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Traveller The New Era *Operation Dominoes 1:* *Moonshadow*

Traveller HERO

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TRAVELLER

Science-Fiction Adventer in the Far Future

TNE OPERATION DOMINOES 1: MOONSHADOW

FOR TRAVELLER HERO

BASED ON THE AWARD-WINNING TRAVELLER GAME SYSTEM AND UNIVERSE BY MARC MILLER

TNE Operation Dominoes 1: Moonshadow is set in the Official Traveller Universe. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strephon does not occur.

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ABOUT THIS BOOK

This book contains a complete game adventure for *Traveller Hero* in *Traveller: The New Era*. It can be used in other settings but is written specifically for the Reformation Coalition setting in or around the year 1201 by Imperial reckoning. As an official supplement to the *Traveller: The New Era* line originally published by GDW this adventure pushes the official timeline forward and has been created using technological assumptions published in the New Era rules from GDW. Variation from the standard Traveller baseline is minor.

This adventure is designed as a series of missions for members of an RCES team (marines), and would require significant changes by the referee for use with other player types such as merchants.

Stats are given for NPCs and creatures using both *Traveller Hero* rules and *CT (Classic Traveller)*. Conversion to other Traveller rulesets is a left to the referee.

What You Need To Play

Please note that *Operation Dominoes* is not a standalone game. It requires that you have access to a set of Traveller rules, in this case *Traveller Hero*.

An understanding of the background can best be gained from the Reformation Coalition sourcebooks and New Era rules published by GDW. However, the *Out of the Darkness* sourcebook from Avenger Enterprises presents much the same information, albeit in more general form. Without an understanding of the concepts like Virus and the Collapse of the Third Imperium, this adventure will be harder to use.

Standard And Assumptions

World and system data in this book is presented in the standard *Traveller: The New Era (TNE)* format. Data is drawn from “canon” sources and extrapolated as needed.

Standard Traveller practice had been followed for directions, dates etc, except where local variance exists. For example, the Reformation Coalition uses a different system of dating than the old Imperium. Dates are given as day-month-year. Thus the date 22-IX-1201 refers to the 22nd day of the 9th month of the 1201st year since the founding of the Third Imperium. SI units (meters, seconds etc) are also used throughout, except where normal Traveller practice dictates otherwise.

Player-characters are referred to as PCs throughout the text.

Astrography

The basic unit of astrography is the sector, an area of space measuring 32 parsecs by 40 parsecs. Within a sector there are sixteen subsectors measuring 8 parsecs by 10 parsecs, often grouped into four quadrants for mapping convenience. Thus a sector has four quadrants, each with four subsectors. Below the sector level, each hex on the starmap is one parsec across. This is the distance a Jump-1 starship can cross in a single Jump, and will contain a single (possibly binary) star system or a region of empty space.

Directions in Traveller are given in galactic terms:

- Spinward is in the direction the galaxy is rotating – left on the map.
- Trailing is away from the direction of galactic rotation – right on the map
- Coreward is towards the galactic core – ‘up’ on the map
- Rimward is towards the outer edge of the galaxy – ‘down’ on the map

All interstellar directions use this frame of reference.

Traveller defines star systems by their mainworld, but of course it is possible to place other inhabited worlds in the system if the Referee chooses. Many developed systems have a few outposts and installations on gas giant moons or outsystem iceball worlds.

Astrography also makes reference to certain features of the starmap. These include:

Mains and clusters: A chain of worlds that can be accessed by a Jump-1 starship is known as a “main”. These mains are the highways of the stars, seeing considerable traffic of all kinds. Mains are often named for the region they cross or a major world on the main. A main containing just a few worlds, or a “bunch” of stars close together is termed a cluster. Many clusters are named for the most important world they contain, but no firm convention exists. A cluster of 5-10 worlds is an ideal adventure setting, allowing the referee to create enough worlds to give great variety without needing to develop a huge area.

Rifts: An area with no stars is referred to as a rift, though normally the term is reserved for gaps two or more parsecs across. Some rifts (e.g. the Lesser Rift) are enormous starless gulfs that cannot be crossed by any starship, while others are merely small gaps between mains or clusters. Rifts are often given nautical names, such as the Great Atreill Deep.

Empty Space: Empty hexes are not always completely empty. Rogue planets, cometary bodies, gas clouds and similar objects can be found in deep space, though they are tiny compared to the vast gulf around them. It is possible to Jump to empty space (though without spare fuel to return, this is

merely a slow and expensive form of suicide). Military and commercial concerns will sometimes establish a deep-space refuelling depot, for example to allow vessels to cross a rift or as a secret base of operations. The chances of locating such a dump without the proper coordinates are infinitesimally small.

Character Types And Skills

While it is normally not the practice of Avenger Enterprises to detail the skills a team of travellers will need in order to complete any given adventure (though skills required to get hired for the job might be listed), this adventure is an exception. This adventure is written for a team of RCES marines, so all player characters should be created as members of the RCES marines. (See *Traveller Hero Book 1*, page 86 for the marines template and RCES options.)

CHAPTER 1: INTRODUCTION

23-XI-1201: Trybec

The PCs have been spending the last week in the middle of the north polar wastes on Trybec, doing their survival training refresher course, when their daily fishing is interrupted by the arrival of a RCES shuttle in a cloud of kicked up snow and ice. After a quick confirmation of the PCs identities, the pilot shouts that they are to get their kit on-board within 10 minutes before the ice weakens from the shuttle's weight.

Once on board the warm shuttle, the copilot hands the PCs sealed orders whilst he checks the cargo stowage. The orders are signed by Sid Papagopolis of the RCES Long Range Planning Group, and transfer the PCs to the group for an unspecified period. The copilot will confirm that the shuttle is bound for Vesna orbital port.

Once the shuttle docks, the PCs are met by a minor starport functionary who has been sent to guide them to a conference room for their briefing. Inside are 5 people (3 men and 2 women) and a hiver. PCs with previous dealings with the Long Range Planning group will recognize them as "Cave Six", "Koko", Mr Jerry Bagwanii, "Roaster", Ms. Sylvia Burnside, and Bob the Hiver.

The female RCES agent nicknamed "Roaster" will start the briefing as soon as the characters enter the room.

"Please sit, apologies for interrupting your holiday" – the last word is said with a hint of irony, "but we have work to do. I don't think you have seen the vids, but a major scandal has broken. The clipper Aube operating deep in the Promise subsector followed up a lead on an intact Imperial technical database on the planet Daaliisa".

