated to the newly terraformed world.

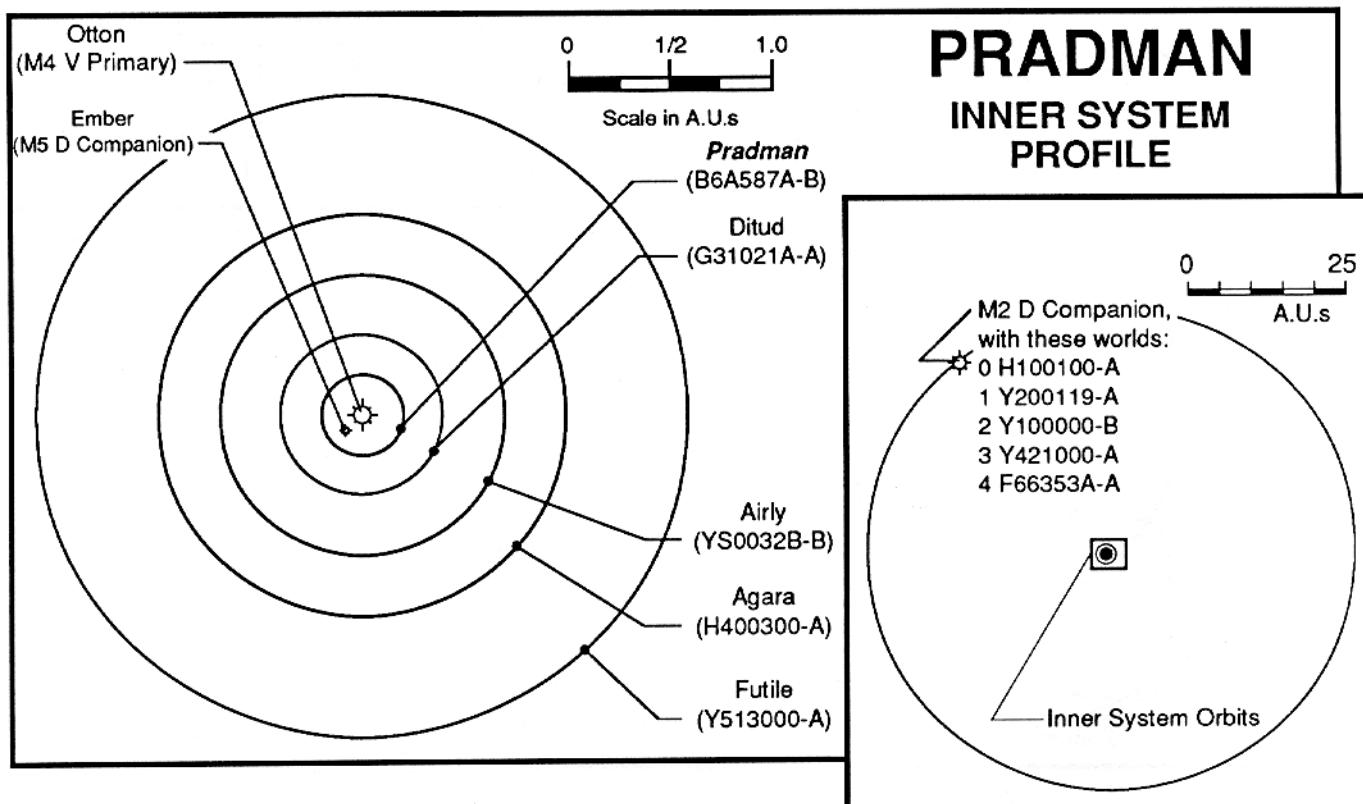
Then the Long Night happened. Pradman's new, improved environment was not far enough along to be self-sustaining, so it slowly decayed over the next 1700 years to the point that it was almost as bad as it had been before the terraforming. Scouts of the new Third Imperium — much to their surprise — found a thriving low tech culture on Pradman. The locals had managed to develop a sophisticated series of chemical and ritual protections from the hostile environment, to the point that humans could survive, even flourish, on the world.

The locals today still use the ancient folk techniques to adapt to the hostile environment. The effects are successful enough that the local humans can live unprotected for years at a time in the natural environment before more "treatments" become necessary. Pradman's scientists have run computer simulations that show in another several thousand years, the locals will have been permanently changed into a new minor human race.



Pradman World Map

Pradman is a balkanized world with two major nations: Pradman and Wamic. Wamic was originally a colony of convicted criminals centuries ago, but has only recently been recognized as a true sovereign nation by Pradman. Border disputes and brief breakouts of warfare are still common. Because of the unstable political nature of the world, off-worlders are cautioned that Pradman (the world) is an amber travel zone.



Sardia

Sardia 3208 D236554-B NI

433 Rv K6 III

Primary: Coganos, spectral class K6 III. Mass 5.52. Stellar diameter 50.4. Luminosity 380.

Sardia: Mean orbital radius 30,012 million km (200.08 AU). Period 1,204.58 std yrs. Diameter 3,261 km. Density 0.336 (icy body). Mass 0.006. Mean surface gravity 0.087. Rotation period 25h 13m 48s. Axial inclination 35°33'8". Energy absorption 0.767. Two satellites, one ring.

Surface atm pressure 0.24. Composition std oxygen-nitrogen mix. Hydrographic percentage 62%. Mean surface temperature 23.5°C. No native life.

Total world population 487,000. Primary cities — Hargiss, 9,880 (orbital); Dros, 9,730 (orbital); Lisson, 9,730 (orbital); Nunn, 9,640 (orbital); Surata, 9,330; Agost, 9,240 (orbital); Albro, 9,150 (orbital). World government feudal technocracy. Tech level — high common 11, low common 11. Primary resources — consumables, metals, ores, documents, crystals, compounds.

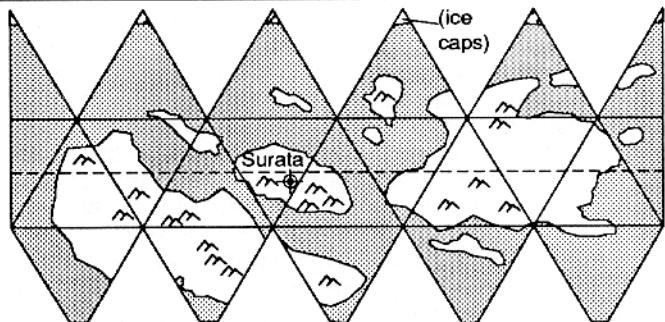
The Sardia system was bypassed by the Vilani of the First Imperium as a "system of little value." The space travellers of the Rule of Man likewise ignored the system, save for the occasional refueling stop at the system's two gas giants. In the early days of the Third Imperium, the Imperial Navy established a Naval base in the Sardia System.

Most of the population listed in the system today inhabit the several hundred orbital stations that are attached to the various Naval installations.

The world of Sardia orbits its primary star, a type K6 III, in orbit 11. The orbital period of Sardia at this great distance is over 1200 standard years — meaning Sardia has not yet completed one trip around its central star since the founding of the Third Imperium.

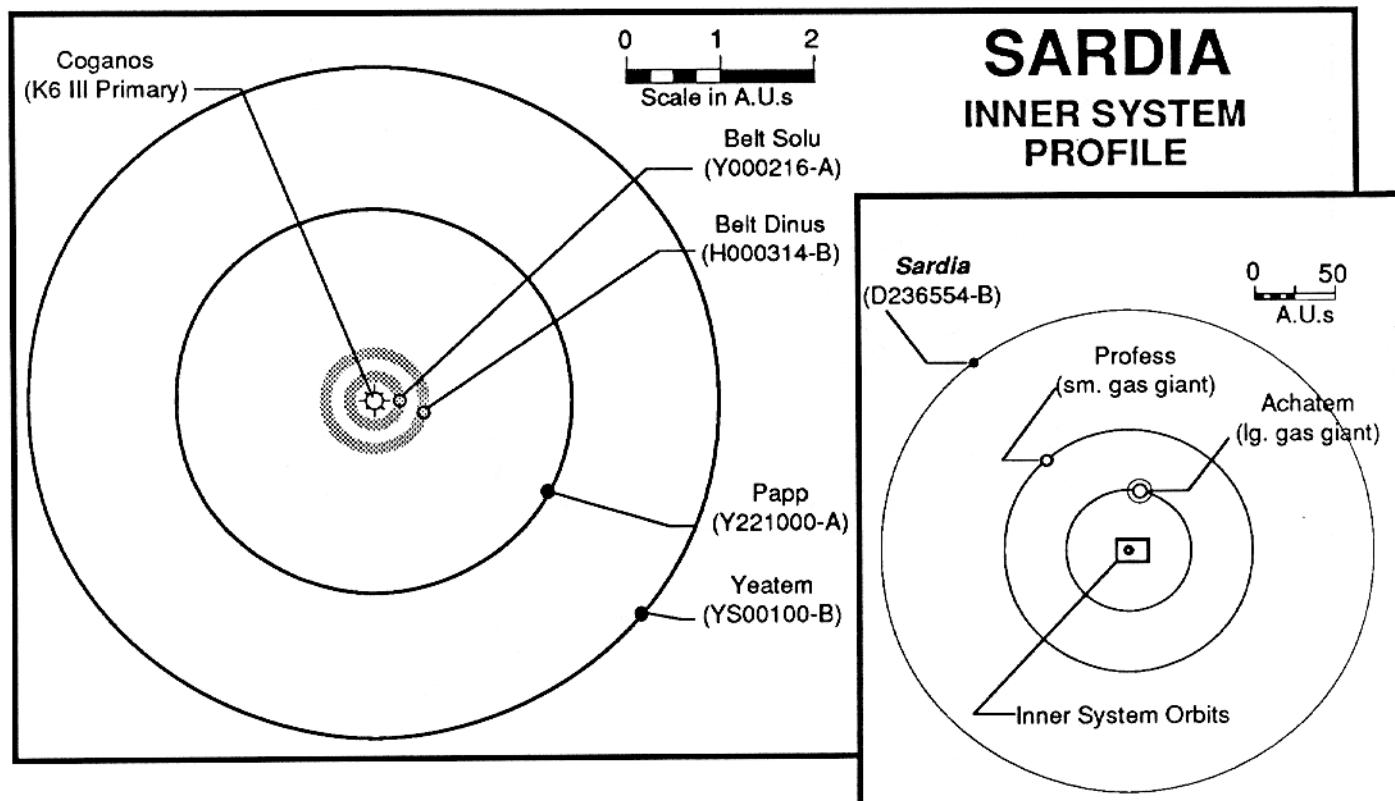
Sardia's surface is almost pleasant during the daytime, with temperatures reaching near +20°C. Once night comes, however, the temperature quickly falls to below -200°C, freezing the planet's entire night side hydrosphere solid. The polar regions are so cold that they approach absolute zero. Various civilian surface settlements (many of them underground) are engaged in extracting metals and ores from the crust.

While the law level of the mainworld is quite reasonable, if



Sardia World Map

an offworlder does happen to break the law, the penalties are quite severe. For instance, the punishment for exposing one's shoulders (considered to be immodest) is a severe beating. Sardia is renowned for its high number of physical-oriented penalties for its crimes, several of which include the death penalty.



Theton

Theton 3107 BABA663-B N Ni Fl Wa Cp

510 Rv M0 V K1 VI

Primary: Binary, major — Flame, spectral class M0 V. Mass 0.489. Stellar diameter 0.549. Luminosity 0.04. Companion (154 AU distant) — Naflame, spectral class K1 VI. Mass 0.41. Stellar diameter 0.3816. Luminosity 0.0986.

Theton: Mean orbital radius 28.5 million km (0.19 AU). Period 43.26 days. Diameter 16,026 km. Density 0.942 (molten core). Mass 1.884. Mean surface gravity 1.202. Rotation period 36h 57m 17s. Axial inclination 10°37'6". Energy absorption 0.500. No satellites.

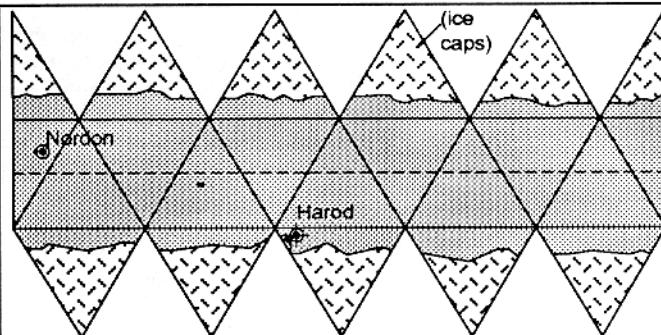
Surface atm pressure 50.01. Composition corrosive gas mix. Hydrographic percentage 100%. Mean surface temperature 8.5°C. No native life.

Total world population 5,890,000. Primary cities — Nordon, 868,000; Harod, 361,000; Limii, 323,300 (main orbital port); Calison, 244,400 (orbital); Thallon, 207,300 (orbital); Yocom, 120,500 (orbital). World government, work colony of Arga (Vland 3106). Tech level — high common 11, low common 11. Primary resources — durables, crystals, ores, recordings, weapons, documents.

Theton's corrosive, pressure cooker environment has always been a challenge for its inhabitants, but ever since the Vilani discovered vast, shallow deposits of lanthanum here, there have always been individuals willing to brave the environment for the promise of wealth. In the century preceding the founding of the Third Imperium, the crowded world of Arga took over the Theton system and put convicted criminals to work mining the lanthanum on the surface of Theton.

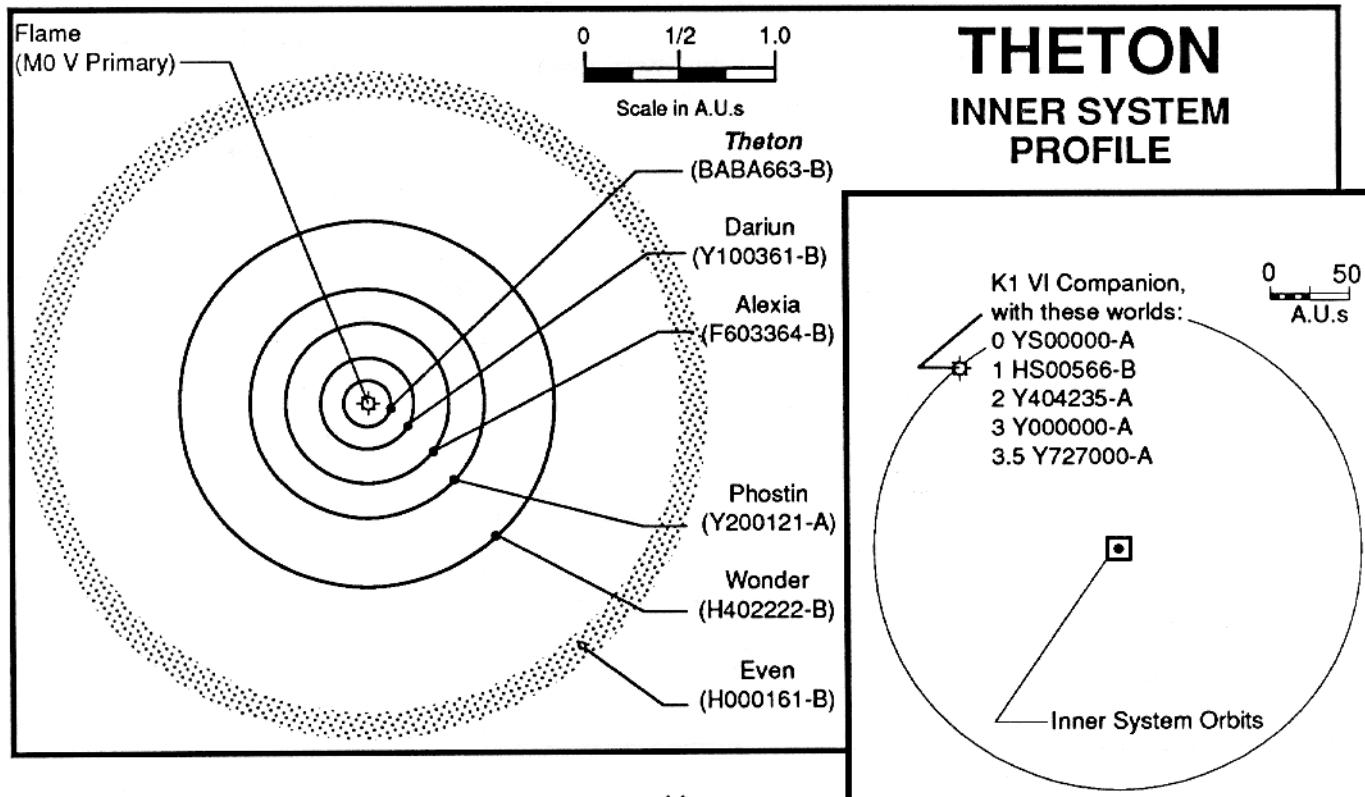
In 625, just after the Imperial civil war, the Navy got permission from Arga to establish a major border Naval base in the system. In 645, the subsector capital was moved from Paval to Theton. The system today includes a flourishing Naval base and subsector administrative offices in orbit around Theton, and several lanthanum mining colonies on the world's surface — most of them penal colonies manned by Arganian criminals. Theton's tortuous waterworld environment provides most of the security these penal colonies ever need.

The world of Theton also plays host to a fair amount of through traffic because the system lacks any gas giants. Theton's atmosphere is rich in nitrogen, nitrites, and nitric acid (hence the corrosive atmosphere rating). The upper reaches of Theton's atmosphere contains traces of ammonia, which is



Theton World Map

skimmed daily by fuel shuttles and refined into pure hydrogen fuel. The quantities of hydrogen compounds in Theton's atmosphere is slight, however, and it takes several days of skimming to yield a few kilotons of refined hydrogen. Refined fuel on Theton is thus somewhat expensive, although it is possible to purchase partially refined fuel (unrefined fuel, effectively) for about the same price as refined fuel in most other systems.



Umilikha

Umilikha 0210 B7A5344-B N Lo Ni Fi

604 Rv K6 III M0 V

Primary: Binary, major—Solis, spectral class K6 III. Mass 5.52. Stellar diameter 50.4. Luminosity 380. Companion (307.6 AU distant)—Solesta, spectral class M0 V. Mass 0.489. Stellar diameter 0.549. Luminosity 0.04.

Umilikha: Mean orbital radius 420 million km (2.8 AU). Period 728.38 days. Diameter 11,006 km. Density 1.506 (heavy core). Mass 0.976. Mean surface gravity 1.320. Rotation period 27h 17m 19s. Axial inclination 35°59'53". Energy absorption 0.599. No satellites.

Surface atm pressure 100.01. Composition unbreathable gas mix. Hydrographic percentage 50%. Mean surface temperature 672.8°C. No native life.

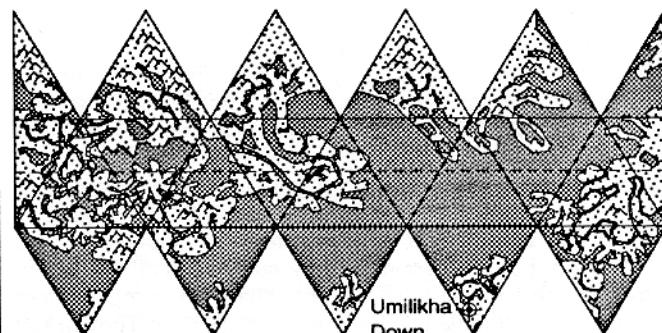
Total world population 6,980. Primary settlement—Umilikha Down, 6,910. World government representative democracy. Tech level—high common 11, low common 6. Primary resources—ores, radioactives, consumables.

Umilikha's blast furnace-like environment meant the world was largely ignored during the First Imperium and the Rule of Man. In fact, the name Umilikha is Vilani for "world of molten rock", referring to Umilikha's surface temperature of over 600°C. Indeed, Umilikha's hydrosphere is magma instead of the more usual water.

Umilikha is rich in many valuable ores (aluminum, copper, silver, gold, lead, manganese, mercury, nickel, potassium, rubidium, strontium, tin, uranium, and zinc). The world's high surface temperature means many of these metals exist in a molten or near molten state. For the metals that are still solid at 600°C, little extra energy is required to get the ores to their melting points so they may be refined.

A few hundred meters below the surface it is cool enough that underground habitation is feasible for humans, making mining of Umilikha's riches possible. The 6,000 some inhabitants of the world all live in one large underground settlement near the southern pole.

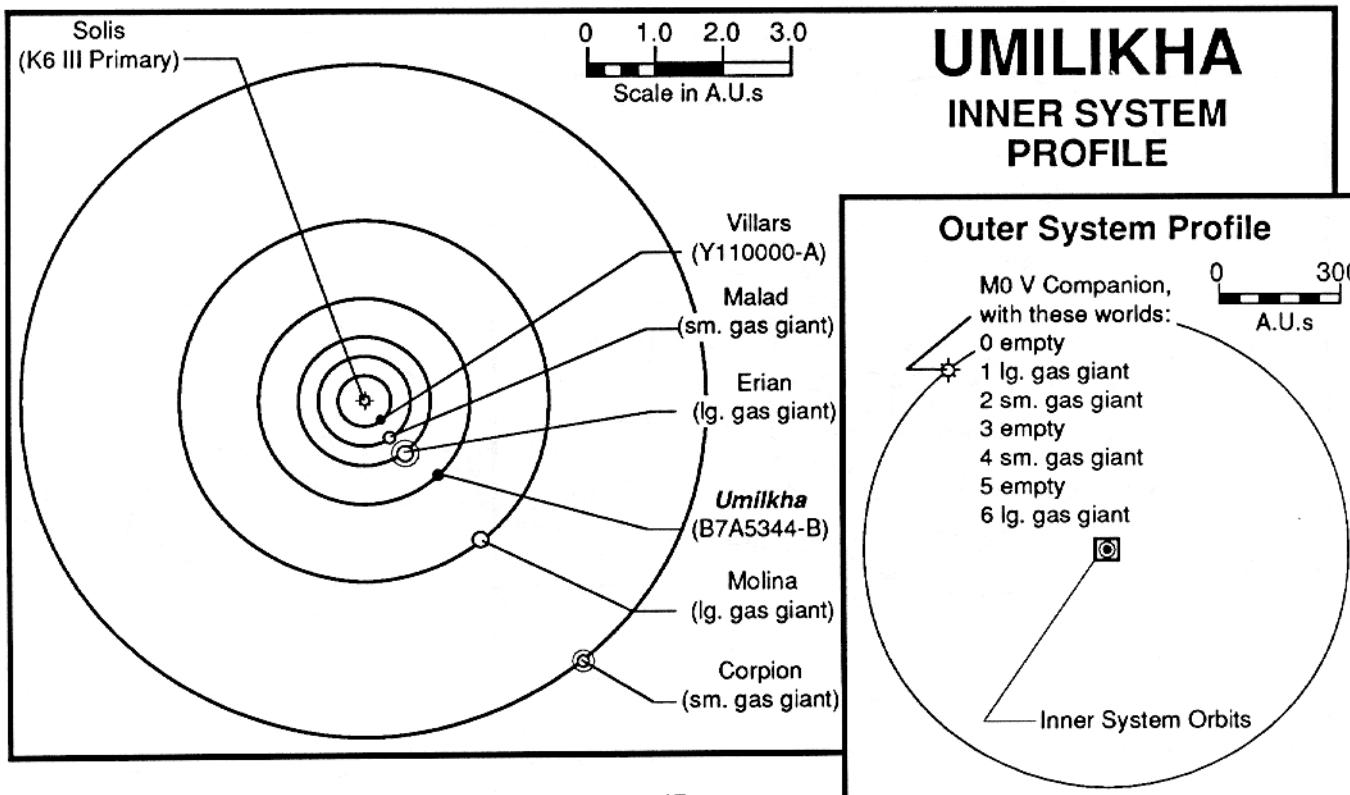
Some technology is relatively primitive on Umilikha, since there are few facilities on the world for maintaining advanced technology. The most advanced technology on Umilikha is maintained by a brisk offworld trade. Recently, the Umilikhs have been experimenting with special robots



Umilikha World Map

that can survive the surface conditions on Umilikha. If the robots work out, Umilikha's tech level will be upgraded to 12.

Umilikha is also in a strategic position near the coreward border of the Imperium, and was chosen as the site of a small Imperial Naval base in the late 800s. There are rumors that the Vilani are going to significantly expand the Naval installations in the system in the near future.



Veppim

Veppim

3209 E684424-9 NI

704 Rv M8 V

Primary: Blaze, spectral class M8 V. Mass 0.3078. Stellar diameter 0.3266. Luminosity 0.0058.

Rushing: Small gas giant. Mean orbital radius 21.8 million km (0.145 AU). Period 36.35 days. Diameter 78,400 km. Density 0.196. Mass 11.204.

Veppim: Moon of gas giant Rushing. Period 45.11 days. Diameter 9,733 km. Density 0.976 (molten core). Mass 0.437. Mean surface gravity 0.756. Rotation period 19h 8m 6s. Axial inclination 13°33'33". Energy absorption 0.774.

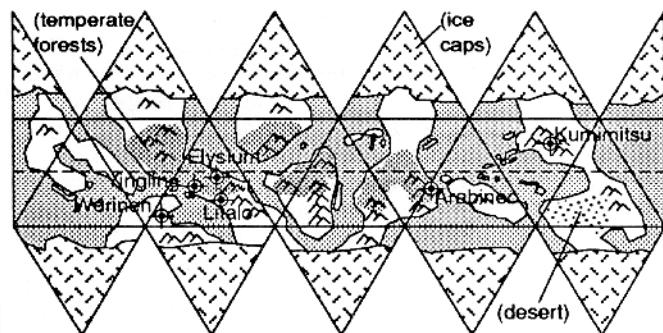
Surface atm pressure 2.19. Composition std oxygen-nitrogen mix. Hydrographic percentage 42%. Mean surface temperature 10.4°C. Native life.

Total world population 77,600. Primary settlements—Kumimitsu, 8,390; Worinen, 3,330; Yingling, 2,950; Litalo, 2,180; Arabinec, 1,850; Elysium, 1,020. World government participating democracy. Tech level — high common 9, low common 9. Primary resources—agricultural, agroproducts.

The Vilani found Veppim teeming with odd animal and plant lifeforms, but no intelligent life. The world has quite a pleasant environment, although many of the local lifeforms are carnivorous or poisonous to humans. For this reason, Veppim has been a less than ideal site for colonization — in fact, the first two colonies on Veppim were wiped out by the local lifeforms. The third colony managed to overcome the hostile local lifeforms, but did not survive the Long Night.

The first colonization effort of the Third Imperium times also failed, but the second colony survived and has lasted down to the present day. The inhabitants of Veppim claim the constant struggle makes one feel truly alive. They prefer to remain close to the environment with as little technology as possible and they refuse to allow any starship landing sites to be upgraded beyond simply marking them with landing beacons.

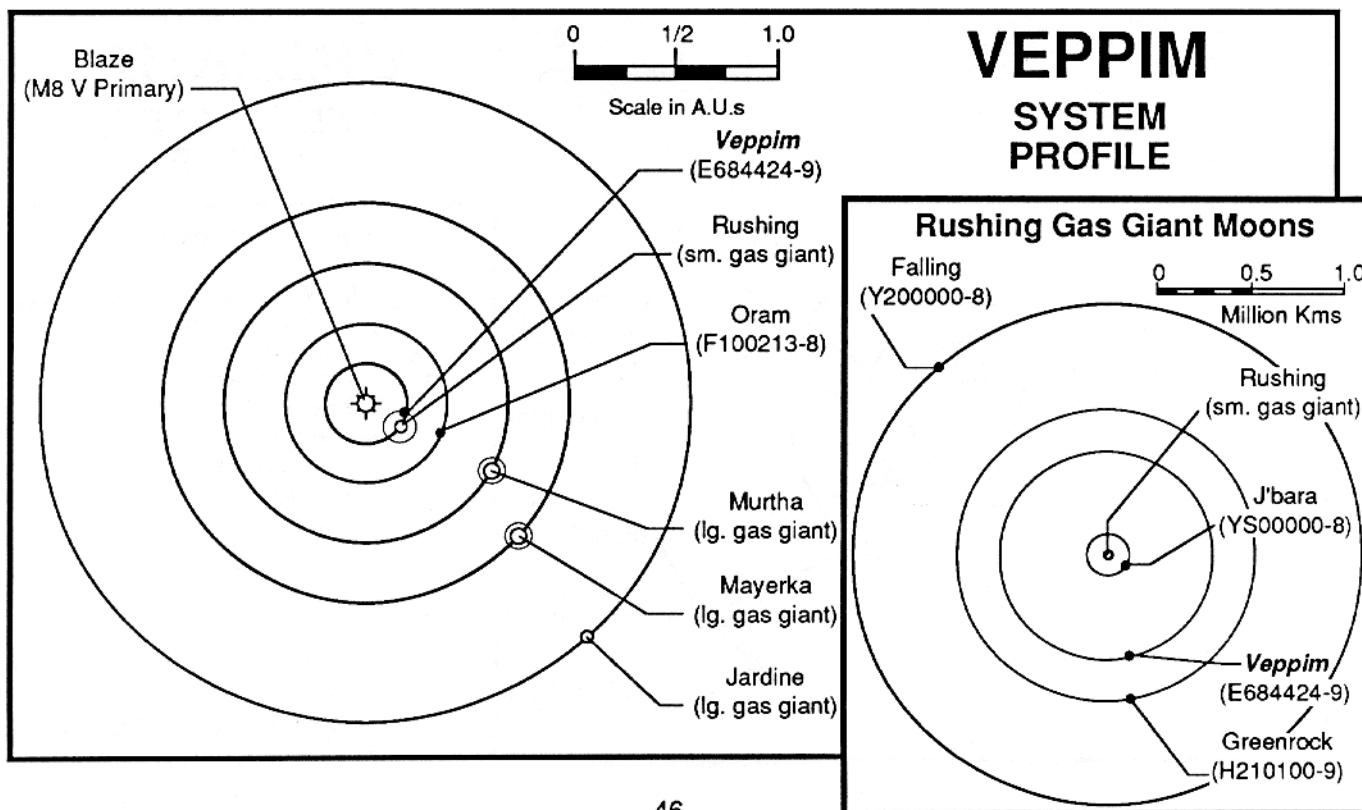
Even though Veppim's starport rating is rather low, the world conducts a brisk trade in agriculturals and agroproducts. Offworlders, however, need to be careful to avoid displaying too many technological trinkets or the locals will get upset — perhaps even directing some unpleasant local animal lifeform to attack the offender. Above all, offworlders



Veppim World Map

should avoid the use of robots in their transactions with the locals of Veppim. Using robots is a sure way to incur the wrath of a Veppiman.

The local food supply on Veppim has an unusual effect on human hair and nail color, causing most individuals' hair and nails to turn yellow green to green-blue. Veppim vegetation is a sought after item because of this effect on humans.



Gamgilebo Incident

CAMPAIGN 2: REFEREE'S OVERVIEW

The *Gamgilebo Incident* is a campaign for characters who have their own starship, and makes a good follow-on adventure to *Search and Rescue* (albeit, this adventure would take place many months later). *Gamgilebo Incident* is designed to be flexible: it can easily fit into an ongoing campaign — or be played as a stand-alone adventure.

This adventure is campaign 2 of *The Flaming Eye*. The mystery set forth in campaign 1 about the Flaming Eye pirate band is resolved in this second campaign. The starting date of this adventure is 183-1121, and the campaign opens in the Vhodan system (Vland 1208) and shortly thereafter takes the player characters into the Vargr Extents.

Since *Gamgilebo Incident* involves the PCs going into the Vargr Extents, intriguing roleplaying possibilities exist for player character groups that include Imperial-raised Vargr. How do these Vargr react when the Vargr of the Extents — their enemies — call them "packmates?" Hours of delight and intrigue await the group willing to try their hand at roleplaying alien PCs.

Gamgilebo Incident deals with the search for two missing starships, both belonging to the Vilani Sharurshid Bureau. The majority of the Vland sector is now under the control of the Vilani, the region having seceded from the Imperium shortly after Strephon's assassination. The Vilani Restored Ziru Sirkaa is bordered to rimward and to spinward by Strephon's Imperium, to trailing by Lucan's Imperium, and to coreward by the Vargr Extents.

Early in the year 1119, the Vargr overran a large portion of the Vhodan subsector of the Vland Sector. The *Qa Livk*, a Donosev-class survey vessel, was operating in the Gamgilebo system when the Vargr seized that system. The invading Vargr captured the *Qa Livk* and her crew. The ship and prisoners were jumped outsystem, into the Vargr Extents, where the captors assumed the prisoners would be safe from any rescue attempts.

The second missing vessel is a standard S-type Scout/Courier, the *Fitzpatrick*. She was sent to Gamgilebo to search for the missing survey ship, and rescue her crew if possible.

Again, the intruding ship was intercepted, this time by Vargr corsairs. When the Scout ship's crew refused to surrender to the Vargr, the pirates destroyed the scout ship.

The Vilani have declared both ships to be missing and presumed lost, but the administrator of the Vhodan subsector has prevailed upon his superiors to make one last attempt to determine the fate of the missing ships. Thus, he is looking for a small band of freelancers who can quietly poke around the coreward edge of the Vhodan subsector in hopes of finding these lost ships.

Below is a summary of the adventures that make up the Gamgilebo Incident.

SCENARIO 1: ANY OLD STARPORT

This scenario contains the background information necessary for you to set the stage for the adventure. It deals with the characters' arrival in the Vhodan system (Vland 1208), and their subsequent meeting with their new patron.

Also provided in this scenario is a section which allows you to tie this adventure in with *Search and Rescue* should you wish to do so. You will likely want to play through a series of adventures to connect the two campaigns together, taking the party from Larkarda and through Vilani territory before culminating their voyage in a Vargr corsair attack they only barely escape from.

Details of these connecting adventures are up to the referee. However, the guidelines presented in *Search and*

Rescue for handling travel in the Vilani sphere of influence should give you a good idea of how to maintain the uniquely different feeling of the Ziru Sirkaa.

SCENARIO 2: ALONG THE WAY

The trip from Vhodan to the Gamgilebo system is the focus of this scenario.

Not all of the nuggets presented in this section need be played. Use as many or as few of them as you feel necessary.

Many background clues as to the fate of the missing ships may be found in this section. Also provided are rules governing the registration of any ship taken as a prize during a battle.

SCENARIO 3: GAMGILEBO

This scenario covers the search of the Gamgilebo system for the missing ships. During the course of this scenario, the players will be forced to interact with the Vargr currently occupying that system.

SCENARIO 4: THE PIRATE LAIR

The PCs will eventually learn of the corsair base in the Gamgilebo system, and will no doubt suspect the crew(s) of the missing vessels might be found at this base, as well as one or both missing starships. This scenario deals with how to run a PC attack on the corsair base in the Gamgilebo system.

SCENARIO 5: INTO THE EXTENTS

Following the clues discovered in the Gamgilebo system, the party will likely head into the Vargr Extents.

This scenario covers the trip from Gamgilebo to Ikhog, and the subsequent search and rescue of the missing survey crew.

Also covered in this section is the retaking of the missing *Qa Livk* survey vessel and the wrap-up of the Flaming Eye mystery presented in *Search and Rescue*.

SCENARIO 6: HOME AT LAST

This scenario covers the trip out of the Extents and back to the Vilani Empire, and the party's ultimate return to Vhodan.

The final meeting with the group's patron, Lun Mishaa, is also dealt with in this final scenario.

Any Old Starport

SCENARIO 1

Scenario 1 of Gamgilebo Incident opens with the player characters on Vhodan (Vland 1208). Their ship was badly damaged by Vargr Corsairs and the repairs ate up almost all of their ready cash.

Fortunately, an opportunity for fortune and glory is just around the corner. Go over the setup with the players, and begin with nugget 1.

SETUP

(If this campaign is not being played in connection with Search and Rescue, read the players the section below.)

The text below is to be read aloud to the players. Before reading it, however, tell the group that their characters have been on Vhodan for some weeks now, and allow them to study the starmap in this chapter.

"Things just haven't been going too well recently. The yearly overhaul on your ship's drive systems cost most of your ready cash. In an attempt to make some of it back, you took on a long haul speculative cargo of electronics and luxury items, bound from Sardiika (Vland 2409) to Voskhod (Vland 0708). Had things worked out better, you might have turned a profit. Unfortunately, things didn't exactly go as planned.

"While you were skimming fuel from the Enpar Konal system's gas giant (Vland 1309), a couple of Vargr corsairs attacked your ship. By sheerest good luck, you managed to jump outsystem before the pirates could disable your vessel. Even so, the damage was significant, and you barely made it to Vhodan.

"With less than half your journey completed, you were forced to sell off your cargo at a loss, just to get the cash you needed to have your ship repaired.

"Now with barely two thousand credits between you, you are being forced to rattle around the starport, hoping to find some kind of paying job, before your berthing costs drain your sadly depleted accounts."

(If this module is being played as part of a campaign with the first adventure [Search and Rescue] read the following section to your players.)

After returning Oda Linnachre to Larkarda and being debriefed by Mersshon, the Imperial agent offers you a second assignment.

"There's nothing to this one, really." He says. "All you need do is travel to Vhodan/Vhodan and deliver a few messages for me. I'll put them on disks and lock them under very specific passwords. I'll pay you Cr100,000 for your trouble, in advance."

After a few moments of convincing you agree to carry Mersshon's message disks for him. He pays you and hands over a locked metal briefcase.

"Take the case to the Traveller's Aid hostel in Vhodan starport. Give it to the desk clerk. He will know what to do from there. If he doesn't receive them within 6 months, I'll know who to come looking for."

That was some time ago. The trip from Larkarda to Vhodan was no less exciting than the entire rescue mission. Between the Vilani patrols and the Vargr corsairs, it is a wonder you managed to arrive at Vhodan with your ship intact. Getting the damage inflicted on your ship by the

growler pirates repaired ate up all but Cr2,000 of your ready cash, leaving you hunting for a high-paying job, before your berthing fees drain your meager account.

(Once either opening paragraph has been read to the PCs.)

At this point, allow the characters to try to make a few contacts, generating random or deliberate patron encounters as needed. All of these should either fail to go through, or pay less than expenses. As the players begin to get a sense of their characters' frustration, go to nugget 1.

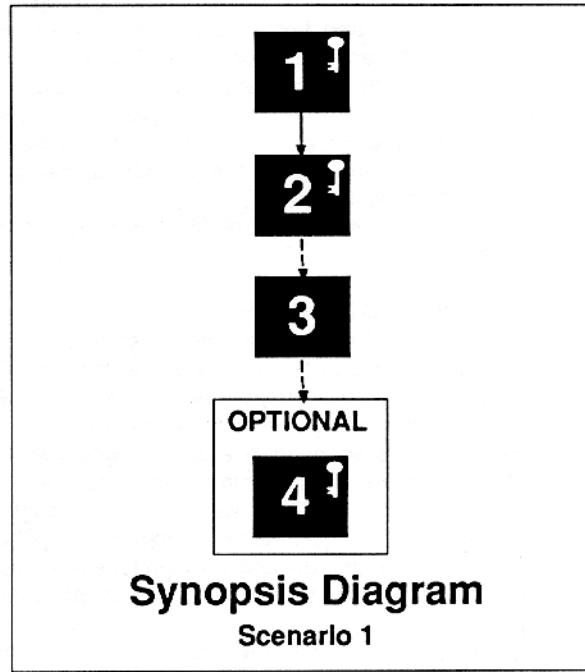
SUMMARY OF NUGGETS

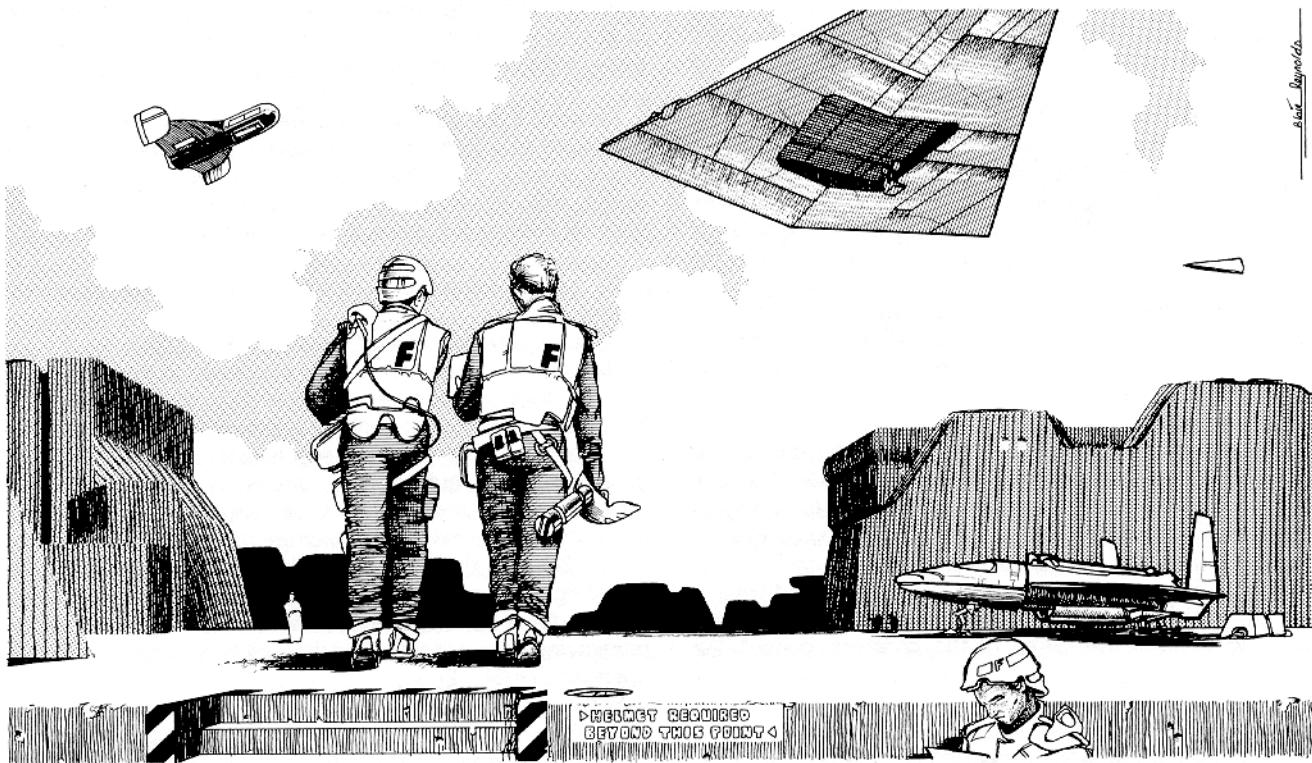
The following summaries tell you what each nugget covers.