"The raid went badly, the marines met spirited resistance from Droyne warriors protecting the starport, and eventually discovered the database in the hands of a Mother Strain Virus that was allied with the Droyne. The journalist Gabrielle Diabla was on-board at the time and interviewed the returning marines. Captain Sinner Lawter of the Aube had ordered the raid to be carried out without insignia. This coupled with the losses and the resistance from the Droyne has raised a stink back within the Coalition."

"Subsequent visits by free traders has revealed that the Virus had originally saved the Droyne during the collapse, and ensured their survival as a technological nation and even protected the planet from depredations of passing vampire fleets and we destroyed it for a few technical drawings."

"As you can imagine, the press are having a field day, they are saying that such raids are no different than those carried out by the Guild or even common pirates. The image of the RCES has taken a definite kicking this week. Its gotten so bad that Sid has been summoned to Aubaine to meet with various assembly members to try and straighten things out."

Roaster lets this sink in for a moment, before continuing.

"This is just the stuff the Guild will lap up and spread across the sector when they find out, and they will. There are at least a dozen Droyne worlds in or near the AO, and in most cases the Droyne would be useful allies on the worlds. This could seriously hamper Coalition – Droyne relations for years. So you are going to do something about it"

"There is a world over in the Thoezennt Subsector near the edge of the AO. There are three isolated Droyne nations on that world, who won't hear of our little raid for a considerable while. They have been subject to some typical TED repression since the collapse, and may be willing to accept our help."

"Also Tiniyd has not been visited by anyone in the RC, or even by Free Traders for several years since they dismantled the starport. As you can see from the briefing packs Koko is handing out, we need current information on this world. We can't drop you straight into one of the Droyne nations, I don't think even you could pass yourself off as a 4 foot high reptile. Bob's analysis indicates that the Droyne will be extremely suspicious of any humans given their recent history, so we need a base in one of the human nations".

"Now here's the hard part, the TEDs on Tiniyd are all psions, and they have indoctrinated the general population with the idea that psions are the next evolution of mankind. The nations are xenophobic, repressive, possibly at war and distrust technology. The only candidate for contact is the Idsur Republic – amazingly it has managed to maintain a representative democracy, and was the site of the old starport before the other nations forced them to close it. But even here war paranoia and excessive legal interference are rife"

"We want you to be the first team in. You will gather the info that will allow further infiltration of Idsur. We need any information you can get that will aid later teams, but especially identity documents, military / political / technological information, maps, examples of local technology, even clothes and money. All this will allow the follow up teams to blend in."

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"We have arranged for your belongings to be brought to Vesna, and they are currently in your new quarters. You have 17 hours before the Liner Helen of Troy is arranged to depart with you on-board. The Helen of Troy will transport you to Eos, where you will rendezvous with the Scout Ship Serendipity who will take you into the Wilds – Good Luck".

After Roaster and the rest of the briefing team file out, Jerry remains with the PCs.

"We have arranged for you to visit the quartermaster's office after this briefing. Given the priority of this mission, you could take pretty much what you like, but this is a moonshadow mission, so battledress and grav tanks are out. We can provide you with TL6 weapons and clothing, unfortunately this is all based on the memories of a couple of free traders. We can't even provide you with the names of the current leaders, identity papers, or even a sample of the local currency. We can supply some barter goods (furs etc.) and some fake gold nuggets for trading purposes. Most of your work will have to be done from a distance in case the secret police or the psions detect you".

"Quartermaster Stupfel has a set of surveillance gear set out for you, and given the size of Idsur you may want to take camping gear, rations and possibly some sort of transport. That damn country is over 5,000 km long".

The quartermaster's store can supply the PCs with any equipment detailed within the TNE Rulebook and the RCES Equipment Guide (or TravellerHERO Books 1 and 2) with the following restrictions:

- No powered armor
- No large grav vehicles (grav tanks, g-carriers, air/rafts), broomsticks are available.
- No grav belts
- Only TL12 psionic shields are available, and only enough to outfit half the team. TL12 psionic shields are bulky, delicate, obvious, cover the entire head and can not be mistaken for normal headgear.
- Advanced weapons are available, but they will be recognized. They can be taken as back-up weapons if not carried during close infiltration missions.
- One orbital recon sensor drone is available, if the PCs can find a use for it.
- A modified range truck can be provided. It has been modified to resemble a TL6 version.

The following covert operations equipment is available

AUDIO BUG

A small sound active remote microphone (2mm diameter, 8mm long, with a 15mm whisker antenna). The bugs will last 1D6+4 hours and can pick up conversations within 2-3m. They continuously transmit within a range of 6 meters. They are dispensed via a dedicated dispenser (holding

24 bugs), which sticks the bug to a surface and activates the bugs. The dispenser fits easily into the palm of the hand. They can be fairly easily detected with electronic equipment due to their constant transmissions.

IMPROVED BUG

This is a 0.1mm diameter filament with a audio/visual sensor at one end. The sensor will pick up conversations within 2-3m, and also visual images (depending upon ambient light levels). The filament is 10m long and can be threaded through ducts, conduits, pipes etc. The filament is designed to be plugged into a master unit.

BUG MONITOR / BOOSTER

A small black-box device, that is designed to receive local signals from bugs (either broadcast or hard-wired), and record / amplify the signals. Its battery will last 72 hours, but can be hooked up to a mains power supply for extended duration.

The device is designed to link into conventional communications systems. It will record signals from the bugs and re-transmit the recorded signals within 500m either a regular intervals, or in response to a coded signal.

SPY CAMERA

A tiny digital camera (1cm thick, 2.5cm high, 7cm wide) designed to photograph documents up to 1/2m square. It can take photos from up to 0.7m and can hold 100 color or 500 black and white photos. The camera can be connected to a hand-computer to transfer photos.

LASER MICROPHONE

A handheld device which bounces a laser beam off a rigid object (such as a window) and detects the sound by analyzing the changes in the reflected beam. The harder the target, the better it conducts the sound. The closer the unit is to the target, the better the sound reception. The target must be in line of sight and within 500m (short range).

It is about the size of a pistol, and can be connected to a hand computer, data recorder, headphones or a data headset.

PEN PISTOL

A concealed single shot fire arm designed to resemble a conventional pen. It will even write for a limited period. It is constructed of non-metallic materials to hinder detection. It is designed to withstand cursory examination, but detailed inspection will reveal its true purpose (e.g. it is too heavy).

The pen pistol takes a full turn to prepare from its concealed state, but can be held ready to fire for an indefinite period. A second round can be held within the pen, but requires manual insertion (does not count as a magazine). The rounds from the pen pistol are equivalent to a body pistol round.