1. A Generous Offer(key): This nugget covers the initial contact with Lun Mishaa, the party's would-be patron.

2. Mishaa's Story(key): Assuming that the players are interested enough in Mishaa's lucrative but mysterious offer to look him up the next day, their patron tells them about the missing vessels.

3. Last Minute Details: This nugget provides for a number of NPCs that may be encountered by the players as they prepare to leave Vhodan.





4. There's a Twist: This nugget is used only if the *Gamglebo Incident* is a continuation of the campaign begun in *Search And Rescue*. It hands the party an additional job to perform, locating information regarding the source of technical assistance being received by Vagr corsairs in the sector.

1. A GENEROUS OFFER

The PCs have their initial contact with Lun Mishaa.

Location Is Ruulin's Bar in the Vhodan Starport, Vhodan.

Scene: One evening after a particularly frustrating day of job-hunting, a distinguished-looking gentleman dressed in typically outlandish Vilani fashion approaches your party's table.

"I'm sorry for the intrusion," he says. "The starport warden tells me that you have been looking for work. I have a proposition which you may find attractive."

"My name is Lun Mishaa. I work for the Sharurshid Bureau. I have been instructed to find a team of freelance adventurers such as yourselves to undertake a special mission for the Bureau. We are offering thirty thousand credits per person."

Action: If the PCs question Mishaa as to the nature of the mission, he will reply that he cannot discuss the details in a public place. If the party is interested in the job, they can visit him in his starport office any time after 0700 hours the following day. He will tell them that the level of difficulty and hazard is commensurate with the high rate of pay being offered.

Finally, when the party leaves the bar for the evening, the bartender tells them that Mishaa has already paid their tab.

2. MISHAA'S STORY

The PCs receive their mission briefing.

Location Is Lun Mishaa's office, at the Vhodan Starport.

Scene: The main starport office building is one of those squat, ugly, typically Vilani buildings. It is constructed out of dark grey, pre-stressed ferrocrite, and designed with an eye toward economy and function rather than aesthetics.

When you open the door to Mishaa's office on the 26th floor of the building, you are once again struck by the disparity between the ostentatious Vilani mode of dress and the uninspired feel of their architecture. Lun Mishaa sits behind a plain, tan plastic desk. Star maps, shipping schedules, and company rosters cover the walls, where any other human would hang pictures. Only a holocube depicting a family adds any degree of individuality to the office.



Mishaa

Conversely, Mishaa himself is a symphony of Vilani fashion, from his pale blue tunic with its wide bell-like sleeves to the dazzling white surcoat, and its gold-trimmed collar.

Mishaa smiles as you enter his office. "Come in," he says. "Come in and have a seat. I'm glad you've decided to discuss my offer."

"As I mentioned last night, I've been empowered to commission a special expedition. The job pays Cr30,000 per man, plus fifty percent of all reasonable, documented expenses. I assume that you are interested, otherwise you wouldn't be here. Now, shall we begin?"

Without waiting for a reply, Mishaa crosses the room to the starmap depicting the Vhodan subsector. Pointing to the map, he goes on.

"Now, here we are at Vhodan. Coreward and trailing, at a distance of six parsecs, is the Gamglebo system. We have been studying Gamglebo off and on for some three hundred years or so. Officially, it is listed as a trinary system with an asteroid belt and two gas giants. Our studies indicate that Gamglebo I, the innermost of the gas giants, is generating massive amounts of internal fusion. We believe that it is well on its way to becoming a new star."

"Last year, a scout ship on detached duty picked up some unusual readings from the Gamgilebo belt. They reported their data, and we sent a survey ship out to run a new series of tests.

"They'd only been in-system a few weeks when the Vargr overran the system. We've had no contact with them since.

"On 269-1119, we sent out a rescue party, in an S-type Scout/Courier, the *Fitzpatrick*. The rescue team made contact with our representative at Site 1 on the largest of Gamgilebo II's moons and began their search. That was the last anyone heard of them.

"After losing two ships in the same system in so short a time, the group consensus was that we shouldn't risking any more ships on the Gamgilebo Project. I've prevailed upon the group to allow one last expedition to that system, using non-bureau personnel.

"The mission, as I said, pays thirty thousand credits per person, if you are successful in locating both the *Qa Livk*, and the *Fitzpatrick*, and in returning their crews if any of them are still alive. If you take the job, I can give you twenty-five percent now, and the balance upon your return."

Action: Little is needed to run this nugget, beyond what is listed above. Should the players wish to negotiate for more pay, or to change the terms of the contract, consult the task below.

To negotiate with Mishaa:

Routine, Admin, Int, 3 min (unskilled OK)

Referee: Cr 50,000 is the most Mishaa is willing to pay each PC. Half down and half upon completion are the best terms he will agree to. Any major mishaps, will end the negotiations in a take-it-or-leave-it ultimatum.

Ideally, you should roleplay this negotiation instead of just roll this task.

Once the fee and terms are agreed upon, Mishaa will give the party a data cartridge. The cartridge contains the mission profiles, log buoy transponder codes, and so forth for both of the previous missions. It also holds a library entry on the Gamgilebo system, compiled before the Vargr invasion of 1119. It has been appended to note the Vargr presence in that system, but it says nothing of the corsair base located there.

Mishaa will insist the PCs get started as soon as possible. Mishaa and his peers fear time is running out, and with each day that goes by there is less hope of ever finding the missing crews or their ships. The Vilani fear the trail is getting colder by the minute and there may be few clues left if they delay any longer.

3. LAST MINUTE DETAILS

The PCs prepare to leave Vhodan.

Location is the Vhodan starport.

Scene: (Varies, see below.)

Action: Allow the party to purchase whatever supplies they feel they will need. Most of the items listed in the *Imperial Encyclopedia* are available in the various shops of the starport.

However, the possession and sale of weapons is strictly illegal on Vhodan. Any weapons must be purchases on the black market. Use this task for the attempt.

To purchase weapons on the black market:

Difficult, Streetwise, Int, 30 min (hazardous)

Referee: Mishaps on this task may result in a wide variety of difficulties. The arms dealer may skip out with the party's

advance, or he may be an undercover police officer seeking to entrap would-be criminals. Determine exactly what happens to the characters by the degree of mishap.

Rumors: If the party wants to get some idea as to the current state of affairs along the coreward border of the new Vilani empire, they may take a turn around the starport rumor mill. Have each character who is attempting to uncover information make a roll on the following task.

To gather information about events on the coreward border:

Routine, Streetwise, Int, 20 min (unskilled OK)

Referee: Any time a character succeeds at this task, consult the table below to determine what rumor he has heard. Note that most rumors will be encountered only once. On the second time, give an unused adjacent rumor instead, or give one of the multiple-time rumors. On the multiple-time rumors, change the circumstances slightly and reword the tale enough to avoid that "broken record" feeling.

Roll 2D with the following DMs, then present the corresponding entry either by reading it or (preferably) by role-playing. Or, if you wish, just hand out these rumors during roleplaying in an order that works well for you and the PCs.

Streetwise 2+, -2

Soc 4-, -1

Soc 8+, +1

Rank (any service) O4+, +2

2 (Once only): A Vilani able spacehand (Age 32 675876) says that his ship has been fighting Vargr corsairs in the Vhodan and Voskhod subsectors for the past eight months. Not long ago, they shot up a couple of raiders near Diiron (Vland 1405), but not before the Vargr crippled a Vilani merchant ship. The merchant's crew said the growlers went through their passenger list as well as their shipping manifests. What the Vargr were looking for the merchants couldn't say, since none of them spoke Vargr.

3 (Once only): A man wearing the uniform of a marine sergeant major (Age 48 785864) takes a liking to the PCs. He tells them that if they need help anywhere along the coreward border, they should go to the local Traveller's office and post a message saying "The Khan needs help," and where he can be reached. Somebody will answer that message, somebody who can help.

Referee: This rumor is false. The man who gave the characters the information is a veteran of the Fifth Frontier War. During that war, an underground resistance organization was organized by Imperial troops who were cut off from the rest of the Imperium. This organization was codenamed "The Golden Horde."

Many of the Golden Horde members were captured and killed. Others members fared better, but still bear the mental scars of fighting a war in the shadows behind enemy lines. This contact is one of the latter. He is not insane, he just has flash-backs to his days as a guerrilla fighter. "The Khan needs help" was one of the underground's code phrases.

4 (Once only): An ex-marine corporal (Age 37 897694) says that he knew the *Fitzpatrick*'s executive officer fairly well.

Apparently, the XO was worried about being sent on a mission into a system that had just been taken over by the growlers. He said that he had encountered the Vargr before, and he wasn't too anxious to repeat the experience.

5 (Once only): The first mate of a merchantman (Age 36 675945) tells the characters that when his ship was passing

through the Sikilar system (Vland 1107), they were attacked by Vargr corsairs. The odd thing was, the doggies weren't using one of their own ships. It was an old Imperial Gazelle-class close escort. The Vargr had hastily repainted it, but the old Imperial markings showed through in places.

When they checked out the markings, the ship turned out to be the *Misery*, lost in action somewhere around Depot in 1117. It looks like the Vargr found her, captured her, or whatever — and fixed her up. He wonders how many more Imperial warships have found their way into Vargr hands.

6 (Multiple times): A military looking individual says that a number of Vilani naval vessels are being shuffled around the Vland subsector in an attempt to build stronger, more reactive fleets.

7 (Multiple times): A starport maintenance person tells the character(s) that ships that have had run-ins with the Vargr have been coming back with more extensive damage.

8 (Multiple times): The individual says the four Bureaux are pushing the government to do something about the increased amount of Vargr raiding along the coreward border. In fact, rumor has it the Bureaux are pushing for punitive strikes into the Extents.

9 (Once only): A retired scout on detached duty says that he ran into a couple of Vargr merchants on his last trip into the extents. They told him to be careful if he ran into any ships of the Ngath Confederation. They heard that the Ngath were kidnapping people with all kinds of technical expertise and selling them to the highest bidder.

10 (Once only): A retired Vilani naval officer (Age 89 4658A9) says that he served with the Vland fleet before it was pulled out, just before he retired. During all of his years of service, he never knew the Vargr to employ much organized fleet tactics.

Now, according to the old-boy network, the growlers have started using some sophisticated fleet tactics. He wonders who is "teaching the old dogs new tricks." Combine the

Vargr hunger to raid and plunder with coordinated effort and things start to look bleak indeed for the Vilani ever being able to hold their own.

11 (Once only): A Vilani mining engineer (Age 56 4538C6) who used to work at the Sharurshid Bureau's mines in the Gamgilebo system says that when the Vargr overran that system they pretty much left the miners alone.

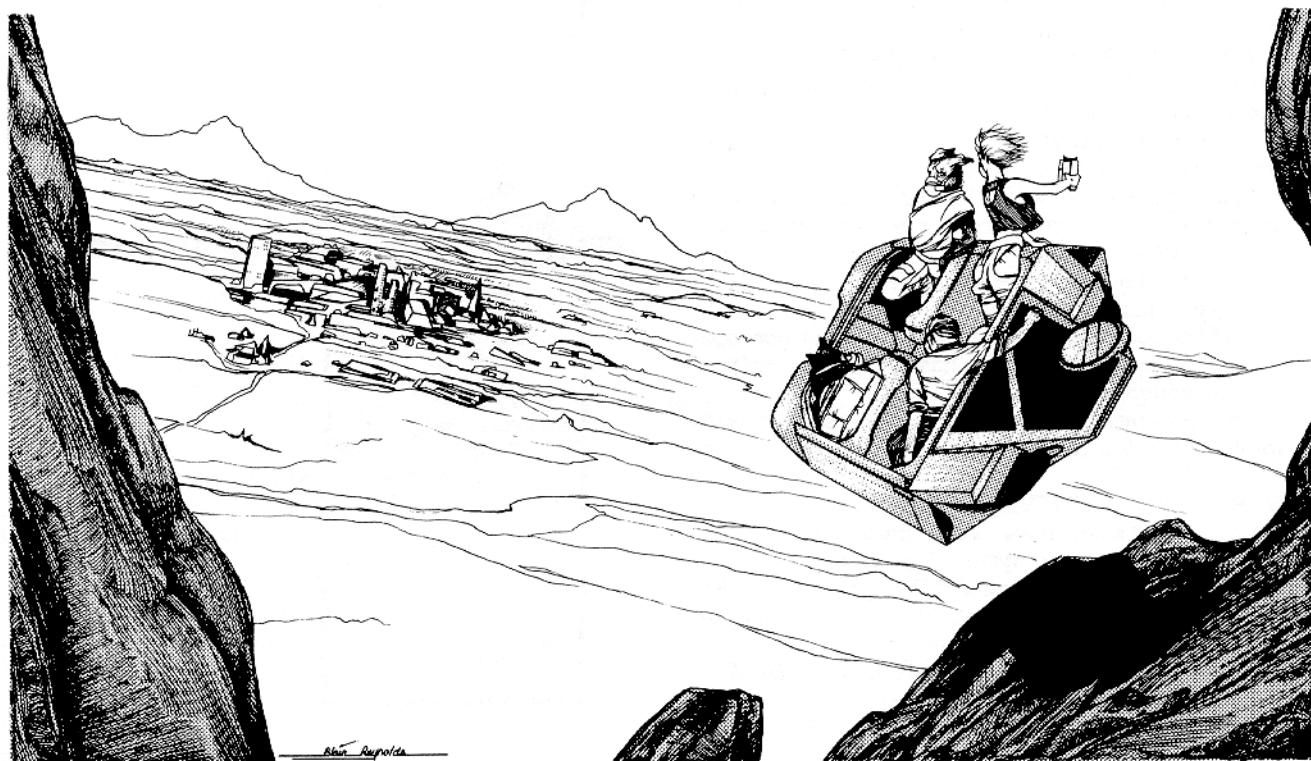
The Vargr did take some of the heavy mining equipment, but nobody could figure out why. The machinery was expensive, but not especially valuable, and even the Vargr could manufacture it with little difficulty. Even if the doggies thought that the gear was valuable, why didn't they take all of it instead of just some of it?

12 (Once only): A Vilani marine Force Commander (Age 43 A87786) tells the characters that his force has been ordered to a ready alert at least a dozen times in the past two months. Each time, the word was that the Vargr were making another major push across the border, and each time it turned out to be a wild rumor.

The commander's sources in the intelligence community tell him that the Vargr have been making what would be deceptive demonstrations and feints in Anarsi and Vhodan subsectors. Such tactics seem uncharacteristic of the Vargr. They almost never make fake assaults — one thing you could count on with Vargr corsairs, once they show up heading into your system's mainworld, they're going to attack you.

If the characters wish to take on cargo in order to increase their profit margin on the trip, allow them to do so. Vhodan is to be considered a high population world for the purposes of determining what cargo is available. Remember Vhodan's high law level; certain manufactured goods, such as weapons, are unavailable. Due to the Vilani way of thinking regarding trade, add Cr1000 to the price of any cargo purchased within Restored Ziru Sirkaa.

A suggested list of cargos is given in the sidebar on the next page.



VHODAN CARGOS

If the PCs want to fill their cargo hold on Vhodan, here are some pregenerated lots for your use.

With freight, the group transports the goods for someone else. Cargo (sometimes called "speculative cargo") on the other hand, the group must purchase themselves and then sell at a profit on a nearby world in order to make money. Speculative cargo's average price is about Cr300 per kiloliter.

Naturally, speculative cargo is more risky and may cause the PCs to lose money rather than make it. A carefully orchestrated and lucky speculative cargo run can easily put the income from freight to shame, however. Typical freight revenue is about Cr75 per kiloliter.

The Procedure: If the PCs are unsure if they want to haul freight or cargo, roll 1D and see if it comes up even or odd. Then proceed to the indicated section. Otherwise, based on the category of transport the group is interested in, go to the proper section.

FREIGHT FOR TRANSPORT (ODD)

Roll 1D and select the indicated paragraph.

1: Incidental Lot, Processed Resources (Zinc): A local broker has a personal lot of zinc she would like carried to the next world over.

Transport rate, Cr75 per kiloliter. Roll 1Dx10 for the exact lot size in kiloliters.

2: Minor Lot, Manufactured Goods (Perishable Spices): A small manufacturing firm has a customer order they need transported.

Transport rate, Cr75 per kiloliter. Roll 80 + (1Dx10) for the exact lot size in kiloliters.

3: Minor Lot, Manufactured Goods (Consumable Nectars): A lot of dehydrated nectars needs transported.

Transport rate, Cr80 per kiloliter. Roll 80 + (1Dx10) for the exact lot size in kiloliters.

4: Major Lot, Information (Paper Raw Data): The office of the subsector capital needs archive records taken offworld.

Transport rate, Cr75 per kiloliter. Roll 150 + (1Dx10) for the exact lot size in kiloliters.

5: Major Lot, Information (2D Still Pictures): A local printing company has a customer order they need transported.

Transport rate, Cr70 per kiloliter. Roll 150 + (1Dx10) for the exact lot size in kiloliters.

6: Major Lot, Novelties (Antiques): A local firm specializing in imitation antiques has a customer order to be transported.

Transport rate Cr85 per kiloliter. Roll 150 + (1Dx10) for the exact lot size in kiloliters.

CARGO FOR SALE (EVEN)

Roll 1D and select the indicated paragraph.

1: Incidental Lot, Information (Prototype Manufactured Goods [Electronic Parts]): A local inventor has a few kiloliters of electronic parts that he has self-manufactured, and now wants to sell.

Asking Cr200 per kiloliter, negotiable. Roll 1Dx10 for the exact lot size in kiloliters.

2: Minor Lot, Processed Resources (Grain): A agricultural warehousing firm has a quantity of last season's grain that it has not sold.

Asking Cr120 per kiloliter, not negotiable. Roll 80 + (1Dx10) for the exact lot size in kiloliters.

3: Minor Lot, Manufactured Goods (Alcoholic Beverages): A local broker has several kiloliters of an alcoholic beverage concentrate for sale.

Asking Cr150 per kiloliter, not negotiable. Roll 80 + (1Dx10) for the exact lot size in kiloliters.

4: Major Lot, Processed Resources (Gold): The local government has several kiloliters of gold bars they wish to dispose of.

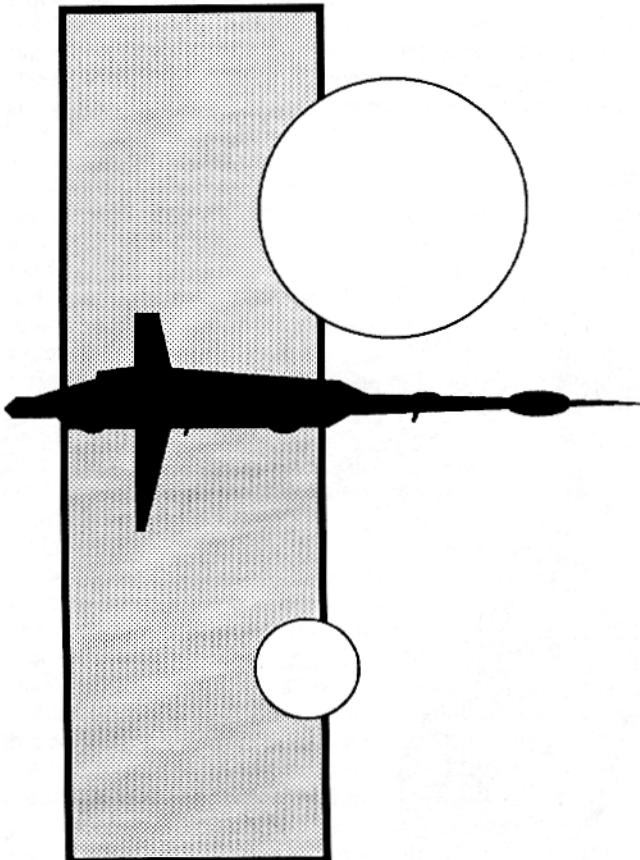
Asking Cr900 per kiloliter, negotiable. Roll 150 + (1Dx10) for the exact lot size in kiloliters.

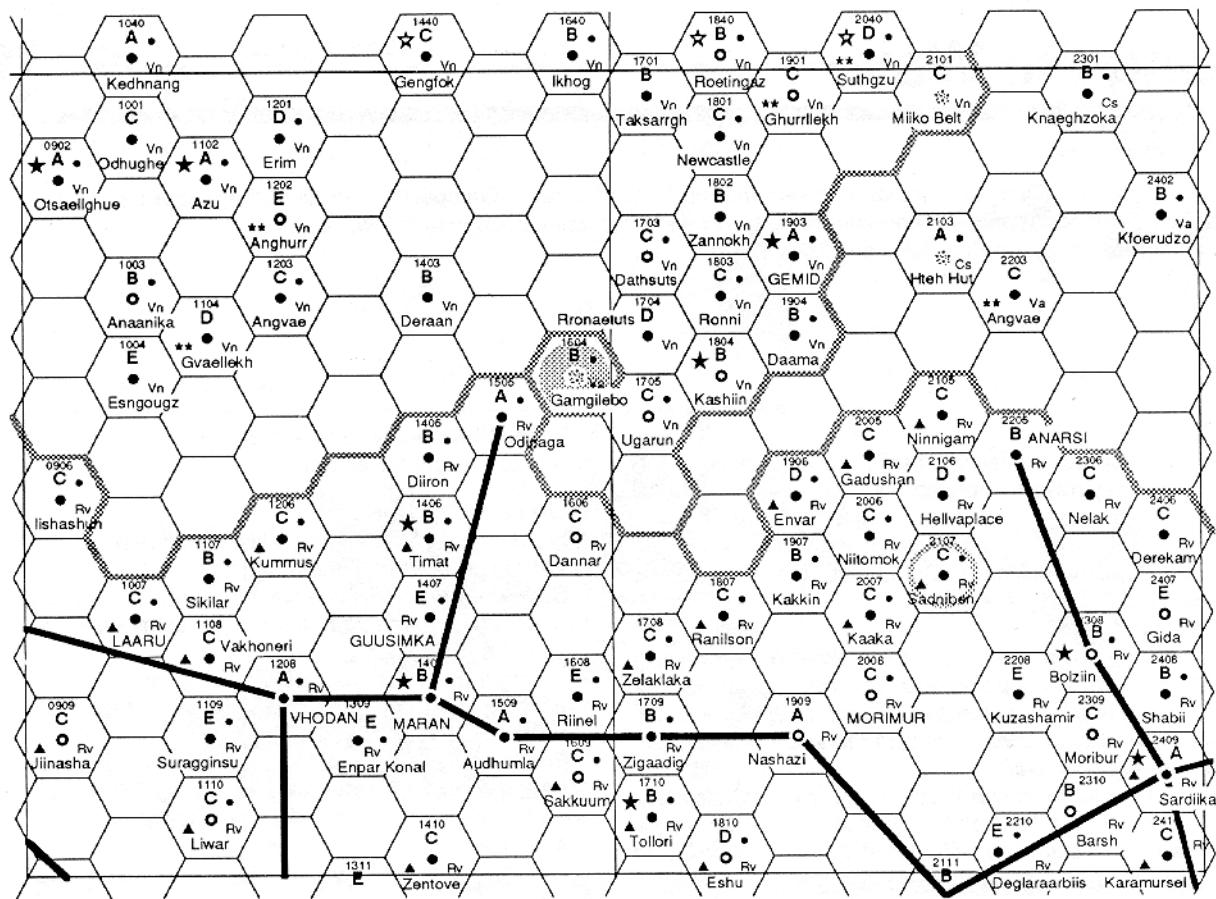
5: Major Lot, Processed Resources (Crystals): A local broker has a large lot of flawless crystals she would like to sell.

Asking Cr160 per kiloliter, negotiable. Roll 150 + (1Dx10) for the exact lot size in kiloliters.

6: Major Lot, Information (Paper Forms): A local printing house has an overstock of preprinted forms for sale.

Asking Cr130 per kiloliter, not negotiable. Roll 150 + (1Dx10) for the exact lot size in kiloliters.





Otsaellghue	0902	A225435-F	N Ni	303	Vn K9 V	Kashiin	1804	B14089E-7	N Po De	620	Vn F2 III M8 D
Iishashun	0906	C62546A-C	Ni	713	Rv A3 IV	Ranilson	1807	C999421-9	S Ni	301	Rv K1 V G5 VI
Jiinasha	0909	C200789-B	S Na Va	820	Rv M4 III	Eshu	1810	D360100-B	S Lo Ni De	322	Rv A3 V
Odhughe	1001	C525545-B	Ni	910	Vn K0 V M6 D	Ghurrllekh	1901	C560558-A	C Ni De	120	Vn M9 V
Anaanika	1003	B34057A-7	Ni Po De	911	Vn M5 V	Gemid	1903	A423979-G	N Hi Na In Po	724	Vn K0 V
Esgoungz	1004	EA7A343-5	Lo Ni Wa	620	Vn M4 V	Daarna	1904	B576438-9	Ni	401	Vn M4 V K4 VI
Laaru	1007	C69A9CC-DS	Hi In Wa	424	Rv G7 IV	Envar	1906	D9C5333-5	S Lo Ni Fl	701	Rv M8 V
Azu	1102	A447857-C	N	801	Vn M7 VI M3 D	Kakkin	1907	B423333-B	Lo Ni Po	402	Rv G8 V
Gvaellekh	1104	D885115-7	C Lo Ni	610	Vn F2 V K6 D	Nashazi	1909	A300211-E	Lo Ni Va	120	Rv M2 III F7 IV
Sikilar	1107	B3228D-9	Na Po	722	Rv G2 V	Gadushan	2005	C536488-B	S Ni	510	Rv M4 III F5 III
Vakhoneri	1108	C76A8AB-B	S Wa Ri	710	Rv M8 III	Niitomok	2006	C552595-A	Ni Po	201	Rv M4 VI
Suragginsu	1109	E333352-A	Lo Ni Po	711	Rv F6 V M8 D	Kaaka	2007	C898662-9	S Ag Ni An	901	Rv F7 V M8 V
Liwar	1110	C350000-A	S Lo Ni Po De Ba	405	Rv K2 V	Morimur	2008	C450AAE-B	Hi Po De	113	Rv M0 V
Erim	1201	D573685-3	Ni	801	Vn M1 VI K0 D	Miiko Belt	2101	C000234-8	Lo Ni As	820	Vn F1 V
Anghurr	1202	E4308AA-6	C Na Po De	520	Vn K9 VI	Htch Hut	2103	A000546-E	Ni As	811	Cs K7 V M5 V
Angvae	1203	C322377-8	Lo Ni Po	834	Vn F3 II K0 II	Ninnigam	2105	C9A57A6-9	S Fl	710	Rv M5 V
Kummus	1206	C234520-8	S Ni	702	Rv M1 V	Hellvaplace	2106	DAB3023-9	Lo Ni Fl	901	Rv M8 V G2 V
Vhodan	1208	A75898A-C	Hi Cp	123	Rv G1 II K0 IV	Sadniben	2107	C778875-S	S	A204	Rv M1 V
Enpar Konal	1309	E57768A-7	Ag Ni	121	Rv K8 V	Angvae	2203	C657510-7	C Ag Ni	720	Va M8 V
Deraan	1403	B426649-B	Ni	210	Vn M4 V	Anarsi	2205	B7479EA-E	Hi In	920	Rv G3 II M3 III
Diiron	1405	B89A8AA-B	Wa	604	Rv G3 V	Kuzashamir	2208	E546853-7	520	Rv M3 V	
Timat	1406	B98A679-A	Ni Ri Wa	921	Rv M0 V	Deglaraarbiis	2210	E737725-7	312	Rv K2VG4DK4D	
Guusimka	1407	E539A77-C	Hi	411	Rv M6 V	Knaeghzoka	2301	B4317A6-A	Na Po	401	Cs M5 V M1 D
Maran	1408	B352978-F	N Hi Po	322	Rv M7 V	Nelak	2306	C64A6AA-B	Ni Wa	110	Rv M6 V
Zentove	1410	C8D35878-S	S Ni Fl	720	Rv K3 V G4 V	Bolziin	2308	B210212-C	N Lo Ni	914	Rv M3 V
Odinaga	1505	A2016A9-B	S Ni Ni Va Ic	203	Rv M0 V M5 D	Moribur	2309	C150650-D	Ni Po De	920	Rv M4 V
Audhumla	1509	A98A300-D	Lo Ni Wa	201	Rv M5 V G1 D	Barshun	2310	B510683-C	Na Ni	620	Rv F8 V M8 V
Gamgilebo	1604	B000756-A	Na As	212	Va F4 IV M VI M1VI	Kfoerudzo	2402	B559253-D	Lo Ni	921	Va M1 V
Dannar	1606	C2006A8-C	Na Ni Va	820	Rv F6 V M3 D	Derekam	2406	C5468CB-8	120	Rv K6 V	
Riinel	1608	E746651-8	Ag Ni	601	Rv M9 V	Gida	2407	E200265-9	Lo Ni Va	810	Rv M3 V
Sakkuum	1609	C1107AB-9	S Na	701	Rv M5 V	Shabii	2408	B854010-A	Lo Ni	301	Rv M5 V G9 VI
Taksarrgh	1701	B624697-9	Ni	710	Vn M5 V	Sardiika	2409	A44467B-B	A Ag Ni	210	Rv F9 V
Dathsuts	1703	C210000-9	Lo Ni Ba	901	Vn F7 V M0 D	Karamursel	2410	C338235-9	S Lo Ni	520	Rv M6 III
Rronaetuts	1704	D224142-4	Lo Ni	120	Vn F1 V						
Ugarun	1705	C7C07A8-B	De	402	Vn G8 V						
Zelaklaka	1708	C7B2000-B	S Lo Ni Fl Ba	301	Rv M8 V M2 V						
Zigaadig	1709	B541389-A	Lo Ni Po	523	Rv G9 V K6 D						
Tollori	1710	B884436-B	A Ni	501	Rv M9 V						
Newcastle	1801	C567669-B	Ag Ni Ri	802	Vn M4 V						
Zannokh	1802	B545235-7	Lo Ni	920	Vn G8 V						
Ronni	1803	C645576-8	Ag Ni	522	Vn G7 V						

Windhorn Sector — UWP Data Listing

Kedhnang	1040	A102421-9	Ic	Na	Ni	Va	901	Vn	K9	VI
Gengfok	1440	C5158A8-5	G	Ic	Ni		130	Vn	A3	
Ikhog	1640	B568974-8	Ri	In			303	Vn	M9	III
Roetingaz	1840	B130576-D	G	De	Ni	Po	313	Vn	M5	VI M5 D
Suthgu	2040	D544543-6	H	Ag	Ni		404	Vn	M7	V M7 D

Along the Way

SCENARIO 2

Scenario 2 of *The Gamgilebo Incident* covers the trip from Vhodan to Gamgilebo. Not all of the nuggets presented in this scenario will be used, depending upon the route the player characters choose to follow.

Nugget 1 opens with the PCs departing from Vhodan.

SETUP

The section below is available for you to read aloud to the players once they have completed their business on Vhodan and are ready to leave.

Show the players the Vhodan sector map and allow them to plan out their own route to Gamgilebo. Once they have done this, read them the following.

"After checking over the ship one last time, you go aboard her, sealing the airlock behind you. The dense metal of the hull throbs and hums as the engineer fires up the maneuvering drives. The pilot chatters a bit with the starport controller, obtaining permission to lift.

"Then, with a lurch and a shudder, your massive vessel rises, free at last from the bonds of gravity. This is what your life is all about — travelling between the stars, not grubbing around on the ground, scrounging for the price of your next meal.

You've got a good ship and an exciting, high-paying mission. You lack nothing but the answers to the puzzle before you."

If the party intends to follow the flight plan filed by the *Qa Livk* and the *Fitzpatrick*, they can learn from the data cartridges that both ships followed the same route. Vhodan (1208), Maran (1408), Timat (1406), Diiron (1405), Odinaga (1505), and Gamgilebo (1604).

If they intend to follow their own flight plan, have them tell you what their next stop is, and then begin nugget 1.

SUMMARY OF NUGGETS

The following summaries tell you what each nugget in this scenario covers.

1. Outward Bound (key): This nugget covers the party's departure from the Vhodan system. Aside from the usual hazards in travelling through jump space, this nugget is relatively risk free.

2. The Long, Dry Search: This nugget deals with what clues the PCs find about the missing ships if they visit Maran (Vland 1408).

3. With Sparkling Clarity: If the PCs visit Timat (Vland 1406), this nugget gives them things the locals remember about one of the missing ships.

4. Something Smells: The PCs discover some details about the missing ships if they visit Diiron (Vland 1405).

5. Don't Go Any Farther: If the PCs stop on Odinaga (Vland 1505), they will learn what the Vargr often do with the ships and crews they capture.

6. Raiders: This nugget deals with an encounter with the ubiquitous Vargr corsairs. If the adventurers manage to defeat the pirates they should be able to obtain some useful information from the surviving crew.

7. The Vilani Navy: Somewhere along the route, the party runs into a Vilani naval patrol.

1. OUTWARD BOUND

PCs power up and leave the Vhodan system.
Location is Vhodan (Vland 1208).

Scene: As your ship clears Vhodan's dense, oppressive atmosphere, your pilot aims the ship outward toward jump point.

During the long cruise, you see all types of space vessels: everything from pinnacles and shuttles to the massive bulk of a light cruiser.

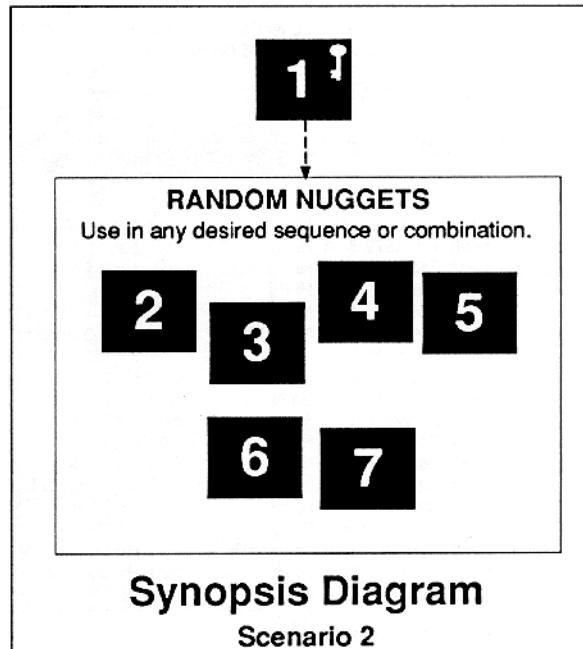
Holding with tradition, just before engaging the jump drives, the pilot dims the interior lights. For a moment the brilliant flare of transition fills the ship and then all is dull and gray.

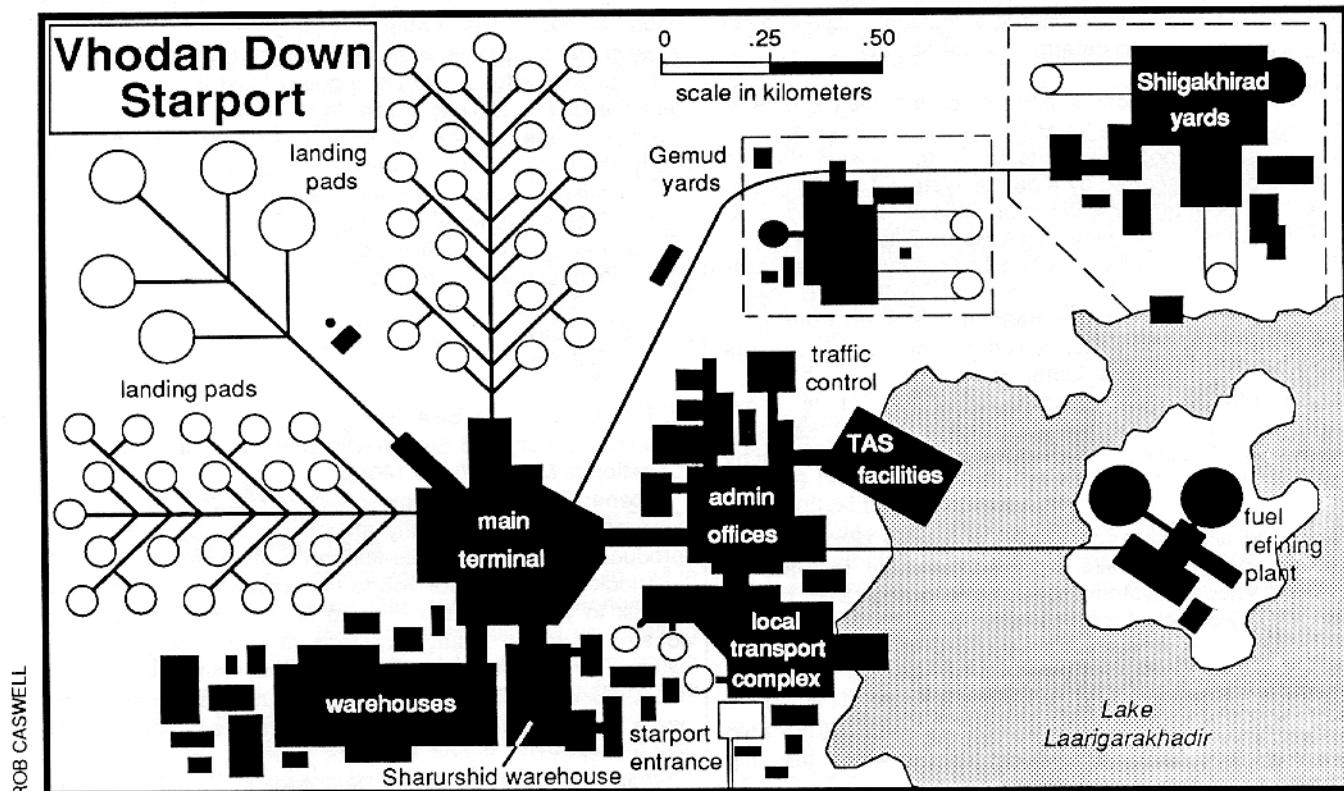
Action: There is very little that can go wrong in this nugget.

If the party wishes to perform sensor observations on the other space and starships moving around the Vhodan system, they will see an incredible assortment of ships.

Nearly every type of civilian ship and many types of military vessels are in-system. If any of the party are searching for anything out of the ordinary among the heavy ship traffic, have them attempt the following task.

To spot irregularities in the ship traffic around Vhodan:





ROB CASWELL

VHODAN DOWN

The Vhodan Down is the major starport on Vhodan, a warm, pleasant world with a population just over 1 billion. The port consists of a ground component, and a smaller orbital component in geosync orbit over the groundport.

Vhodan Down is a good example of a moderate-sized, tech 12 ground facility, with the level of service that earns it a class A rating.

Extrality: Like most starports, Vhodan Down enjoys "extraterritoriality" (commonly shortened to "extrality"), which means the port itself is not under the jurisdiction of the local world government. The law level of a starport enjoying extrality status is typically lower than the world.

Although the law level of Vhodan Down (law level 1) is much lower than the law level of Vhodan itself (law level 10), port officials still frown on the open display of weapons, and they refuse to grant sanctuary to local criminals or political refugees. Extradition of fugitives back to the local authorities is typically swift and decisive.

Berthing: Vhodan Down has 51 general purpose berths (or landing pads) and several specialty berths. Berthing fees for the first week run Cr150, and then Cr150 per day after that.

Once a vessel is assigned a berth, it can take 4-14 hours (2D+2) before the starship's cargo, passengers, and crew are cleared for discharge into the starport. The inspections consist of a call by one or more port officials who review the craft and its contents for inward clearance, ultimately granting permission to leave the ship.

The inspections include:

- **Customs:** Customs checks the cargo manifest in order to identify when duties are to be charged, or to see if the goods are restricted by local laws or commercial

codes. Physical inspections are rare, and the captain typically deals with customs, although the captain may choose to delegate the task. Legal, Admin, and Broker skill can all be used to help the interaction with customs proceed smoothly.

- **Health:** The official charged with this inspection checks the ship's medical records for accuracy and completeness, looking for potential medical risks among the passengers and crew. The crew member with the most medical skill typically deals with health officials.

- **Immigration:** The immigration officer looks at passports, visas, and other information for each person onboard the ship. Each person deals with immigration individually. Unlike other inspections, any immigration-related fines or delays affect only the individual in question, not the whole ship. Legal or Admin skill can sometimes help an individual clear immigration more quickly if a problem develops.

- **Technical:** The official in charge of the technical inspection, typically called a Port Engineer, must see to it the ship's stay on the ground is secure and complete. The technical officer makes sure the ship's refueling, regular maintenance, supply restocking, and security (that is, the ship will not be stolen or damaged while in port) are all in order and accounted for. Liaison skill is helpful when dealing with the Port Engineer.

- **Safety:** A safety inspection is not always required, but when it is done, it can delay the discharge process — and result in heavy fines. Regular annual maintenance is the best way to avoid problems with a safety inspection. The crew member with the highest level of engineering skill typically deals with safety inspectors.

Routine, Sensor Ops, Int, 5 min (unskilled OK)

Referee: If a character succeeds at this task, have him roll on the following table to determine what he saw.

2. A Vilani light cruiser, exhibiting some battle damage, is escorting a badly shot-up Vargr frigate toward Vhodan.

3-5. A pair of troop transports lie off the closest Vhodan gas giant, being escorted by a pair of system defense boats.

6-8. An X-Boat tender is in the process of recovering an X-Boat (The tender already has two X-Boats in its service bay.)

9-10. A type K Safari ship is heading out system. Its transponder indicates that it belongs to the Makhidkarun Bureau.

11. A Fleet Courier ship is headed in system from jump point. It seems to be under maximum thrust, and sensors show its starboard side is damaged.

12. An old *Kinnunir* class Colonial Cruiser is being escorted in system by a pair of Destroyer Escorts. Its transponder signal indicates it belongs to the Archduchy of Deneb.

Preparing a starship for jump is a routine procedure for most experienced travellers. Once the party is ready to leave the Vhodan system, use the following tasks to see how well they carry out the necessary procedures.

To compute jump coordinates:

Routine, Navigation, Pilot, 2 min

Referee: This task can be started as soon as the ship powers up. The navigator also determines where the ship will come out of jump space.

To prepare the drives for jump:

Routine, Engineering, Edu, 2 min

Referee: This task can be started as soon as the ship powers up. This task must be successfully completed or the jump drives cannot be engaged. If the ship is using unrefined fuel or if the ship is past due on its yearly maintenance, the task becomes hazardous. For every month past the maintenance date, raise the difficulty level by one.

To engage the jump drive:

Routine, Engineering, Edu, 2 min.