Setting Off

The PCs can equip themselves from the RCES stores at Dawn Base, and then board the *Helen of Troy* for their journey to *Eos*.

If the PCs interrogate the public library system for details of the *RCS Serendipity*, they will be able to pull up the following information:

RCS Serendipity – Modified Relic Type S Scout Courier

Former private yacht of the Aubani business leader Humberto Delacroix, it was bequeathed to the Dawn League in 1199.

The vessel later participated in the search for the missing twelve Dawn League traders, operating in the Khulam Subsector, under the command of Captain Rebekka “Rebba” Guiterez. The *Serendipity* was involved in the discovery of the Dawn League traders “Aube, Aurora & Apollo”.

In 1201, Captain Guiterez was promoted to command of a clipper and the *Serendipity* was transferred to scouting duties in the Thoezennt Subsector under Lt. Horace “Tea Time” Titan of Oriflamme.

The *Serendipity* is currently commanded by Lt. Baez, following the promotion of Lt. Titan in late 1201.

If the PCs search the RCES database, they can get the full summary of the *Serendipity*’s operational history (See Appendix 1) and summary details of its crew:

Pilot

Lt Nova Astrid “Nasty-Bee” Baez

Human, Female, Age 30

Homeworld: Aurora

RC Service: Currently in 1st Term

Previous Service: Three terms with the Aurora System Navy.

Skills:

Basic Certification: Vac Suit, Zero-G Operations

Standard Certification: Marksmanship, Engineering,

Communications

Advanced Certification: Computer Operations

Master Certification: Piloting

Copilot / Engineer

CWO Lucas “Pappy” Howard

Human, Male, Age 44

Homeworld: Nike Nimbus

RC Service: 1 1.5 Terms RCES

Previous Service: 3 Terms commercial pilot, 2 Terms Nike

Nimbus wet navy.

Skills:

Basic Certification: Vac Suit, Zero G Operations

Standard Certification: Mechanical Engineering, Electronics

Advanced Certification: Marksmanship

Master Certification: Piloting, Ship’s Engineering

Electronics Operator

PO1 Sergey “Da Owl” Konstantin

Human, Male, Age 35

Homeworld: Oriflamme

RC Service: RCN Navy 1 term

Previous Service: Oriflamme System Navy (2 terms) Hiver

Technical Academy (1 Term)

Skills:

Basic Certification: Vac Suit, Zero G Operations

Standard Certification: Marksmanship

Advanced Certification: Sensor Operations, Communications, Electronics

Gunner

PO2 Elfrikaa “Go Hot” Ibwana

Human, Female, Age 26

Homeworld: Aubaine

RC Service: RCN (1st Term)

Previous Service: Aubaine System navy (2 Terms)

Skills:

Basic Certification: Vac Suit, Zero G Operations, Mechanical

Engineering, Screen Operations

Standard Certification: Marksmanship, Computer Operations, Gunnery

The PCs will be assigned individual staterooms on the Bastien class liner *Helen Of Troy*, and their equipment stored in a secure container in the hold. The *Helen of Troy* will make Jump-2 to Aurora (arriving 8-XII-1201), and then another Jump-3 to the RCES base at *Eos* (arriving 22-XII-1201), where the PCs can pick up any additional equipment they need, given the planet’s technology level of 9. The PCs can also catch further news on the Cosmic Fire scandal. By 12-XII-1201, the Coalition government has bowed to public pressure and instigated a formal inquiry into Operation Cosmic Fire.

Finally the *Helen of Troy* performs a Jump-1 to Nike Nimbus. The *Helen of Troy* will arrive at the jump point early on Christmas Day, and the commo channels are busy throughout the morning as passengers pass on Christmas messages. As the passengers sit down for the Christmas meal, the *Helen of Troy* enters jumpspace. The liner docks at the bustling starport at Nike Nimbus on 5-I-1202.

The Referee may use this journey to introduce the PCs to additional NPCs within their campaign.

Once at Nike Nimbus, the PCs have to wait two days for the *Serendipity* to dock. They can however carouse with the crew of the new clipper *Eos*, which is undergoing initial shakedown trials in the system.

RCS Serendipity

On the dawn of the second day, the PCs are woken by an automated message on their account. The *Serendipity* has docked and its Captain Lt Baez awaits their arrival. The *Serendipity* is docked in bay 43, and it will take approximately

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an hour for the PCs to arrange the transfer of their equipment.

When the PCs arrive at the landing bay, they will see a battered relic Type S scout courier being fueled. The vessel is equipped with a laser turret and shows some burn marks along its' side. More interestingly the ship does not display the emblem of the RCES or the Coalition. More technically minded PCs will note the increased jump drive radiators indicating the ship has had its drives modified sometime in the past. Everyone will notice the air/raft hanger door has been sealed shut.

The PCs will be assigned to the two existing staterooms and two new staterooms built into the cargo hold. The cargo hold can now only hold 100m³ of equipment.

The crew of the *Serendipity* are detailed in Appendix 1.

Once the PCs are onboard, the *Serendipity* will make all haste to the jump-point and make Jump-3 to Zoraith, where it will make a quick refueling run and make another Jump-3 to Marax. At Marax, the *Serendipity* will go silent, as Marax boasts a hostile but small space navy. After refueling out the outer gas giant, it makes its final Jump-1 to Tiniyd arriving on 31-I-1202.

RCES Global Data View – Tiniyd

Objective Classification IIA

Star System Sector: Old Expanses

Subsector: 0825/Thoezennt

Star Type: Binary M1 V + M8 degenerate

Planetoid Belts: 2

Gas Giants: 1

Main World

Starport: X

Pre-Collapse Starport: C

Diameter: 8351.28km

Atmosphere: Thin (tainted)

Hydrosphere: 30%

Population: 2,000,000 (20% Droyne)

Pre-Collapse Population: 3,000,000

Government: Balkanized/Mystic Autocracy

Law Level: 12

Tech Level: 6

Pre-Collapse Tech Level: 12

Bases: None (*Pre-Collapse:* Scout Base)

Trade Classification: Non-industrial, Poor

Notes: There has been no Coalition contact within Tiniyd to date, and so all information on the world comes from the Free Trader Network. For reasons discussed below, this information is now slightly out of date.

PHYSICAL

Tiniyd is an extremely dry and barren world, with large tracts of impenetrable desert. The narrows between the Yurnhayfuyald and Naysfamaysk seas periodically freeze and open, causing extensive glaciation in the north and a regular cycle of mini-ice ages. As a result, the bulk of the population is concentrated in the equatorial regions and the southern hemisphere.

DEMOGRAPHICS

The current population is about two thirds of its pre-Collapse level, almost all of the decline being amongst the Droyne living on the planet (who have gone from a population of about 1.2 million to only 400,000), all the result of a chillingly murderous campaign of genocide which followed the Collapse. (This period is known in local histories as “the years of shame.”)

TECHNO-POLITICO-MILITARY

The pre-Collapse tech level of the world was 12, but it has since fallen to 6, and may fall even further if present trends continue. Not large enough for a full institute, Tiniyd was nevertheless the site of a covert Psionics resistance cell before the Collapse. In the chaos of the years following Virus, the various cells scattered across the planet moved to seize power and consolidate their hold. The superiority of psions and their place as the next step in human evolution is taught in public schools, and the psionic rulers are publicly revered.

Technology, which offers a number of alternatives to psionic control of the population, is despised, and symbols of old pre-Collapse technology are routinely ridiculed. Operational high tech equipment is destroyed immediately upon discovery. The last operational starport was closed and destroyed four years ago, and all off-world contact was forbidden.

The psionic resistance, however, was so completely captivated by its own sense of persecution, paranoia and “the struggle”, that upon seizing power the various cells were unable to work effectively together. The various states on the planet, all ruled by psions, are in states of continuous warfare, either actual hot wars or active espionage and sabotage cold war campaigns. The remaining enclaves of Droyne are continually threatened by a renewal of the “Crusades” (as they are now called), and the contempt with which the rulers hold their non-psionic subjects results in brutally cruel regimes, violently xenophobic and isolationist, and concerned only with maintaining their own power.

Tiniyd would be an excellent target for SAG raids, but covert intelligence-gathering in preparation for a raid is almost impossible for non-psionic personnel.

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NATIONS (and their approximate populations)

1. The Kingdom of Light (500,000)
2. Kilkamsha Hegemony (500,000)
3. Gakshishu (150,000)
4. Essayrmaysis Salmsas (150,000 Droyne)
5. Eepa (150,000 Droyne)
6. Kingdom of Limgur (100,000)
7. Iimkhuu Hierate (100,000)
8. Pabugleki Amkhuun (100,000)
9. Idsur Republic (100,000)
10. Yoyormayess (100,000 Droyne)

Note: Above figures do not include approximately 200,000 chirper slaves spread throughout all seven human nations.

CHAPTER 2: TINIYD

RCES Dawn Base-Trybec; Free Trader debrief, CPT Sean “Cutter” Donaldson, 22-VI-1200:

“Appreciate th’ repairs guys. So whattya need to know this time? A starjack like me has tales and news. You Dawn Leaguers—“ The weathered-faced lean man in the aging Vacc suit looked across the 1-meter thick clear Plas Perspex of the Starport’s “café” at his battered looking 600-dton Subsidized liner-turned merchant.

“We’re the Reformation Coalition now, ‘Cutter’. Harder, meaner, leaner, and far less innocent than before the Twelve went out.” The balding broad-shouldered middle-aged man with the nametape that read “Lathrop, S.” cut in. “Tell me everything you can recall about the Marax cluster, specifically Marax and Tiniyd.” The Free Trader coughed, and looked back at his beloved vessel, then at the man in the black Star Viking skin suit and assault vest. The astrographic 2D map was laid out between them on the table of the Thoezennt subsector.

“Alrighty, ‘Hammer’—though mind ye, it’s been six years since I last set down there—and I was there when the Guild forced us off Marax. An’ Mind ye,” the older spacer wagged his finger in warning, “Tiniyd’s mind-readin’ regimes forced th’ last downport to close with threat of world war two years ago. So everythin’ I can spill is water under the proverbial bridge, hey?”

“So noted, Cutter. Give us what you know, every bit is better than nothing at all.”

SYSTEM NOTES

RCES information on the Tiniyd system consists of little more than the 1119 IISS Second Survey Data. This contains the above UWP information and notes as to the presence of IISS and other facilities in the system. However, exact locations of these facilities, and their current status are unknown.

The 1119 and 1201 UWP is presented in the table above. 1201 data is currently unknown to the RCES and is presented in *Italic*.

Tiniyd contained a scout service training base that consisted of a main ground training base located on Tiniyd. The base was responsible for the training of scout personnel in Communications Office equipment and specifically X-boat Tender operations and meson communicator operations. Tiniyd was chosen as the location for this IISS training facility as it’s Scout Base is located only Jump-1 from the X-boat nexus at Berkin.

Additional facilities were positioned throughout the system including meson communications relay stations on Tiniyd’s first moon and the planet Eepa (Orbit 2), within the Arcenturi planetoid belt, and on the planet Yoyormayess. The Arcenturi facility also included the X-boat Tender training area with several X-Boat Tenders attached.

These facilities are now deserted and their locations lost. The base on Tiniyd has been covered and is currently unknown to the various nations. The bases on the moon and Eepa have been totally destroyed and are little more than ruins. The relay station in the Arcenturi Belt is still partially

TINIYD SYSTEM DETAILS

Orbit	Zone	Body	UWP	Bases	Trade	TPPG	Allg	Survey
O	I	Primary Star	M1 V					
		Secondary Star	M8 D					
1	H	Tiniyd	C543645-C	S	Ni Po D:4	321	So	1119
		<i>Tiniyd</i>	<i>X54369C-6</i>		<i>Ni Po D:2</i>	<i>B221</i>	<i>Wi</i>	<i>1201</i>
		1-Moon Alpha	G100364-B	S	Lo Ni Va	321	So	1119
		<i>1-Moon Alpha</i>	<i>Y100000-0</i>		<i>Ba Va</i>	<i>021</i>		<i>1201</i>
		3-Moon Beta	HS00123-B		Lo Ni Va	921	So	1119
		<i>3-Moon Beta</i>	<i>YS00000-0</i>		<i>Ba Va</i>	<i>021</i>		<i>1201</i>
2	O	Eepaa	G400363-B	S	Lo De Ni Va	621	So	1119
		<i>Eepaa</i>	<i>Y400000-0</i>		<i>Ba De Va</i>	<i>021</i>		<i>1201</i>
3	O	Arcenturi Belt	F000516-B	S	As Va Na	921	So	1119
		<i>Arcenturi Belt</i>	<i>Y000000-0</i>		<i>Ba Va</i>	<i>021</i>		<i>1201</i>
4-6	O	Empty Orbits						
7	O	SGG ‘Salmsas’			No Satellites			
8	O	Nocturnes Belt	H000267-C	Pr	As Lo Ni Va	821	So	1119
		<i>Nocturnes Belt</i>	<i>Y000000-0</i>		<i>Ba As Va</i>			<i>1201</i>
9	O	Yoryrmayess	F532533-C	S	Ic Ni Po D:2	121	So	1119
		<i>Yoryrmayess</i>	<i>Y532000-0</i>		<i>Ba Po</i>	<i>021</i>		<i>1201</i>

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operational and contains an active God strain virus, which occasionally uses the station's meson communicator to attempt to infect passing ships. However, virtually all New Era starships are not equipped with meson communicators and are unaware of the relay station.