Referee: This task can be started as soon as the drives are successfully prepared for jump.

If the ship is using unrefined, unrefined fuel, the task becomes hazardous. A ship may jump safely from any point at least 100 diameters away from any massive body.

If a jump is attempted from a point closer than 100 diameters the task is Difficult (hazardous). If the jump drives are engaged when the ship is within 10 diameters of a massive body, the task becomes Formidable (hazardous).

If a mishap occurs, consult the Jump Mishaps table on page 93 of the *Imperial Encyclopedia*.

For each jump, determine how much time is actually spent in jumpspace by rolling 1D.

1 = 6 days

2-5 = 7 days

6 = 8 days

2. THE LONG, DRY SEARCH

The PCs find an SDB Ensign who saw the missing ships.

Location is Maran (Vland 1408).

Scene: The thin, dry atmosphere of Maran was difficult to breathe at first, particularly after living on the recycled air produced by your ship's life-support systems for so long.

It took a long time for you to find anyone who was willing to talk to you about the missing ships, but eventually you located a young Vilani Navy ensign who saw both ships when they passed through the Maran system. He says that his SDB challenged both vessels, but since their papers were in order there was no reason to take any special interest in them.

Action: If the characters succeed in questioning the ensign as detailed above, he will reveal a little more information.

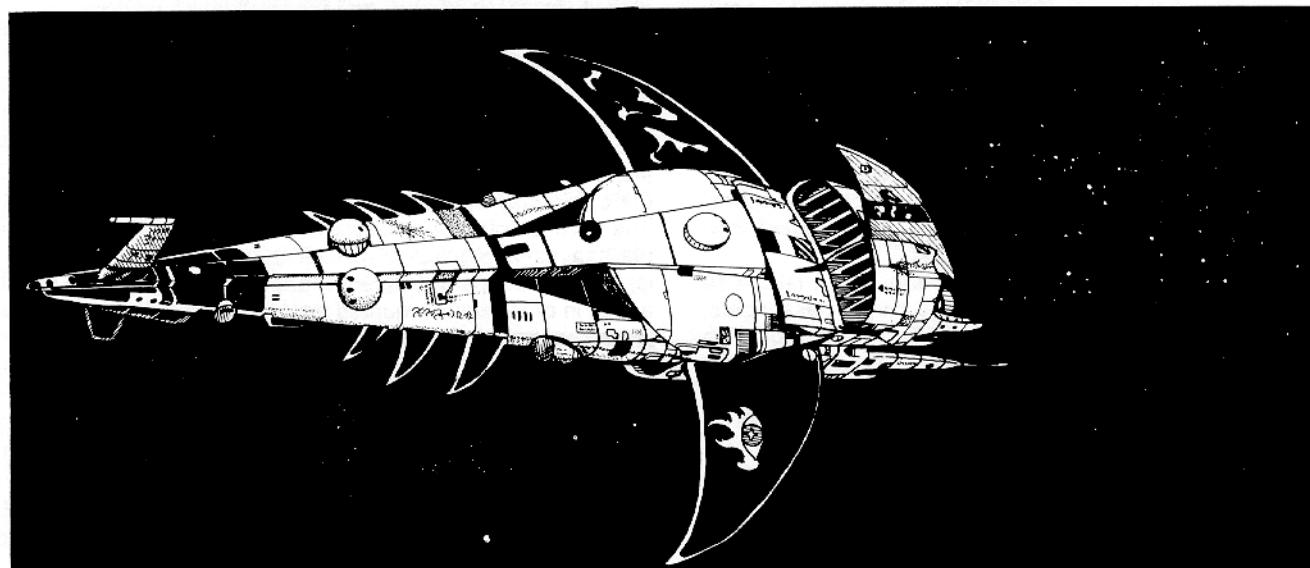
When he went aboard the *Qa Livk* to inspect her logs, everything seemed to be OK. The *Fitzpatrick*, on the other hand, wasn't a happy ship. Her crew was definitely worried about something. The ship's log said that her turrets had been stripped of their lasers and re-equipped with heavy fusion guns.

3. WITH SPARKLING CLARITY

The PCs find an official who remembers the *Fitzpatrick*.

Location is Timat (Vland 1406).

Scene: As you step from your ship's airlock Timat's thick, oppressive atmosphere hits you like a face full of syrup. The



planet's main starport is located on one of the small rocky islands scattered across a planet-wide sea.

Finding someone who knows something about the missing ships isn't too hard. The starport warden's chief assistant remembers the *Fitzpatrick*'s visit clearly. He says that even though its markings claimed that it belonged to the Sharurshid Bureau's Scout service, the men on board reminded him more of marines.

Action: If the party successfully questions the man, he will be able to recall one more odd detail about the *Fitzpatrick*'s visit. The ship's navigator requested data files on worlds within the Vagr Extents, especially those less than six jumps away from the Gamgilebo system. He thought that the request was rather odd, but didn't choose to pursue it at the time. If the party asks, he can supply them with the same files for a fee of Cr 100.

4. SOMETHING SMELLS

The PCs find a merchanter with details about missing ships. Location is Dilron (Vland 1405).

Scene: Of all the equipment you are called upon to use in your travels, the worst is the filter mask. No matter how new or how well maintained they are, they still end up smelling like the inside of a Sylean groat. But if you want to go on breathing in tainted atmospheres like Diiron's you've got to put up with the bloody things.

It took quite a bit of doing to locate anyone who had anything to say about the lost ships. Eventually a starport laborer directs you to a retired merchant captain who talked to the *Qa Livk*'s captain when she called at Diiron.

The old merchanter says that he just returned from the Extents himself, where he heard rumors that Lucan's Imperium has been supplying the Vagr with ships, on the condition that they keep the Vilani military tied up and out of the civil war.

Action: With a bit more prodding, reflected by a success on the prescribed task, the merchanter will reveal some more information.

He says that he doesn't believe that the rumors about the Imperium providing the doggies with ships is true. He does know that most of the ships that are captured by the corsairs are moved out of the area as quickly as they can do so.

The merchanter even remembers seeing a couple of *Imperial* ships sitting in Vagr shipyard facilities. It looked to him like the growlers were refitting the vessels to suit their own particular physiology. He has no idea what happened to their crews.

If the party wants more information, he can direct them to a friend of his who may know something more. Talking to this new individual requires a second task roll.

The merchanter's friend is an expatriot Imperial Navy lieutenant (Age 29 667874). He says that he fought the Vagr corsairs before the Imperium fell apart. Most of his information is a few years old, but he thinks it is still valid.

The Navy lieutenant says that the Vagr are in the habit of holding important, rich, or powerful prisoners for ransom. This isn't especially unusual, since pirates have been doing this for centuries. Occasionally, if the prisoner doesn't have technical skills that the Vagr could use, they don't bother asking for ransom, they merely auction the prisoner off to the highest bidder instead.

The lieutenant goes on to say that he and his men rescued a batch of naval architects from a corsair band after the doggies raided the shipyards at Katti (0404) back in 1117. The ex-prisoners told him that they had been sold to the Irrgh Manifest by — of all things — a tall, bald human who is in cahoots with the Vagr!

He isn't too sure now, but he thinks they said that the human's name was Kagiisha.

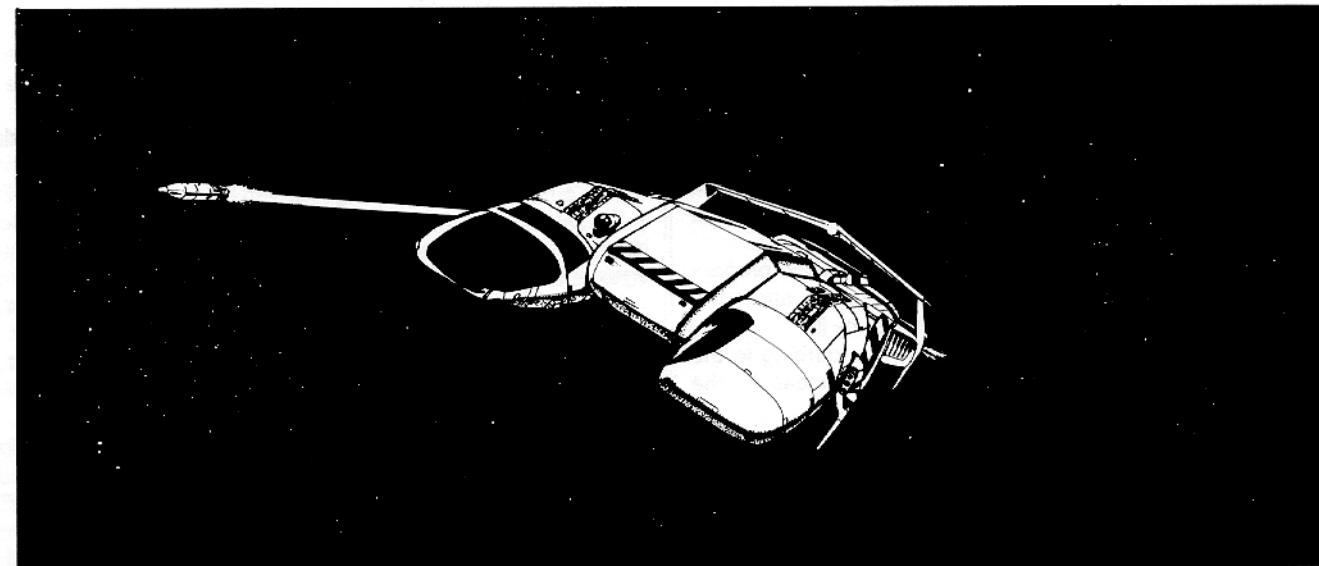
5. DON'T GO ANY FARTHER

The PCs learn what the Vagr do with the ships they seize. Location is Odinaga (Vland 1505).

Scene: Odinaga's trace atmosphere is too thin for even the best compressor packs to make breathable, thus you must don vacc suits before venturing outside.

As you make arrangements to have your ship serviced, the starport official with whom you are speaking cautions you against going any further coreward. The Vagr have become so active that everything within two parsecs of the coreward border of Ziru Sirkaa has been declared an amber zone.

A marine MP corporal stops you as you try to enter one wing of the starport terminal building, saying that it is closed for repairs.



Action: After a considerable amount of searching the characters should encounter the third officer (Age 33 655758) of the free trader *Xavious*. He can tell the party that his ship passed through the Gamgilebo system on its way to Odinaga. He says that the belt miners there were just as friendly as ever, but that the Vargr he encountered there were kind of testy.

If the players achieve a success on the indicated task, he will give them a good bit more information.

Just before the *Xavious* jumped out-system, her communications officer picked up a confused set of signals. They sounded like a couple of log-buoy transponder signals. They were too faint, and the emissions from the Gamgilebo I gas giant were interfering with them too much to get an accurate fix. The captain decided not to investigate the signals.

Another success on the search task produces a mining company executive (Age 40 676AA8) who says that even though the Vargr have taken over the Gamgilebo system the belter mining is still in full operation. The only difference is that the biggest portion of the profits is going to the Vargr rather than to the miners.

6. RAIDERS

The PCs encounter Vargr corsairs.

Location Is somewhere between Vhodan and Gamgilebo.

Scene: As your ship is heading in system, your sensors pick up a large metallic object to port at far orbit range. It is headed in your direction, and closing fast.

Action: The sensor readings are indicative of an incoming starship. Have the player operating the sensors attempt the following tasks to determine what is happening.

To do an active sensor pinpoint on another starship at far orbit range:

[difficulty varies], Sensor Ops, Edu (uncertain)

Referee: Use the ActObjPin difficulty level from the scanning starship's UCP and increase it two levels to account for the far orbit range.

The starship's computer model number may be used in place of Sensor Ops skill, if desired.

Some truth on this task gives the starship displacement in tons and its power plant output in megawatts, but incorrect type.

Total truth gives displacement, power output, and the correct type (a Vargr corsair vessel in this instance, see page 95 of *Vilani and Vargr*).

The corsair is under full thrust, and is on an intercept course. As the corsair closes on the party's ship, the PCs' sensors will be able to enhance the image of the closing craft enough that the group can see the top half of a human skull painted on her sides, and stripes on her wings in bright orange and garish purple.

She will give the party one chance to heave to and prepare for boarding. If that order is ignored, the corsair will attack the party's ship seeking to cripple rather than destroy it.

Conduct the pursuit, and combat, if any, according to the rules governing starship combat as they appear in the *Referee's Manual* on pages 90-101.

If the party manages to damage the Vargr ship to the point where it can no longer direct its guns, the corsairs will attempt to flee by jumping out-system. If the party disables the corsair's maneuvering or jump drives, they will continue to fight until their guns are knocked out.

If the adventurers want to board the corsair, they must close to within a kilometer of the enemy ship and complete the trip in an air/raft, launch, or similar ship's boat. The party's craft must be docked with the corsair at either its main air lock or the G-Carrier hanger. If the Vargr have not surrendered, these hatchways will be locked and must be forced open in order to gain access to the interior of the ship.

To force the main air lock:

Difficult, Engineering, Int, 3 min (hazardous)

Referee: The fact that this task is being attempted in vacuum makes it hazardous. If the outer air lock is destroyed in the attempt, when the inner door is opened, the main cargo area on deck three will be depressurized.

Unless steps are taken to seal the air lock and repressurize the cargo deck, every time an iris valve is opened, the area beyond the valve will also lose pressure. The effects of explosive decompression are covered on page 90 of the *Players' Manual*.

To force the G-Carrier hanger door

Difficult, Engineering, Int, 3 min (hazardous)

Referee: The fact that this task is being attempted in vacuum makes it hazardous. If the outer hanger door is destroyed in the attempt, when the inner door is opened the main cargo area on deck three will be depressurized. See the above entry for the effects of the depressurization.

If the players want to blow open either hatch using explosives, consult the task below to determine their degree of success.

To place a single charge:

Difficult, Demolitions, Dex, 5 min (hazardous)

Referee: The fact that this task is being attempted in vacuum makes it hazardous. If the charge is tamped, double the amount of time required to place it, and double the amount of damage it inflicts.

To successfully detonate a placed charge:

Difficult, Demolitions, Int (fateful, hazardous)

Referee: The fact that this task is being attempted in vacuum makes it hazardous.

The characters must be well clear of the blast radius of the breaching charge or they run the risk of taking damage from the explosion. Both hatches are considered to have an armor factor of 60. Using explosives to breach a hatch destroys the hull integrity in that area and leads to the decompression effects noted above.

Short of a large-scale repair job no measures will reseal the hatches in question.

Once the party gains access to the Vargr ship, the surviving corsairs will defend the ship to the best of their ability against the borders.

In addition to the crew of twelve, there are twelve Vargr "marines" aboard who act as a boarding party if necessary. The crew members are all armed with auto pistols. The "marines" all carry gauss rifles and wear flak jackets under their vacc suits.

For details on the crew and the Vargr "marines" see the listing in Appendix 2.

If the Vargr are able to cripple the party's drives or guns they will repeat their order to surrender. If the PCs refuse, the raiders will continue to hammer away at the party's ship

until it can no longer move or fire. At that point the Vargr will close to within a kilometer and send a boarding party across in their G-Carrier. The boarding party will consist of ten Vargr "marines" armed with Gauss rifles and wearing flak jackets under their vacc suits.

Conduct any boarding action according to the rules governing combat in the *Players' Manual*.

Should the Vargr end up in possession of the party's ship, they will strip it of all valuables, both cargo and personal items.

The Vargr will check the computer records of all persons, both crew and passengers, removing anyone with any Technical or Space skill at level-4 or higher as prisoners — it is possible that characters may have anticipated this and falsified records, either concealing exceptional skills or pretending to possess skills they didn't have. All prisoners are placed in low berth and eventually revived in the Vargr slave camp described in a later section.

Once the Vargr have finished looting, they send the rest of the party on their way, pursued by rude, mocking insults. If the party is using a corsair or military-type vessel, the Vargr will seize it, setting the characters adrift in one of the ship's sub-craft.

If the PCs manage to beat the Vargr, they may question any survivors of the combat in hopes of gaining useful information.

To question the corsairs:

Difficult, Interrogation, Int, 30 min (uncertain)

Referee: Only the Vargr captain, his first mate, and the leader of the "marines" speak Galanglic. If these individuals were killed, the use of a language translator is essential to this task. (Unless, of course, one of the characters speaks the tongue of the local Vargr region: Mavek Errgh).

The surviving Vargr can tell the party that their ship's name is the *Llueghz*. They are part of the Touzagh Band, a loose association of corsairs under the leadership of a Vargr named Ksaelorrg.

Ksaelorrg, they will say, was once a member of the Ngath Confederation, but fell into disfavor with its leader. Lacking the standing to wrest control from Ngath, Ksaelorrg assembled a corsair band from his closest friends, and took to pirating.

For years now, the Touzagh Band has been plundering Vilani and Imperial shipping along the Extent's rimward border.

Only the Vargr captain and his mate know anything about the missing ships. Before they set out on this raiding cruise, they heard that a rival crew fought an engagement with an S-type scout/courier. They thought that the Vilani ship would be easy pickings, but the Scout's lasers had been rigged somehow with heavy fusion guns. The Vilani ship inflicted so much damage on the raider in such a short amount of time that the Vargr had to turn tail and run, or be destroyed.

If the party takes the *Llueghz* as a prize, they must register their claim at the nearest A, B, or C class starport, or at the nearest naval base.

It takes six months for the registration of a prize, during which time the Vilani admiralty does a background check on both the vessel and the individual(s) who file for registration. This background check is extensive, and will uncover any major infractions committed by the individuals wishing to register the vessel.

The fee for the registration of a prize is Cr 10,000, plus Cr 500 per ton of vessel. In addition, any prize vessel registered in Vilani admiralty court must have its transponder package replaced at a cost of Cr 5000 plus Cr 10 per ton of vessel. This operation can be accomplished at the same time as the prize registration.

If the individual(s) pass the background check but cannot pay the registration fee, the vessel is placed under a mortgage to the Vilani admiralty and must be paid off as usual. If the individual(s) fail the background check, the admiralty confiscates the vessel and auctions it off to the highest bidder.

7. THE VILANI NAVY

The PCs encounter a Vilani naval vessel.

Location: Is anywhere between Vhodan and Gamgilebo.

Scene: As your ship is moving out system to the jump point, your communications panel suddenly squawks out a hailing message.

"Attention foreign vessel, this is Captain Maruush of the Vilani cruiser *Peshanmi*. Please standby for a flyby inspection."

Action: The *Peshanmi* is a Vilani-built SEH-class heavy cruiser on anti-piracy patrol.

If *The Gamgilebo Incident* is being played as a part of an ongoing MegaTraveller campaign, determine the ship's registration status by past events in the campaign. Assume that if the players have made more than one trip to Restored Ziru Sirkaa since the collapse of the Imperium their ship will be registered. Otherwise follow the registration procedure listed on page 38 of *Vilani and Vargr*.

If the party has taken the Vargr corsair from nugget 6 as a prize, the Vilani will order them to stand to for boarders once they get to within 50,000 km range.

The boarding party will consist of an ensign and four ratings. The officer will question the party as to how they came to be in possession of a Vargr-built raider. If the adventurers answer him truthfully, he will make note of the incident and direct the party to register the ship with the Vilani admiralty as soon as possible if they don't want to be accused of piracy themselves. If the party has any Vargr on board as prisoners, the ensign will take them off the party's hands.

None of the members of the *Peshanmi*'s boarding party knows anything about the missing ships. The ensign will tell the party that the corsairs seem to be much better organized than they were a few months ago. Recently, the Vilani navy has been getting more and more reports of Vargr raiders bearing the emblem of the Vilani flaming eye.

Once the inspection is done, the boarders will return to the *Peshanmi* and allow the adventurers to go on their way.

Gamgilebo

SCENARIO 3

Scenario 3 of *The Gamgilebo Incident* deals with the players snooping around the Gamgilebo system, looking for clues as to the fate of the missing ships. A great deal of interaction with the Vargr, who have taken over the system, will be necessary. Once the PCs exit jump in the Gamgilebo system, review the setup, and start nugget 1.

SETUP

This section is designed to set the scene for rest of the campaign. Vital clues to the fate of the missing ships are to be found within the busy Gamgilebo asteroid belt. Allow the players to study the world data sheet as much as they wish.

Since this scenario calls for a great deal of interaction with the Vargr, be sure that you are familiar with the Vargr way of doing things before you begin play. A review of the Vargr section of *Vilani and Vargr* is a good idea.

Once the PC's starship exits from jumpspace, read the following passage to them.

"Upon arriving in the Gamgilebo system, a few things become easily apparent. The most obvious of these is the fact that Gamgilebo is a trinary star system. The next is the odd, slightly luminous quality of the inner gas giant. In the distance, you can see the gray-brown haze of the "main-world" asteroid belt.

"Welcome to Gamgilebo."

At this point go directly to nugget 1 and begin play.

SUMMARY OF NUGGETS

The following summaries tell what each nugget is about.

1. Just a Slight Problem (key): This nugget deals with a series of minor problems with the ship's systems being caused by the trinary star and the large amounts of fusion exhibited by Gamgilebo I. The only serious problems this nugget may cause would be as a result of a mishap while re-calibrating the ship's sensors.

2. The In Run (key): This is a short nugget which covers what the characters see via the ship's sensors, as they move in-system towards Gamgilebo.

3. Site One: The Landing: Mining Site One is in the hands of the Vargr. This nugget covers getting clearance to land and making the touchdown.

4. Site One: Crossing The Field: While crossing the landing field, a possible encounter with the inhabitants of Site One is presented.

5. Site One: The Terminal Building: This Site One nugget covers some other encounters with the inhabitants of the site, both human and Vargr.

6. Official Inquiries: If the party tries going through official channels to gain information about the lost ships, use this nugget. Data on the *Qa Livk's* and the *Fitzpatrick's* visits to the Gamgilebo system may be gained in this nugget.

7. On the Streets: Sometimes the most valuable information to be had is gained through unofficial channels. If the party chooses this route, use the information presented in this section to handle encounters with the average citizen of the Gamgilebo system.

8. The Asteroid Belt: Clues obtained in nuggets 3, 4, and 5 should lead the party to search the entire outer asteroid belt. This nugget covers such a search.

9. Avast There!: This nugget covers an attack by the Vargr corsairs based in the Gamgilebo system.

1. JUST A SLIGHT PROBLEM

The PCs experience difficulty with their ship's systems. Location is the Gamgilebo system, at jump point.

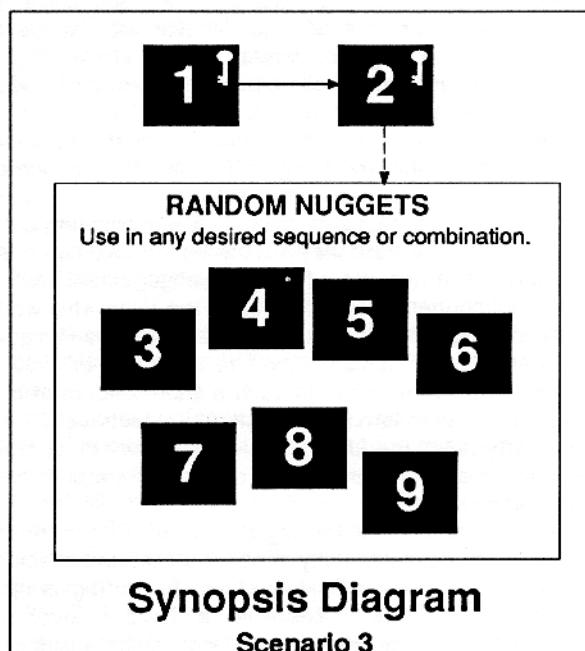
Scene: After a few moments of fiddling with your controls you notice that your sensor instruments are "whiting-out" for no apparent reason. Your systems work, but navigation and scanning will be difficult if the problem isn't corrected.

Action: The reason for the confused sensor readings lies in the very nature of the Gamgilebo system. The trinary star system, coupled with a gas-giant about to become a fourth star, is playing havoc with the ship's electronic systems.

Re-calibrating the instruments will be necessary to restore normal sensor and navigational functions. If no such calibration is performed, all sensor ops, navigation, and piloting rolls will be one level more difficult because of the unreliable readings from the sensors. If the party decides to take the time to re-calibrate their equipment, use the following task to determine how successful they are.

To re-calibrate the ship's sensors:

Routine, Electronics, Edu, 6 min (fateful)



Referee: Reduce any mishap by one step in severity. Major becomes minor, minor becomes superficial, and superficial becomes a simple failure. Simple failure however, cannot be adjusted to success.

Once the sensors are re-calibrated, the party may continue with their mission.

2. THE IN RUN

The PCs take their ship into the Gamgilebo system. Location is the main Gamgilebo asteroid belt.

Scene: As you turn your ship towards the starport at Mining Site One in the outer asteroid belt, you begin an initial scan of the system. Gamgilebo is a busy place, especially for a B class starport in a Vargr-held system.

Several large cargo hauler starships pass you going the other way as they head out-system. Smaller mining ships dart in and out among the drifting rock of the asteroid field. When you get closer to the starport at the asteroid named Site One, you see a Vargr *Kfarrghogh*-class light cruiser hanging in a stationary orbit above the facility.

The whole picture reminds you of a penal labor gang being supervised by a watchful guard.

Action: There is very little for the PCs to do in this nugget. If they wish to attempt long-range scans to see if they can pick up some trace of the lost ships, use this task profile:

To make a long-range scan:

Difficult, Sensor Ops, Edu, 1 hr (uncertain)

If the sensor scan is successful, the PCs will pick up a faint coded signal across the outer asteroid belt. Analyzing the contact is difficult due to the noise of the three stars, and the confused nature of the signals.

To analyze the sensor contact:

Difficult, Sensor Ops, Edu, 20 min (uncertain)

Assuming that the party is successful in analyzing the sensor contact, they will discover that it is not one, but two separate contacts in the same region of the belt. Each is the transponder signal of one of the missing ships.

In addition to this scan, remind the players that they are in a potentially hostile system. Keep them jumping at shadows. Tell them that their sensor operator thought he saw something on his screens, but it vanished before he could ID it.

If at this point the PCs want to go to the rest of the asteroid belt and begin their search, go to nugget 6. If they wish to continue on to the belt starport, go to nugget 3.

3. SITE ONE: THE LANDING

The PCs land at Site One and begin their investigation.

Location is Site One, in the main Gamgilebo asteroid belt.

Scene: After a long wait, you are finally cleared to land at the starport at the asteroid Site One. Once you are on the ground in the landing bay, the bay door closes and the bay is pressurized. A strange reception party greets your ship.

The usual mob of starport technicians swarm all over your ship, attaching power feeds, water and waste lines, and a dizzying array of tubes, conduits and cables. The strange part comes when you are greeted by a pair of human starport officials and a stocky, red-furred Vargr.

In growling, barely intelligible galanglic, he introduces himself as assistant starport warden Gaerrdakh.

Action: Gaerrdakh asks the party their reasons for being in the Gamgilebo system, and how long they intend to stay. If he is satisfied with their answers, he will grant them visas, and warn them not to make trouble. He also records the ship's registration transponder codes on a compupad.

"After all," he says, "this is occupied system. We want no trouble with humans operating mining facility, and it certain you no want trouble with us. If you stay with charisma you have and make no trouble, we get along fine."

The starport at asteroid Site One is a B-Class facility, with all the amenities appropriate to such an installation. The only unusual thing about it is that it is in vacuum. All operations which require personnel to be on the surface must be carried out in vacc suits.

Back when the facility was in Vilani hands, passengers, cargo and crew were transported to and from their ship bays by means of specially constructed vehicles which carried their own air-locks. Now that the Vargr have taken over, all personnel must don vacc suits and walk to the terminal building. Cargo is still handled in the pressurized vehicles.

4. SITE ONE: CROSSING THE LANDING FIELD

The PCs cross the landing field to the terminal building.

Location is Site One, main Gamgilebo asteroid belt.

Scene: Now that the red tape is out of the way, you can get down to business. It is a quarter of a kilometer across the landing field to the terminal building, and there doesn't appear to be any sort of shuttle service. Thus, getting into your vacc suits, you set out to make the trek on your own.

Action: If the characters don't want to walk the distance from their ship to the terminal building, they may make use of whatever vehicles (air/raft, ground car, and so forth) that they may happen to have on board. There is an area set aside just inside the starport dome (in the distance) for the parking of such vehicles.

If the characters don't have their own vehicles, they will have to get into vacc suits and walk.

To cross the landing field safely in a vehicle:

Routine, Vehicle (as appropriate) Dex, 1 min

To cross the landing field safely in vacc suits:

Routine, Vacc suit, Dex, 2 min

Referee: In both of these tasks reduce the results of any fumble mishap by two steps. This reduction cannot change a failure to a success. Most of the mishaps will involve such things as a fall, or running a vehicle into an obstruction, rather than a life-threatening accident.

5. SITE ONE: THE TERMINAL BUILDING

The PCs reach the terminal building.

Location is Site One, main Gamgilebo asteroid belt.

Scene: Once you enter the big plasteel dome covering the main starport dome, you get a sense of how big Site One is. Multi-story office buildings, bulky processing facilities, and the like face each other across wide, paved streets.

Air/rafts, ground cars, cargo haulers, and even the odd G-Carrier jam the thoroughfares. Humans in baggy coveralls, and natty business suits jostle each other as they negotiate the crowded sidewalks. Vargr ship crews and troops stand in small knots, conversing in their odd barking language.

Everywhere you look is the noise and chaos one normally associates with a larger city on a world farther from the frontier. The low gee gravity of the asteroid makes for some unusual high flying leaps among the locals walking the streets now and then.

Action: Site One is the closest thing to a big city in the entire Gamgilebo system. It is a domed installation, with extensive underground facilities. In addition to the starport, the dome houses the mining company's administrative offices, processing stations, recreational facilities and so forth. The sub-surface areas of Site One are home to 8 million of the 24 million inhabitants of the Gamgilebo system.

The majority of the population is human, but there are also several thousand Vargr present. Many of these nonhumans are in positions of authority, such as police officers, mining company supervisors, starport officials, and the like. Still more seem to be ship's crews and marines.

Despite the fact that Gamgilebo is an occupied system, the general mood of the population doesn't seem to be too dismal. In fact it appears that the average citizen views the Vargr as a temporary inconvenience at worst.

6. OFFICIAL INQUIRIES

The PCs search among official sources as starport records. Location is the Site One starport, Gamgilebo II.

Scene: The Site One starport is actually housed in a separate dome from the rest of the city. Physically, it resembles most other B class facilities you've encountered in your travels through charted space. The most glaring difference, is the presence of the Vargr in positions of authority.

After being given the standard bureaucratic run-around, you are finally directed to the department for which you have been searching. There a skinny, tawny-coated Vargr hands you a compupad and asks you to fill out the request form thereon. She patiently explains that starport records are not for public consumption, and any request to review them must be sent through proper channels.

Action: Digging through the starport records can provide useful information as to the fate of the two missing ships. The only problem is, the Vargr are in charge of the starport.

Getting permission to review the records is not easy to obtain, and is accompanied by a reams of red tape.

To obtain permission to search through starport records: Difficult, Admin, Soc, 15 min (fateful)

Referee: As this is an occupied system, any major mis-haps may lead to the party having its visas revoked, or even to their arrest for espionage.

Once permission is obtained to examine the starport's records, the characters must begin the process of sifting through mounds of data in order to find what they want.

To search the starport records for useful information:

Routine, Admin, Int, 15 min (uncertain)

Referee: Anytime the referee's secret roll fails, the PCs get a false lead. It is up to you how damaging this can be. A misdirection may only add to the total research time, while a convincing new clue may send the adventurers off on a wild goose chase to the wrong star system.

If the search for information is successful, the following is available from the computer records. Roll 1D for each half hour spent searching, excluding any extra time resulting from a mishap. Give the players the information indicated.

The same piece of information will not be uncovered twice. If an extended search of the official records is conducted, and an entry already used is indicated, move down the list to the next, unused entry.

1. You find the *Qa Livk*'s flight/survey plan, filed just before she disappeared. According to her plan, she was to call at Site Two and Site Three before going on to Getes, the large gas giant. Notations to this document show that she did indeed stop at Site Two, but never made it to Site Three.

2. You discover official recordings of the search for the *Qa Livk*, mounted by in-system forces. These recordings detail the areas searched and what, if anything, was found.



Note: The Vargr frigate *Kno Ghillan* conducted operations in the area between sites Two and Three. Her log indicates that no trace of the missing vessel was ever discovered.

3. You come across a flight plan filed on the same day as the search operation began. The flight plan states that a company ore freighter, the *Liipeshgen*, jumped out system for Ikhog (Windhorn 1610) in the Vargr Extents. Its time of departure would match that of a ship leaving the area between Sites Two and Three at a speed of 2 gees, and moving to a minimum safe distance for a jump.

4. You locate company shipping manifests for the week of the search. All normal inter- and intra-system operations were suspended, and the vessels were diverted for the search.

5. You find a flight plan filed by the *Fitzpatrick* two days before her disappearance. Her skipper intended to follow the *Qa Livk*'s planned course to Getes, and back track her from there. Notations to this document say that the *Fitzpatrick* vanished before she arrived at Site Two.

6. You locate official records of the second search. These documents include a report where a company-owned *Seeker* picked up an odd beacon-like signal, but were attacked by Vargr Corsairs before they could investigate.

A Vargr frigate investigated the contact and found a distress buoy belonging to a Vargr scout ship. The official opinion is that the buoy was placed by the corsairs to lure potential victims into the area, as a great deal of non-natural debris was found in that vicinity. It is believed that the company seeker must have damaged the corsair's vessel before escaping, since no trace of her was found.

The distress buoy was never recovered.

By comparing the bits of data gained in this search the PCs should be able to determine what area should be investigated for traces of the missing ships.

The *Qa Livk* was seized by invading Vargr forces between sites Two and Three, repaired and jumped out-system.

The *Fitzpatrick* was following the survey ship's course when she was attacked by corsairs and destroyed. Both vessels managed to eject their log buoys, neither of which has been found. The *Fitzpatrick*'s log buoy's transponder signal was picked up by the company seeker during the second search, but the ship was driven off by corsairs before she could locate the buoy.

The debris found by the frigate was actually the remains of the *Fitzpatrick*, but the Vargr were unable to recover the log buoy.

7. ON THE STREETS

The PCs question the inhabitants of Site One.

Location is Mining Site One, Gamgilebo II.

Scene: It seems the inhabitants of all big cities share a lot of similarities, and in many ways people are no different on Gamgilebo than they are on Vland or Dlan — they all love to talk about things they've done, seen, and heard. Thus you've taken to the streets of Site One, hoping to glean some vital clue from the gossip and lies that circulate freely through every starport in existence.

Site One's above-ground sections are covered with a thick plasteel dome which affords an excellent view of the nearby rocks of the big main belt. The streets are filled with humans from a hundred different worlds, all come to this desolate system seeking fame and fortune out in the metal rich asteroid belt.

Here and there you see Vargr, dressed in the garish para-military clothing common to that race. In some ways, Vargr fashions are even more outlandish than those of the Vilani.

The majority of Site One is underground. There in the huge, man-made caverns, which were part of the first mines in the Gamgilebo system, live one third of the system's twenty-three million inhabitants.

Houses, apartments, shops, and offices are all built directly into the living rock of Gamgilebo belt's largest asteroid. Illumination is provided by thousands of halogen lamps, set into the ceiling, and hidden behind a holographic projection of a normal blue sky. These miners may seem to be a rough lot at first, but they all seem to share a common love for the earth-like conditions which so many of them left behind, when they came here seeking their fortunes.

Action: Poking around the starport often yields useful information where official channels fail. If the PCs want to question the denizens of Site One, allow them to roam through the city pretty much as they please. Keep in mind that this is an occupied system, and the Vargr may not take too kindly to outsiders prying too deeply into local business.

If a random encounter indicates a run-in with the police or the military, there will be a 5 in 6 chance (roll of 5- on 1D) the individuals will be Vargr, rather than humans.

Use the task profile below to determine what kind of success the characters have at digging information out of Site One's street people.

To find information on the streets:

Routine: Streetwise, Int, 30 min (fateful, unskilled OK)

Referee: Any mishap may lead to a verbal/physical attack. Take into account the system's low law level, and the individual being questioned when tailoring the response.

If the task succeeds, consult the table below to determine what rumor he has heard. Note that most rumors will be encountered only once. On the second time, give an unused adjacent rumor instead, or give one of the multiple-time rumors. On the multiple-time rumors, change the circumstances slightly and reword the tale enough to avoid that "broken record" feeling.

Roll 2D with the following DMs, then present the corresponding entry either by reading it or (preferably) by roleplaying. Or, if you wish, just hand out these rumors during roleplaying in an order that works well for you and the PCs.

Streetwise 4+, -2

Soc 4-, -1

Soc 8+, +1

Rank (any service) O4+, +2

2 (Once only): The bartender of a starport tavern (Age 37 659775) tells the party that he talked to the *Fitzpatrick*'s chief engineer just before she vanished. The engineer told him that they found evidence that the *Qa Livk* hadn't been destroyed. He wouldn't say where the information came from, only that he was certain that the survey ship had been moved outsystem.

3 (Once only): The pilot of an ore carrier (Age 41 554997) says that while he was making a run from one of the inner asteroid belt mines to Site One, as he approached the outer belt he saw distant flashes that looked like a battle between two starships. Since then he found out that the *Fitzpatrick* vanished right about the time he saw the battle. If asked he will be able to provide rough coordinates for the area in which he thinks the fight occurred.

4 (Once only): A young Vagr (Age 19 767554) tells the PCs that they had better watch their step, or they just might end up the same way as the last two *terour* ships that crossed the Vagr's path. And since they don't look too rich or well educated, the Touzagh will just kill them rather than take them prisoner. Then realizing that he has said too much, he will clam up and not say another word. If the party tries to bait him into saying more, the Vagr will reach for the holstered autopistol on his left hip.

5-8 (Multiple times): A public news broadcast reminds all ship's crews to be sure that their transponders are working properly, so as to avoid any trouble with Vagr patrols.

9-10 (Once only): A mining company executive (Age 44 4667A7) says how sad it is that two ships turn up missing in the same system in such a short amount of time. Even the Vagr helped in the search effort, but they still came up empty. One thing still puzzles him though, at the height of the search for the *Qa Livk*, an unscheduled flight jumped out-system. He knows it wasn't a mining vessel, and the Vagr deny that it was one of theirs, so who did it belong to?

11 (Once only): An assistant to the ex-system governor (Age 30 767889) reports about 60% of the ore taken out of the asteroid mines is being diverted into the Vagr Extents. Even though the growlers are paying for the ore, it's putting a major dent in the company's profits. He isn't certain, but he thinks that the ore is going to the Ngath Confederation.

12 (Once only): A Vagr ship captain (Age 51 68799B) says that even though the Vagr who took over the Gamgilebo system aren't part of any particular allegiance, they do have trade connections with the Ngath Confederation.

8. THE ASTERIOD BELT

The PCs look for clues in the Gamgilebo asteroid belt.

Location is the Gamgilebo asteroid belt.

Scene: The Gamgilebo outer asteroid belt is nothing very special, just a vast field of floating rock circling the system's primary star. The only thing that makes it interesting at all is the vast quantities of iron, nickel, and copper ore being taken out of several large mines throughout the belt.

Usually asteroid belts are quite unlike their popular depictions on cheap holovid thrillers, and for the most part this one's no exception. Most of the time you barely realize you're passing through the belt at all.

But every now and then the search takes you into clouds of floating chunks which are dense enough to be a problem. Such times call for concentration and a quick but steady hand. If you'd have known that the job called for this kind of insanity, you'd have asked for better pay.

Action: Floating among the drifting chunks of rock are the log buoys of both missing vessels. The *Qa Livk*'s buoy is located along the inner edge of the belt, and the *Fitzpatrick*'s is deep in the heart of the M-Belt, along with the debris of the ship itself. Using the codes provided by Lun Mishaa, the party should be able to track down and recover both buoys with relative ease.

To locate one of the log buoys:

Routine, Sensor Ops, Int, 30 min (uncertain, unskilled OK)

Referee: Any time the referee's secret roll fails, give the PCs a false lead. It is up to you to determine how bad the setback is.

Though the asteroid field itself is not particularly hazardous, the log buoys of the missing ships are both located in fairly dense debris fields which are difficult to approach. Have the pilot make a task roll when approaching a buoy.



BLAIR REYNOLDS

To safely pilot a ship when approaching a buoy:
Routine, Pilot, Dex (hazardous)

Once the log buoys are located they must be recovered. This usually entails some sort of extra vehicular activity.

To recover the log buoy:

Routine, Vacc Suit, Dex, 10 min (hazardous, fateful)

Referee: The very nature of this task makes it hazardous.

After each buoy has been recovered, it is up to the characters to access its memory in order to determine what happened to the missing ships.

To access the log buoy's memory:

Routine, Computer, Int, 20 min (unskilled OK)

Once the characters have gained access to the log buoy's memory, the true story of what happened to the missing ships may be discerned.

The log tapes of the *Qa Livk*'s buoy tell how the survey ship was intercepted by a Vagr corsair and ordered to heave to and prepare to be boarded. The *Qa Livk* tried to outrun the raider, but the pirate gave chase, eventually disabling the *Qa Livk*'s power plant. At that point the survey team surrendered. The Vagr boarded the ship, imprisoned the crew and began jury-rig repairs. As the Vagr were moving the ship into position for jump, one of the prisoners managed to jettison the log buoy.

The *Fitzpatrick*'s log tells a different tale. After arriving in-system and recalibrating the instruments, the *Fitzpatrick* proceeded to Site One. The ship remained grounded for several days, while the captain and his officers conducted their investigations. The executive officer reported finding a shuttle pilot who saw the *Qa Livk* lying doggo along the inner edge of the asteroid belt. Upon questioning this man the captain felt that his report bore investigation.

The captain's personal log states he believed the Vargr captured the *Qa Livk* and were preparing her to be taken deep into the Vargr Extents. According to his research, he has narrowed the possible destinations down to three worlds in the Gotsdzo (Windhorn) sector, Kokhsou (1440), Ngirae (1539) or Ikhog (1640).

When the *Fitzpatrick* left Site One, she began to follow the course described in the *Qa Livk*'s flight plan. With just over half the journey completed, the *Fitzpatrick* was attacked by two corsair ships which were hiding in the asteroid belt. Both vessels bore the emblem of a yellow and orange flaming eye. After a protracted battle in which the *Fitzpatrick*'s drives were damaged, the corsairs were able to breach her hull. At that point the *Fitzpatrick*'s captain ordered the crew into Vacc Suits and jettisoned the log buoy.