The ground based IISS facility on Yoyormayess was also part of the meson communications training facility, and used a web of Satellite arrays for its meson communications. The base and settlement were destroyed in the detonation of the arcology's power plant in 1130 by a suicider strain virus. A handful of survivors left in a 30dton ship's boat and arrived back to the inner system, only to be killed when their vessel's reproducer succeeded in infecting the planetary net, and crashed them into the orbital Starport. The fate of the base and the handful of survivors are recorded on a handheld holocamera in the ruins of the base. The virus lurking within the Arcenturi relay station also remembers the incident, as the ship's boat was the source of its infection.

The Arcenturi Belt also housed a small archeology holding 900 personnel of a small mining firm. This was destroyed during the collapse. The Nocturnes Belt (Orbit 8) contains a Hard Times Era prison facility constructed and run by Solsec. As this facility was constructed in secret by the Solomani after the 1119 survey data, it is not present on the RCES charts.

The Mercantile Guild maintains a covert small service and transit base in system, hidden within the Arcenturi Belt. Its is constructed entirely from salvage, primarily derelict X-Boat Tenders and quarters from the Solomani prison.

HISTORY OF THE TINIYD SYSTEM

The Tiniyd system has been a provincial backwater through all three Imperiums. It was originally the site of a small Vilani colony, which was supplanted by a larger Terran colony during the Interstellar Wars. During the period of the Third Imperium, the world provided agricultural supplies and materials to neighboring Berkin, as well as a being the location of an IISS training base.

Tiniyd fell to the Solomani early during the Final War along with the rest of the Old Expanses Sector, after Lucan withdrew the Sector Fleet. Solsec installed a few monitors and liaison officers on planet, but the system and the scout base were just not important enough for a larger presence. The Solomani maintained a much larger presence on neighboring Berkin, which could intervene if necessary.

The scout base shut during Hard Times. The splitting of the Third Imperium into hostile factions disrupted the Imperial X-Boat network, and the requirement for a training facility disappeared. The X-Boat Tenders were abandoned, as their Jump-1 drives were insufficient to move them out of the cluster, and their specialist nature rendered them of little use for other tasks. The technology level of the planet dipped slightly to TL11, but the Berkin system shielded Tiniyd from the worst effects of Hard Times.

The Collapse and Virus hit Tiniyd hard, as they still maintained an interstellar level of technology. The closed down orbital starport re-entered the atmosphere and crashed through the ice into the polar sea. The closed scout base, downport and capital city were destroyed in fusion power plant blasts and associated firestorms, leaving little but blasted radioactive ruins.

The security forces, backed by the remaining Solsec personnel, maintained order and ensured power supplies / agricultural production. The harshness of the emergency measures (especially given the Solsec slant within the security forces) caused unrest amongst the population, and the military government was in danger of collapse.

In order to secure their position, the military government blamed the Droyne for the Collapse. Very few people on Tiniyd understood the mild, polite unassuming Droyne, as there was no real need. They kept to themselves and never bothered anyone. The presence of Solsec and their human supremacist views further isolated Droyne / Human interaction and fostered a general air of suspicion. The Droyne reacted by retreating into their own communities and further reducing interaction between the two communities.

Given this general suspicion, Solsec accused the Droyne of causing the collapse, or at least foreknowledge of the event. Droyne success at reconstruction was sited as proof. In fact the Droyne had used their psionically transferred memories to remember information that had been lost when the computer databases went down. They literally remembered how to build the more basic devices.

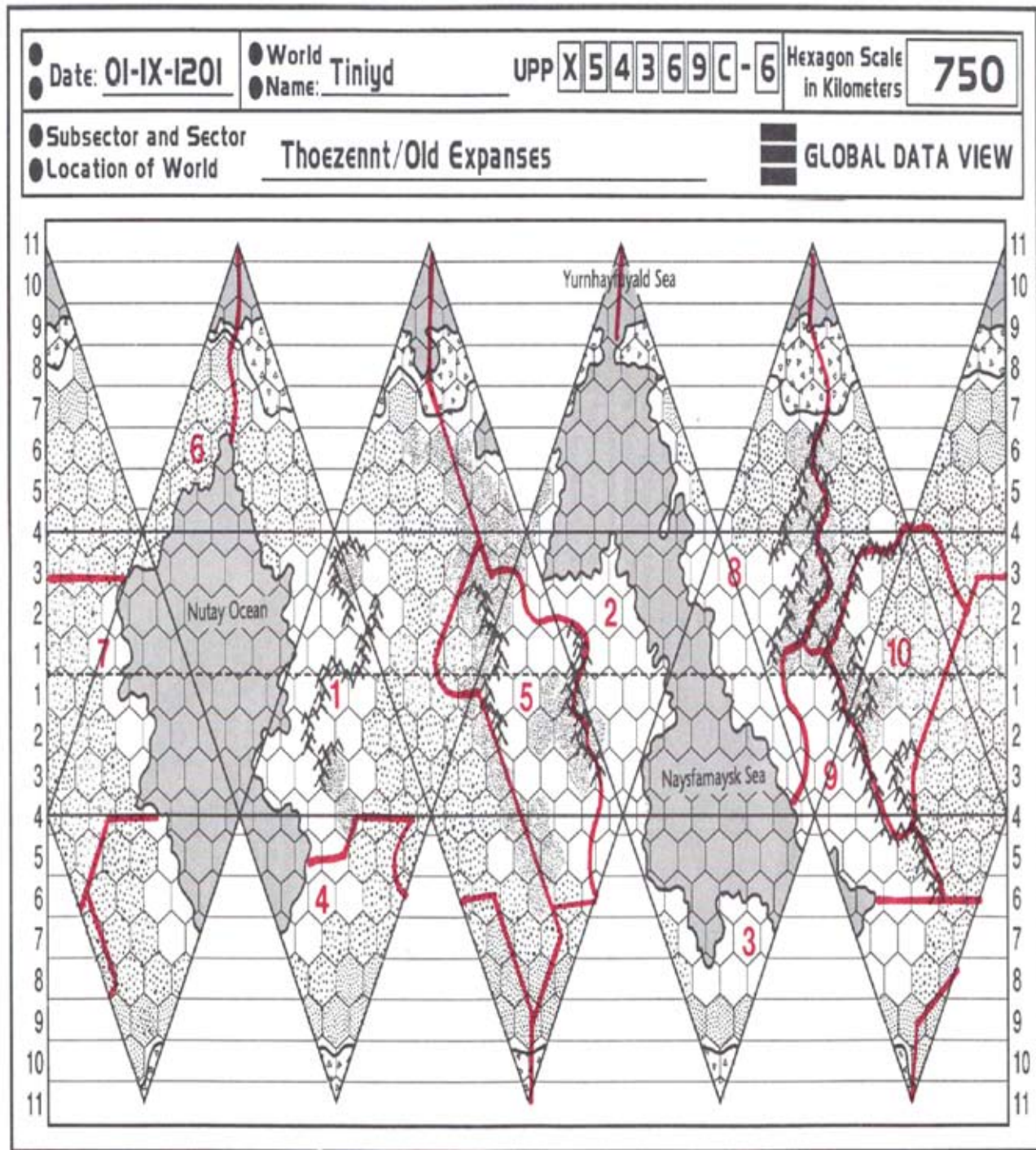
The human government fell on the Droyne communities. Those within human areas were generally overrun and massacred. Those more isolated communities were warned telepathically of the crusades and were able to mount effective resistance (especially using their psionic talents.) Whilst human forces were engaged against Droyne warriors, other isolated but weaker Droyne communities were captured and the Droyne massacred or forced into work camps.