Less than three hundred kilometers from the spot where the *Fitzpatrick*'s log buoy was discovered lies the shattered hulk of the vessel herself. She is completely without power, drifting among the asteroids.

Referee: After the captain jettisoned the log buoy, he tried to evade the pirates by taking the ship deeper into the asteroid field. The raiders followed, eventually destroying the *Fitzpatrick*'s powerplant. The resulting explosion gutted the ship, killing everyone aboard. The Vargr boarded the wreck, salvaged what they could, and left her there to drift until Getes became a star and incinerated the entire system.

9. AVAST THERE!

The PCs' ship is attacked by Vargr corsairs.

Location is somewhere in the Gamgilebo system.

Scene: As your ship quietly slips through the Gamgilebo system, your ship's sensors suddenly indicate a near orbit contact. Before anyone can react, your ship is rocked by a powerful explosion.

Systems analysis shows no damage. Luckily it was only a near miss.

Action: The player operating the sensors can attempt the following tasks to determine where those shots came from.

To do an active sensor pinpoint on another starship at near orbit range:

[difficulty varies], Sensor Ops, Edu (uncertain)

Referee: Use the ActObjPin difficulty level from the scanning starship's UCP.

The starship's computer model number may be used in place of Sensor Ops skill, if desired.

Some truth on this task gives the starship displacement in tons and its power plant output in megawatts, but incorrect type.

Total truth gives displacement, power output, and the correct type (in this case, a Vargr Scout). At this close range, the sensors also detect a quite detailed image of the enemy ship: it is a Vargr design with a Vilani flaming eye painted in lurid yellow and orange on its flanks. The pirates, obviously, are attacking. A puzzling question you should point out to the PCs is why are the Vargr are using the Vilani piracy symbol: the flaming eye?

This is a straightforward combat between the party's ship and a Vargr Scout ship modified for piracy. Use the rules governing starship combat on pages 90-101 of the *Referee's Manual*. The statistics of the Vargr scout are on page 93 of *Vilani and Vargr*.

The Vargr will fight until the PCs' ship is disabled, the PCs surrender, or their own ship is badly damaged.

If the party damages the Vargr ship to the point where it can no longer fire its weapons, the raiders will attempt to run from the PCs. Conduct this chase according the the rules for starship combat. If the party manages to knock out the Vargr's drives, the pirates will continue to fight with their guns, rather than surrender. If both the drives and weapons systems are destroyed on the Vargr ship, the pirates will reluctantly surrender.

This vessel belongs to the Touzagh Band, a loose association of corsairs operating along the coreward border of the Vhodan subsector. Unknown to the humans in the Gamgilebo system, the Touzagh Band has been operating out of a hidden base in that *very same system* almost from the time the Vargr overran it. From this base they have been striking at shipping all across the Vhodan subsector, and even into the Anarsi subsector and beyond.

If the party manages to take any of these raiders captive, and question them, use the task below to determine how successful they are.

To question the Vargr corsairs:

Difficult, Interrogation, Int, 30 min (uncertain)

Referee: If the adventurers are successful, the Vargr will tell them the following.

The pirate base in this system is a rather small affair. It consists of not much more than a bare patch of ground for landing the ships and a hanger bay carved out of the cliff face above the pad, where the Vargr can hide their vessels. The base has rudimentary quarters for thirty-five Vargr, in addition to the ship maintenance facilities.

If the party met and defeated the *Lluegzh* during their trip to Gamgilebo, the pirates will also tell them that one of the ships operating out of the base has been missing for some time now and is thought to be lost.

If asked to show the party the location of the hidden base the pirates will indicate one of the smaller moons orbiting Getes, the large, noisy gas giant.

A moral dilemma now faces the party. They have prisoners who must be dealt with. The simplest thing would be to kill them. Turning them into the authorities at Site Two would be likely to be counterproductive, as the Vargr are in control of the system, and piracy to them is an honorable profession.

Of course, the party can elect to hold the captives for trial by the Vilani courts after the mission is over. The only drawback here is the presence of prisoners means that someone has to guard them. Be sure the players state in no uncertain terms what they are going to do with their prisoners. It has no real bearing on the course of the game, but it does reflect some of the problems attendant upon anti-piracy operations.

The Pirate Lair

SCENARIO 4

Scenario 4 of the *Gamgilebo Incident* covers an attempt by the player characters to infiltrate the corsair base on the outer moon of the satellite system of the large gas giant Getes. Such an operation is necessary to the completion of the PCs' primary mission. Fortunately, the base is small, and taking it by force is not beyond the ability of most adventuring parties.

If and when the PCs decide to deal with the pirate base in the Gamgilebo system, check over the setup and begin with nugget 1.

SETUP

If the PCs decide to attack the hidden base, go over the section below with them.

"From everything you've seen, the Vagr occupying the Gamgilebo system seem to be two different groups, one fairly open and aboveboard, occupying and operating the mines, and the other a band of corsairs."

"It seems obvious the corsairs were responsible for the loss of the two missing ships. It also seems that the Qa Livk wasn't destroyed. Indications are that the Vagr took her out-system, but to where?"

"It seems that the only way you are going to find out for certain is to attack the corsair base."

Allow the PCs to make whatever plans they feel are necessary. Any assault operation will have to be carried out using the weapons and equipment they brought with them.

Despite the low law level of the Gamgilebo system, there are no weapons or other military-type gear available at Site One. The Vagr in control of the system have decided that the miners who already own weapons may keep them, but new weapons and even ammunition for the old ones will not be sold to any non-Vagr.

Be prepared, however, to deal with the PCs doing the unexpected — and what PC group doesn't do the unexpected? The PCs may try things such as obtaining additional equipment by hijacking Vagr ships, or even try flushing out other pirates. Be ready to deal with such possibilities.

SUMMARY OF NUGGETS

The following summaries tell you what each nugget covers.

1. Scouting the Base: This nugget covers any reconnaissance the party may wish to carry out before making their attempt on the corsairs' base. Various methods of making this survey are addressed in this section, and tasks for resolving them are provided.

2. The Direct Approach: If the party elects to make a direct assault on the base, this nugget gives the details of the Vagr responses to the party's actions.

3. The Subtle Approach: If the party wants to try to bluff their way into the corsair base, this section details the various tasks they will have to undertake.

4. So What've We Got? (key): This nugget covers the information available to the party in the corsairs' hidden base. Among other things, the final destination of the captured Qa Livk is contained in the base computer's memory banks.

1. SCOUTING THE BASE

The PCs reconnoiter the corsair base.

Location is the outer moon of the gas giant Getes.

Scene: Locating the corsair base on the outer moon of the gas giant Getes isn't going to be an easy task. According to

your prisoners, the majority of the base is underground. The parts of it that are exposed are well camouflaged. In addition, the electromagnetic noise close to Getes is intense, rendering sensors next to useless.

Action: Once the players have decided upon what method they are going to use to locate the corsairs' lair, use whichever task profile listed below is appropriate to the method.

To locate the base from the moon's surface on foot:
Difficult, Recon, Int, 2 days (hazardous, unskilled OK)

Referee: The fact that this recon will be undertaken in vacuum makes the task hazardous. See the task below to see if the characters carry out the vacc suited operation safely.

To avoid a mishap while scouting the base in vacc suits:
Routine, Vacc Suit, Edu (fateful, hazardous, unskilled OK)

Referee: A mishap on this task is likely to result in severe damage to the character, owing to the nature of explosive decompression.

To recon the base from space:
Formidable, Sensor Ops, Int, 4 hrs (fateful)

Referee: A mishap on this task may merely result in a false reading, or it may indicate that the corsairs remaining in the base have spotted the party's ship, and will send out a ship of their own to drive off or destroy the intruder.

RANDOM NUGGETS

Use in any desired sequence or combination.



4

Synopsis Diagram

Scenario 4

The corsair base is in the northern hemisphere of the moon, hidden in a range of rugged mountains. Its landing pad is little more than a level patch of bare rock at the bottom of a canyon. Set back into the rock of the canyon wall is a set of heavy metal airlock doors. These doors lead to the installation's hangar bay.

There are few other details which can be seen from the outside.

2. THE DIRECT APPROACH

The PCs make an armed assault on the corsair base.

Location is the corsair base on the outer moon of Getes.

Scene: You now have a workable plan of attack. There is nothing left but to get it over with. You go over your plan once again as your ship heads for the planned landing zone. Everyone knows his part and is anxious to begin the operation.

Finally, your pilot calls out that you are approaching the landing zone. You take a deep breath, seal your vacc suit, and grip your weapon hard. This is it.

Action: The exact tasks required will vary according to the method of approach and method of assault the party has chosen. Remember though, this world is a small moon orbiting a gas giant, and has no atmosphere of its own. Thus, the characters involved in the assault must be wearing vacc suits, battle dress, or similar form of protection.

Approaching on Foot: If the PCs choose to land their ship some distance away and then attack the base on foot, use the following tasks to determine their success at various stages of the operation.

To land the ship undetected within range of the base:

Difficult, Pilot, Dex, 30 min (uncertain, hazardous, fateful)

Referee: Due to the location of the base, if the players want to land their ship within walking or driving distance of the pirate base, they will be forced to fly through the mountains. A mishap here may merely indicate that the party has been spotted by the Vargr, or it may mean that they have flown their ship into the side of a mountain.

In any case, do not kill off the party in a fiery wreck. Instead, destroy their ship and force them to take the Vargr base and confiscate one of the Vargr ships if they ever want to get off this rock again.

Once the party is on the ground, getting to the base is likely to present its own set of problems. Walking, or travelling by surface vehicle while in vacuum is no easy proposition. Use the following tasks to reflect any problems which crop up along the way.

To walk to the base without mishap:

Routine, Vacc Suit, End, [varies] (fateful, unskilled OK)

Referee: The amount of time necessary to do this task depends on the distance traveled. Assume the average person can cover about 1.5 km per hour over uneven terrain while wearing a vacc suit. Have the players make a task roll roughly every half hour.

Have them make a minimum of three task rolls, regardless of how close they were to the base.

See the *Players' Manual* page 90 for details on the effects of damage to vacc suits and explosive decompression.

To travel to the base in a surface vehicle without mishap:

Routine, Vehicle, Dex, [varies] (fateful, unskilled OK)

Referee: The time required to complete the trip will vary, depending upon how far from the base the characters landed their ship, and how fast they wish to travel. Driving any vehicle over unfamiliar rough terrain is dangerous at the

best of times. Attempting such a feat in vacuum is just asking for a fateful mishap.

Have the players make a task roll when they set out from the landing zone, at the half way point, and just before they arrive at the base. A major mishap indicates a breach in the hull which will expose any unprotected characters inside to the explosive decompression effects discussed on page 90 of the *Players' Manual*.

Approaching via Starship: If the party wants to land their ship on the pad outside the Vargr base, use this task to determine the degree of success they achieve.

To land on the pad outside the base:

Difficult, Pilot, Dex, 5 min (fateful)

Referee: Ordinarily, landing a spaceship or starship on a smooth, solid surface is a basic operation. In this case, with no pad lights, no control tower, and a high cliff right next to the pad, this will be no easy task. Assess any damage accrued as a result of a mishap to the ship's outer hull and landing gear.

Entering the Base: Once the party arrives at the base, they still must gain entry. The most direct means of achieving this goal would be through the smaller man-sized airlock facing the landing pad (near the large landing bay airlock doors).

Forcing the main doors may ruin the chance of surprise, and these large doors have no outside controls. Ordinarily the main doors are only open when a ship or other vehicle is entering or leaving the base. The only way to really force the main doors is to blast them open — which would put the entire base into explosive decompression. Not a good way to make sure any possible prisoners of the Vargr corsairs survive the attack.

Forcing the smaller iris valve doors is a relatively standard military operation. See the following task appropriate to the method being used.

To open the iris valve without the proper key code:

Routine, Intrusion, Edu, 1 min (fateful, unskilled OK)

Referee: Remember this task is being attempted while the character is in vacuum.

A superficial mishap only means the character jammed the lock and it may not be opened from that station until it is repaired. A minor mishap may indicate that he set off an alarm. A major mishap could mean that the door mechanism was damaged, and the door can no longer be opened normally — or it may mean that he damaged his vacc suit in the attempt, thus endangering his own life.

To force the valve by mechanical means:

Formidable, Mechanical, Edu, 10 min (unskilled OK)

Referee: Remember that this task is being attempted in vacuum. The air-lock doors were designed to withstand a substantial difference in pressure between inside and out. Thus, attempts to physically force the air-lock doors should not succeed easily.

Blasting open the airlock doors is a spectacular way of achieving entry to the base.

If the PCs wish to shoot the doors with their starship weapons, they can certainly do so (see the associated tasks, below). Or, they may prefer to use explosives. Consider that the doors have an armor value of 40, and use the standard breaching guidelines given in the *Players' Manual*.

If they take the explosives route, follow the rules given on pages 93-94 of the *Players' Manual* covering demolition activity. About 243 kilos of TL 13 conventional explosives, 15 kilos of TL 13 shaped charge, or 65 kilos of TL 13 TDX should do the job. Use the following tasks to determine how successful the party is at setting and detonating the explosives.

To place a single charge:

Routine, Demolitions, Dex, 3 min

Referee: A conventional charge may be tamped, thus doubling the number of damage points it would normally produce.

To successfully detonate a placed charge:

Routine, Demolitions, Int, Instant (fateful, hazardous)

Referee: The charges may be detonated by either time delay or remote control.

If using time delay, the charges go off after a set number of combat rounds. If using remote control, they detonate any time desired during a single combat round, but the character setting them off cannot be doing anything else (combat, for instance) during that round. It is not possible to interrupt a detonation task.

If using a ship- or vehicle-mounted weapon to blast the airlock doors open, see the tasks below.

To use a ship's weapon to blast open the iris valve:

Routine, Gunnery, Dex

Referee: If the characters want to use their ship's weapons to blow open the doors, the use of missiles from point-blank range should be considered fateful and hazardous, due to the proximity of the ship to the blast.

Consider the doors to be equivalent to a ship's interior bulkhead for the purposes of determining how much damage it will take to breach them.

To use a vehicle weapon to blast the iris valve open:

Routine, Weapon skill, Dex

Referee: Consider the doors to be equivalent to a ship's interior bulkhead for the purposes of determining how much damage it will take to breach them.

Under ordinary circumstances, both the inner and outer airlock doors of the large airlock and the smaller man-sized airlock will be shut when the PCs make their assault on the base.

In the case of both airlocks, only the airlock itself will be decompressed.

If the inner doors end up open with the outer doors of the airlock breached, then the hanger bay and the repair bays will all be reduced to a vacuum. The PCs will find it to be a good idea to put a portable airlock on the outside iris valve if they breach it so it is permanently open.

Once into the Base: Once the characters have gained entry to the base, they must deal with any surviving Vargr. At most times, there will be twenty Vargr in the base. These individuals are the crew and ship's troops of a type VJ Vargr Seeker modified for piracy, as well as the base's ground crew and administrative staff.

The Vargr ship was recently damaged during an engagement with a Vilani Q-ship and is still being repaired. The balance of the pirates normally housed in this facility are out raiding, and are not due back for some time.

When the characters enter the base, there will be three Vargr in repair bay 1 working on the Seeker's powerplant. The

Seeker's captain, exec, and the leader of the ship's troops will be in the leader's office, planning out their next cruise. The balance of the ship's crew and troops (eleven in all) will be in the common room relaxing, or in their quarters asleep.

The final occupant of the base will be on duty in the base armory. (Given the nature of Vargr society, it is not unusual to have an individual whose loyalty is beyond question watching over the base's small arms.) None of these individuals are wearing vacc suits, and none are carrying anything larger than a sidearm, or hand-to-hand weapon.

As soon as the pirates are aware that their lair is being attacked, they will go to the armory (room 8) where they will pick up assault rifles. After that they will fight viciously to defend their base.

In this instance, the Vargr have literally been backed into a corner and will fight to the last person. They will neither ask nor give any quarter. If the battle begins to go against them they will fight even harder, trying to take as many of the intruders with them as they can.

If the party manages to take one of the raiders alive, go to the nugget titled "So what've we got?" to determine what — if anything — the prisoners will tell them.

3. THE SUBTLE APPROACH

The PCs attempt to infiltrate the corsair's base quietly.

Location is the pirate base on the outer moon of Getes.

Scene: Rather than attempting a straightforward assault with all its attendant unpleasantness, you have opted for a more subtle approach. As your ship silently drifts toward the agreed-upon landing site, you each review what you are supposed to do once you land. The operation has been planned down to the last detail. Now the time for action is at hand.

Action: Use this nugget if the characters are trying to bluff their way into the base, or if they are trying to quietly infiltrate the facility.

Using a Bluff: Bluffing one's way into a hostile force's base is no easy matter. It will help greatly if the PCs' party includes several Vargr, and especially if the party is in possession of a captured Vargr corsair vessel.

To maintain the illusion of a friendly force, the party should begin the deception a long time before they are on the ground. Contacting the Vargr base for landing clearance and instructions would be a good start.

To contact the Vargr base:

Difficult, Communications, Int, 1 min (unskilled OK)

Referee: Contacting the Vargr base is not in and of itself dangerous, but what the party says and does after they are in contact with the Vargr is another story. If any of the party speaks Mavek Errgh (the local Vargr language), reduce the difficulty level of this task to routine.

An especially fun option on this task is to roleplay it out instead of resorting to a simple dice roll.

Once communications have been established with the base, it will be necessary to feed the Vargr a convincing story. Remember, this is supposed to be a *secret* base.

A few possible yarns the party could spin would be that they are couriers carrying a message from Kagiisha, the human leader of the Touzagh Band, or that they are another crew assigned to this base by him. They might even be able to pass themselves off as human renegades come to join the raiders (a tactic which should work well, since the Vargr are getting considerable help from some errant Vilani pirates).

Whatever story the adventurers tell, it must be convincing, or the Vargr will simply ignore their attempts at contact.

To transmit a convincing cover story:

Difficult, Persuasion, Int, 5 min (unskilled OK)

Referee: Though this task is not inherently hazardous, the results may become so if the party fails to convince the Vargr of their good intentions. This task is an especially good one to consider roleplaying out instead of rolling as a simple task.

In any event, if the Vargr pirates remain unconvinced by the PCs' story, they will terminate the conversation and ignore all further attempts at communication. In addition, the base will be on alert, so any attack will be met by fully-armed and prepared Vargr defenders. If the PCs are able to bluff the Vargr into believing their story, however, the corsairs will transmit landing instructions which will bring the party straight to the pad.

Once the party is on the ground, the Vargr will allow them to send two representatives across to the smaller man-sized airlock. This will, of course, entail the use of vacc suits. These individuals will be admitted to the hangar bay, where they will be searched, then questioned further by the leader of the base.

If the base leader is satisfied with the party's story, he will allow the rest of the adventurers to come across, and will arrange to have their ship brought into the hangar bay through the larger airlock.

As the party continues with this method of intrusion, it will become necessary for you to determine how well the party is able to maintain their cover story by either dealing with the PCs' roleplay of the situation, or establishing new task profiles.

If at any time the process breaks down and becomes a fire-fight, go to nugget 2 and pick up the action there.

Admitting to the Theft of the Qa Livk: The Vargr will not admit to seizing the Qa Livk no matter how good the characters' story is, nor will they reveal where they send the ships they take as prizes.

Sneaking into the Base: If the characters wish to enter the base surreptitiously, they will be faced with an entirely different set of problems.

Opening the outer airlock doors on the man-sized airlock, for example, will set off an indicator on the inner doors, thus alerting any Vargr who happens to be in either the repair or hangar bays at the time. It is possible to open the doors without setting off the alarms, but this is a difficult proposition.

To disable the airlock door alarms:

Difficult, Electronics, Int, 1 min (fateful)

Referee: The fact that this task will be undertaken in a vacuum makes it hazardous. If failure results in a mishap, the effect could be as simple as a mild electric shock to the character attempting the task, or as severe as jamming the door controls, or setting off the alarm before the doors are opened.

Once the alarm is disabled, the lock must be jimmied.

To open the airlock door without the proper key codes:

Routine, Intrusion, Edu, 1 min (fateful)

Referee: The fact that this task is being attempted in vacuum makes it fateful. Mishaps may result in any number of things, from simply jamming the doors, to destroying the entire lock mechanism.

If the characters manage to open the door without anyone inside knowing it, they must repeat the task of silencing the alarm before cycling the airlock controls before they may try to open the inner airlock door.

Once the characters have gained entry to the base, it will fall to you as the referee to construct task profiles to fit the wide range of actions the players may wish to undertake.

Conduct any combat according to the rules in the *Players' Manual*, but remember, if the party fails to dispose of any Vargr they encounter quickly and quietly, the other pirates will be alerted, and will react as detailed in nugget 2.



4. SO WHAT'VE WE GOT?

The PCs search the corsair base for clues.

Location is the corsair base on the outer moon of Getes.

Scene: Now that you're inside the corsairs' base, you can begin looking for the information you came to get. It takes you a few moments to figure out the Vargr way of record-keeping, but eventually the data you're looking for begins to surface.

Action: Once the characters gain access to the base, they can begin their search for information.

If all of the Vargr occupying the base are dead or captured, the party may move about freely, and may employ any means at their disposal to retrieve the data they require. If any number of the former occupants of the base are still at large, it is up to you to determine how their presence will affect the characters' search for clues.

In the common room are star-charts of the Vhodan, Anarsi, and Oraegllorga subsectors. Each of these charts is accompanied by the appropriate UWP survey data for that subsector. A large programmable holoscreen stands at the end of a long table against the back wall of the common room.

By accessing the screen's memory, the PCs can review many of the missions undertaken by the pirates operating out of this base. Among these missions are notes concerning the destruction of the *Fitzpatrick*, the capture of the *Qa Livk*, and the attack upon the party's ship. (If this campaign linked with *Search And Rescue* and there were any encounters with the Flaming Eye Band or its deeds there, these will also be recorded). The disposition of the *Qa Livk* and her crew are not discussed in these files.

The large desk-top computer in the leader's office contains duplicates of the files in the holoscreen, as well as complete records concerning the operation of this facility. Data such as the personnel, the ships currently stationed at this base, what missions were assigned to which ship and the outcome of those missions, the disposition of the booty taken in those operations, and plans for future raids are all available from the leader's computer.

Accessing these files is no simple thing, especially given the Vargr way of doing things. Have the PC who is attempting to access the computer tell you exactly what he is looking for and have him attempt the task below.

To access the leader's computer files:

Difficult, Computer, Int, 10 min (unskilled OK)

Referee: If the base has not been secured, the likelihood of discovery makes this task fateful. Any mishap here may simply deny the character access to the file he is searching for, or it may wipe the computer's entire memory. Determine the effect by how bad the mishap was.

In the leader's quarters, behind a garish holo of an ancient Vargr sailing ship, is a safe. In the safe are back-up disks of all the data contained in both the holoscreen and the leader's desktop computer.

In addition to the disks are: three 10 kilo gold bars worth a total of Cr15,000, letters of marque signed by the current leaders of the Ngath Confederation and the Touzagh Band, and an integral laser pistol with two fully charged power packs.

The safe is not easy to open, and any attempt to blast it open with explosives will destroy everything inside except the gold.

To open the leader's safe without the combination:

Difficult, Intrusion, Dex, 5 min

Referee: If the base has not been secured, the likelihood of discovery makes this task fateful.

A cutting torch, (available in the repair bay, and in most starship engineering sections) may be used to cut open the safe.

To open the safe with a cutting torch:

Routine, Intrusion, Int, 2 min (unskilled OK)

Referee: If the base has not been secured, the likelihood of discovery makes this task fateful. Any mishap which occurs may damage either the contents of the safe, or the character doing the cutting. Tailor the results to the situation.

By analyzing the data found in the leader's files, it is easy to determine what the Vargr did with the *Qa Livk* and her crew. According to the leader's files, both the ship and crew were taken out of the Gamgilebo system and into the Vargr Extents to a corsair base on Ikhog, a planet in the Windhorn sector. Both are due to be sold to the highest bidder at an auction to be held by the Touzagh Band.

A handwritten note attached to the letters of marque instructs the leader of the corsairs operating out of this base to have any prizes, prisoners, or booty at the Touzagh Band's main base on Ikhog in enough time to be processed before the auction. The date given for this event is less than six weeks away.

If the leader of the corsairs survives the party's invasion of his base, he will give his name as Aerrdathin. He claims to be a high-ranking member of the Touzagh Band, and swears revenge on the *khunadh* terrorists who dared to lay hands on his person. Extracting information from him personally will be difficult, but by no means impossible.

To question Aerrdathin:

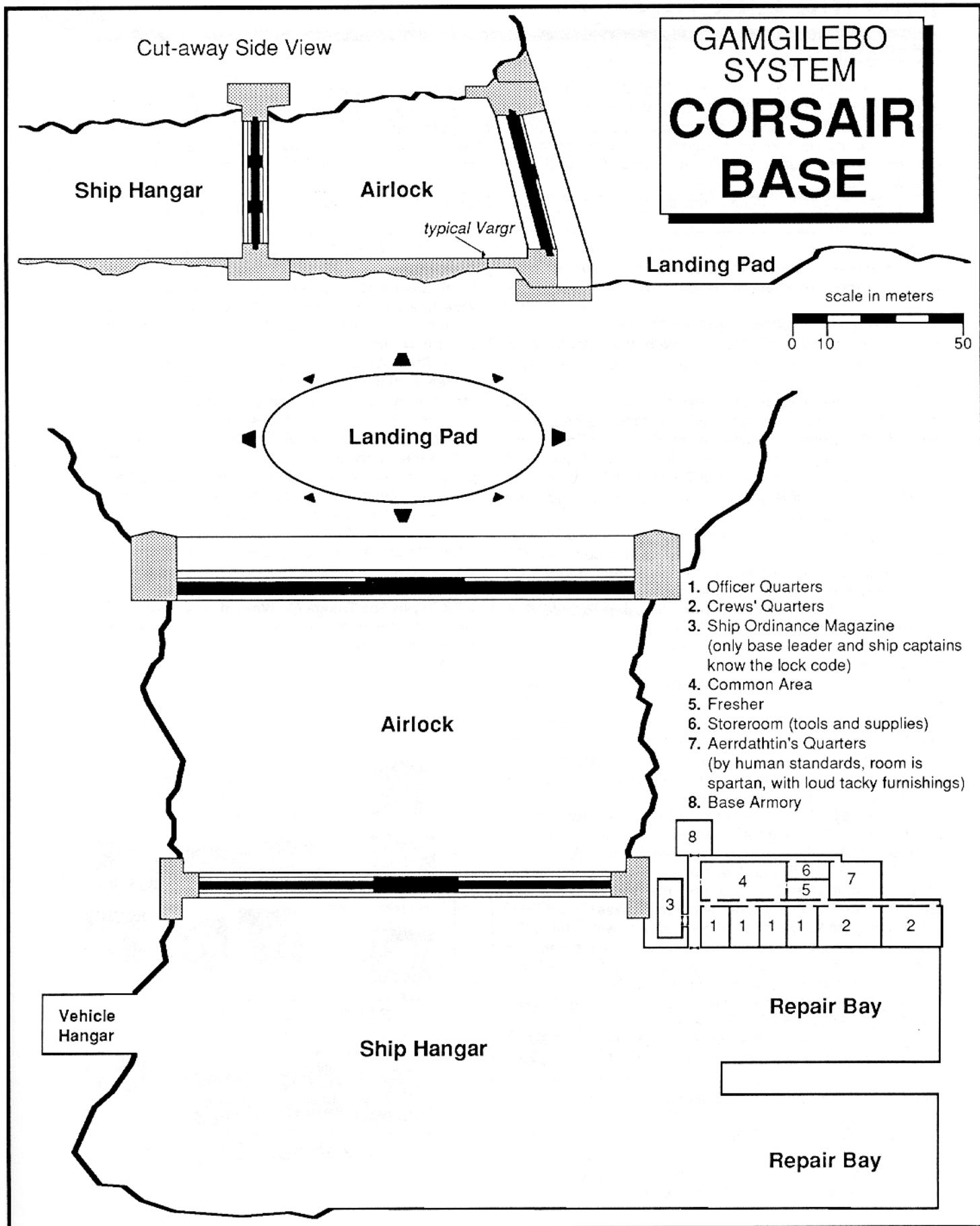
Difficult, Interrogation, Int, 20 min (unskilled OK, uncertain)

Referee: If the base has not been secured, the likelihood of discovery makes this task fateful. Tailor the quality of the information gained from Aerrdathin according to whether or not this task's result is no truth, some truth, or total truth.

See the text below for the details of Aerrdathin's information.

Aerrdathin will be able to tell the party that prospective buyers come from all over the spinward border of the Vargr extents to attend these auctions. Humans are by no means unusual at these proceedings. In fact, they occasionally get representatives of the Zhodani Consulate or Antares bidding on captured ships and crews.

The terms of sale at these auctions are either hard currency such as gold, gems, or other valuable substances — or technological data which the pirates can themselves use. As in any auction, the goods for sale are available for the perusal of the prospective buyers prior to the auction. Ships are kept in geostationary orbit above the pirate's base, while smaller merchandise, including human "resources," are kept in the base itself.



Into the Extents

SCENARIO 5

By following the clues available at Gamgilebo, the party should have no trouble determining that the *Qa Livk* and her crew were taken to the Vargr world of Ikhog (Windhorn 1640) in the Vargr Extents. The PCs need to get to Ikhog with all possible haste, since both the *Qa Livk* and crew are being held for auction in a few weeks.

Seek opportunities for your players to experience the alien flavor of Vargr culture. Pay careful attention to little details. Describe sights, sounds, smells, and the setting with an eye toward convincing the PCs they are indeed strangers in a strange land.

Once the PCs decide to head into the Vargr Extents, review the setup section and begin with nugget 1.

SETUP

Once the PCs decide to head into the Vargr Extents, make sure they are aware of the following:

"Travelling is hazardous enough these days with the rebellion in full swing, but crossing the border into the Vargr Extents has got to be even more risky and dangerous these days."

"The Vargr have never been too careful about who they shoot at, so long as they feel it will bring them a profit. With the lack of Imperial presence on the rimward border of the Extents, the Vargr are bolder than ever. Even if you have got some sort of contact in the Extents, you never know when that individual is going to fall out of power and leave you flapping in the breeze."

"Still, you were hired to do a job, and your livelihood, if not your reputation, depends upon the successful completion of the task at hand. And kidnapping humans, then selling them into slavery is not exactly a pleasant thought."

"So, if you are determined to enter the Vargr Extents, then the Extents it is."

SUMMARY OF NUGGETS

The following summaries tell you what each nugget covers.

1. Crossing the Border: This nugget contains information which allows you to handle events attendant to the PCs crossing into the Vargr Extents. There are few possible mishaps — most a result of normal starship operation, or possibly an encounter with corsairs.

2. Ikhog (key): The characters' arrival in the Ikhog system is covered by this nugget. Ikhog is a typical, balkanized Vargr world, with the Touzagh Band holding a portion of one of the large surface island chains as their home base. As the PCs move in-system, they will have the chance to spot the *Qa Livk* parked in orbit above the corsair's base.

3. Among the Vargr: This nugget deals with the PCs' encounters with Vargr other than members of the Touzagh Band. It is designed to give the players a feel for the local Vargr culture and their way of doing things.

4. May the Best Dog Win: The PCs witness a Vargr "negotiation" in progress, and they get to see that Vargr culture is indeed a bit different from the Imperial culture they are used to.

5. The Dagger of Great Price: The PCs find a lovely jeweled dagger, and the Vargr merchant is bound and determined to sell it to the PCs, because the PCs want that dagger for his price.

6. Main Street Greens: This nugget illustrates how the PCs can't always tell for sure what is what in an alien place. A mean, rude Vargr accosts the PCs — but that disagreeable Vargr is nothing more than your typical Vargr law enforcer.

7. Street Pack: The PCs encounter a rather vocal street pack while eating at a cafe in this nugget.

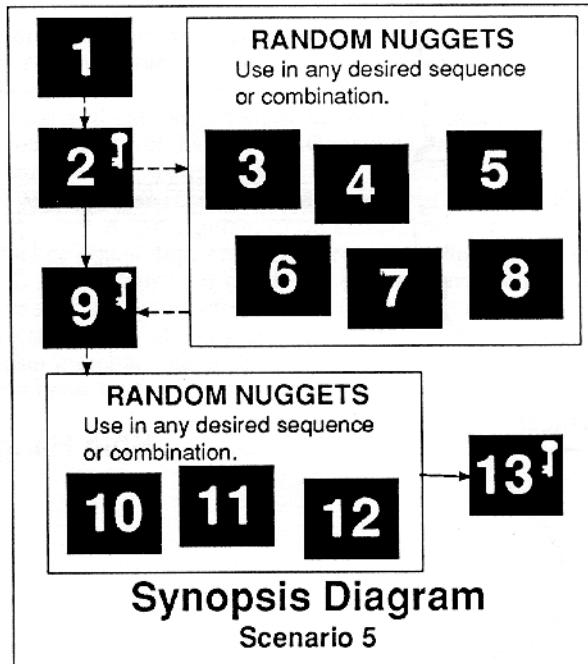
8. Growler Gossip: This nugget lists a number of possible rumors. Whenever the PCs are looking to find a rumor or information, come back to this nugget and give them some new rumor.

9. The Touzagh Band (key): When the party finally makes contact with the Touzagh band, use this nugget. Included in this section are a number of task profiles for gauging the corsairs' reactions to the party. Details on the missing survey crew are also given in this section.

10. Prison Break: This nugget covers any attempt by the party to break the missing scientists out of the Vargr's holding area. The chances of discovering the true source of outside support for the Flaming Eye is also covered in this nugget, as well a few other possible diversions.

11. Capturing the Ship: The characters attempt to re-take the *Qa Livk* is covered in this nugget. Information on the Vargr guards and their responses are given here.

12. Try to See Things My Way: If the party decides to make an attempt to free the prisoners, tasks governing the action are included here.



13. A Hasty Withdrawal (key): This nugget covers the party's retreat from the Ikhog system, and their withdrawal from the Vargr Extents. Any pursuit by the Vargr forces in the Ikhog system is also provided for.

1. CROSSING THE BORDER

The PCs enter the Vargr Extents.

Location is the Vland sector /Windhorn sector border.

Scene: From Gamgilebo, the nearest system firmly in the grasp of a Vargr Allegiance was only one parsec away. Following your planned course you drop in on a number of Vargr-held worlds. Some of them still exhibit more than traces of the human cultures which used to inhabit them. Indeed on some there are almost as many humans as there are Vargr.

Once or twice you have a close brush with the strangely constructed vessels of the local Vargr navy. What is truly surprising is the rarity of corsair ships. Everything you've ever heard about the Vargr says that they prey upon each other almost as frequently as they do upon outsiders.

Action: Have the players tell you in advance what route they plan to take as they journey to Ikhog. All of the systems that lie between Gamgilebo and Ikhog are in the possession of the Ngath Confederation. Any naval vessels encountered by the party during this trip will belong to that allegiance's navy. All bear the marking of a bloody Vargr hand print against a yellow solar disk.

The Ngath Confederation is one of the many Vargr states which had its beginnings as a large, well-organized corsair band. As a result, the leader of the Confederation has a soft spot in his heart for pirates and privateers, no matter what their race. He has issued the order that no one who claims to be a corsair, pirate, or privateer is to be molested by any Confederation vessel unless they show themselves to be hostile to the interest of the Confederation.

At some time during the trip from Gamgilebo to Ikhog, the PCs' ship will be accosted by a vessel of the Ngath Confederation. The Vargr ship will ask the party their business in the Extents, and where they hail from. If the party is able to give a satisfactory answer to the Vargr, they will be left in peace.

To give a satisfactory reply to the Vargr naval vessel:

Routine, Admin, Int, 30 sec (unskilled OK)

Referee: Telling the Vargr that the party is on their way to the Touzagh Band's auction will be considered to be a good reason for their presence in the Extents. If this is the reply given by the party, reduce the difficulty level of this task to simple.

Aside from this one planned encounter, make the standard random encounter checks as detailed in the *Imperial Encyclopedia*, on page 91. Note that most of the ships encountered by the adventurers after they cross into the Extents will be Vargr.

2. IKHOG

The PCs enter the Ikhog system.

Location is the Ikhog system (Windhorn 1640).

Scene: As your ship drops out of jump space, you get your first look at the Ikhog system. Eight planets, ranging in size from small, near asteroids, to a trio of massive gas giants, orbit a large central star. Details are difficult to make out at this distance, but you know from the library data gained from the Vargr base at Gamgilebo that the moon orbiting the outermost gas giant is Ikhog itself.

Action: As the party heads toward Ikhog, if they want to skim fuel from the gas giant, allow them to do so according to the task profile on page 93 of the *Imperial Encyclopedia*.

At some point, the party will be contacted by the system-controller at the Vakhu starport on Ikhog. She will ask them their reasons for being at Ikhog, and if satisfied with the party's answer, she will give them approach and landing instructions for the starport or spaceport of their choice.

To give a satisfactory answer to the system-controller:

Routine, Admin, Int, 30 sec (unskilled OK)

Referee: Any answer referring to the auction will immediately decrease the difficulty level to simple. Nearly any answer dealing with trade or piracy will be considered sufficient reason to allow the party's ship to land. If the party mentions the auction, the controller will give them instructions which will take them directly to the spaceport outside Ghonekang.

If the party wants to observe the other ship traffic as they head in system, have them roll on the following task.

To observe the other ships in the Ikhog system:

Routine, Sensor Ops, Int, 5 min (unskilled OK)

Referee: For every success on this task, check the table below to determine what the party has seen. Note that the same ship can be spotted any number of times as both it and the party move through the system.

Roll 1D.

1: Your sensors pick up an 800-ton Vargr frigate with no transponder signal. If the range is near (50,000 km or less), you can see it bears the flaming eye insignia of the Touzagh Band. Markings on her dorsal fin declare her to be the *Khaengarokhs Touzagh*. She seems to be headed out-system towards the jump point.

2: A pair of 200-ton Vargr traders skimming fuel from the same gas giant with a transponder signal indicating they belong to the same company.

3: A 100-ton S-type Scout with a transponder signal indicating they hail from the Lishun sector. If you get close enough to pick up an enhanced sensor image, you can see she bears the triple triangle symbol of Antares. She is moving in-system, and seems to be headed for the Ghonekang spaceport.

4: A Vargr built cutter with no transponder signal. At 50,000 km or less, the vessels markings show her to belong to the Ngath Confederation. She seems to be travelling from the planet to a large transport vessel lying off the planet.

5: A 200-ton Vargr seeker with a transponder signal declaring her to be the *Foenagh*, and property of the Touzagh Band. She is headed in system, and seems to be fully laden.

6: A 300-ton Gazelle class close escort without a transponder signal. At 50,000km range or less, you will find her imperial markings have been painted out, and crudely rendered letters declare her new name to be the *Morrigan*. She is in the process of recovering her gig. Sensor data also suggests that she is powering up her jump drive.

As the party gets closer to the Ghonekang spaceport have them roll the following task.

To spot the *Qa Livk*:

Routine, Sensor Ops, Int (unskilled OK, safe)

Referee: Any success on this task will allow the party to

spot the *Qa Livk* where she is parked in a geostationary orbit above the corsairs' base (which is just west of the Ghonekang spaceport).

The ship's jump drives are cold, but her maneuvering drives are powered up. The party's sensors can easily discern the light coming from the bridge viewports. A standard 50-ton modular cutter is backing out of the hanger when the party first sees her. As soon as the cutter clears the *Qa Livk* it turns toward the planet and powers up its maneuvering drive.

3. AMONG THE VARGR

The PCs land on Ikhog and begin to interact with the Vargr. Location is the Ikhog system (Windhorn 1640).

Scene: In your experience, most starports and spaceports in the human sphere have been the very epitome of hustling, noisy chaos, but nothing you have encountered on any world has prepared you for the scene that greets you as you step from your ship after landing on Ikhog.

The buildings surrounding the port facilities seem to have been designed by drunken architects from a hundred different worlds, embellished by a color-blind decorator, and flung down at random by a rather clumsy giant. Very few, if any seem to belong with those around them. Tall chrome and glass skyscrapers tower over low, rambling shopping malls. Archaic stone and mortar shops face ultra-modern office complexes across the same street. All seem to have been assaulted by an army of insane house painters, armed with the loudest, most garish pigments they could find.

As chaotic as the buildings seem, the Vargr who crowd the streets are infinitely worse. Most seem to be dressed in what appears to be some kind of uniform. But if those are uniforms, then the entire Vargr military is made up of officers with no enlisted men to command. Gold and silver braid, flashy ribbons and bright patches cover nearly every available surface of the long military-looking jackets worn by most of the Vargr.

Where the cloth is visible, it is usually of the most brilliant hue available. Bright blue, fire red, and dazzling yellow seem to be the colors of preference, although some neon greens and even the occasional blaze orange can be seen among the jostling crowd. Nearly every individual on the streets seems to be talking at the top of his or her lungs. The barking guttural speech of the Vargr fills the air to the point where the entire city is flooded with the constant sound of a thousand voices, each trying to shout down the others.

Somehow, you've got to make sense of this alien circus and find out where the kidnapped survey team is being held.

Action: Dealing with the Vargr on a one-to-one basis is hard enough, since there is a constant struggle to see who is literally the top dog. A human who tries to make sense of an entire city populated with Vargr has definitely got his work cut out for him.

As the party moves around the city, allow them to interact freely with the Vargr. Remember, the Vargr place a high value on personal charisma.

To determine a charisma level for humans who are dealing with the Vargr for the first time, divide that character's social standing by 4, and add 1 for every 2 levels of Liaison or Persuasion skill that character possesses. The final result is a fair approximation of the human's charisma in Vargr eyes. If the characters have dealt with the Vargr before, divide the character's Social Standing by 3 and modify the result as above. In the case of the pre-generated characters in the appendix section of this adventure, the charisma level has already been calculated.

Any time the party interacts with such NPCs as shopkeepers, starport personnel, police officers and the like, subtract the charisma of the NPC from the PC's charisma, and use the result as a +DM to the task roll.

4. MAY THE BEST DOG WIN

The PCs witness a Vargr trade "negotiation". Location is Ikhog, in the Ghonekang starport.

Scene: As you are walking down a side street, you see a pair of Vargr who seem to be engaged in a violent argument. As you get closer you see that one Vargr is waving around a large square of bright blue and yellow plaid cloth. The other has his arms folded across his chest, and is shaking his head in a gesture of denial. Suddenly the cloth waver tosses the colorful square over his antagonist's head and leaps upon him, pummeling the enshrouded Vargr with his fists and feet.

Action: If the characters take no immediate action, they will notice that a small crowd begins to assemble to watch the brawl. Eventually the cloth waver emerges from the fray victorious, to the adulation of the crowd. His victim, on the other hand, climbs shakily to his feet and bows to the cloth waver. Reaching into a pocket, the loser passes something across to the winner, who pockets the object. In return, the cloth waver hands the beaten Vargr a large bolt of the very same cloth which he was waving around before the fight.

If the characters try to intervene in the fight, the crowd will stop them, saying that the combatants should be allowed to fight it out.

Should the characters at any time think to ask what the brawl was all about, one of the bystanders will tell them that the cloth waver is a textiles merchant, and the other is a trader. The trader was trying to talk down the price on the cloth, but the merchant wouldn't meet his offer. In anger the trader insulted the quality of the merchant's goods, and the insult triggered a brawl. When the merchant emerged victorious, the trader apologized and agreed to meet the merchant's asking price on the cloth.

Such means of settling business arrangements are not that common in Vargr cultures, but neither are they unheard of.

5. THE DAGGER OF GREAT PRICE

The PCs find a lovely jeweled dagger that is for sale. Location is Ikhog, in the Ghonekang starport.

Scene: In a small shop on a side street, you discover a beautifully made jeweled dagger with a stylized comet etched into the blade. The shopkeeper notices your interest in the weapon, and makes his way toward you.

Action: Tailor this encounter to fit what ever sort of shop the characters might be inclined to enter. This is an excellent opportunity for the characters to engage in some direct interaction with the Vargr. Most Vargr are willing to haggle over the prices of their wares; in fact, most seem to enjoy it as a form of good-natured competition. Usually both parties come away feeling that their own personal charisma has been increased by the good deal they just made.

Roleplay this encounter with the player taking the part of his character, and you assuming the role of the shopkeeper. In the scene above, the shopkeeper has set an asking price of Cr1000 for the dagger, but is willing to go as low as Cr500. To determine his response to any offer which meets or betters the minimum price, consult the following task.

To haggle over the price of the dagger:

Routine, Off-Trader, Charisma, Def-Trader, Charisma (confrontation)

Referee: Assume that the shopkeeper has a Trader skill of 2, and a personal charisma of 8. If the character wins the confrontation, the shopkeeper will lower his latest offer by Cr 5. If the shopkeeper wins, he will hold at his last offer. Continue the process until the character's and the shopkeeper's offers match, or until one party or the other breaks off negotiation. The shopkeeper will break off the haggling on a fumble. The PC may stop the process any time he/she desires.

6. THE MAIN STREET GREENS

The PCs are stopped by a local Vargr law enforcer.
Location is Ikhog, in the Ghonekang starport.

Scene: As you are walking down one of the main streets of the starport, a tall, mean-looking Vargr dressed in a particularly gaudy green outfit accosts you. In a deep growl, he demands that you show him your papers. He has a metal-capped cudgel in his left hand, and a holstered pistol hangs on his hip.

Action: The Vargr in this encounter is an ordinary law enforcer. He is merely doing his job by checking out a group of strangers. He has no real suspicions about the characters, he just feels that it is better to prevent trouble than to stop it. If the party complies with the officer's demands, he will quickly glance over their papers, return them to the characters, and bid them good day.

7. STREET PACK

The PCs meet up with a Vargr street pack in a cafe.
Location is Ikhog, in the Ghonekang starport.

Scene: A small group of young Vargr, dressed in uncharacteristic dark green clothing, accost the party in a small cafe. They demand that the humans give up the table at which they are seated for the inherently superior Vargr.

Action: If any of the party has had experience with the Vargr prior to this adventure, they may recognize these individuals as Suedzuk Vargr.

To recognize the Vargr as Suedzuk:

Difficult, Streetwise, Edu, 30 sec (unskilled OK)

Referee: If the character has previously encountered Suedzuk Vargr, decrease the difficulty level to Routine.

The Suedzuk are one of the oldest surviving Vargr packs, and therefore one of the most racially proud. If the humans move aside as instructed, the Vargr will continue to goad the outsiders by loudly declaiming the inherent superiority of the Vargr, who were created to be perfect, as opposed to the humans who are simply an accident of nature.

If the humans fail to move for the Vargr, the leader of the small pack will immediately challenge the human who appears to be the leader (the human with the highest charisma) to a fight.

If the character fights and wins, he will gain one point of charisma, and the Vargr pack will leave the party in peace. If the PC loses the fight, he will lose one point of charisma, and the Vargr will continue to harangue the characters about the superiority of the Vargr over the humans, repeating the demand the characters vacate the table for their betters.

If the humans initiate the fight, especially if they turn it into a general brawl, only the Suedzuk Vargr will get involved in the melee. Once the fight is over, the Vargr will act as described above, depending upon the outcome of the fight.



BLAIR REYNOLDS

As long as the fight remains hand-to-hand, involving no larger weapon than a cudgel or dagger, no one will interfere. The moment someone draws a larger bladed weapon, or a gun of any sort, the crowd will wade in and stop the fight before anyone gets seriously hurt. If a gun of any sort is

used in the fight, at least one of the bystanders will summon the police. The Vargr will not produce larger weapons unless the humans do so first.

If one or more of the characters are arrested, it is up to you as referee to administer any attempts, legal or otherwise, to free them.

8. GROWLER GOSSIP

The PCs uncover one or more interesting rumors.

Location is Ikhog, in the Ghonekang starport.

Scene: (Varies, see below.)

Action: If the party makes an attempt to uncover information about the Touzagh Band, corsairs in general, or other such intelligence, have them roll the following task.

To gather information from the spaceport inhabitants:

Routine, Streetwise, Int, 30 min (unskilled OK)

Referee: If a character is able to speak the local Vargr tongue, allow him to apply one-half of his linguistics skill as a further +DM. On any success, roll 2D and consult the table below to determine what information the character has uncovered.

Each of these rumors is encountered only once. If you roll the same rumor more than once, then just select the next unused rumor instead.

2. An elderly Vargr (Age 77 54687A) tells the party that he was once the captain of his own corsair ship. In his day, being a corsair meant something. Now there are so many corsairs and corsair bands that the profession has lost not only its prestige, but most of its honor. Very few bands still honor the old traditions. One of the few that does is the Touzagh Band.

3. A Vargr army officer (Age 41 675789) says that his engineer company helped build the base that the Touzagh Band is using. It was originally intended to house a portion of the planetary defense forces, but the faction that commissioned it collapsed before it was completed. Shortly thereafter, the

Touzagh moved in and finished the work. If asked, the officer can provide very rough sketches of the camp. He knows the location of the landing pads, hangars, fuel and ammunition bunkers. He can make fairly accurate guesses as to the location of the barracks and administration buildings.

4. The human bartender in a spaceport tavern (Age 40 556745) tells the party that every time the corsairs hold their blasted auction, he has to start carrying a gun just to keep the visitors from wrecking the bar. Some of the crews, he says, are fairly well behaved. Most, however, are pretty wild. It's a wonder that the town is still standing by the end of auction week.

He tells the party that the last time the Touzagh had their auction, two rival factions got into a gun battle at the spaceport, and it took the regular army to get things under control again.

5. A tall, muscular Vargr (Age 32 89A658) wearing a bright red jumpsuit emblazoned with a flaming eye cautions the party against asking too many questions, especially about the Touzagh Band. He says that the Band is well respected in these parts, and they don't take too kindly to having people poking around in their private business.

6. Three Vargr, each wearing the uniform of the spaceport police force, stop the party in the street. They ask the party if they are here for the auction. Before the party can respond, the officers warn the characters that things will be different this year. Any violations of the law will be dealt with in a swift and harsh manner.

7. An intoxicated Vargr corsair (Age 24 6A7753) will tell anyone who will buy him a few drinks about his stint as a guard at the pirate base. According to his story, not long ago — about one standard month — some corsairs dropped a batch of humans off at the base. He says that he can't read human letters very well, but he thinks their uniforms had the words Ou-Liu written on them.

8. A Vargr naval officer (Age 48 76A989) says it's a shame the corsairs were allowed to get their hands on that base. He had the opportunity to inspect it while it was being built. The place would have been perfect for the planetary defense force, had it ever been completed. If asked, he can furnish sketches of the overall layout of the base.

His drawings show the relative locations of the landing pads, hangars, barracks areas, and armory. He says he remembers that the fuel and magazine facilities were largely underground. He remembers that these sections of the base were among the last areas completed before the base was abandoned. To the best of his knowledge, the magazines were left unfinished, just big, empty underground chambers. They didn't even have time to install the steel blast doors. Instead, they closed the magazine areas off with thin corrugated steel panels.

Knowing the ambition level of the average corsair, he speculates that the Touzagh haven't bothered to install proper doors.

9. A human ex-scout (Age 42 897658) tells the party that he once served as a point scout for an Imperial fleet action against the Vargr. He says that their tactics are a bit outdated, and their ships aren't quite up to the state of the art, but underestimating their intelligence and resourcefulness is a serious mistake.

10. A Vargr trader (Age 36 677587) tells the party that as he was making his way toward the spaceport he happened to stray a little too close to the place where the Touzagh had their prize ships parked in orbit. He says the stationkeeping crews challenged him. Once they found out he wasn't interested in looking over the ships, they rudely ordered him to





Allen

sheer off. He isn't sure if they would have backed up the order with force, but he decided it wise not to try them.

11. A rather disreputable-looking human in a spaceport bar (Age 31, A78653) tells the characters of an encounter he had with the corsairs occupying the base.

"My name is Tep Allen," he says, "Once, while I was out po—... er, hunting, I must have gotten a little too close to that old army base up in the hills. Before I knew what was happening, half-a-dozen doggies came swooping down on me from every direction, guns drawn and all.

Anyhow, they dragged me into an

air/raft and took me to the base. Their leader, of all things, is a big turncoat human who goes by Kagiisha. This stinking barker-lover grilled me for a couple of hours. You know, the usual stuff, what was I doin' out there? Why was I snoopin' around their base? Who was I workin' for? That sort of thing.

"Anyhow, after he got done questioning me, they shoved me into some kind of underground cell. I wasn't the only one there either. There were half a dozen or so humans, all penned up down there. They were all in good condition, don't get me wrong, they were just locked in. One of 'em told me that he was the leader of some kind of survey team or somethin' like that. I didn't think anythin' of it at the time, but I guessed I was talkin' to some of the Touzagh's merchandise.

"Anyhow, after a few days of bein' penned up like an Antarean togoar, the doggies came and let me out. They even gave me a ride to the city. Problem was it was too late. I found out later that my captain had declared me a deserter and the ship jumped without me. Now, I'm stranded on this god-forsaken rock, with no way out. I'm tellin' you, if there was a way I could get off this mud-ball, I'd never come back to the Extents as long as I live."

Referee: Everything the contact says is true. He was once an able spacehand on a large freighter, who was captured by the Vargr while poaching just outside of the spaceport. If he is taken to the base, he can show the characters exactly where he and the other prisoners were being held. If asked, he will help the party free the missing survey crew in return for passage on the party's ship out of the Vargr Extents. See appendix 2 for details on Tep Allen's skills, possessions, and so forth.

12. A short, stocky Vargr, (Age 29 8796A5) says that he works for the company which sells supplies to the Touzagh Band. Most of the goods are delivered by surface truck, but some things, such as ammunition, go by shuttle rather than risk the steep, rocky roads through the hills.

9. THE TOUZAGH BAND

The PCs make contact with the Touzagh Band.

Location is the Ikhog system (Windhorn 1640).

Scene: You've been trying to make contact with the corsairs for some time now, and every time you think that you're getting close, the contact fades away. You've managed to gather a lot of information about the pirates, but you still haven't managed a meeting with them. Finally, you receive a message through the spaceport warden's office. A representative of the Touzagh Band wants to meet with you. Included in the message is the address of an upper-class bar on the north-side of town.

Action: At last the Touzagh have contacted the party. If they accept the invitation, they will be met by a young, attractive (by Vargr standards anyway) female Vargr. She gives her name as Dakloen. She is conservatively dressed, (by Vargr standards) and extremely well-mannered (by anyone's standards). She also speaks flawless galangic.

After seeing that the party has been served whatever form of refreshments they desire, she will begin to quiz them on their interest in the Band. If the characters are able to convince her that their interests do not conflict with those of the Touzagh Band, she will relax and become friendly to the characters.

To convince Dakloen of the party's good intentions:
Routine, Liaison, Int, 1 min (uncertain, unskilled OK)

Referee: The results of any failed referee roll on the uncertain task may not be immediately apparent. Dakloen may ignore the party's failure to convince her, and continue the meeting as though nothing were wrong. In this case, she will try to steer the conversation in such a way as to trick the party into revealing the true nature of their mission. If she is successful at this, she will tell the party that the Band will be in touch, and send them on their way.

A few hours later a group of eight corsairs will attack the party attempting to kill as many as possible, and to scare the survivors into abandoning their mission. These Vargr will be wearing flak jackets, and carrying assault rifles. See Appendix 2 for details on the average Touzagh Band corsair.

If the party is able to convince Dakloen of their good intentions, she will sound them out on what they are looking for from the Band. If, for example, the characters tell her they are interested in signing-on with the Band, she will ask such questions (at least of the PCs that are human) as why humans would want to serve under a Vargr captain.

If the PCs mention the auction, she will ask the party exactly what they are looking for. Regardless of their answer, she will suggest that the party meet her the next day outside the main spaceport terminal building, and she will escort them to the base where they can examine the available merchandise.

Every time the party answers one of Dakloen's questions, especially questions concerning the Touzagh Band, reroll on the above task profile to see how well they are keeping up their cover.

If the party is able to maintain their cover throughout the meeting with Dakloen, and if they agree to meet her the next day, she will show up as promised, complete with two Vargr-built air/rafts, drivers, and two armed guards. These vehicles will take the party on a direct route to the corsairs' base in the hills west of the spaceport.

Upon arriving at the base, the party will be taken to a mess-hall type building where they can inspect the smaller items of merchandise that will be for sale in the auction. Among these items is a stack of survey gear taken from the *Qa Livk*. All three of the *Qa Livk*'s air/rafts are parked on the tarmac outside the building along with several other vehicles ranging in size from air/rafts to a single heavy grav tank.

After the party has had sufficient time to inspect the merchandise, Dakloen will take them to another building where they will be asked to have a seat. A few minutes later, the human merchandise will be presented. All of the individuals being held by the corsairs are technical people — engineers, chemists, physicists, and so forth. All are in very good condition, except for the unnaturally pale color of their skin (the result of their being held in an underground cell).

The PCs will be invited to question the prisoners. During this interrogation the adventurers will be able to discern which of the prisoners are the former crew of the *Qa Livk*.

Once the PCs have seen the human merchandise, the PCs will be escorted back to the air/rafts in which they arrived, and will be taken back to the spaceport. Daklloen will tell them that the auction will be held in two standard weeks. The terms of sale are hard currency, valuable materials, or technical data, to be paid upon the delivery of the merchandise. After exchanging a few more pleasantries, she will drive off.

During the trip to the base it should be possible for the characters to do a great deal of reconnaissance with an eye toward freeing the prisoners. If they want to carry out such a survey, have them roll on the following task for each area they wish to recon.

To recon an area of the corsair's base:

Routine, Recon, Int, 1 min (fateful, unskilled OK)

Referee: Mishaps on this task can have a wide range of effects. A superficial mishap may result in one of the guards asking the character what he finds so interesting, while a major mishap may indicate that the character has missed some vital piece of information. Use your discretion when determining the effects of a mishap.

If the character is successful in making a recon of an area, describe for him what he sees. If it is an area of the base, give him a freehand drawing of that area. Tailor the details according to how successful he was in his survey. Details on the base, the surrounding area, and the Touzag Band itself may be found elsewhere in this scenario chapter.

10. PRISON BREAK

The PCs make an attempt to rescue the prisoners.

Location is the corsair base.

Note to the referee: The attempt to free the prisoners from the Touzag Band's base is perhaps the most complex and difficult to run nugget in this adventure. Before you begin to play this nugget, be sure that you are completely familiar with it. It is advisable to read through it at least once, determining what responses the Vargr will take to a given situation before you begin play.

Also, depending upon your PCs' plan, it may be necessary to run this nugget concurrently with nugget 11 and/or 12. You should therefore be familiar with all three nuggets prior to beginning the rescue operation.

Scene: Now that you've planned the prison break down to the last round of ammunition and the last drop of fuel, there is nothing left to do but pull it off.

After reviewing your plan for what seems like the hundredth time, you take a deep breath and nod. The operation is under way.

Action: The tactics the PCs choose to employ in their attempt to break the prisoners out of the pirate base will dictate which tasks to use.

Approaching by Ground: If the PCs elect to approach the base on the ground, allow them to get to within one kilometer of their objective unmolested. At that point, have them roll against the following task to determine if their presence has been detected by the corsairs.

To avoid detection by the corsairs:

Routine, Stealth, Int (uncertain, fateful)

Referee: If the party is detected by the corsairs, the Vargr's response will be dictated by the degree of the mishap.

A simple failure will result in the individual Vargr who spotted the party coming to investigate. A superficial mishap may indicate that he brings a friend along. Continue this increasing of response until at a major mishap, the entire base goes on alert, and the corsairs send out a large well-armed party to capture or kill the intruders. Note that the Vargr will only spot those characters who fail at this task, which suggests the PCs would do well to split up before they try to approach the base.

Approaching by Air: If the party approaches the base by air, and if they are trying to avoid being detected by the base's sensors, have the character piloting the ship roll on the appropriate following task.

To approach the base by air using NOE:

Difficult, Pilot/Vehicle, Dex, 10 min (hazardous)

Referee: The very nature of NOE flight makes this task hazardous. If the characters suffer a mishap, tailor the result to the situation. It may merely mean that the ship rose above the lower radar limit, or it may mean that the craft struck the terrain feature it was attempting to skirt.

To approach the base by air using ECM:

Routine, Sensor Ops, Int, 10 min (uncertain)

Referee: This task can only be attempted if the craft being used has EM gear listed in its UCP, or if the characters have modified it to perform such a function.

If the referee's secret roll fails, it doesn't automatically mean that the characters' ship has been spotted by the base. It may indicate that the base sensor operator notices something odd on his screens and is paying closer attention to them.

These tasks can be combined to increase the party's chance of approaching the base undetected.

Have the pilot and/or sensor operator roll at least twice on the appropriate task to simulate the distance being traveled.

Gaining Entry: Once the party has reached the base, they must still gain entry to the compound.

The base is surrounded by a three meter high cut-wire fence which is supported by steel poles set deep into the ground. There are three gates in the fence, which are guarded round the clock by two Vargr each.

In order to enter the compound, the characters must first approach the fence or the gates. See the task listed below which covers such an attempt.

To approach the fence/gates undetected:

Difficult, Stealth, Int, 2 min (hazardous)

Referee: If the task is being attempted during the day, increase the level of difficulty to impossible. If the characters have taken steps to cover or eliminate their scent (approaching from downwind, wearing an airtight garment) allow a special +1 DM to the task roll.

Once the characters reach the fence, they must either cut it, climb it, or destroy it.

To cut a man-sized hole in the fence:

Simple, Combat Engineering, Str, 5 sec (unskilled OK)

Referee: In order to attempt this task, the character must have in his possession a pair of wire cutters. Note that most bayonets include an integral pair of wire cutters.

Failure at this task simply means that the character did not complete the hole in the indicated amount of time. Roll the time necessary to complete the task, and have the player make a second attempt at no penalty.

To climb the fence without mishap:

Routine, Intrusion, Dex, 10 sec (fateful, unskilled OK)

Referee: If a character fails to complete the task in the amount of time indicated, apply a second time roll and consider the task complete, but only at a cost of extra duration.

Damage due to a superficial or minor mishap will be from cuts and scratches inflicted by the barbs on the cutwire. If the character is wearing body armor and gloves, reduce the amount of damage taken by one half. Damage caused by a major mishap will be the result of a fall from the fence. Body armor will not reduce this damage, most of which will be to the character's legs, back, and arms. A fall from the fence will alert the guards on a roll of 2, 3, or 4 on 2D.

If the characters are trying to remain undetected during any fence cutting or climbing operation, have them also roll on the stealth task just prior to this one.

The fence can be destroyed in any number of ways, each of which will alert the guards. The fence or its support posts can be destroyed by explosives. A vehicle may be used to crash through the fence. If the party opts for one of these methods, see the tasks below.

To destroy a support post with explosives:

To place a single charge:

Routine, Demolitions, Dex, 3 min

To detonate an emplaced charge:

Routine, Demolitions, Int (fateful, hazardous)

For the purpose of determining how much explosive is needed to bring down each post, assume that each has an armor factor of 1, and need only be penetrated to be destroyed.

To destroy the fence itself with explosives:

To place a single charge:

Routine, Demolitions, Dex, 10 min

Referee: Due to the open nature of the fence, it will take longer to emplace the charges than it would with the posts.

To detonate an emplaced charge:

Routine, Demolitions, Int (fateful, hazardous)

For the purposes of determining how much explosive is necessary to destroy one section of the fence, assume that each section has an armor factor of 1 and need only be penetrated, not breached.

Note: If the characters are trying to remain undetected during any demolitions operation have them also roll on the above listed stealth task.

To destroy the fence with a vehicle:

Routine, Vehicle, Dex (hazardous)

Referee: Any vehicle of groundcar size or larger may be used to destroy one section of the fence. Once the attempt has been completed, go to the task below.

To maintain control of the vehicle:

THE TOUZAGH CORSAIR BAND

Several things about the Touzagh Corsair Band seem odd and mysterious, from the band's founding, to its use of the Vilani flaming eye piracy symbol for its logo. To help you better referee these corsairs, let's look at this band in detail.

The Touzagh Band was founded in late 1118 as a spinoff group of the Ngath Confederation. In the last year, the new Touzagh Band has also wooed members of the 17th Disjuncture and the Voekhaeb Society to join its ranks, as well as malcontent humans from the new Ziru Sirkaa. The Touzagh Band is one of the first truly Vargr-Human pirating bands in history.

As its symbol, the Touzagh Band uses the infamous Vilani piracy symbol — the flaming eye. Seeing the corsair band use the flaming eye symbol bothers many Vilani. They reason: "What are the empire's chances of surviving if even our own people join ranks with the barbarians against us?"

The Touzagh Band has grown in strength rapidly, and the group has overrun many systems and stolen many starships (complete with crew) during its rise to power in 1119. The group continues to gain momentum in 1120, with the list of ruthless atrocities growing almost daily.

The Real Story: In 1118 the Vilani refused Lucan's request for the Vilani fleet to transfer to Capital. At that time, Lucan contacted Imperial Intelligence and ordered them to start some sort of clandestine activity to "make the stiff-necked Vilani pay for their crimes against the throne." But whatever operation was chosen, it must not look like the Imperium sponsored the activity. "Ideally," Lucan said, "the Vilani must feel their dreams of a sovereign interstellar empire have turned sour."

Imperial Intelligence called on one of their leading agents in Lishun Sector, Varnin Dox. Dox knew the Vargr better than almost any other human, and among Vargr circles, he carried an astounding charisma for a human.

The idea developed to form an apparent Vargr-Vilani alliance and to ruthlessly raid shipping along the coreward Ziru Sirkaa border. This new Vargr-Vilani alliance would be a new corsair band, named in Mavek Ergh, *Touzagh*. Touzagh means, in Vargr "the friend who in secret is your worst enemy", or simply, "secret traitor."

As the band grew in strength, they could begin overrunning worlds along the coreward border. In time, the Vilani would become so preoccupied with saving their coreward border that Lucan could just march into the Ziru Sirkaa on the rimward border and take any star system he chose to. In the end, the Ziru Sirkaa would come tumbling down with a mighty crash, leaving Lucan triumphant.

At this point, Dox could pull a few stunts to severely weaken the viability of the Touzagh Corsairs in the eyes of the Vargr. In effect, the Touzagh would fold overnight — making Lucan look to be a powerful and effective ruler compared to the powerless and ineffective Vilani.

To set the plot in motion, Varnin Dox would surface in Ngath Confederation territory as the disenchanted Vilani pirate *Kagiisha*. The new Touzagh Band would use the Vilani flaming eye symbol. To see a Vargr-Vilani allied pirate band using this symbol would demoralize the Vilani.

Needless to say, the plan has gone quite well so far. The actions of the PCs, however, could prove to be a major kink in the grand scheme of things, especially if they find out who is really behind the Touzagh Band.

Difficult, Vehicle, Dex (hazardous)

Referee: If this task results in a mishap, apply the damage to the vehicle first, then the crew. Apply the following modifiers to the task roll.

Type of vehicle	Modifier
Grav vehicle	+1
Hovercraft	-1
Tracked vehicle	+2
Wheeled vehicle	+0

Note that the guards will see a vehicle approaching the fence/gate and will attempt to stop it.

If the characters have chosen to make their assault by air, they may land their ship anywhere outside the base with ease. If they wish to attempt a landing inside the compound, have them tell you exactly where they wish to set down, then use the task below to determine how successful they were.

To land at the base landing pad:

Routine, Pilot/Vehicle, Dex (fateful)

Referee: Landing on a potentially hostile field is dangerous. A mishap may indicate something as simple as missing the pad, to something as severe as damage to the craft's landing gear.

To land in the compound at a point other than the landing pad:

Difficult, Pilot/Vehicle, Dex (fateful, hazardous)

Referee: Once the players have settled on a landing site, determine whether or not the craft will fit in the area chosen. Since most sections of the base were not intended to be used as landing pads, this task is both fateful and hazardous.

Once Inside the Base: Aside from the gate guards, there are forty-five Vargr in the camp. Most of these individuals are ship's crews and ground support personnel. A few are family members and administrators. In effect, the Touzagh Band is its own separate city-pack.

If the characters are still undetected after they gain entry to the base, they may move around freely. Every time they move, have them roll this stealth task.

To move around the base undetected:

Difficult, Stealth, Int (hazardous)

Referee: If the task is being attempted during the day, increase the level of difficulty to Impossible. If the characters have taken steps to cover or eliminate their scent (such as wearing an airtight garment) allow a special +1 DM to the task roll.

Have the PCs reroll this task periodically.

If the guards have spotted the intruders they will make every effort to stop them, up to and including the use of deadly force. If the intruders fail to obey the guards' orders to stop, they will sound the alarm and open fire.

In the event of an alert, it will take at least five minutes for the Vargr to get organized enough to mount a concerted defense. Noncombatants will remain under cover, while the crew of the Seeker ship currently at the base will board her and attempt to start her engines (see below).

The remainder of the corsairs, twenty-five in all, will draw weapons from the base armory and move to repel the

intruders. Conduct all combat according to the rules given in the *Players' Manual*.

If the party is using suppressed weapons to eliminate the guards, assume some sound of the shot will still carry out to 10 meters, and any Vargr within this range will hear the shot if the character rolls doubles on the combat task.

The doors to the magazine/holding cell are constructed of corrugated sheet steel. They are secured with a hasp and padlock. The keys to the padlock are in the leader's desk in the administration building.

If the party wants to attempt to open the doors without the keys, they may do so according to the following task.

To open the magazine doors without the proper key:

Routine, Intrusion, Dex, 5 sec (fateful)

Referee: If the base has not been secured, the risk of discovery makes this task fateful.

If the party elects to blow a door open, consider the lock to have an armor value of one, requiring penetration only to open it. The doors themselves have an armor value of three, and must be breached to be opened.

Diversions: If the party wishes to stage a diversion, the possibilities are endless.

Starting a fire either inside or outside the compound will attract the attention of the corsairs. In addition, if the party sets a fire somewhere on the base, the Vargr will all turn out to fight it. If a battle is in progress, or starts while the fire is being fought, half the Vargr will remain at the fire.

Sabotaging a ship or vehicle is another excellent diversion. In addition to distracting the corsairs, it will impair their ability to give pursuit when the party withdraws from the base.

It will be up to you as referee to determine the detailed effects of any diversion planned by your PCs.

Searching the Base: If the party is searching for clues as to who is providing the Vargr with technical and military aid, they may find a number of message disks in the leader's office in the admin building.

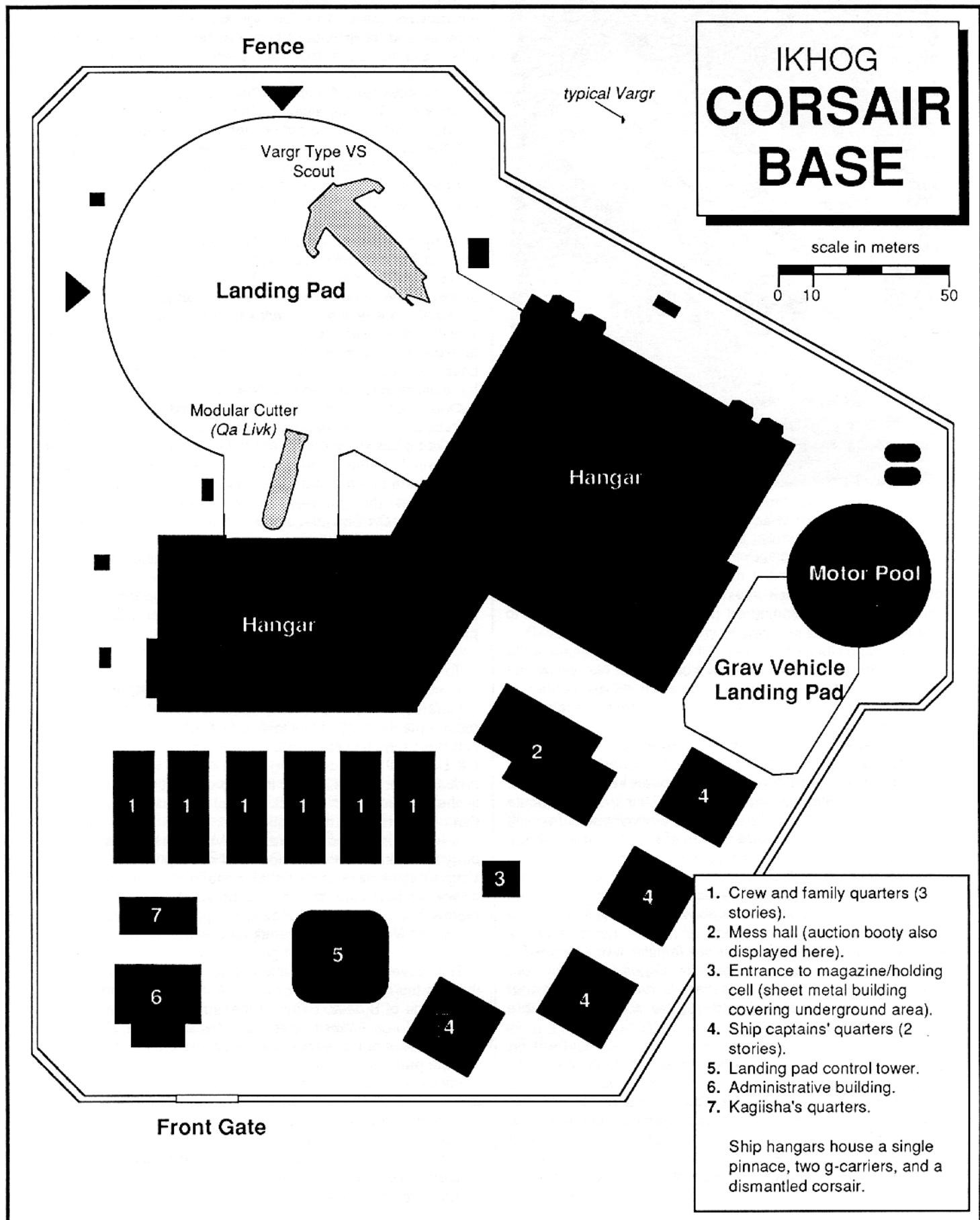
These disks indicate Kagiisha is a member of Lucan's intelligence community. The gist of all of the messages is that Lucan sent Kagiisha to the Extents to stir up the Vargr against the Vilani, but to make it look like some of the Vilani had joined forces with the Vargr against their own people. In return, the growlers will be amply supplied if they do not attack Lucan's shipping.

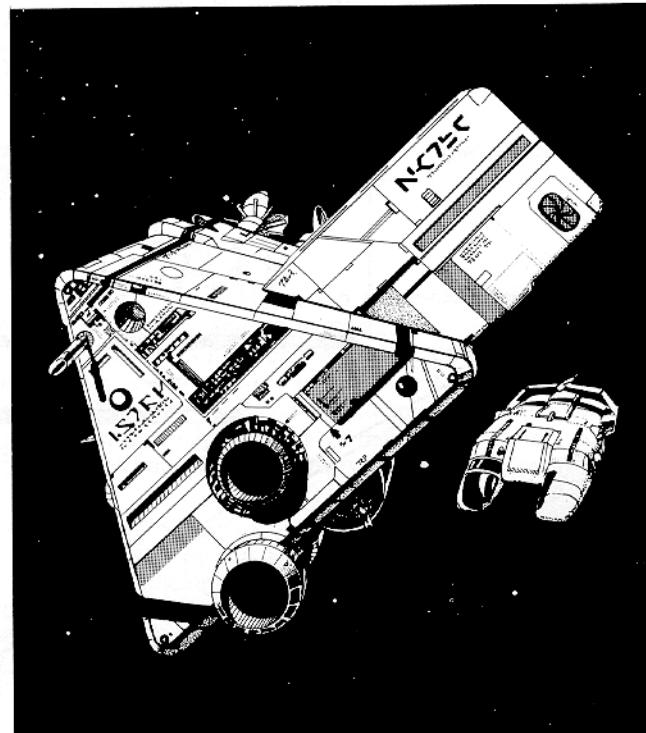
Further perusal of the messages indicates that Lucan's agents will spread misinformation throughout both the Restored Ziru Sirkaa and Strephon's Imperium stating that it is a turncoat faction of the Vilani that is providing aid to the Vargr.

Making Their Escape: Once the prisoners are in the party's hands, the group must still escape.

Aside from going out the way they came in, the party may wish to try to hijack one of the ships or vehicles parked within the compound. There are four air/rafts, and two G-Carriers in the vehicle park behind the mess hall.

If the party wants to steal these vehicles, they will be able to move on the same turn on which they reach them. Use the following task to determine how successful the characters are in controlling these vehicles.





TOM PETERS

To operate an unfamiliar air/raft or G-Carrier:
Routine, Grav Vehicle, Dex (hazardous)

Referee: The unfamiliar nature of the vehicle makes this otherwise ordinary task into a hazardous one. Periodically reroll this task, depending on how long the group needs to use the alien craft.

There are two cutters, (one of which is the *Qa Livk*'s) one shuttle, a Vargr Type VA Trader, and a Vargr Type VJ Seeker parked on the base landing pad. None of these vessels have been powered up.

The Seeker has been on the ground for close to two weeks, thus her engines must be cold-started. The Trader and the three sub-light vessels have been in fairly constant use, so their engines are still warm. Use the appropriate tasks on page 92 of the *Imperial Encyclopedia* for any attempts by the party to start up one of the grounded ships.

11. CAPTURING THE SHIP

The PCs attempt to re-take the *Qa Livk*.

Location is the *Qa Livk*, in orbit above Ikhog.

Note: Due to the wide range of tactics available to the rescue party, be sure that you are familiar with this section before you begin play. Additionally, depending upon your players' plans, it may be necessary to run this nugget concurrently with nuggets 10 and 12. Be sure that you are familiar with these as well.

Scene: As your ship clears Ikhog's atmosphere, your sensors easily detect the *Qa Livk* where she hangs in stationary orbit above the corsair's base. You can make out her running lights and a faint illumination coming from her view ports. A bit of fine tuning on the sensors, and you see that her shuttle dock is vacant.

Your pilot swings your ship onto an intercept course with the survey ship.

Action: The *Qa Livk* is parked in a stationary orbit above the corsairs' base. The Touzagh Band has left a skeleton crew of nine Vargr aboard her to ensure the stability of her orbit, and to make the ship presentable to prospective buyers. Six of these individuals are marines, each armed with an Advanced Combat Rifle and cutlass, and wearing cloth armor. The remaining include one pilot and two engineers, each carrying an auto pistol and wearing cloth armor.

If the *Qa Livk* is boarded by anyone other than members of the Touzagh Band or customers escorted by the same, the marines will send out a call for help and try to fend off the attackers as best they can.

Thirty minutes after the call for help goes out, if the base has not been attacked, a ten person squad of corsairs will arrive from the base in the *Qa Livk*'s cutter. They will be armed with assault rifles and wearing flak jackets. If there is no small boat in the *Qa Livk*'s cutter berth, they will dock with the ship there. Otherwise, they will come along side and make their assault through the air/raft hangar. If the base has just been attacked, or the ships on the ground have all been sabotaged, this help will not arrive.

One hour after the alarm is sounded, a single Vargr Corsair ship will arrive. She will try to block any attempt by the *Qa Livk* to leave orbit. The corsair will contact the leader of the reinforcement party, and thus will be aware of the progress of the battle aboard the survey ship. Once the corsair ship arrives, the only way the PCs can end the battle is to secure the *Qa Livk* and jump out-system, or surrender to the Vargr.

Getting Onboard: The PCs may gain access to the *Qa Livk* in a number of ways.

They may attempt to bluff the skeleton crew into believing that they are on some sort of legitimate business, such as prospective buyers coming to look at the ship.

To bluff past the skeleton crew:

Formidable, Liaison, Int, 10 sec (unskilled OK, hazardous)

Referee: If any of the party speak the local Vargr tongue, reduce the difficulty of this task to Difficult.

If the party succeeds in convincing the Vargr aboard the *Qa Livk* that they have a legitimate reason to board the *Qa Livk*, the marines will direct them to dock at the cutter berth in the aft section of deck B. Two of the marines will go to that section to meet their visitors.

A failure indicates the Vargr have refused to allow the party to dock. A minor or superficial mishap will result in the Vargr attempting to contact their base to check on the party, as well as forbidding the party to board. A major mishap will prompt the crew to fire upon any approaching vessel not showing a Vargr transponder signal.

The adventurers may attempt to board forcibly either through the docking berth or the air/raft hangars on the starboard side of B deck. Either of these routes require that the boarders force either the airlock valves in area 38, or the hangar doors or iris valves in area 30.

If the party has managed to approach the *Qa Livk* without alerting the Vargr on board, these access ways will be closed, but not locked. If the party has been detected as hostile, the pirates will magnetically seal the doors.

Opening the outer doors of either area will activate an indicator on the ship's master control panel. Cycling the air lock and opening the inner doors will also activate tell-tales, immediately alerting the Vargr.

Opening the inner airlock doors before cycling the airlock is possible, but it will cause a sudden drop in pressure throughout the ship. The pressure loss will trigger an alarm on the *Qa Livk*'s bridge and cause all internal iris valves to self-seal immediately.

Both the docking berth and the air/raft hangar have safety cut-outs which prevent both doors from being opened at the same time. Such an action would open the ship to space, causing depressurization. The cut-outs may be overridden but such an action will trigger a ship-wide alarm.

To approach *Qa Livk* without being detected (in Vacc Suits):
Difficult, Vacc Suit, Dex (hazardous)

To approach the *Qa Livk* undetected (in a ship)
Impossible, Pilot, Sensor Ops

Referee: Depending upon the method of approach being used, mishaps will have different results. Tailor the result to the situation.

To open airlock doors (inner or outer) without the proper key:
Difficult, Intrusion, Engineering, 3 min (hazardous)

Referee: The fact that one or both doors may be in vacuum when this task is being attempted makes it hazardous. If the boarding characters have been discovered, increase the difficulty of the task to Formidable.

To override the safety cut-outs:
Difficult, Electronics, Engineering, 3 min (hazardous)

Referee: The fact that this task will be attempted in vacuum makes it hazardous.

To avoid triggering any alarms while attempting to open the airlock, or override the safety cut-outs:
Routine, Electronics, Intrusion, 3 min (fateful)

Referee: Any mishap triggers multiple alarms.

Ordering the *Qa Livk* to Surrender: The adventurers, in the best pirate tradition, may simply bear down on the *Qa Livk* in their own ship and order the Vargr to surrender. Depending upon the degree of threat the party's ship poses to the *Qa Livk*, the Vargr will either try to run or to fight. If the party's ship seriously outclasses the survey ship, (better armed and faster, or an obvious warship) the skeleton crew will surrender. Regardless of what action the *Qa Livk*'s crew takes, they will send out the distress call as detailed above.

Combat Aboard the *Qa Livk*: Combat aboard a starship is a touchy proposition. This is especially true in the bridge and engineering sections. Any time a shot misses its intended target, it has to hit somewhere. Extend the line of fire past the target until it crosses some part of the ship's structure. Roll 2D and consult the following table.

Type of component	Hits on a...
Large (power plant, drive unit, view screen)	4+
Medium (control panel, door, personnel)	6+
Small (door controls, specific instrument)	10+

If no component is hit, follow the line of fire until something is hit, or the line of fire intersects a partition, bulkhead, or the ship's hull.

Large massive components, like drives, can absorb 200 points of damage before being rendered inoperative. Medium size obstructions can take 100 points before being rendered inoperative (although personnel use their current

hit level). Small components can only take 20 damage points before being destroyed.

Partitions are thin, non-load bearing panels which are not pressure tight. They have 100 hit points.

Bulkheads and floors/ceilings can take 1,000 points of damage from energy weapons or explosives before a man sized hole can be opened in them. These components are heavy metal members, and are part of the ship's structural integrity. The ship's hull is extremely solid and will absorb 2,000 points of damage from energy weapons before a one meter diameter hole can be created. Treat interior sliding doors as partitions, and iris valves or hatches as bulkheads.

12. TRY TO SEE IT MY WAY

The PCs try to bluff the Touzagh to release their prisoners.
Location is the corsairs' base, Ikhog.

Scene: Pulling at the uncomfortable clothing of your disguise, you take a deep breath and signal your readiness to begin your bluff. You only hope that these Vargr are as easy to fool as the others you've conned in the past. If they aren't, this could very well be the shortest bluff in history.

Action: Conning the Touzagh Band into releasing their prisoners to the party is not going to be an easy task. The adventurers must first come up with a believable story, and there aren't going to be many bluffs that will fool the corsairs. Claiming to be representatives of the Vilani government empowered to negotiate for the release of the prisoners would be one of the more believable stories.

No matter what cover story the party cooks up, they must talk their way past the gate guards before they can deliver it to Kagiisha, the human leader of the Touzagh Band.

To bluff the gate guards into allowing entrance:
Difficult, Liaison, Charisma, 1 min (hazardous)

Referee: If any of the party speaks the local Vargr tongue, allow a special +1 DM on this task. If the individual attempting the bluff has been to the base as a prospective buyer, make this task Routine.