The government chained the Droyne to stop them escaping and eliminated the leader caste. They also stole the gold coins which inadvertently prevented casting of young Droyne and caused the creation of the chirpers.

A few years after the crusades died down (as the military government was now firmly in control), the government was itself overthrown by a underground psionic cell lead by Laanzo Khuumishimshuggi, a refugee from Jeddel. They used the government's central control to assume command. They started to slowly limit technology and promote the idea of psionic humans being the next evolutionary step. In accordance with the general human supremacist undercurrent within Tiniyd society, all records of the Droyne's psionic abilities were systematically removed from the records.

Unfortunately the covert nature and persecution mindset of the psionic cells caused the temporary world government to fracture into the psionically ruled nations seen in the

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Open Sea	Steppe	Badlands	Starport			
Mixed	Ice cap/Glacier	Tundra	Sunken Starport			
Mountains	Desert	Jungle	Sunken city			

New Era. The cruel nature of the new psionic ruling classes caused some of the more pacifistic psions to quietly move to what is now the Idsur Republic.

These psions allied with the non-psionic regional government within the area to form a more humane, but still psionically dominated nation. The Idsur psions, lead by Ashaaris Baldassare, were smaller in number than the other psionic groups and generally had less aggressive psionic talents. They were forced to rely on the non-psions more than the other nations, which guaranteed equal treatment for the non-psionic majority in this nation.

The presence of large numbers of captured Droyne workers cushioned the non-psionic populations from the worst of the demands placed on them by their new psionic rulers. Eventually, without their coyns and leader caste, new immature Droyne were unable to caste and degenerated into Chirpers.

Planetary Conditions

CLIMATE

Tiniyd is a dry world with only 30% surface water, only ½ that of Earth. The planet has low rainfall, or snow in the northern climbs near the polar sea, and low levels of cloud cover, as there is less moisture in the air. The lack of cloud cover and low albedo gives rise to high day time temperatures (with little or no cloud cover) and sudden temperature drops at night.

Winter is cold, especially in the northern climates and at night. Most days are clear and cold, although there is some cloud cover and light rains / snow. This precipitation feeds the glaciation around the polar sea. Spring is accompanied by light rain fall, and significant run off from snow on the mountains. This coupled with the extra sunshine causes a dramatic blossoming of plant-life in spring. It also turns the majority of the rivers into raging torrents, especially in the badlands, where there can be sudden flash floods. Summer is hot with little rain or cloud cover. High summer include some severe thunderstorms / downpours and tornadoes. Rivers and lakes experience a considerable drop in flow / water level.

Northern hemisphere weather is more extreme as the freezing / unfreezing of the strait between the two seas causes sudden influxes of cold water from the polar sea as the ice periodically unblocks. There are sudden storms, and great tides and currents. This periodic infusion of nutrient laden cold water gives rise to large scale fish spawning in these areas, and also support some of the sea-borne megafauna.

FLORA & FAUNA

Tiniyd had a complete ecosystem before the arrival of the Vilani during the First Imperium. The majority of Vilani introduced plants and animals were pushed into ecological

niches by the introduction of terran crops and animals during the Interstellar Wars period. Today, the majority of the animals and plants found in the fertile areas are variations of terran flora and fauna, with a few Vilani plants and animals mixed in, including the 8 legged poni (a Vilani horse equivalent) and the Argu (a popular root vegetable).

Native Tiniyd flora and fauna is still dominant in the badlands and desert, and in the seas. Several species of native megafauna occupy both the shores and the depths of the polar sea.

Civilization on Tiniyd

AGRICULTURE

With the low rainfall, Imperial era agriculture relied upon both genetically modified crops and extensive irrigation. Following the collapse, the irrigation systems failed, but the genetically modified crops remained.

Moisture heavy crops such as salad vegetables, melons, soft-fruits etc. are not present, except in small plots within the towns and cities, there is simply not enough rainfall. Major crops are grains, root vegetables (potatoes, carrots, swedes, turnips etc.). Fruits are from trees (apples, pears and some plums, dates, nuts).

Crops are grown either with a greater spacing between plants (than a terran world) to allow them a greater area to extract water from, or within pits which reduce water loss from the sun or the hot winds. The pits also collect dew that irrigates the plants. Occasional wood and glass greenhouses will be used to conserve water. This however increases the effort required by the farmer.

Near major rivers, basic irrigation is present, which allows the growth of more moisture hungry crops. Irrigation is by steam engine / alcohol powered pumps. Trees are deciduous near ample water sources, with palms and pines elsewhere.

The plains have ranches with herds of horses / poni / cows. Pigs, sheep and chickens are also present. In the more scrub / badlands terrain, sheep and mountain cattle are the dominant livestock. Wool from the sheep is a major source of clothing. Countries in the northern hemisphere also hunt megafauna. Such megafauna provide oils, meat, as well as cartilage / bones for use in clothes / umbrellas, soaps etc. Fishing is also an important source of nutrition, although the most plentiful northern fishing grounds are very treacherous given the currents and tides.