If the party manages to convince the gate guards that they should be allowed to enter the compound, they will be taken to the mess hall where they will be instructed to wait until someone in authority can be found to speak with them.

After 1D X 1D minutes the guard will return with one of the lower level leaders of the Band. This officer will not be in good humor. He will ask the party what their business is with the Touzagh Band, why they have come out to the base instead of contacting their agent in town, and similar questions. Each time the party attempts to answer one of his questions, have them roll on the task below.

To successfully bluff the Vargr officer:
Formidable, Liaison, Charisma, 30 sec (hazardous, fateful)

Referee: If any of the party speaks the local Vargr tongue, allow a special +1 DM on this task. If the character attempting the bluff has been to the base before, make this task Routine.

If after a half dozen questions, the party is able to convince the officer, he will ask them to wait in the mess hall until he can summon Kagiisha.

After 1D X 1D minutes, he will return with the corsair leader and two guards. Then the questioning will begin all over again. Use the above task profile to reflect the

character's ability to maintain the bluff. If Kagiisha is satisfied with the party's good intentions, he will dismiss the lower rank officer, and settle down to negotiating with the party.

Tailor this negotiation session to fit the PCs' cover story. For example, if the party claims to be representatives of the Vilani government, Kagiisha will demand that the Vilani release certain technological information to the Touzagh Band, or allow them to build bases within the borders of Ziru Sirkaa from which they can raid Lucan's shipping.

If the characters are trying to pass themselves off as prospective buyers who want to circumvent the auction procedure, the corsair leader will demand a very high price for the survey team, and an even higher price for the ship. He will also demand that the price be paid before the party takes possession of the ship or prisoners.

If the party is able to negotiate successfully with Kagiisha, he will agree to release the scientists and their ship to them before the auction.

If at any time any of these tasks results in a mishap, the Vagr will attempt to take the party as prisoners. If the characters resist, the alarm will be sounded. In that case go to nugget 10 and pick up the action there.

Should the party capture Kagiisha, and wish to use him as a bargaining chip, use the following task to determine his follower's reactions.

To successfully use the Vagr leader as a bargaining chip:

Routine, Liaison, Charisma (unskilled OK)

Referee: Unless Kagiisha is gagged or otherwise rendered incapable of speech, he will order his followers not to give in to the intruders. On any major mishap, one of his Vagr followers will see this as a chance to supplant the leader and "accidentally" shoot him while trying to kill his captors.



Kagiisha

Should the party be able to free the prisoners, either by bluff or by holding Kagiisha hostage, they must still make their getaway.

If they bluffed the Vagr into releasing the prisoners, the party will be allowed to depart in peace.

If the party used Kagiisha as a hostage, they must continue to roll on the above listed task until they are safely out of the Ikhog system. This means taking Kagiisha with them.

13. A HASTY WITHDRAWAL

The PCs escape from the Ikhog system.

Location is the Ikhog system (Windhorn 1640).

Scene: With your mission complete the only thing left for you to do is get far away from Ikhog, and out of the Vagr Extents.

Going by what you've seen so far of these growlers, the quicker the better.

Action: Depending upon how much of a disturbance the characters created in their rescue of the captive scientists, and their recovery of the *Qa Livk*, their withdrawal from the Ikhog system may not be an easy task.

If the corsair base was on alert, the pirates will attempt to follow the party in whatever ships/vehicles are available. Aside from the Seeker and the Trader parked on the tarmac

at the base, there are three starships belonging to the Touzagh Band currently in-system: one corsair, one packet and one scout.

It will take a total of thirty minutes to get all of these ships ready to pursue the adventurers. If the adventurers are able to complete their rescue operation and jump outsystem soon enough, the Vagr will be unable to track them. If the ships are prepared before the characters can manage to get a head start, conduct any pursuit and combat in accordance with the rules given in the *Referee's Manual*.

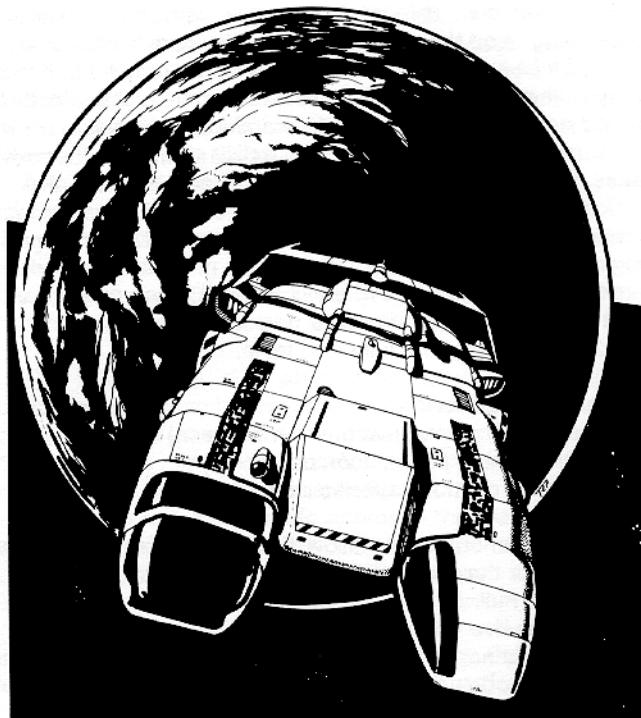
It is suggested, however, that if the player characters have come this far, you allow them to escape with only enough trouble to keep the level of excitement high.

Once the characters have escaped the Ikhog system, allow them to set their own course out of the Extents. The word of the assault on the Touzagh Band's base will spread at a rate of one parsec per week.

If the news of the events on Ikhog overtake the party, any random encounter with pirates stands a chance of being with a Touzagh Band ship seeking revenge. Likewise, there is a chance that any corsairs encountered will be from a rival band who will assist anyone who was able to humiliate their competitors.

Any time a random encounter indicates corsairs, roll 1D. On a result of 1 or 2, the corsairs encountered are of the Touzagh Band. On a roll of 6, they will be of a rival faction.

Once the party's ship crosses back into Restored Ziru Sirkaa, consider them to be home free.



TOM PETERS

This is the final scenario of the *Gamgilebo Incident*. It covers the party's homeward trip through the Ziru Sirkaa, and their last meeting with their patron, Lun Mishaa. This scenario begins as soon as the party's ship crosses the border into uncontested Vilani space. At that point, go over the setup and begin with nugget 1.

SETUP

Once the PCs' ship drops out of jumpspace within the borders of Restored Ziru Sirkaa, start with nugget 1.

SUMMARY OF NUGGETS

The following summaries describe each nugget.

1. Homeward Bound (key): This nugget covers the trip from the Vilani/Vargr border to Vland. It should be relatively uneventful, only complicated by random encounters.

2. Payoff (key): In this section, the characters deliver the rescued scientists and the *Qa Livk* to Lun Mishaa, and receive their payoff.

1. HOMEWARD BOUND

The PCs make their way back to Vhodan.

Location is anywhere in Vilani space.

Scene: The familiar stars of Ziru Sirkaa seem to shine all the more brightly now that you're headed for home. Even the restiveness of a few of the ship's systems damaged during the course of your mission seem like welcome, predictable friends when compared with the random, chaotic nature of the Vargr culture found in the Extents. Each jump puts you farther from the Touzagh Band, and closer to the payoff which is going to solve a great many of your troubles.

Action: This nugget should be fairly simple and free of complications for the party.

If they wish to question either the freed prisoners or any of the Vargr they managed to capture, let them.

The survey team will corroborate the log buoy's record of what happened when Gamgilebo was overrun. They will also be able to provide the locations of several Touzagh Band bases at which they were held before being taken to Ikhog. Feel free to elaborate upon the theme in such a way as to provide bait to lure the party on future missions stemming from this one.

If the party managed to capture any of the Touzagh Band, and wish to question them, use the following task.

To question any captured corsairs:

Difficult, Interrogation, Charisma, 10 min (unskilled OK, uncertain)

Referee: If the prisoner in question is an officer, apply a -1 DM to this task. If Kagiisha is the one being interrogated, raise the difficulty level to Formidable. As above use anything the Vargr tell the party as a draw for further missions against the corsairs. Kagiisha is the only one who knows anything about Lucan's involvement in supporting the Flaming Eye band.

Any encounters aside from questioning the prisoners should be determined randomly.

2. PAYOFF

The PCs meet with their patron and receive their pay.

Location is Vhodan.

Scene: At last your ship drops out of jumpspace in the Vhodan system. The bustling subsector capital seems to be a quiet system after the tearing havoc of the Extents. You head for the main starport, and a short time later you are on the ground. The efficiency of the Vilani port is startling in comparison with the catch-as-catch-can of Ikhog.

After seeing to your ship, you place a call to Lun Mishaa's office. Your patron is delighted to hear from you.

"When we didn't hear from you for such a long time, I was beginning to get worried. When I got word that you'd jumped into the Extents I was afraid that was the last we'd see of you. Please, come to my office at your earliest convenience so we can settle things."

When you finally meet with Mishaa and give him the full story, he is awestruck.

"Really, I had no idea that things had gotten that bad on the border. I'll have to pass this on to my associates."

"You've really done a wonderful job. Especially considering that you had no real idea as to what you were getting into. Congratulations, and thank you for a job well done."

Action: When the characters conclude the debriefing with Mishaa, he will give them a credit chip in the amount agreed upon. As promised he will also cover part of their expenses.

If the characters turn over any of the Vargr corsairs they managed to capture, Mishaa will arrange for the Navy to pay them an additional bounty of Cr2,000 per corsair. If the party captured Kagiisha, the bounty is Cr50,000 for the pirate leader/spy. In the event that this adventure was played as part of a campaign with *Search And Rescue*, Mishaa will see them aboard their ship later and offer them the chance to carry another secret packet back to Larkarda. You may wish to use this as a method of providing further spin-off adventures, such as a mission arising from the information about Lucan's involvement with the Vargr.

Some time after this campaign ends, the party will get word that the Touzagh Band fell apart shortly after their assault on its headquarters. It seems that the members of the corsair band lost faith in their leaders after a bunch of humans attacked their base and made off with a group of valuable prisoners and the ship they were captured in.

Further news will tell of the trial and execution of any of the corsairs the party managed to capture.

Since the party successfully completed the mission, if this campaign was being played as part of a larger Mega-Traveller campaign, the PCs will be able to use Lun Mishaa as a contact again in the future.

Dathsuts

Dathsuts 1703 C210000-9 Lo NI Ba 901 Vn F7 V M0 D

Primary: Binary, major — Whitespark, spectral class F7 V. Mass 1.222. Stellar diameter 1.289. Luminosity 2.813. Companion (3,500 AU distant) — Phora, spectral class M0 D. Mass 1.11. Stellar diameter 0.006. Luminosity 0.00003.

Dathsuts: Mean orbital radius 30 million km (0.2 AU). Period 29.55 days. Diameter 3,339 km. Density 0.832 (molten core). Mass 0.015. Mean surface gravity 0.221. Rotation period 19h 11m 33s. Axial inclination 17°28'57". Energy absorption 0.800. No satellites.

Surface atm pressure 0.03. Composition trace gases. Hydrographic percentage 2% (molten rock). Mean surface temperature 593.5°C. No native life.

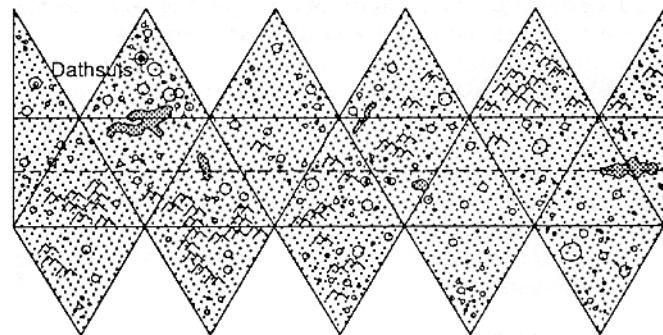
Total world population 9. Primary settlements — Dathsuts, 9. World government no formal structure. Tech level — high common 9, low common 9. Primary resources — ores, compounds.

The Dathsuts system is a marginally settled system that has remained largely ignored until recent times. In 1073, planetological surveys using the latest densitometers picked up deposits of highly refined lanthanum and thulium over a kilometer deep in the innermost planet's crust.

The Scouts landed a team of prospecting specialists on the world, and they spent the next half-decade drilling through extremely hard rock, getting to the deposits. The high surface temperature of the world (averaging nearly 600°C) made initial drilling difficult. Once down a hundred meters or so, the cooler temperature made working easier.

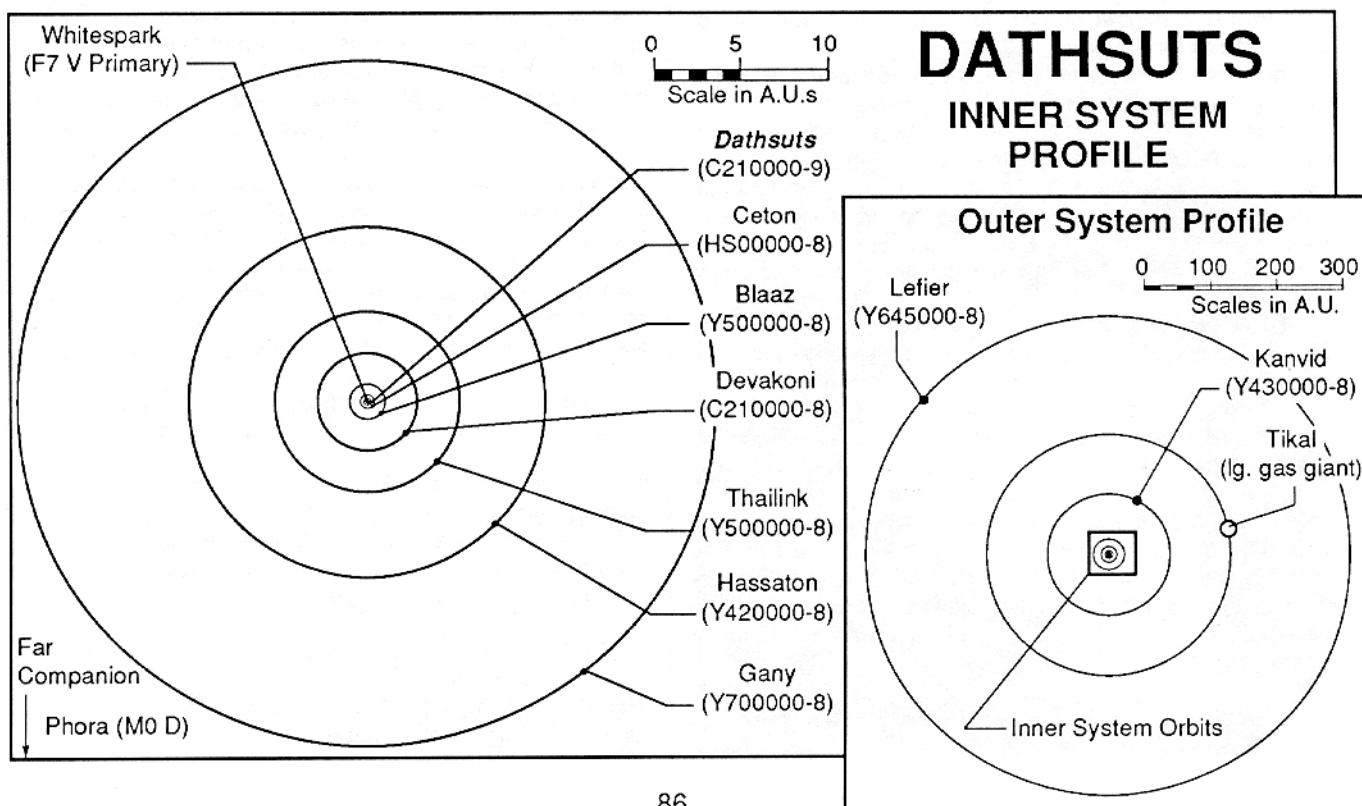
What the Scouts found was a bit odd: small pockets of *pure* lanthanum and thulium. The prospecting specialists on the team were at a loss to explain how such high-quality deposits could occur naturally. "An oddity of nature," remarked the lead prospector in her final report.

The Scouts removed all the deposits they could find with densitometers and took them to the Vilani AAB for further study and display in the geological museum. Since then, a few hardy private individuals have continued to prospect the region deep in the tunnels. A few have gotten rich on an occasional lucky find.



Dathsuts World Map

Recently, the prospectors on Dathsuts have reported some strange, unexplainable events, such as their densitometers jumping about wildly or going off the scale — with even more fantastic stories of strange sudden deaths. Many offworld experts think the long days spent deep in the mining tunnels are getting to some prospectors.



Diiron

Diiron 1405 B89A8AA-B Wa 604 Rv G3 V

Primary: Ro, spectral class G3 V. Mass 0.98. Stellar diameter 0.958. Luminosity 0.886.

Hujuun: Small gas giant. Mean orbital radius 159 million km (1.06 AU). Period 402.66 days. Diameter 131,200 km. Density 0.176. Mass 47.151.

Diiron: Moon of gas giant Hujuun. Period 7.05 days. Diameter 12,942 km. Density 0.956 (molten core). Mass 1.007. Mean surface gravity 0.985. Rotation period 6h 6m 8s. Axial inclination 27°8'28". Energy absorption 0.619.

Surface atm pressure 1.79. Composition oxygen-nitrogen mix with pollutants taint. Hydrographic percentage 100%. Mean surface temperature 5.2°C. Native life.

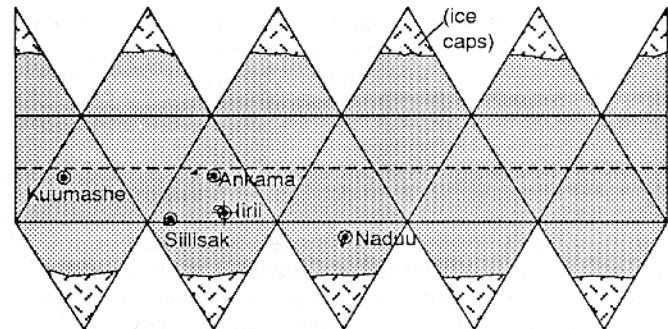
Total world population 636,000,000. Primary cities — Naduu, 9,980,000; Ankama, 9,380,000; Kuumashe, 9,281,700; Siliisak, 9,188,100; Irii, 9,089,300. World government charismatic dictator. Tech level — high common 11, low common 10. Primary resources — agricultural, ores, compounds, agroproducts, metals, non-metals, documents.

Diiron's atmosphere has for ages been tainted from its long heritage of heavy mining, with vast deposits on its shallow sea bottom and in its mineral-laden world ocean.

Unfortunately, the abundance of mineral and metal deposits on the world almost was the undoing of the world's environment, since rampant mining made waste production difficult to control. In a few short centuries, the world's environment had become so tainted with impurities harmful to humans that profitability of the mining operations rapidly declined. The cost and complexity of protective gear for the work force was skyrocketing.

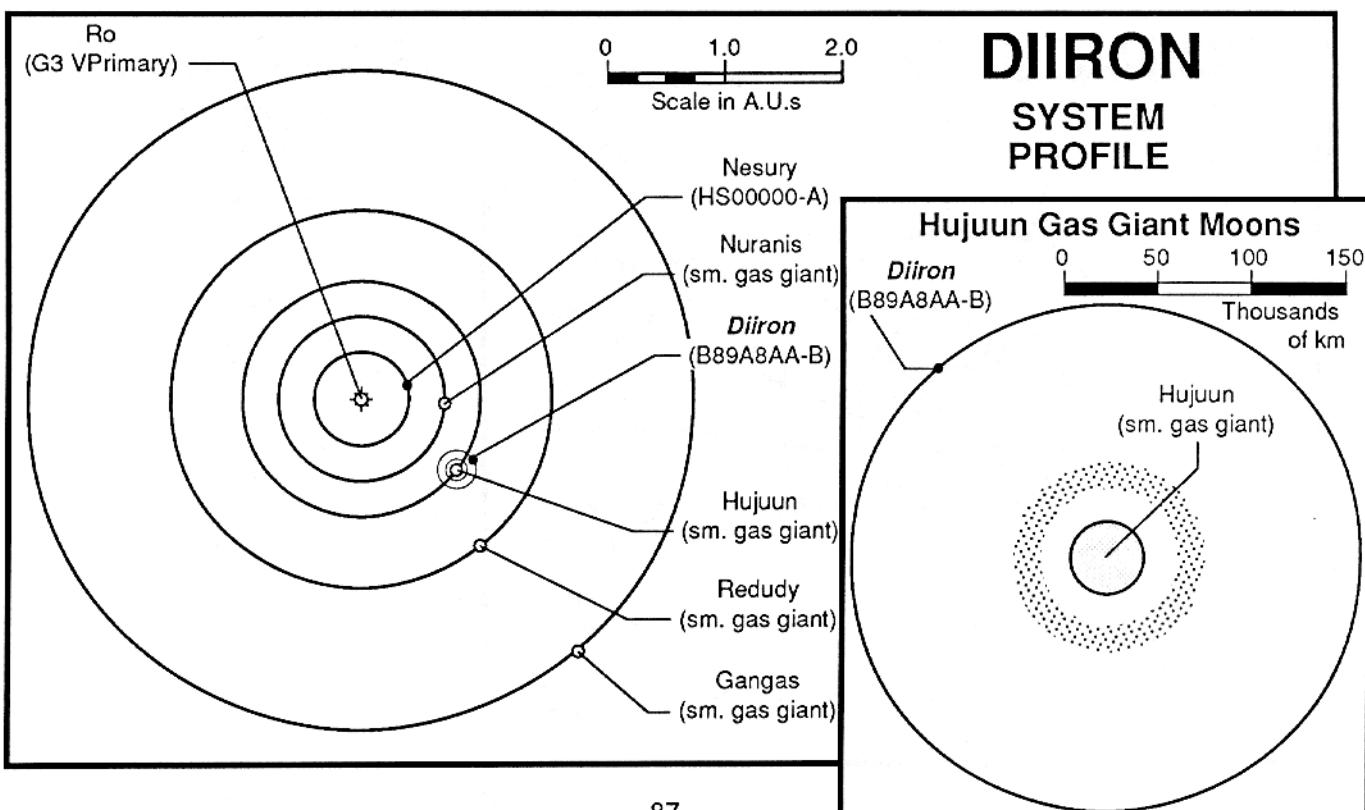
The pollution problem took care of itself when many mining concerns on the world shut down. With the "golden age" of mining over, Diiron took a more subdued role in supplying the mineral needs of the Vilani interstellar economy. Slowly, the painful cleanup of the environment began. By -6500, Diiron was a much more hospitable place to live.

The mining operations on Diiron continue, although the world never has been the "first-class" supplier that it once was ages ago. The local culture has evolved into one that takes a balanced approach: great respect for the environment, but careful business operations are welcomed.



Diiron World Map

Just before the breakup of the Imperium, the local inhabitants had started discussions with the Scouts about performing a global atmospheric terraforming experiment, hoping to remove the atmospheric taint. But with the Vilani pushing the Scouts into military duties, that dream looks like it must wait until the rebellion is over.



Gamgilebo

Gamgilebo 1604 B000756-A Na As R 212 Va F4 IV M1 VIM1 VI

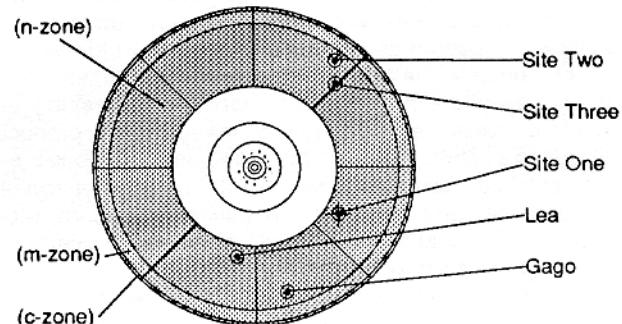
Primary: Trinary, major — Tillad, spectral class F4 IV. Mass 2.1. Stellar diameter 2.62. Luminosity 13.4. Companion (close) — Satra, spectral class M1 VI. Mass 0.144. Stellar diameter 0.2256. Luminosity 0.0092. Companion (154 AU distant) — Zauthat, spectral class M1 VI. Mass 0.144. Stellar diameter 0.2256. Luminosity 0.0092.

Gamgilebo: Mean orbital radius 780 million km (5.2 AU). Period 8.18 std yrs. Predominate body diameter 10km–500km. Belt zones — nickel-iron (n)-50%, stony (m)-30%, carbonaceous/ice (c)-20%. Belt width 5 AU. Total belt population 23,900,000. Primary population centers — Site One, 8,860,000; Site Two, 3,830,000; Site Three, 3,830,000; Lea, 3,091,000; Gago, 2,704,000. Belt government feudal technocracy. Tech level — high common 10, low common 10. Primary resources — metals.

Gamgilebo, as a system on the Vilani main, was first settled thousands of years ago by Vilani belters. By -7500, the system was a prominent producer of metals. Even today, belters are making rich finds in the system's vast outer belt.

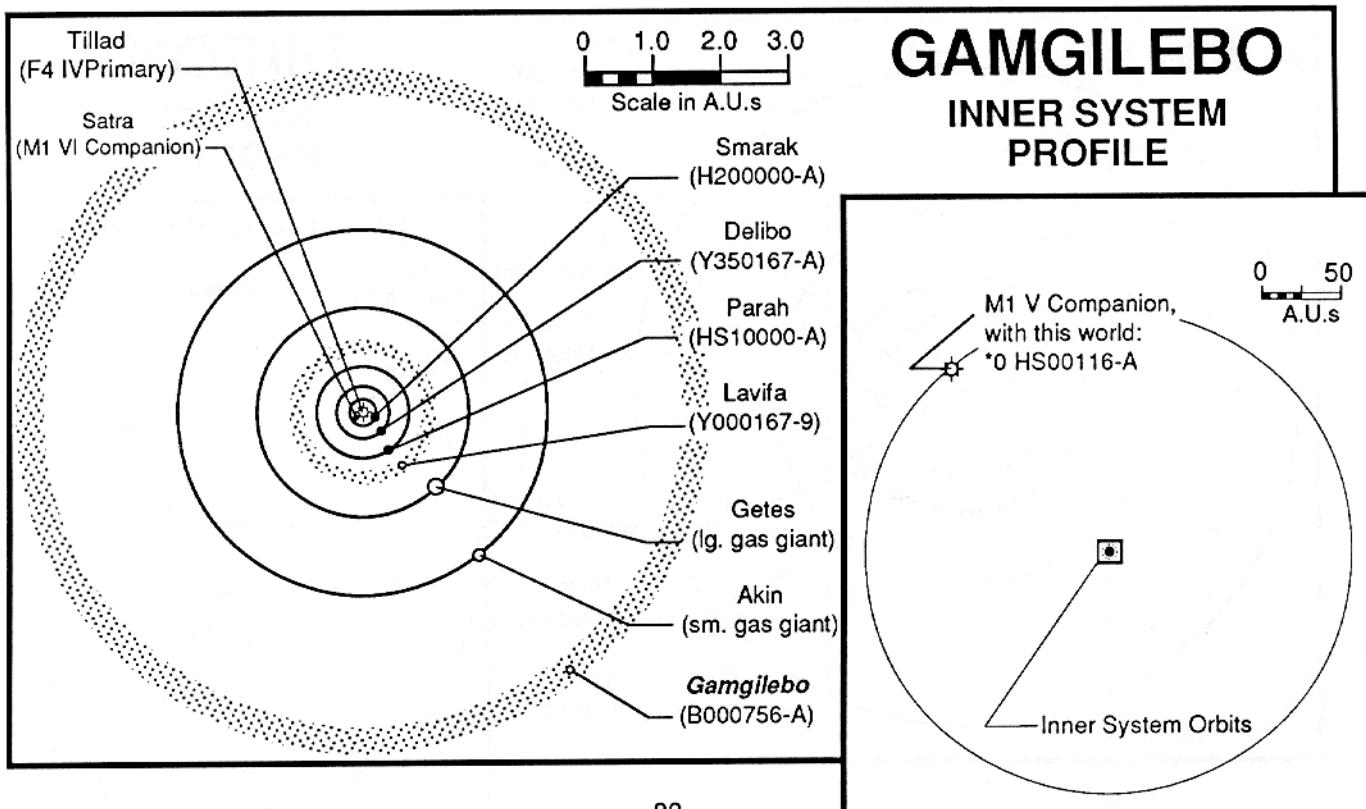
The Long Night proved to be especially hard on the system, however, and the belting community all but died out in the two long millennia of decline. Fortunately, the birth of the Third Imperium revived the belting operations, and things have been going strong ever since. In the last few centuries, limited mining of the system's inner belt has begun. The inner belt has a much lower concentration of metals, and is mostly a worthless stony belt. Nevertheless, a few rich finds have been made by those belters willing to stick it out for long periods of time.

Perhaps the most interesting aspect of the Gamgilebo system, though, is its massive inner gas giant, Getes. For the last 320 years, the Scouts have been studying this curious gas giant. Getes is a very large gas giant, and seems to be exhibiting a large amount of internal fusion. Scout Service Astrophysicists have been watching Getes closely, because they feel it is on the verge of becoming a new star. This would make the trinary Gamgilebo system into a quadrinary — one of the few such systems in all charted space.



Gamgilebo Belt Map

Unfortunately the Gamgilebo system was overrun in early 1119 by Vargr corsairs — the Scout scientists and their survey ship were apparently taken captive by the Vargr. A Scout rescue mission of 269-1119 went into the Gamgilebo system and has failed to return. The Vilani Travellers' Aid Society has just posted Gamgilebo as a Red Zone, off limits to all starship traffic until further notice.



Guusimka

Guusimka 1407 E539A77-C Hi 411 Rv M6 V

Primary: Simak, spectral class M6 V. Mass 0.2846. Stellar diameter 0.2952. Luminosity 0.0046.

Guusimka: Mean orbital radius 21 million km (0.14 AU). Period 35.86 days. Diameter 7,810 km. Density 0.626 (rocky body). Mass 0.145. Mean surface gravity 0.389. Rotation period 39h 46m 33s. Axial inclination 36°48'31". Energy absorption 0.810. No satellites.

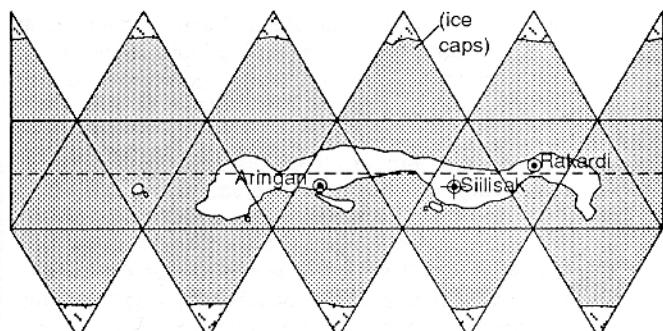
Surface atm pressure 0.18. Composition std oxygen-nitrogen mix. Hydrographic percentage 90%. Mean surface temperature 4.2°C. No native life.

Total world population 49,800,000,000. Primary cities — Siiisak, 8,170,000,000; Aringan, 3,830,000,000; Rakardi, 3,630,000,000. World government balkanized (2 major powers). Tech level — high common 12, low common 11. Primary resources — durables, consumables, software, non-metals, parts, documents.

Guusimka is a cool, bleak world in a small, unspectacular star system.

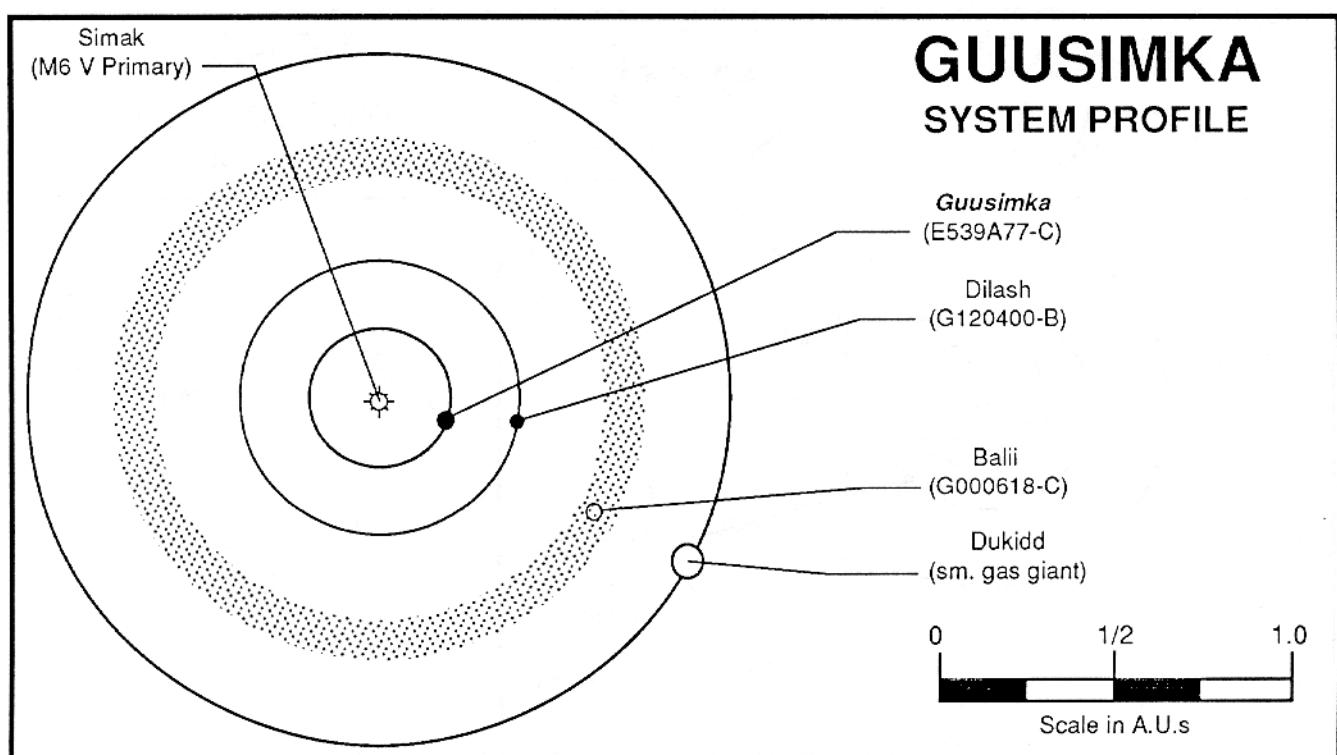
However, in -6625, the central red star began a series of curious fluctuations and high electromagnetic emissions, prompting Vilani researchers to establish a small permanent settlement on the innermost planet of the system. For the next century, the Vilani organized and evaluated data on the star's unusual activity. After about 150 years of high activity, the star settled back to normal for another 2600 years, and then repeated the phenomenon again in -4045, in -1466, and again in 1115. This star is a famous example used today in nearly all modern classes on stellar astrophysics. In fact, Guusimka in old high Vilani means "the red clock."

Early in the Third Imperium times, new densitometer studies of the innermost planet revealed the presence of considerable cobalt deposits. An agreement with the scientists living on the world stipulated that a high quality starport not be built, but that the world maintain only "fancy landing sites" for the transfer of the ore. In the intervening centuries, new extensive deposits of cobalt, as well as fluorides and chlorides have drawn countless millions to come to Guusimka. The "minimal starport" rule has always been acceptable until recently.



Guusimka World Map

About 20 years ago, a major population center broke with tradition (a bad idea to most Vilani), and advocated constructing a new advanced facility that would upgrade Guusimka to at least a starport class C status. Several times, construction on the new facility has been started, only to have it destroyed by the raiding army of the traditionalists.



Ikhog

Ikhog 1640 B568974-8 RI In 303 Vn M9 III

Primary: Forroe, spectral class M9 III. Mass 9.2. Stellar diameter 360. Luminosity 2,690.

Sagvo: Large gas giant. Mean orbital radius 5,820 million km (38.8 AU). Period 79.68 std yrs. Diameter 275,200 km. Density 0.216. Mass 534.045.

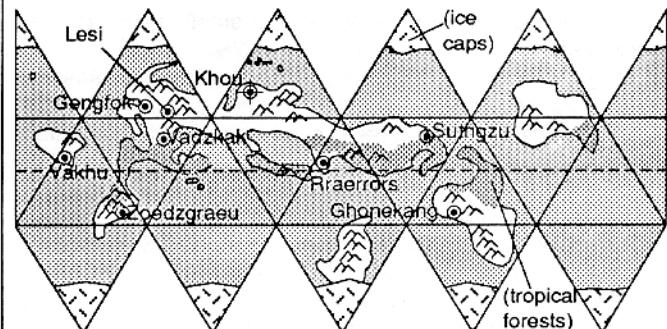
Ikhog: Moon of gas giant Sagvo. Period 9.28 days. Diameter 8,446 km. Density 0.856 (molten core). Mass 0.251. Mean surface gravity 0.576. Rotation period 5h 6m 17s. Axial inclination 13°17'37". Energy absorption 0.660. Surface atm pressure 0.89. Composition std oxygen-nitrogen mix. Hydrographic percentage 78%. Mean surface temperature 9.6°C. Native life.

Total world population 3,870,000,000. Primary cities — Khou, 99,300,000; Zoedzgraeu, 97,600,000; Vakhu, 97,300,000; Ghonekang, 96,313,000; Gengfok, 95,326,000; Suthgzu, 94,333,000; Rraerrors, 93,357,000; Lesi, 92,384,000; Vadzkak, 91,397,000. World government balkanized (5 major powers). Tech level — high common 8, low common 5. Primary resources — durables, consumables, weapons, software, recordings, agricultural, agroproducts, metals, non-metals.

The Ikhog system was originally a Vilani settled world before being overrun by the Vagr during Long Night. A few enclaves of humans survived the Long Night, but most of them left the world during the early days of the Third Imperium.

Ikhog is a pleasant, temperate gas giant moon, and is hospitable to both Vagr and humans. The Vagr have flourished on the world, and they have developed a collection of uniquely Vagr subcultures here on Ikhog. Architecture, art forms, and even things like bridges and roadways exhibit wild combinations and varieties. To the local Vagr inhabitants, this is the way things are supposed to be, and many locals are put off by the monolithic, boring structures common among the humans.

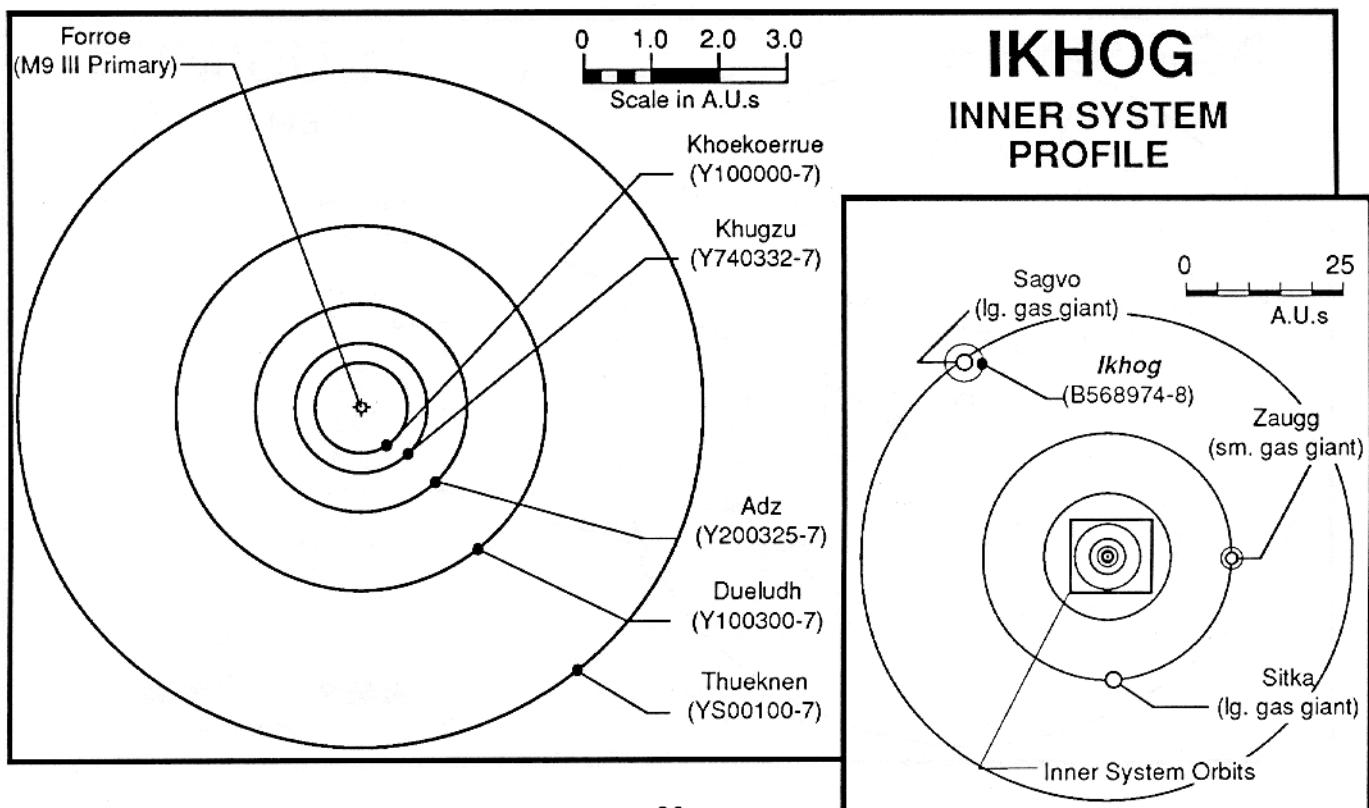
In general, the Vagr on Ikhog are a tame lot, preferring their more certain day-to-day life over the risky and adventurous life of the corsair. Several businessvagr support various corsair bands in some fashion. Many Ikhog Vagr feel that while they cannot be corsairs, the next best thing is to support a corsair band. The most ruthless corsair bands are not very well respected by the Vagr populace — mischievous, but relatively harmless corsair bands are the ones



Ikhog World Map

who get the most support by the Ikhog populace.

The native life of Ikhog includes several semi-intelligent lifeforms whose bite is poisonous to humans and Vagr alike. The Vagr have developed an annual endurance race that covers 40 kilometers through the habitat of the more poisonous of these Ikhogian animals. Just coming out of this race alive does a lot for one's charisma.



Maran

Maran 1408 B352978-F N Hi Po 322 Rv M7 V

Primary: Edmund's Star, spectral class M7 V. Mass 0.3. Stellar diameter 0.3. Luminosity 0.0.

Dallan: Small gas giant. Mean orbital radius 21.0 million km (0.14 AU). Period 35.16 days. Diameter 99,200 km. Density 0.284. Mass 32.888.

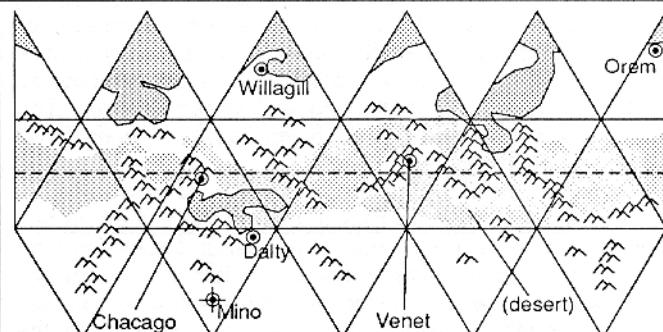
Maran: Moon of gas giant Dallan. Period 10.94 days. Diameter 4,613 km. Density 0.564 (rocky body). Mass 0.027. Mean surface gravity 0.207. Rotation period 27h 8m 39s. Axial inclination 33°48'33". Energy absorption 0.789. Surface atm pressure 0.51. Composition std oxygen-nitrogen mix. Hydrographic percentage 20%. Mean surface temperature 19.4°C. Native life.

Total world population 3,130,000,000. Primary cities — Chacago, 838,000,000; Orem, 377,000,000; Venet, 338,100,000; Willagill, 266,800,000; Mino, 228,000,000; Dalty, 144,200,000; Meliva, 106,500,000 (orbital). World government balkanized (5 major powers). Tech level — high common 15, low common 12. Primary resources — documents, parts, agricultural, agroproducts, weapons, metals, software, non-metals, durables, consumables, recordings.

A cursory inspection of this system, just after the Vilani invented jump-2 in -5420, overlooked the habitable planet circling the innermost gas giant. The metal-rich asteroid belts got more attention until later in the Consolidation Wars. In -5035, agents of the Igsiirdi studied the system thoroughly, touching down on every body above 1000km in diameter. The flourishing ecology of Maran proved adaptable for Vilani use, without the complications of a native sentient race. The largest animals could be tamed, and native fibers were the first exports.

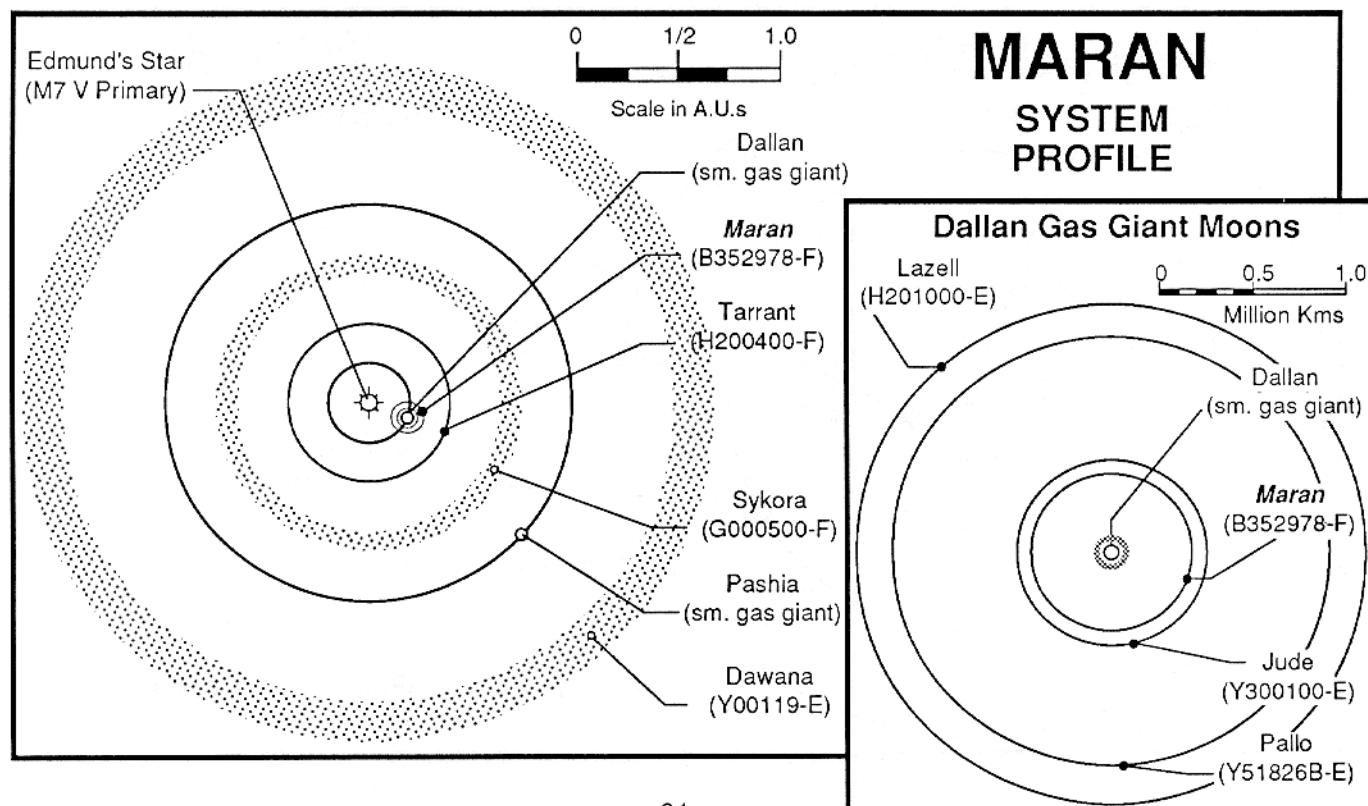
Towns were planted along Maran's major rivers and around the ice caps. Maran has maintained a high level of technology and a slowly growing population ever since. Of the current 3 billion inhabitants, about three-fifths are human, with Vargr and minor races making up the balance.

A militarist cult arose after contact with the Solomani, (the name "Edmund's Star" dates from this time) that split the world into vehemently opposed camps. Today there are five major powers with about 10 satellites apiece. The orbital city/starport of Meliva is officially neutral. Recently, several nations have attempted to take it over, with spies and saboteurs being arrested almost weekly. The Igsiirdi suspects



Maran World Map

that these incidents are being fomented from the outside (read: Vargr). With so integrated a population, it is impossible to suspect every alien, but the system's Naval base has been placed off-limits to non-humans.



Newcastle

Newcastle 1801 C567669-8 Ag Ni Ri

802 Vn M4 V

Primary: Champ, spectral class M4 V. Mass 0.4. Stellar diameter 0.4. Luminosity 0.0003.

Newcastle: Mean orbital radius 24.0 million km (0.16 AU). Period 38.82 days. Diameter 7,819 km. Density 0.942 (molten core). Mass 0.219. Mean surface gravity 0.586. Rotation period 35h 59m 11s. Axial inclination 33°48'37". Energy absorption 0.687. No satellites.

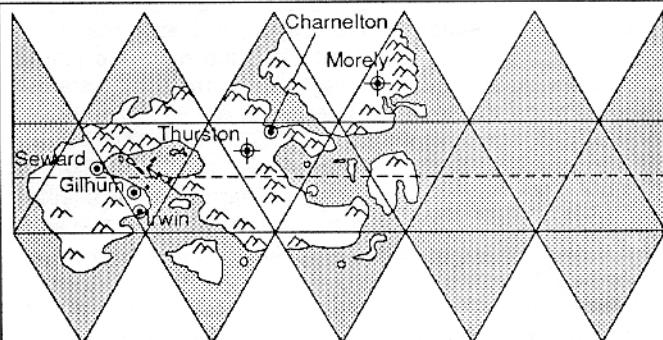
Surface atm pressure 0.95. Composition std oxygen-nitrogen mix. Hydrographic percentage 70%. Mean surface temperature 23.8°C. Native life.

Total world population 8,170,000. Primary cities — Seward, 873,000; Irwin, 666,000; Gilhum, 326,900; Thurston, 255,200; Charnelton, 216,400; Morely, 129,100. World government captive government/colony. Tech level — high common 8, low common 7. Primary resources — agricultural, agroproducts, software, compounds, crystals, metals, non-metals, documents.

Newcastle's "native" life contains a large admixture of Terran transplants. The Ancients planted a colony of dolphins here and included a cross section of Earth's ecology to help support it — both land and water lifeforms. The colony died out quickly, and, being aquatic, left no fossil traces where they could be seen.

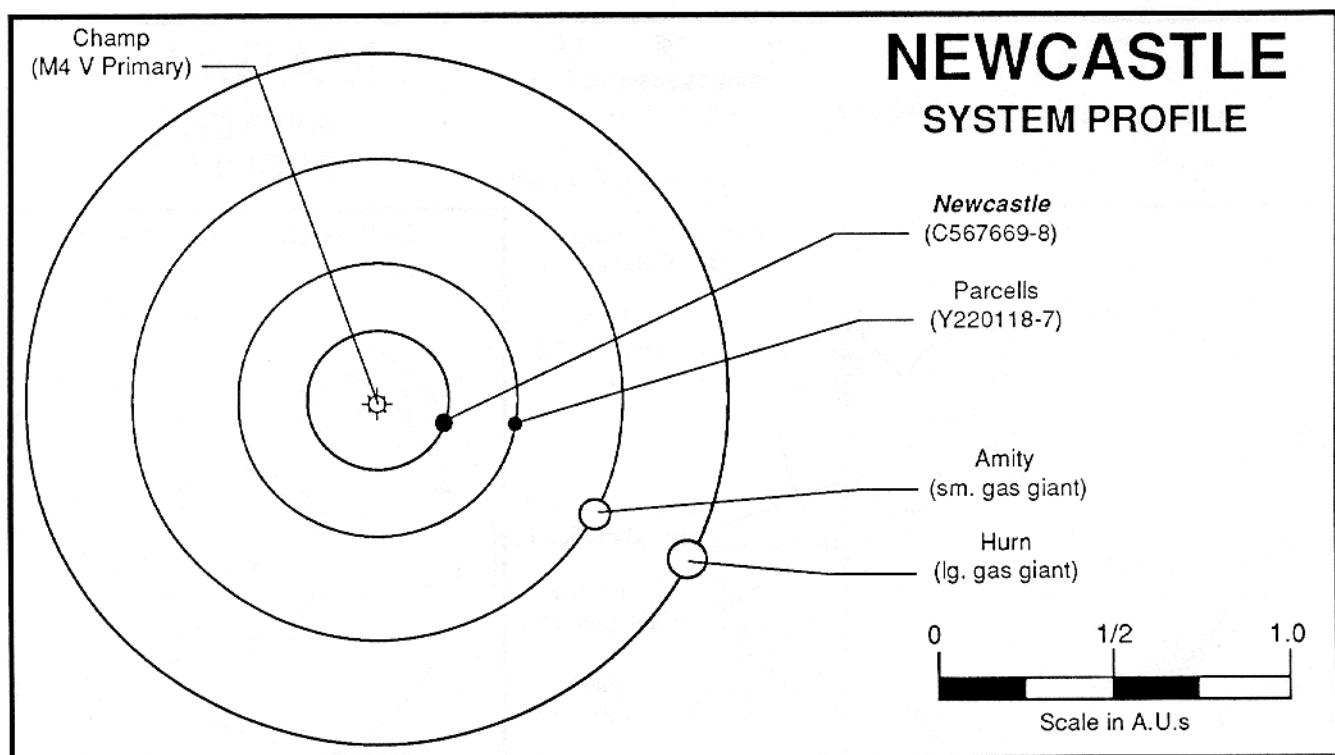
The other lifeforms did better, sometimes interbreeding, and in some cases displacing natives from their niches completely. The result was a wonderful puzzle for First Imperium paleontologists. Sufficient mutation had occurred to obscure the Terran connection even when Solomani scientists joined the team, and no artifacts pointed to the Ancients. Colonists just enjoyed the ready-made, farmable ecology. Most land area was arable, even near the poles, because of the short year and lack of seasons.

Newcastle has been a prosperous, self-sufficient, even somewhat smug world since -5005. Only a few hardy scientists have even been interested in investigating nearby Parcells, which could be easily terraformed. Rather than develop indigenous technology, the Newcastleers traded their abundant foodstuffs for technology from Gemid.



Newcastle World Map

The Vagr invasion of Newcastle in 1104 was a rude shock. All civic leaders were killed or imprisoned, and Vagr took their places. The humans were even required to belong to a bizarre Vagr religion, but this particular oppression has since ended. Without more technical ability than they have, still, the Newcastleers are helpless to expel their conquerors.



Ondinaga

Ondinaga 1505 A2016A9-B Na Ni Va Ic 203 Rv M0 V M5 D

Primary: Binary, major — Koji, spectral class M0 V. Mass 0.489. Stellar diameter 0.549. Luminosity 0.04. Companion (77.2 AU distant) — Ezin, spectral class M5 D. Mass 1.28. Stellar diameter 0.005. Luminosity 0.00003.

Fatooh: Large gas giant. Mean orbital radius 420 million km (2.8 AU). Period 6.70 std yrs. Diameter 291,200 km. Density 0.186. Mass 544.836.

Ondinaga: Moon of gas giant Fatooh. Period 172.16 days. Diameter 3,259 km. Density 0.286 (icy body). Mass 0.005. Mean surface gravity 0.074. Rotation period 25h 53m 17s. Axial inclination 38°59'46". Energy absorption 0.744.

Surface atm pressure 0.0. Composition vacuum. Hydrographic percentage 12%. Mean surface temp -191.2°C. No native life.

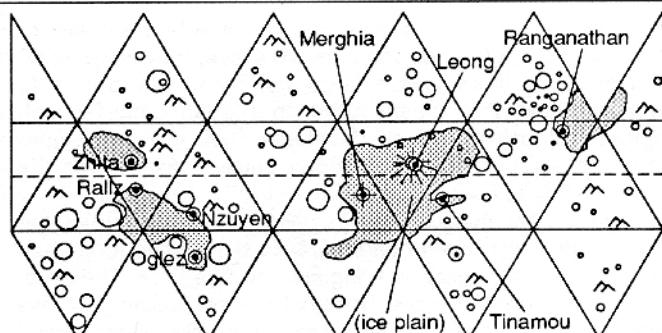
Total world population 2,780,000. Primary cities — Merghia, 876,000; Oglez, 599,000; Tinamou, 586,000; Nzuyen, 308,200; Leong, 270,900; Rallz, 183,300; Zhita, 143,400; Ranganathan, 104,800. World government charismatic dictator. Tech level — high common 11, low common 10. Primary resources — non-metals, metals, recordings, documents.

All the population of Ondinaga is in its eight cities, burrowed into the ice of the planet's crust. Each is built over a large deposit of ore. These deposits are the remnants of smaller moons that crashed into Ondinaga early in its formation. The planet was deformed by these impacts and has not quite regained a circular profile. Occasional ice-quakes are signs of the remaining stress, which is augmented by every conjunction of Koji's planets.

Not all Ondinaga's ice is water. Other volatile compounds are frozen here, and are mined as needed for the city industries.

With the vital resources so unevenly distributed, quarrels between cities would be almost inevitable but for the leadership of Lord Carin, who has settled all such disputes for sixty years now. Carin has no family. No successor has been named for his post, and possibly none will be as able as he.

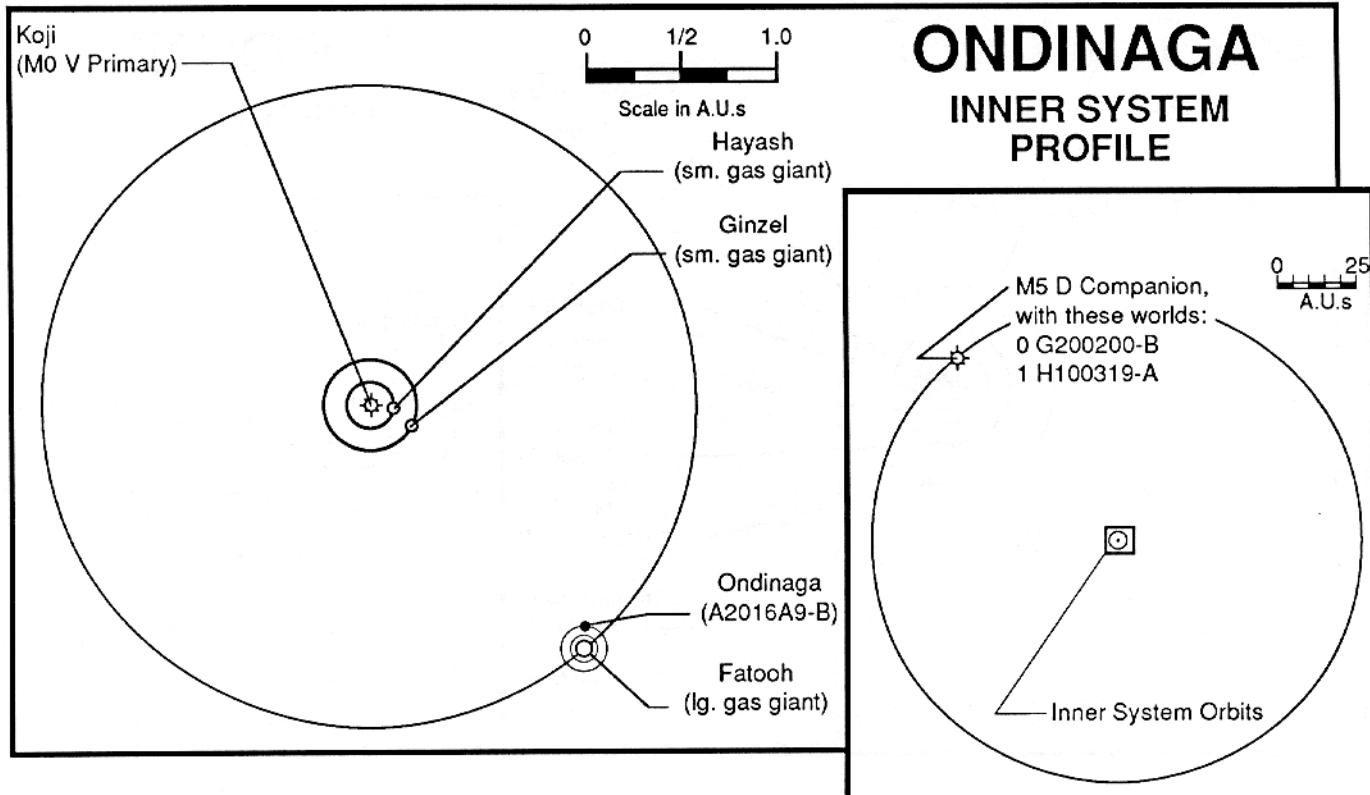
Ondinaga's rich cultural life is available to other worlds in holocrystal, book, and tape form. Literature and drama of the recent eras are particularly acclaimed. Two Ondinagan poets have been named knights for their artistic accomplishments, which title they keep despite the change of empires



Ondinaga World Map

with the rebellion. Dance and multimedia musical performances are also sold widely.

Despite its lack of Naval protection, Ondinaga has experienced little trouble with the neighboring Vargr, possibly because it is so inhospitable. Yet, there are some signs that the planets of the distant companion star are being used as ice refueling stations by someone.



Ronni

Ronni 1803 C645576-8 Ag Ni 522 Vn G7 V

Primary: Jeong, spectral class G7 V. Mass 0.9055. Stellar diameter 0.9094. Luminosity 0.595.

Ronni: Mean orbital radius 105 million km (0.7 AU). Period 224.80 days. Diameter 9,470 km. Density 0.946 (molten core). Mass 0.390. Mean surface gravity 0.713. Rotation period 34h 53m 46s. Axial inclination 17°39'57". Energy absorption 0.780. One satellite.

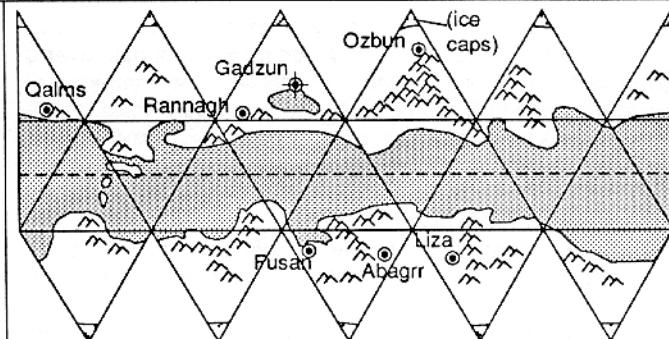
Surface atm pressure 0.51. Composition oxygen-nitrogen mix with pollutants taint. Hydrographic percentage 45%. Mean surface temperature 16.4°C. Native life.

Total world population 536,000. Primary cities — Rannagh, 9,980; Liza, 9,770; Qalms, 9,680; Abagrr, 9,360; Ozbun, 9,270; Fusan, 9,180; Gadzun, 9,090; Dan, 9,000. World government balkanized (2 major powers). Tech level — high common 8, low common 8. Primary resources — parts, recordings, durables, ores, compounds, documents, agricultural, agroproducts.

Ronni was home to a minor human race before Vilani or Vargr found it. When newcomers did arrive, they were made welcome, for there was a large world and few people to work the land. Paying little attention to Vilani jump technology, the Ronnins patiently developed their own interplanetary space program and stopped there, satisfied with the rich diversity of their own system.

Ronni's peaceful lifestyle has been scarcely ruffled by the change to Vargr rule; in part because there have long been human and Vargr nations living side by side here. The usual sources of conflict have been who was polluting whose water or air with their smelters and paper mills. Cooperation was common; the protection of rare native animals has been a mutual goal for the last few centuries. A Vargr president for the human nation raised only a few formal protests.

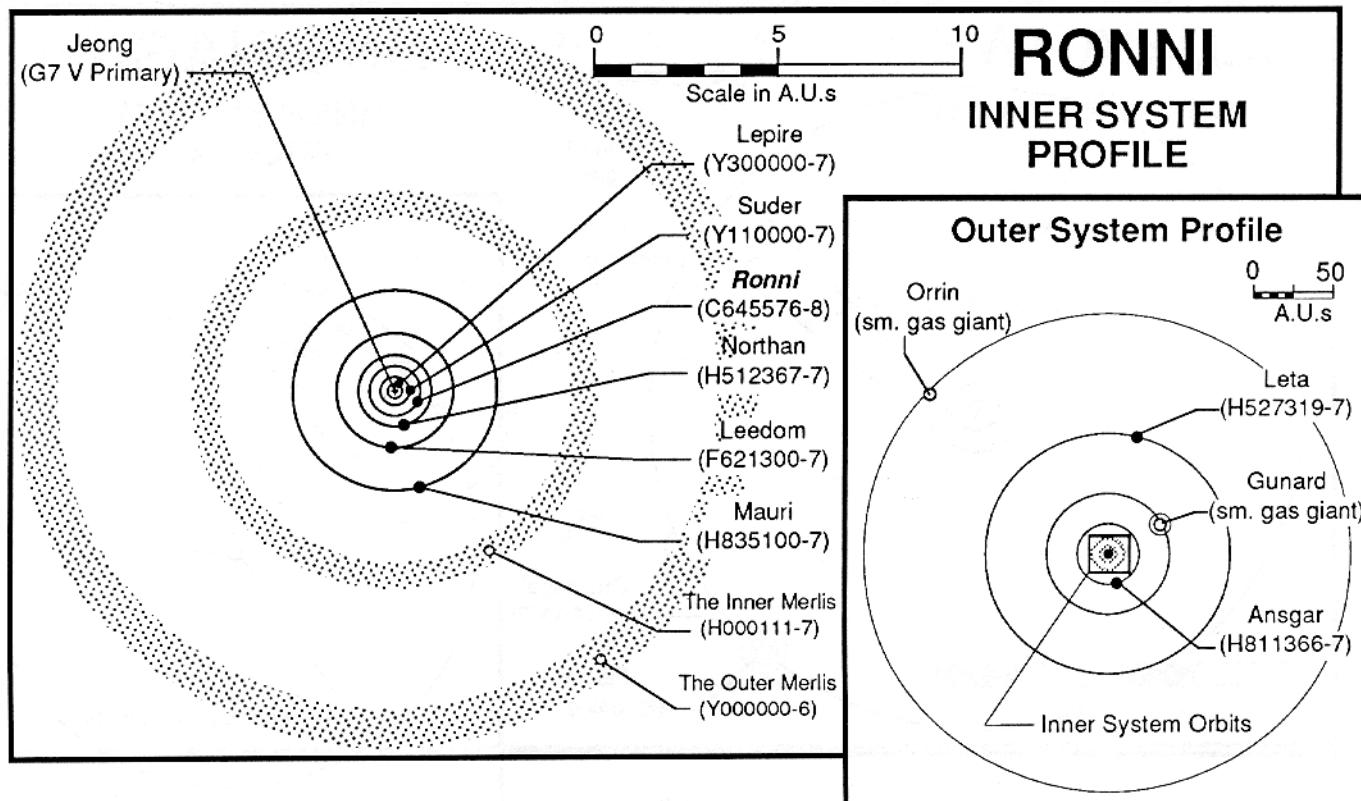
However, the other inhabited worlds in the system have been more rigorously brought under the new rule. The astrographic stations in the asteroid belts (Inner and Outer Merlis) were taken over entirely and became system defense bases; likewise the observatories on the innermost planets. The domed colonies on Northan and Leedom have new Vargr governors and police forces, and the small



Ronni World Map

industrial capacity of Mauri, Leta, and Ansgar has been commandeered for shipbuilding, with supplies coming from the asteroid miners as before.

Few systems have offered the conquerors such a wide range of worlds and resources with so few inhabitants to guard them.



Rronaetuts

Rronaetuts 1704 D224142-4 Lo Ni 120 Vn F1 V

Primary: Dzurrurrg, spectral class F1 V. Mass 1.62. Stellar diameter 1.64. Luminosity 7.18.

Rronaetuts: Mean orbital radius 105 million km (0.7 AU). Period 168.07 days. Diameter 3,661 km. Density 0.684 (rocky body). Mass 0.016. Mean surface gravity 0.199. Rotation period 27h 53m 46s. Axial inclination 15°28'57". Energy absorption 0.738. No satellites.

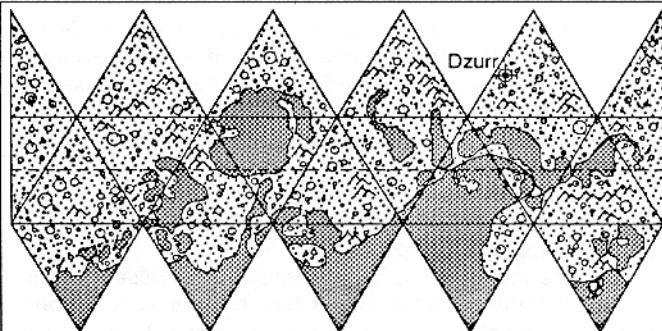
Surface atm pressure 0.26. Composition oxygen-nitrogen mix with pollutants taint. Hydrographic percentage 38% (sodium hydroxide). Mean surface temperature 267.1°C. No native life.

Total world population 13. Primary settlements — Dzurr, 13. World government representative democracy. Tech level — high common 4, low common 4. Primary resources — none.

No major race took an interest in Rronaetuts in this millenium until the Ngath Federation decided to put a fueling station here. The asteroids are worthless, the inner planets unlivable, and the resources nil. However, two Vagr bases, one in each asteroid belt, have been given the task of collecting ice asteroids for fuel and servicing ships as needed. This lonely and unpopular duty is sometimes assigned for discipline.

Unbeknown to the Vagr, a minor race has occupied this system for several thousand years. The Tagi are a silicone life form, native to the innermost planet of the Ramir system. The Vilani transplanted them to several superhot worlds about -4000 in exchange for their work in mining ores from these worlds and selling them to Vilani when they came by. Both Rronaetuts and Ekhfaa had flourishing Tagi colonies.

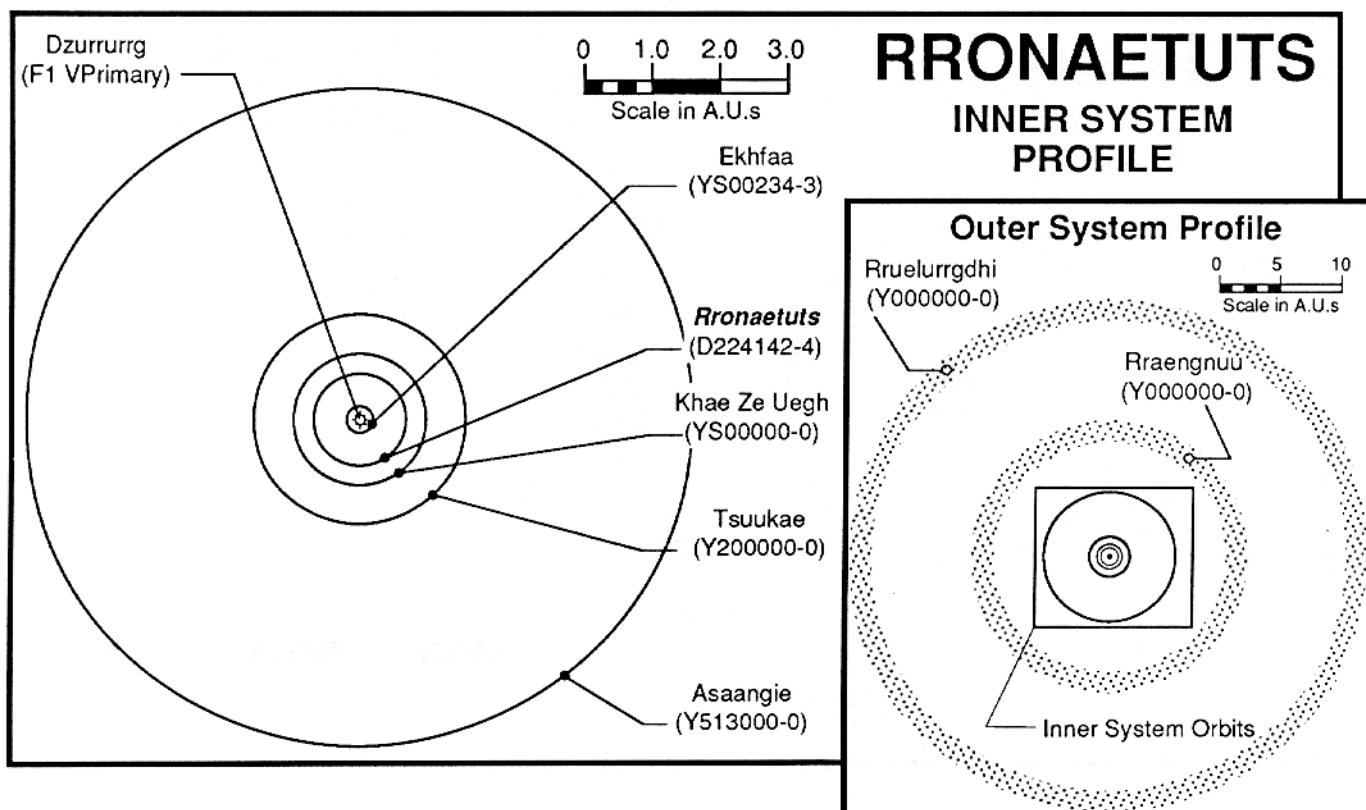
The useful ores were exhausted in a millenium or so, and the Tagi were undisturbed and all but forgotten on their new planets. With no ores to attract settlers during the Third Imperium, the system seemed empty to anyone but a conscientious Scout. The Tagi appear to be rock on a densitometer, and require a carefully calibrated NAS to register at



Rronaetuts World Map

all.

Tagi birthrates are low and their lifespans long. Accidental deaths have whittled the populations to 13 on Rronaetuts and about 300 on Ekhfaa. Since the towns are a kilometer or more below the surface, the Tagi seem likely to get their wish to remain unnoticed and undisturbed.



Taksarrgh

Taksarrgh 1701 B624697-9 NI 710 Vn M5 V

Primary: Thueknen, spectral class M5 V. Mass 0.3. Stellar diameter 0.4. Luminosity 0.0.

Taksarrgh: Mean orbital radius 21.0 million km (0.14 AU). Period 33.26 days. Diameter 9,333 km. Density 0.666 (rocky body). Mass 0.263. Mean surface gravity 0.495. Rotation period 35h 57m 48s. Axial inclination 37°48'33". Energy absorption 0.738. One satellite.

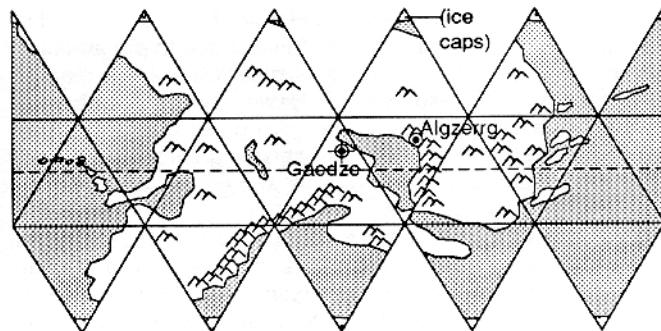
Surface atm pressure 0.22. Composition oxygen-nitrogen mix with pollutants taint. Hydrographic percentage 40%. Mean surface temperature 7.6°C. No native life.

Total world population 7,980,000. Primary cities — Gaedze, 93,800; Algzerrg, 92,820. World government impersonal bureaucracy. Tech level — high common 9, low common 9. Primary resources — recordings, documents, consumables.

While Taksarrgh was first colonized by the Vilani in -6750, that colony was reduced to barbarism and eventually died out during the Vagr pillaging of the First Imperium. A new colony of Vagr arrived in -1978 and found remnants of the old tunnel homes still intact, though filled with debris. Other dwellings had been pulled apart by the quakes caused by powerful tidal strains from the nearby sun and moon. Tunnel dens just suited the colonists, and more were built as the community split repeatedly into new packs.

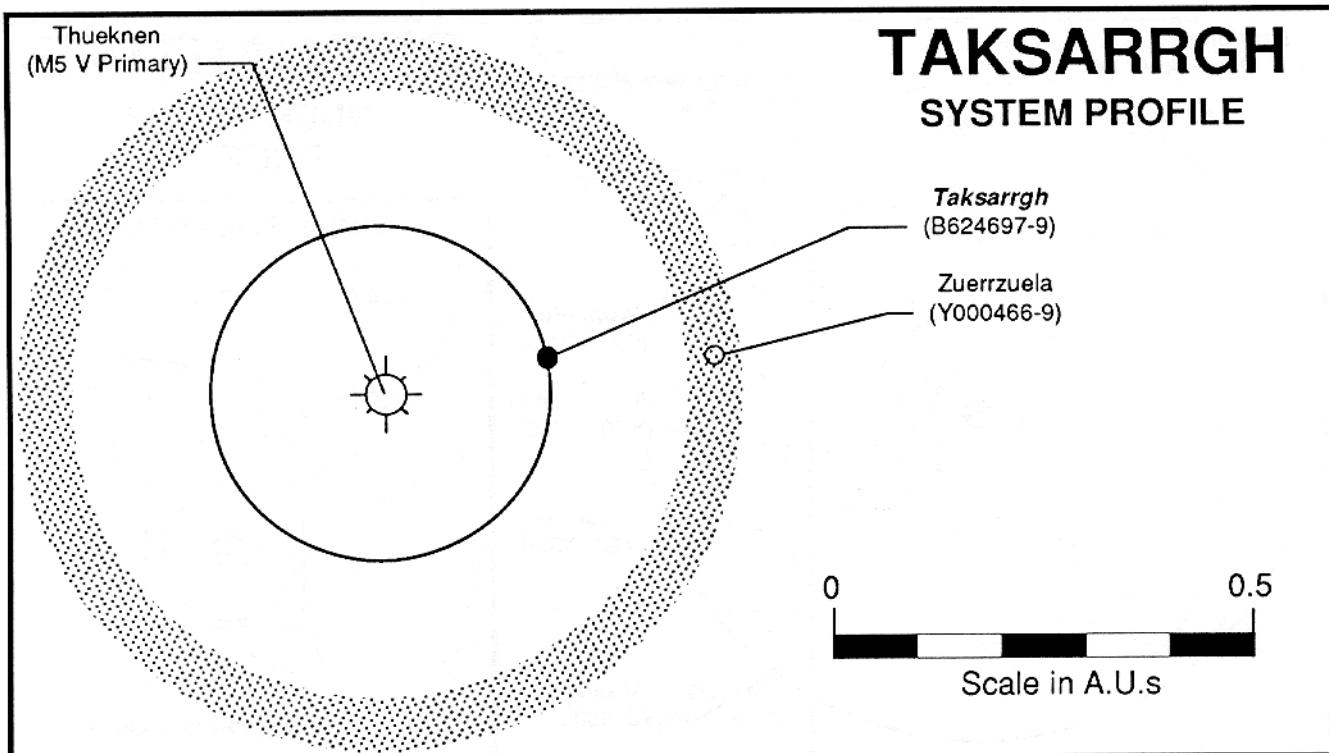
Today the mainworld is honeycombed with these tunnels, and every large asteroid in the belt houses at least one small pack. Most of these are managed by a bureaucracy that concentrates on business and appoints leaders solely to get the job done. Naturally, as is characteristic of the Vagr, these appointments change often.

Zuerrzuela is home to Aelkonar, a charismatic leader from one of Taksarrgh's prominent families. After a violent quarrel with his brothers, Aelkonar gathered a following from among employees of the family business and headed for the asteroids. While Taksarrgh considers Zuerrzuela a colony, that is not how the Zuerrzuelans see it, and a new migration or even battle seems imminent. Federation corsairs disapprove



Taksarrgh World Map

of this sort of thing when a strong world is so necessary to their plans. Yet, some corsair captains who have met Aelkonar are now enthusiastic supporters of his and would like to see the whole system under his rule instead of the bureaucrats of Taksarrgh.



Timat 1406 B98A679-8 A Ni Ri Wa 921 Rv M0 V

Primary: Hynun, spectral class M0 V. Mass 0.489. Stellar diameter 0.549. Luminosity 0.04.

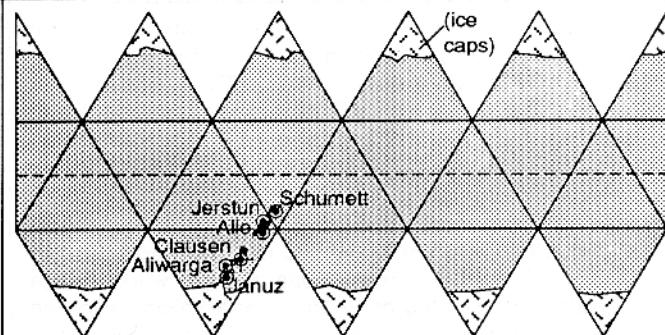
Deah: Large gas giant. Mean orbital radius 30 million km (0.2 AU). Period 46.72 days. Diameter 288,000 km. Density 0.106. Mass 300.374.

Timat: Moon of gas giant Deah. Period 13.25 days. Diameter 14,458 km. Density 0.956 (molten core). Mass 1.404. Mean surface gravity 1.100. Rotation period 15h 11m 59s. Axial inclination 10°39'6". Energy absorption 0.619. Surface atm pressure 2.19. Composition std oxygen-nitrogen mix. Hydrographic percentage 100%. Mean surface temperature 19.9°C. Native life.

Total world population 9,130,000. Primary cities — Clausen, 866,000; Januz, 339,000; Alie, 319,000; Jerstun, 247,700; Schumett, 208,400; Aliwarga, 121,800. World government balkanized (3 major powers). Tech level — high common 8, low common 8. Primary resources — parts, durables, weapons, ores, radioactives, agroproducts, agricultural, crystals, compounds.

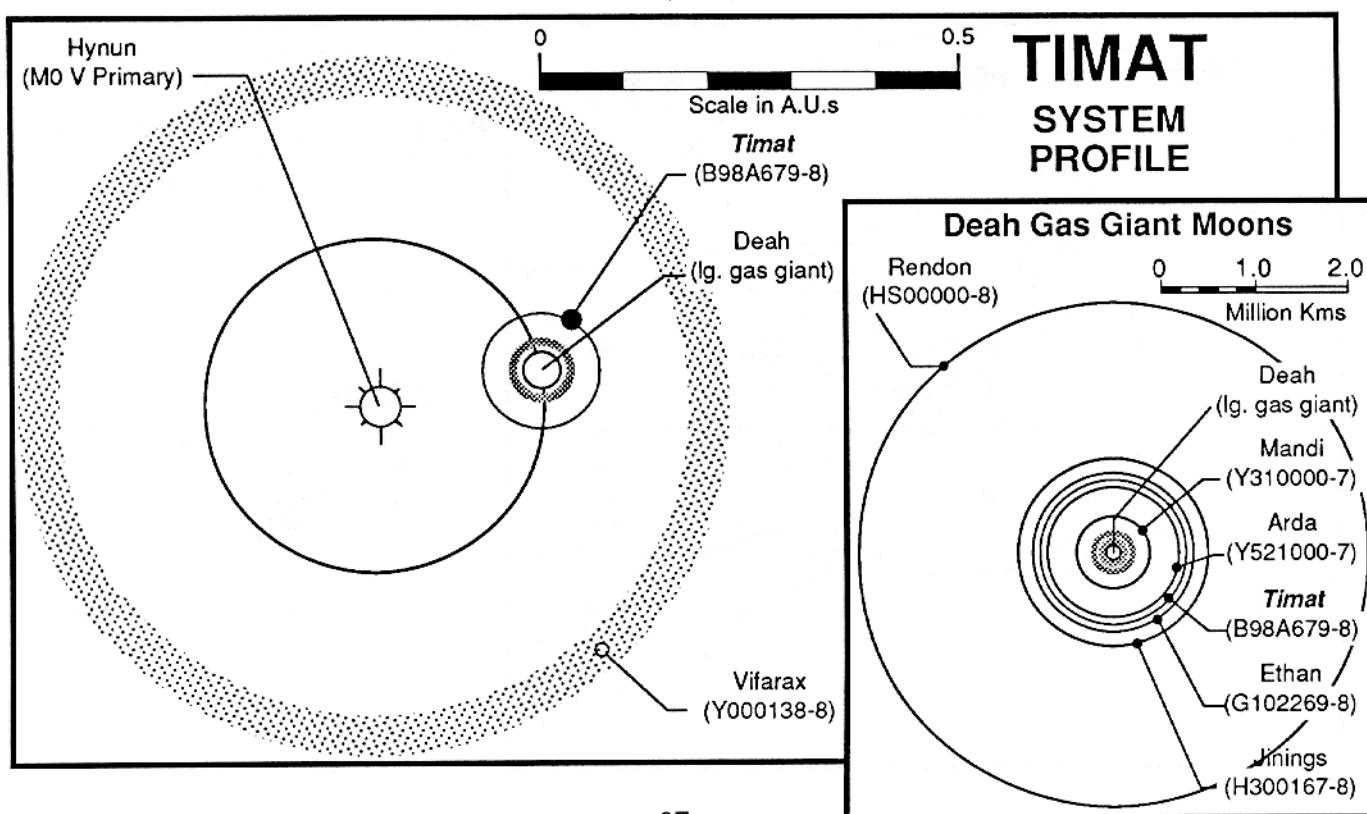
Timat is famed for its star-tears, a rare organic crystalline gem of fiery color and baroque shape. The source of these gems is the simhok, a warm-blooded flyer with sleek, brilliantly-colored skin. From its diet of seafood, the simhok gets an excess of dissolved minerals. To balance its blood chemistry, it secretes crystal "tears": supersaturated fluids that harden at once in air. These crystals will dissolve again if they fall in sea water, so the technique of collecting them involves luring the flyers to feed over a floating platform covered with a soft gel to protect the fragile new gems. The gems are stabilized with a resin coating before sale.