Cotton clothing is rare (it is too water hungry), common clothing will be made from silk, linen, leather and wool. Farmers and hunters are generally clad in a combination of leather and woolens.

ARCHITECTURE

Most of the original TL12 buildings are still standing (given their construction from concrete, crystal iron, and superdense metal). The planet was not seriously attacked in the Final war, and collapse damage is limited to the capital city which has been effectively destroyed. Ravages of the civil disturbances just after the collapse have been repaired. The structural interiors of the buildings are still present, but the contents and support systems such as lighting, power air-conditioning have been replaced with TL6 equivalents.

The new capital cities were major Imperial era provincial towns, and they consist pre-dominantly of Imperial era structures with new interiors. The “towns” are former small towns and large villages. These new towns consist of approximately 50% old Imperial construction and 50% new construction from brick and concrete. The landscaped grass avenues and plazas common in Imperial era cities have been cobbled & paved over to form roads for the TL6 ground vehicles.

Major roads are tree lined for shade and canvas awnings are common in business and shopping areas providing shade for citizens. All major conurbation's have measures to capture and retain rain water (primarily from roofs). The water is stored in underground cisterns prior to purification and use. The towns and cities are surrounded by concrete walls both as a defensive measure and as a means of controlling the movement of the population.

Outside towns, there are collections of farms and isolated farm buildings. These are still largely Imperial era buildings but few are completely intact. Most have been patched with sheets of salvaged crystal-iron sheets, brick and planks etc. Barns are crystal iron framed structures with crystal iron sheet cladding. New farm buildings are brick and wood. Farms will arranged by a square, with walls linking the buildings. This provides some shade / break from the hot winds. Trees are planted around the farms to provide additional shade. Covered walkways are provided between buildings to both provide shade and protection against the summer stores. All farms possess water retention measures (usually covered water barrels) and are equipped with a source of water (well, natural spring, river or lake).

ENERGY AND TRANSPORT

Tiniyd was a fusion powered society prior to the collapse and has been reduced to a coal and oil powered infrastructure. Only certain nations have relic oil-wells that originally provided raw materials for the plastics industry. Other nations have been forced to rely on coal. The small population base and the limited development of sufficient mining knowledge has limited each nation to maintaining its energy supplies, and has prevented diversification from the original energy source. All nations produce alcohol for use in ground vehicles, petrol (where available) is reserved for military vehicles, and especially aircraft.

Coal is used for general heating, cooking and to power the steam trains that form the commonest long distance mode of transport. Each nation has at least one electrical power station which supplies electricity to the capital and the major towns. The capital cities of each nation have a gas plant that converts coal to town gas for domestic and industrial use. Factories are either connected to the power grid or have their own generators (primarily diesel generators and steam engines). Villages and farms have their individual energy supplies, with a mixture of coal, wood, and wind.

Steam trains are the primary means of long distance transport, used for both freight and passenger transport. This is supplemented by petrol and alcohol driven trucks and cars for medium distance journeys. Such vehicles are more prevalent in the major towns and cities. Villages are limited to a few alcohol powered farm machinery, tractors and trucks, supplemented by horse and poni carts. Horses and poni are still the preferred method of personal transport.

Relic grav vehicles are only used with the elite military units, given the general anti-technology bias of the general population. But even these elite units are moved from barracks to battlefield on rail road cars, to reduce wear on the irreplaceable grav units. All aircraft on the world are locally produced after the collapse (as Tiniyd was a grav-only society at the time of the collapse). The limited technological and population base limit aircraft to use within the armed forces.

Roads are either concrete or paved, except in those countries which have access to oil-wells, where bitumen is available to make tarmac roads.

International sea trade is non-existent, with water vessels limited to river barges and inshore fishing vessels.

TECHNOLOGICAL DIVERSITY AND TRADE

All the nations on Tiniyd have small population bases which limits the technological diversity on the planet. Most nations only have a handful of vehicle types (a car, a truck, a tractor, and armored car and a tank). Wherever possible components will be used on multiple vehicles. Complex components such as internal combustion engines are made in small factories which can only build one or two dozen engines a year, and the factories only produce one or two different engines.

Research and development, and factory built design variations are non-existent. No new designs have been built on Tiniyd since the Collapse. Owners frequently modify vehicles and equipment to make it more usable in its specific role. The lack of a starport has prevented the importation of new equipment or even new designs.

The paranoid nature of each nation's government ensures that each nation struggles to maintain self sufficiency in its industrial base. The paranoia also curtails international trade, with only a few bulk items such as wool, timber and minerals being traded. No nation is generally willing to

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trade resources that would benefit a rival nation (oil, food, manufactured goods).

GOVERNMENT & LAW ENFORCEMENT

The majority of the governments on Tiniyd are as bad as portrayed in the RCES briefing. They consist of psionic dictatorships and autocracies whose sole aim is to maintain their grip on power. All these nations are ruled by psionic elites of approximately one thousand psions, with supremacy within this elite being based on intelligence, cunning, psionic ability and ruthlessness.

These psions occupy all senior positions within the government, law enforcement and military. Extensive secret police presence supported by psions in the officer positions keeps the general population in line. Telepathic scanning of the general population is routine, and this coupled with the very high law level imposed by most nations ensures that the population is kept subjugated.

Military units are present to support the secret police or to initiate petty wars with neighboring states. The psionic elites limit the size of their militaries to prevent coups by the armed forces (either lead by psionic officers or non-psionic individuals).

The various militaries on Tiniyd are based around relic battle-dress equipped troops, supported by TL11 lift units from the Solomani occupation era, and the bulk of the armed forces equipped with current TL6 motorized equipment. No nation on Tiniyd is equipped with planetary defense weapons capable of engaging a spacecraft in orbit. Recently the militaries on Tiniyd have undergone a dramatic expansion in size.

The militaries are concentrated around the various capital cities, and especially TL6 air-force units and high tech military vehicles. TL6 second line units are garrisoned at provincial towns. Chirper built defensive emplacements are dotted across the countryside allowing the militaries to conduct retreats from prepared position to prepared position in the event of invasion.

The general populace is subject to restrictive governmental intrusion into their everyday lives. They are taught that technology has failed and psionics are the next evolution of man. The psionic elites portray themselves as superior humans and hence fit to rule.

CHIRPERS

A large population of chirpers (200,000) lives in conditions of slavery or at best second class citizenry within all the human nations. The chirpers live in large barrack camps holding approximately 5,000 chirpers per camp. These camps are guarded by penal guard units, responsible for ensuring the chirpers do not escape. The chirpers are chained into gangs of 50 chirpers and used as forced labor on the farms (given the labor intensive nature of the low moisture farming). The chirpers are used as construction labor during

the winter months. They resurface roads, and build military bunkers.