Although balkanized, Timat is peaceful, and system-wide concerns are handled by a council from all three nations. Crystal-gathering, small manufacturing, and aquaculture are concentrated in Felholz, the nation of deep-sea ships. Two other nations occupy each a range of seamounts, where upwelling magma brings ores and radioactives to the seafloor. Most heavy manufacturing is in these seafloor cities as well. (These cities are built to withstand the periodic earthquakes that accompany the valuable eruptions.) Per capita income in all three nations is well above sector average.



Timat World Map

The wealth of Timat is guarded not only by Scout and Naval bases, but more recently by hired ships patrolling the region of Deah. As this gas giant is the only one in the system available for refueling, the fortified moons protect system and mainworld at once.



Vhodan

Vhodan 1208 A75898A-C HI Cp 123 Rv G1 IK0 IV

Primary: Binary, major — Glick, spectral class G1 II. Mass 8.48. Stellar diameter 27.4. Luminosity 596. Companion (close) — Flare, spectral class K0 IV. Mass 2.3. Stellar diameter 3.3. Luminosity 4.67.

Vhodan: Mean orbital radius 4,092 million km (27.28 AU). Period 48.93 std yrs. Diameter 11,581 km. Density 0.606 (rocky body). Mass 0.457. Mean surface gravity 0.559. Rotation period 17h 37m 31s. Axial inclination 37°57'53". Energy absorption 0.660. Three satellites.

Surface atm pressure 0.51. Composition std oxygen-nitrogen mix. Hydrographic percentage 78%. Mean surface temperature 25.7°C. Native life.

Total world population 1,780,000,000. Primary cities — Benash, 98,700,000; Mushen, 97,100,000; Banash, 93,800,000. World government civil service bureaucracy. Tech level — high common 12, low common 11. Primary resources — consumables, recordings, agricultural, agroproducts, non-metals, software, documents.

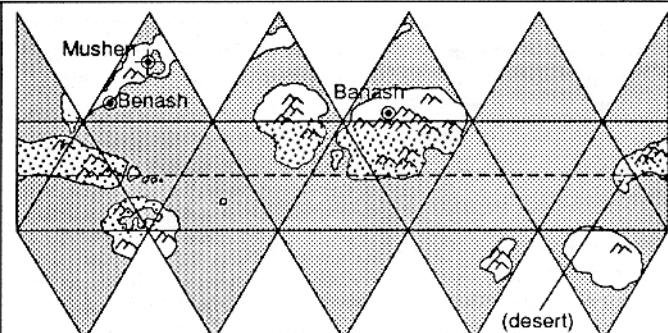
The Vhodan system, the capital of the subsector, is home to one of the oldest Vilani colony worlds. Vhodan's original colonization by the Vilani dates from -8007.

Vhodan's native life consists of plants only. The world lacks animal lifeforms that are native to it. Vhodan's world climate makes the plant life grow to lush and mammoth proportions. Vhodan vegetables are renowned throughout the Vland sector.

The culture on Vhodan is steeped in Vilani tradition. During the First Imperium, Vhodan was a major world on the Vland Main, and was the home to major administrative and production facilities of Naasirka, Sharurshid, and Makhidkarun.

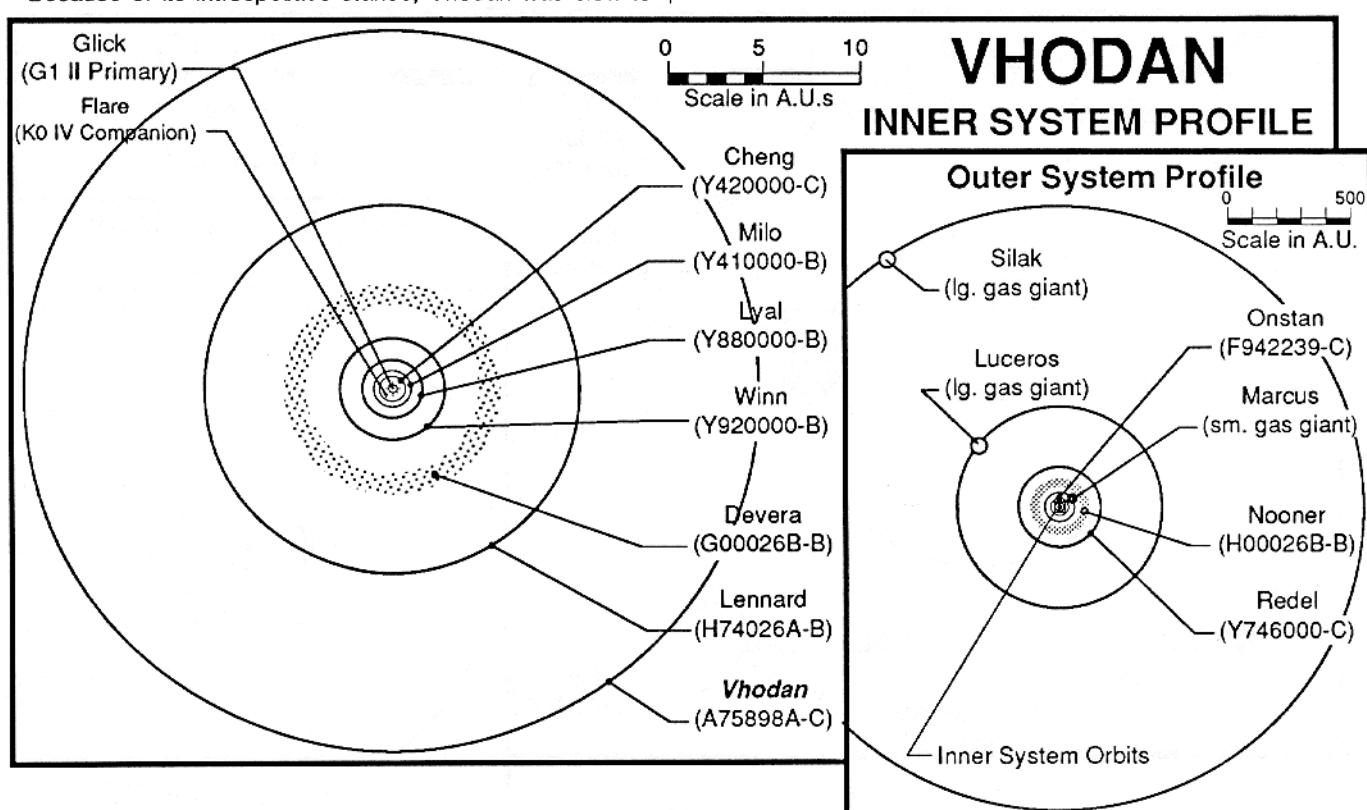
Vhodan remained surprisingly unaffected by either the Rule of Man or the Long Night. Once Vland fell to the Solomani, Vhodan turned isolationist, and withdrew prematurely from interstellar society. The Solomani were spread so thin from Terra to Vland that they largely ignored the Vilani worlds beyond Vland. In effect, Vhodan started a kind of self-imposed Long Night stance with the coming of the Rule of Man.

Because of its introspective stance, Vhodan was slow to



Vhodan World Map

reenter the interstellar community with the coming of the Third Imperium. Even today, some cultural experts claim Vhodan is more Vilani than Vland. For one thing, Vhodan's technological progress has been more conservative than the technology advancement of Vland. Vhodan is still at tech level 12, and has been so for over 500 years.



Zannokh

Zannokh 1802 B545235-7 Lo NI 920 Vn G8 V

Primary: Lazarrg, spectral class G8 V. Mass 0.917. Stellar diameter 0.9096. Luminosity 0.62.

Zannokh: Mean orbital radius 105 million km (0.7 AU). Period 223.38 days. Diameter 8,141 km. Density 0.946 (molten core). Mass 0.248. Mean surface gravity 0.613. Rotation period 26h 57m 28s. Axial inclination 13°28'8". Energy absorption 0.780. No satellites.

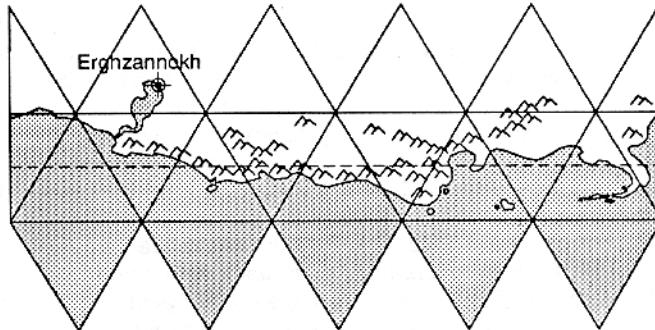
Surface atm pressure 0.51. Composition oxygen-nitrogen mix with pollutants taint. Hydrographic percentage 52%. Mean surface temperature 51.9°C. Native life.

Total world population 978. Primary settlements — Erghzannokh, 968. World government self-perpetuating oligarchy. Tech level — high common 7, low common 7. Primary resources — radioactives, software, compounds, agroproducts, agricultural, non-metals.

Zannokh was one jumping-off point for the invasion force that captured Gemid in 1119. The military buildup that preceded this coup went almost unnoticed in the sparsely populated system. It happened at the height of harvest season in the arctic farmlands of the mainworld, and the few asteroid miners and chemical workers from the other worlds in-system were all at Erghzannokh restocking for the year. (All such installations have hydroponics for vegetables, but the local diet depends heavily on grains and on the seedpods of large native trees that cannot be grown in greenhouses.)

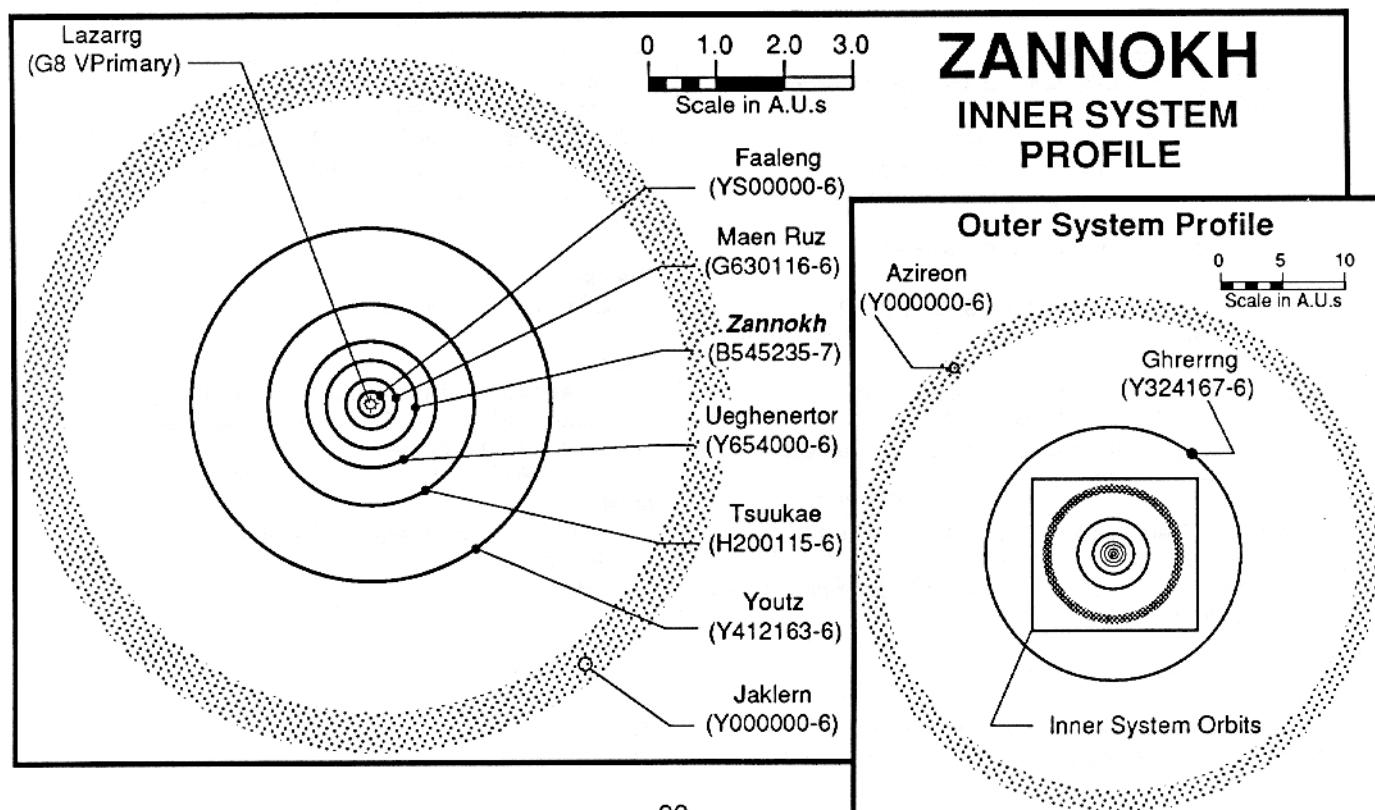
It was only after the coup that Vargr appeared before Count Dariiman and announced that the system now belonged to them. The local government has been left in place, and a base built some 50 kilometers from the town (close to the starport) to handle ship traffic and customs.

The Vargr are due for a surprise soon. Every two local years, a shift in ocean currents throws up a local microorganism on the arctic beaches in great quantities. The human inhabitants have long since been vaccinated against this biyearly plague, but the Vargr, who also should be susceptible, are unaware of it. Dariiman has quietly prepared his people for the expected opportunity to regain control of their



Zannokh World Map

world, but how they will keep it when more Vargr arrive is unknown. The captains of a few human ships that have been allowed to trade here recently have dined with the Count and may have carried messages for him.



Appendix

PREGENERATED INFORMATION

This appendix contains two sections: Appendix 1, and Appendix 2.

Appendix 1 contains a list of pregenerated PCs for your convenience if you want to get started playing right away, and don't want to bother rolling up characters. Appendix 1 also contains the NPCs from the first campaign, *Search and Rescue*.

Appendix 2 contains the NPCs from the second campaign, the *Gamgilebo Incident*.

The illustrations in this book assume a consistent group of 4 player characters, selected from the pregenerated character list. We selected pregenerated PC numbers 1 (human male), 4 (human female), 5 (Vargr female), and 7 (Vargr male).

APPENDIX 1

PREGENERATED PLAYER CHARACTERS (OPTIONAL)

If *Search and Rescue* is being played as a one time campaign, you can either allow the players to roll up their own characters, or use the pre-generated characters listed below. You players need to assign a specific race and gender to the PC they choose. This list assumes no specific race or gender.

Each character has 1DxCr1,000 in his/her personal account. The characters are free to use these funds to purchase personal equipment before the campaign starts.

The party as a whole has 2DxCr5,000 with which to purchase fuel, cargo, and so forth.

Certain skills listed below are in bold type. These skills are cascade skill groups only. Allow each player to finish their character by selecting a combination of specific skills from the cascade group. For instance, character 1 has **Economic-3**. The player may choose to take **Broker-3**, or may choose to take **Admin-1**, **Broker-1**, and **Trader-1**, or any other combination. The players may mix and match the skills from the cascade groups and tailor the characters to their liking.

1. **Merchant Captain** 676895 Age 58 hits 3/4
5 terms Merchant Ship
Pilot-5, Economic-3, Space-3, Gun Cbt-2, Hand Cbt-1, Interpersonal-1

The merchant ship is a standard A2 type Far Trader. Each hardpoint is equipped with a dual laser turret.

2. **Ex-Navy Pilot** 787686 Age 50 hits 3/5
4 terms Laser Pistol
Pilot-3, Space-3, Space Tech-3, Gun Cbt-2, Space Cbt-2
3. **Ex-Scout Leader** 768567 Age 42 hits 3/5
4 terms SMG, Auto Pistol
Engineering-4, Inborn-3, Space Tech-3, Gun Cbt-2, Technical-2, Space Cbt-1

4. **Ex-Scout Team Leader** 654987 Age 34 hits 3/3
3 terms Shotgun
Streetwise-3, Hand Cbt-2, Gun Cbt-2, Science-2, Space Tech-2, Inborn-1
5. **Ex-Navy** A88757 Age 38 hits 4/5
4 terms Gauss Rifle
Computer-4, Space Cbt-4, Space-3, Gun Cbt-2, Inborn-1, Space Tech-1

6. **Ex-Navy** 67557A Age 37 hits 3/4
3 terms Auto Pistol, Travellers
Space Cbt-3, Gun Cbt-2, Hand Cbt-2, Vehicle-2, Vice-1, Interpersonal-1
7. **Ex-Marine Commando** 98A768 Age 27 hits 4/6
2 terms Adv Cbt Rifle
Special Cbt-5, Hand Cbt-3, Recon-3, Stealth-2, Intrusion-1
8. **Ex-Army Intelligence** 5659A6 Age 31 hits 3/3
3 terms Gauss Pistol
Vice-5, Gun Cbt-2, Hand Cbt-2, Interrogation-2, Streetwise-2

CAST OF NON-PLAYER CHARACTERS

The following non-player characters are mentioned in *Search and Rescue*. Here are their detailed stats.

Oda Linnachre 578A85 Age 35 hits 3/4

Admin-1, Commo-1, Handgun-1, JoT-1, Streetwise-1
Oda Linnachre was once a mid-level employee of the GSBAG megacorporation. When the Vilani declared their independence from the Imperium, she and her family were trapped within the borders of Restored Ziru Sirkaa. Her familiarity with starports and starships made her an ideal choice for being conscripted as a fleetwatcher.

Linnachre is 138 cm tall and masses about 60 kilos. She has long, dark blonde hair, and cloudy grey eyes. She has an 8 cm long scar on the left side of her neck which extends to her shoulder. She usually wears a high-collared shirt to conceal this scar.

The Linnachre Family

Oda's brother and his family are presented below.

Dyce

Bureaucrat Assistant Manager 7A44B8 Age 37 hits 3/5
Computer-3, Admin-2, Broker-1, Interrogation-1, Leader-1, Streetwise-1

Anne

Scientist A8A586 Age 28 hits 4/6
Robotics-3, Electronics-2, Physics-2, Small Blade-2, Instruction-1

Amda

334308 Age 10 hits 2/2

Willi

112508 Age 6 hits 1/1

Joshua Mershon 9788A8 Age 41 hits 4/5

Admin-3, Brawling-3, Carousing-3, Handgun-3, Interrogation-3, Sm Blade-2, Cbt Rifleman-2, Vice(all)-2

Mershon is an agent of Lucan's Imperial Intelligence Agency. His current assignment is to contract outside agents, to extract a number of civilian fleetwatchers from inside Restored Ziru Sirkaa.

To accomplish this task, Mershon has been recruiting independent mercenaries and spinning them the same story he fed the adventurers about industrial espionage. This is his way of ensuring the security of the mission if the adventurers should happen to get caught.

Imperial Boarding Party from the *Bailhache*

1. Navy Ensign 488857 Age 22 hits 3/4
Autopistol, Flak Jacket
Electronics-2, Navigation-1, Ship Tactics-1
2. Navy Rating 7AA7A5 Age 44 hits 4/6
SMG, Flak Jacket
Gunnery-1, Leader-1, Sensor Ops-1, SMG-1
3. Navy Rating 774A75 Age 22 hits 3/4
Shotgun, Flak Jacket
Gunnery-1, Medical-1, Rifleman-1
4. Navy Rating 774AA9 Age 38 hits 3/4
Shotgun, Flak Jacket
Admin-1, Commo-1, Navigation-1, Rifleman-1, Ship's Boat-1
5. Navy Rating 7777A8 Age 30 hits 3/5
Shotgun, Flak Jacket
Rifleman-2, Small Blade-1, Gunnery-1, Vacc Suit-1

Yipven Toanes

Merchant 3rd Officer 4A6775 Age 26 hits 3/4
Electronics-2, Forgery-2, Admin-1, Leader-1, Sensor Ops-1, Steward-1, Streetwise-1

Vargr Cosair Ship

1. Corsair Commodore 65C869 Age 38 hits 3/5
Corsair Ship, Auto Shotgun, Sword, Cloth Armor
Large Blade-2, Pilot-2, Shotgun-2, Zero-G Env-2, Leader-1, Navigation-1, Sensor Ops-1, Ship's Boat-1, Vacc Suit-1
2. Ex Navy Ensign 77A7A7 Age 22 hits 4/5
Auto Pistol
Pilot-1, Navigation-1
3. Ex Explorer 77A477 Age 40 hits 4/5
Rifleman-2, Sensor Ops-2, Commo-1 Pilot-1, Ship's Boat-1
4. Corsair 744778 Age 52 hits 3/3 ACR
Engineering-3, Vacc Suit-2, Cbt Rifleman-1, Infighting-1

5. Ex Merchant 3rd Officer 774A75 Age 38 hits 3/4
Engineering-3, Handgun-1, Rifleman-1, Vacc Suit-1
6. Ex Merchant 2nd Officer 744A75 Age 28 hits 3/3
Auto Pistol
Gunnery-2, Admin-1, Bribery-1, Computer-1, Pilot-1, Scrounging-1
7. Corsair Force Leader 474747 Age 41 hits 3/3
Auto Rifle
Gunnery-4, Sensor Ops-2, Computer-1, Gambling-1, Rifleman-1
8. Corsair Lieutenant 875743 Age 52 hits 3/4
Dagger
Vacc Suit-2, Gunnery-1, Gravitics-1, Grav Veh-1, Ship's Boat-1, Small Blade-1, Zero-G Env-1
9. Ex Doctor 774A88 Age 38 hits 3/4 Instruments
Medical-3, Genetics-1, Mechanical-1
10. Ex Raider Captain AAACC7 Age 44 hits 4/7
Gauss Rifle
Cbt Rifleman-2, Battle Dress-1, Electronics-1, Handgun-1, Large Blade-1, Small Blade-1

Vilani Boarding Party

1. Navy Lieutenant 8AA77D Age 40 hits 4/6
Auto Pistol, Cloth Armor
Fwd Obs-2, Vacc Suit-2, Electronics-1, Gambling-1, Leader-1, Ship Tactics-1
2. Navy Rating 777A74 Age 28 hits 3/5
Auto Rifle, Cloth Armor
Brawling-1, Carousing-1, Ship's Boat-1, Vacc Suit-1
3. Navy Rating 4747AB Age 22 hits 3/3
Rifle, Flak Jacket
Gunnery-1, Steward-1, Vacc Suit-1
4. Navy Rating AB8776 Age 30 hits 4/6
Rifle, Flak Jacket
Electronics-1, Sensor Ops-1 Vacc Suit-1

Deputy Warden Warnette

Bureaucrat Assistant Manager 4577A4 Age 34 hits 3/3
Handgun-1, Leader-1, Legal-1, Interrogation-1

Limil Law Enforcers

1. Law Enforcer Sergeant 777999 Age 30 hits 3/5
Auto Shotgun
Brawling-2, Computer-1 Grav Vehicle-1, Interrogation-1, Leader-1, Streetwise-1
2. Law Enforcer 777995 Age 30 hits 3/5
Auto Rifle/Scope
Rifleman-2, Small Blade-1, Stealth-1, Streetwise-1

3. Law Enforcer 7377A7 Age 38 hits 3/3
Auto Shotgun
Disguise-1, Forensic-1, Grav Vehicle-1, Shotgun-1, Streetwise-1, Tactics-1
4. Law Enforcer 784477 Age 22 hits 3/4
SMG
Gambling-1, Robot Ops-1, SMG-1, Streetwise-1
5. Law Enforcer 75555C Age 28 hits 3/3
Auto Shotgun
Streetwise-2, Brawling-1 Forensic-1, Recon-1
6. Law Enforcer 774778 Age 22 hits 3/4
Auto Snub Pistol
Gravitics-1, Handgun-1, Large Blade-1, Streetwise-1

Security Patrol

G-Carrier 1:

1. Patrol Leader 9B7A78 hits 4/6
Cbt Armor, Assault Rifle, Autopistol
Brawling-1, Cbt Rifleman-1, Handgun-1, Heavy Wpns-1, Leadership-1, Tactics-1
2. Pilot 887A66 hits 3/5
Cbt Armor, SMG, Autopistol
Brawling-1, Cbt Rifleman-1, Grav Veh-1, Handgun-1, SMG-1

G-Carrier 2:

3. Corporal 86B557 hits 4/5
Cbt Armor, Assault Rifle, Autopistol
Brawling-3, Leadership-2, Cbt Rifleman-1, Handgun-1, Heavy Wpns-1
4. Pilot 977443 hits 3/5
Cbt Armor, SMG, Autopistol
Brawling-1, Cbt Rifleman-1, Commo-1, Grav Veh-1, Handgun-1, SMG-1

Officer of the Day

Army Captain 4847A5 Age 30 hits 3/3 Auto Pistol
ATV-1, Cbt Rifleman-1, Computer-1, Grav Vehicle-1, Leader-1, Mechanical-1, Small Blade-1, SMG-1

Camp Commandant

Army Colonel 77AAA7 Age 44 hits 4/5
Tactics-2, ATV-1, Brawling-1, Cbt Rifleman-1, SMG-1, Streetwise-1

APPENDIX 2

CAST OF NON-PLAYER CHARACTERS

The following non-player characters are mentioned in the *Gamgilebo Incident*. Their detailed stats are presented here.

Lun Mishaa 576ABA Age 68 hits 3/4

Autopistol
Admin-4, Handgun-3, Interview-3, Interrogation-3, Legal-2, Persuasion-2

Lun Mishaa is a high-ranking member of the Vilani Sharurshid Bureau. In fact, he is the head of the exploration department in the Vhodan subsector. When the *Qa Livk* and the *Fitzpatrick* vanished, it was his responsibility to find out what happened to them. Thus he sought out and hired an independent mercenary band rather than risk any more of his own personnel.

Mishaa is an excellent administrator and a tough negotiator. Be sure that if he is being forced to pay top credit for the mission, he will expect to get his money's worth. If Mishaa is also serving as an agent for Lucan's Imperium, play him as extremely careful and reluctant to risk his own position. (If the players were to try to blackmail him into paying more for their services, for instance, Mishaa wouldn't hesitate to release information regarding their own involvement in the *Search and Rescue* affair.)

Aererdathtin 768A99 Age 43 hits 3/5

Gauss rifle, Autopistol
Leader-3, Pilot-3, Admin-2, Cbt Rifleman-2, Handgun-2, Ship Tactics-2, Linguistics-1

Aererdathtin is the leader of the Touzagh band cell operating out of the Gamgilebo system. His own personal charisma is nearly as high as Ksaelorrrh's. Aererdathtin is tough, competent and as loyal to his leader as any Vargr can be. He is familiar with most of the Touzagh Band's operations in the Vhodan, Anarsi, and Voskhod subsectors. It is generally agreed that if something should ever happen to Ksaelorrrh, Aererdathtin would be likely to take his place.

Kagiisha ACBD8D Age 46 hits 5/7

Gauss rifle, Autopistol
Leader-5, Persuasion-4, Ship Tactics-3, Cbt Rifleman-3, Handgun-2, Pilot-2, Linguistics-2, Admin-1

Note: The "D" in the SOC position is Kagiisha's equivalent Vargr charisma.

Kagiisha is the overall leader of the Touzagh Band, one of the largest and best organized of the Vargr corsair packs in recent history. At last count, the Touzagh Band had over 250 members and 18 ships. Some experts on Vargr culture believe that if the Touzagh doesn't fall apart as a result of some internal struggle, it may rise to become a new allegiance.

Ironically, Kagiisha is one of the most charismatic leaders seen by the Vargr in the past thirty years, and he's a human. His followers are extremely loyal to him, some approaching as close to fanaticism as is possible for a Vargr. Kagiisha is ruthless, brutal, and vain, calling himself "the Flaming Eye" and showing no mercy to any prisoners who aren't valuable enough for his slaving operations.

Kagiisha is a top tactician and leader who tries to get out and raid as often as possible. Lately, he is involved in the mountain of administrative duties necessary to keeping such a large corsair band intact, but he recently returned from a successful venture near the frontier between Vilani space

and Lucan's Imperium. When he does venture into space, it is aboard his personal ship, the *Khaengarokh Touzagh* (in Galanglic, the Deceiving Wargod).

In actuality, Kagiisha is a sinister undercover agent from Lucan's Imperium. His real name is Varnin Dox, and his excellent leadership skills, plus his understanding of the Vargr mindset, have enabled him to do what few humans have ever been able to do — start and lead a Vargr corsair band. Dox hopes to use his Vargr band to discredit the Vilani leaders and generally create havoc along the border between the Vilani Ziru Sirkaa and the Vargr Extents. In time, it is hoped Lucan's fleets can move in and retake the Ziru Sirkaa. Meanwhile, Dox's corsairs are keeping many Vilani warships tied up defending the coreward frontier.

Tep Allen 887652 Age 36 hits 3/5

Revolver

Brawling-2, Gunnery-2, Handgun-2, Lg Blade-2, Linguistics-1, Rifleman-1, Vacc Suit-1

Tep Allen is an ex-merchant able spacehand. He was stranded on Ikhog when he was detained by the Touzagh Band long enough for the captain of his ship to believe that he had jumped ship. He has spent the last several months barely scraping out a living in Ikhog's Ghonekang spaceport. He will be absolutely loyal to anyone who will rescue him from his plight.

While he was being held by the Touzagh Band, he learned, first hand, where on their base the corsairs keep their prisoners. He will help the party free any humans being held by the Vargr. In a fight he is brave, but not reckless. He can handle any type of handgun, but he prefers the large-caliber magnum he stole from a Vargr policeman. For long arms he favors a shotgun.

Vilani

1. Navy Ensign 43377C Age 22 hits 2/2
Electronics-1, Ship's Boat-1
2. Starport Warden's Chief Assistant
Bureaucrat 7847AB Age 34 hits 3/4
Leader-2, Brawling-1, Broker-1, Liaison-1, Recruiting-1
3. Ex Merchant Captain 769779 Age 22 hits 3/5
Sword-cane
Computer-2, Bribery-1, Gunnery-1, Large Blade-1, Pilot-1, Streetwise-1
4. MP Corporal
Marine 769779 Age 30 hits 3/5
Gauss Rifle
Cbt Rifleman-1, Gambling-1, Heavy Weapons-1, Large Blade-1, Tactics-1

Vargr Corsair and Ship's Troops

1. Corsair Group Leader 774669 Age 44 hits 3/4
SMG, Cloth Armor
Ship's Boat-2, Pilot-1, Ship Tactics-1, Vacc Suit-1

2. Corsair Lieutenant AB77A5 Age 34 hits 4/7
Auto Pistol
Navigation-2, Pilot-2, Grav Vehicle-1, Heavy Weapons-1, Instruction-1
3. Ex Navy Lt. Commander 547A78 Age 46 hits 3/3
Body Pistol
Sensor Ops-3, Artisan-1, Grav Vehicle-1, Medical-1, Navigation-1, Pilot-1
4. Corsair 775AA6 Age 40 hits 3/4 Rifle
Vacc Suit-2, Carousing-1, Gunnery-1, Sensor Ops-1
5. Corsair 744773 Age 34 hits 3/3 Laser Rifle
Laser Weapons-2, Fleet Tactics-1, Gunnery-1, Rifleman-1, Scrounging-1
6. Ex Merchant 7AA473 Age 34 hits 4/6
Electronics-2, Gunnery-1, Vacc Suit-1
7. Ex Navy 778747 Age 28 hits 3/5 Auto Pistol
Gunnery-1, Handgun-1, Recon-1
8. Corsair 77A997 Age 34 hits 3/5
Shotgun
Gunnery-2, Engineering-1, Forgery-1, Shotgun-1, Small Blade-1
9. Ex Navy Ensign 665856 Age 52 hits 3/3
Gunnery-4, ATV-1, Communications-1, Demolition-1, Grav Belt-1, Rifleman-1
10. Ex Explorer 8BA476 Age 38 hits 4/7
Shotgun
Mechanical-2, Electronics-1, Engineering-1
11. Ex Navy Ensign 745556 Age 40 hits 2/3
Auto Rifle
Engineering-3, Rifleman-2, Gravitics-1, Tactics-1
12. Ex Merchant 484782 Age 28 hits 3/3
Rifle
Computer-1, Engineering-1, Vacc Suit-1

Marines

1. Captain 774998 Age 28 hits 3/4
SMG, Flak Jacket
SMG-2, ATV-1, Communication-1, Handgun-1, Leader-1, Tactics-1, Vacc Suit-1
2. Trooper 77A776 Age 30 hits 3/5
Gauss Rifle/Grenade Launcher, Flak Jacket
Cbt Rifleman-2, ATV-1, Heavy Weapons-1, Rifleman-1, Vacc Suit-1
3. Trooper 745475 Age 28 hits 3/3
Gauss Rifle, Flak Jacket
Cbt Rifleman-1, Communications-1, Rifleman-1, Small Blade-1, Vacc Suit-1

4. Recruit 877775 Age 22 hits 3/5
Gauss Rifle, Flak Jacket
Large Blade-1, Rifleman-1, Scrounging-1

Use a mix of troopers 2, 3, and 4 to get the needed number of NPCs.

Boarding Party from the Vilani Cruiser *Peshani*

1. Navy Ensign 78A996 Age 34 hits 4/5
Auto Pistol
Computer-2, Electronics-1, Gunnery-1,
Ship's Boat-1
2. Navy Rating 77A989 Age 22 hits 3/5
Auto Shotgun
Electronics-1, Gunnery-1, Medical-1
3. Navy Rating CCC87C Age 30 hits 5/8 Rifle
Rifleman-2, Engineering-1, Mechanical-1
4. Navy Rating 343666 Age 19 hits 2/2 Shotgun
Leader-1, Ship's Boat-1
5. Navy Rating 767AB9 Age 22 hits 3/4
Shotgun
Jack-of-all-Trades-1, Medical-1, Sensor Ops-1

Gamgilebo Starport Authorities

1. Bureaucrat Clerk 7A9764 Age 52 hits 4/5
Computer-2, Legal-2, Interrogation-1, Streetwise-1
2. Bureaucrat 757798 Age 30 hits 3/4
Admin-1, Artisan-1, Computer-1, Grav Vehicle-1,
Interrogation-1
3. Vargr Assistant Warden Gaerrdakh
Administrator Assist Mgr 74458A Age 40 hits 3/3
Auto Pistol
Admin-2, Leader-2, Instruction-1, Interrogation-1

The Corsair Base on Getes

Select from the following list of generic characters. We recommend you use 4 administrators and 8 troopers.

1. Administrator 775766 Age 30 hits 3/4
Admin-2, Grav Vehicle-1, Infighting-1,
Persuasion-1
2. Ground Crewman 67A785 Age 34 hits 3/5
Electronics-2, Mechanical-2, Gravitics-1,
Rifleman-1

Also use the NPCs from the Vargr Corsair and Troops to get 1 captain, 2 engineers, 1 gunner, 1 troop leader, and 3 troopers.

Main Street Greens

Law Enforcer Corporal 765997 Age 34 hits 3/4
Cudgel, Auto Pistol
Streetwise-1, Disguise-1, Handgun-1, Intrusion-1,
Stealth-1

Street Pack

1. Rogue Leader 87AAB9 Age 30 hits 4/5
Interview-2, Carousing-1, Demolitions-1,
Gambling-1, Streetwise-1
2. Rogue Packmate 754896 Age 22 hits 3/3
Grav Vehicle-1, Infighting-1, Steward-1

Adjust the number of packmates to balance with the size of the adventurer party. If the police are summoned, use an appropriate number of law enforcers from the Main Street Greens.

Dakloen

Emissary 764A9A Age 26 hits 3/3
Leader-1, Liaison-1, Persuasion-1, Streetwise-1,
Vacc Suit-1

Touzagh Band Corsairs

1. Corsair A7A787 Age 28 hits 4/6
Cbt Rifleman-1, Computer-1, Navigation-1,
Vacc Suit-1
2. Corsair 9A9895 Age 22 hits 4/6
Wheeled Vehicle-1, Engineering-1
3. Corsair 789A83 Age 18 hits 3/5
Vacc Suit-1

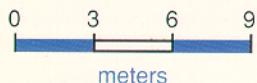
Vargr Prize Crew on the *Qa Livk*

Reuse the NPCs from the Corsair Ship and Troops to get 1 pilot, 1 engineer, 1 gunner, and 6 troopers.

GARU CLASS

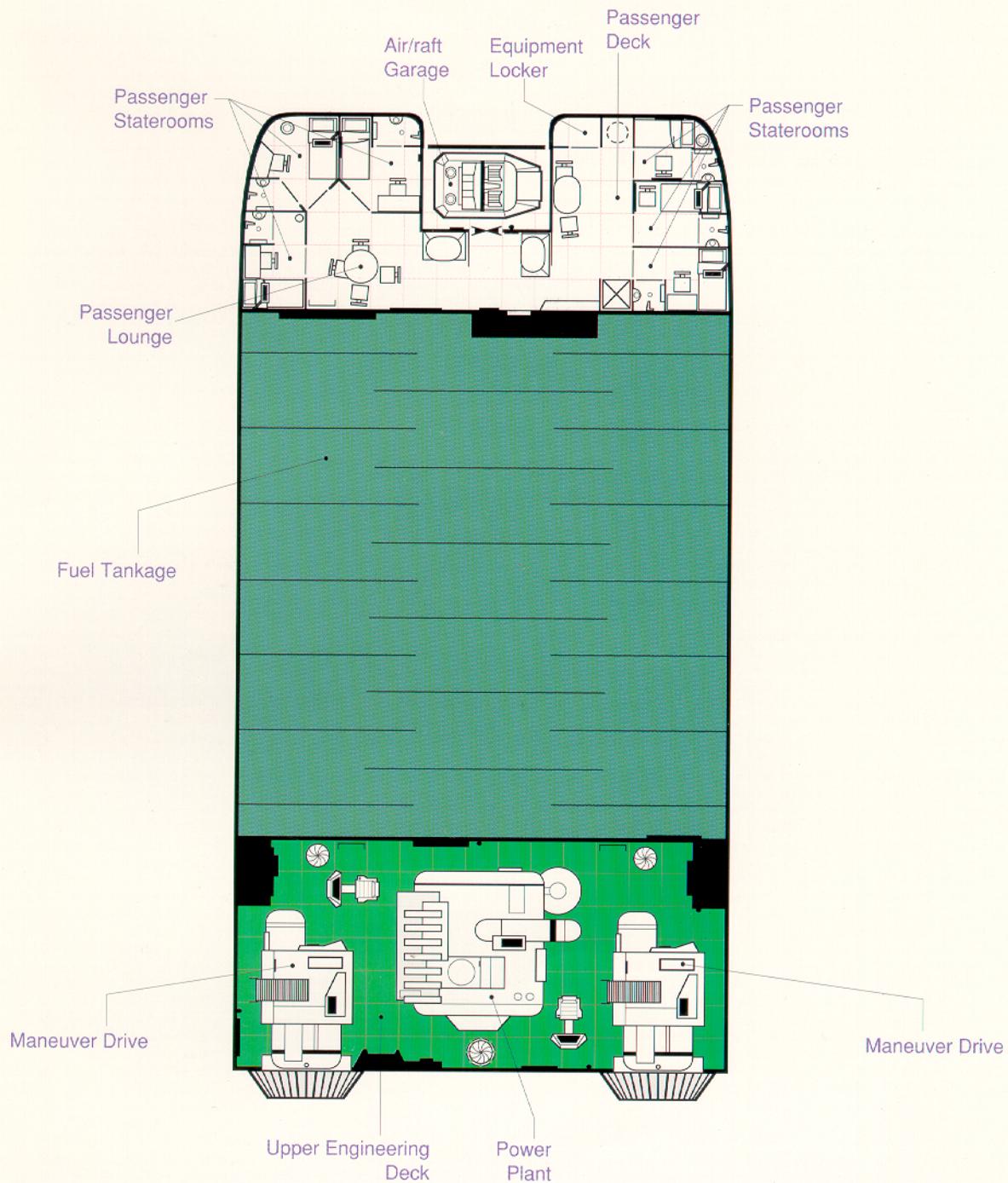
TYPE 'A2' FAR TRADER

One square equals 1.5 square meters.



UPPER DECK

Deck Plan Symbols	
—	Interior Wall
— — —	Sliding Door
— — — —	Bulkhead
— — — — —	Maintenance Hatch
— — — — — —	Iris Valve
— — — — — — —	Iris Valve, overhead
— — — — — — — —	Iris Valve, floor
— — — — — — — — —	Iris Valve, floor & ceiling
□	Lift



THE FLAMING EYE

C A M P A I G N S O U R C E B O O K

**The Solomani have the skull and crossbones...
The Vilani have the flaming eye...
— both the dreaded symbols of villainous piracy!**

In an unprecedented move, the worlds of Vland Domain, refusing the "radical policies of emperor-ad interim Lucan," have declared their independence from the thousand year-old Imperium.

*The Ideal Companion to Alien Volume 1,
Vilani and Vargr!*

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The Flaming Eye is the age-old Vilani symbol for piracy — similar to the Solomani skull and crossbones. Vargr corsairs have started using the feared Vilani symbol and are striking terror in the population of entire worlds along the Vilani border with the Vargr Extents. What are the Vargr up to, and why have they suddenly become so clever and organized in their attacks on the Vilani? Find the answers to these questions and more in the pages of this campaign sourcebook.

APPROVED FOR USE WITH MEGATRAVELLER



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