The history of the chirpers and their emergence from uncasted Droyne has been destroyed in the intervening years. The general population regards them as no more than smart animals.

CHAPTER 3: IDSUR REPUBLIC

RCES Dawn Base-Trybec; Free Trader debrief, CPT Sean “Cutter” Donaldson, 22-VI-1200:

‘Cutter’ Donaldson eased back in his seat, as Lathrop and the four junior officers two male, two female took notes. “Lawter, S.”, “Guitierrez, R.”, the two femmes, and “Ritter, P.”, & “Titan, H.” the two men. A harder meaner, leaner lot they were indeed, the old spacer thought. Star Vikings, huh. No rest for the Guild with this lot on their backsides, he mused to himself.

Wasn’t a whole lot information, the Free Trader skipper had initially thought, but they seemed happy with what he recalled over the past two and a half hours. They even bought him dinner! Not a bad trade for a new power plant infusion coil—not a salvaged one, but a shiny made in Aubaine new one. He was about to shove off from the table when Lathrop looked up at him from the quiet conversation with his subordinate officers in the dark blue skin suits.

“Hang on a second, ‘Cutter’.” The old starjack paused, and sat back down. Here it comes, the real price for his repairs. I should have listened to that Son of Craig guy, Rourke, he berated himself. “Always deal from a position of strength with these new stellar powers—or they’ll use you like waste paper and toss you away”. His worried frown faded at the next words, and the sincere smile behind them.

“Tell us everything you can recall about the Idsur Republic, Captain Donaldson. Pat—order us some more Kaff, our new friend looks thirsty...”

HISTORY

The nation now known as the Idsur Republic was a former farming region on the eastern shore of the Naysfadaysk sea. It was a provincial backwater even for Tiniyd. During Hard Times, the psionic Laanzo Khuumishimshuggi arrived from Jeddel in the Diaspora Sector fleeing a planetary security raid. His high technology skills assured his entry into the Tiniyd workforce. He soon started recruiting other psions from across the subsector. These additional psions found refuge on Tiniyd, and were easily able to elude the handful of Solsec personnel on planet. The new psions naturally followed Laanzo, mainly out of a sense of obligation for their haven.

Following the Collapse, whilst the military assumed control amongst the chaos, Laanzo plotted to take over the government. The military’s crusades against the Droyne were a perfect distraction that allowed Laanzo to organize his

forces unopposed. Laanzo did nothing to halt the crusades, as Laanzo has absorbed the human supremacist ideals from the government. Several groups amongst the psions were uneasy with the way things were progressing. They quietly slipped away and settled in a remote area, on the other side of the planet from the new capital.

Laanzo’s coup was successful, and the psionic cell assumed control of the planet. Laanzo pushed his psion and human supremacist agendas, using the human supremacy issue to gain favor with the general populace, whilst pressing the idea of psions being the next stage of evolution. The treatment of the general public as second class citizens or cattle was the final straw for the more pacifistic / idealistic psions who had settled in the Idsur province. They declared their independence from Laanzo’s government.

However, the Idsur psions were fewer in number than the psionic forces that Laanzo could muster. In addition, a large majority of the Idsur psions had awareness and special talents that could not be used in an offensive manner. The Idsur psions were forced to ally with the Idsur regional government and its security forces to repel the impending attack. The leader of the Idsur psions, Ashaaris Baldassare, forged an alliance with the local government to set up a Representative Democracy, where all citizens would be treated equally regardless of their psionic ability.

The well lead local security forces, actively supplemented by the Idsur psions, were sufficient to repulse the inadequately organized expeditionary force dispatched by Laanzo. Laanzo had replaced / killed large parts of the officer corp of the planetary army, and replaced them with his psions. Whilst these new officers had impressive individual psionic abilities, they had virtually no military experience, and their forces were rapidly isolated and defeated.

Within the Idsur region, Ashaaris Baldassare proclaimed the formation of the Idsur Republic, and was appointed president by popular acclaim. The almost complete rout of the expeditionary force caused widespread doubts in Laanzo’s abilities, and over the next few years, several of his henchmen split off and proclaimed the independence of their little domains.

CURRENT STATE OF THE REPUBLIC

The Idsur Republic is the only democratic nation on Tiniyd, where both psions and non-psions are treated equally. Psions have a general higher social standing than most citizens, primarily due to the usefulness of their talents in enforcing state security. However, competent non-psions can

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rise to positions of power for displays of industrial, political or military prowess.

The current president of the republic is Armand Idsuri Baldassare, the grandson of the first president. The government consists of 100 senators, elected by wards within the country. Generally each ward consists of 1000 citizens. The governmental center can be found in the capital city, Idsur.

The security of the republic is ensured by three organizations. The first organization is the police force which performs day to day policing activities. The police has a large proportion of non-psions, although a few low level telepaths, clairvoyants and other low level psions are included within the ranks.

The Security Service performs national security duties, such as espionage and counter-espionage, as well as guarding government buildings that do not have a military presence. Both the espionage and counter-espionage departments have large psionic complements, primarily with telepathic / clairvoyant abilities. They remotely monitor hostile nations both telepathically and clairvoyantly, as well as using a handful of actual agents.

The military is the final defense of the republic. It accepts all applicants that can meet the physical entry requirements. Psions within its ranks that have high psionic skills tend to be assigned to specialist units – primarily intelligence (high level telepaths with the deep probe talent) and recon (mid to high level clairvoyants). Other psions are not differentiated by their abilities and are assigned as general troopers. They are permitted to use their limited psionic abilities as they see fit, to support the completion of their orders.

LAW ENFORCEMENT

Given the hostile nature of all of Idsur's neighbors and the fact that Idsur is the only free nation on the planet, there are extensive internal security measures in place to detect enemy spies and saboteurs. The ability of enemy psions to acquire information or enter secure areas, has further heightened tensions. The large size of the Idsur Republic and the comparatively small size of its military and security services means that its borders are open to direct infiltration and the population is well aware of this fact.

In short Idsur (and all the other nations) are in the grip of war-time paranoia and have been for the last 70 years. Suspicion of outsiders, loyalty to fellow Idsurians, and respect for the security services is widespread.

Law enforcement by both the local police and the security service is extensive and effective, especially when supported by psionic security force agents. Once threats come to the attention of the security service, they are usually neutralized quickly.

All citizens are required to carry identity papers which includes photo identification. These ID papers are required to be shown to any police or security force member on request. They are also required to be shown when any major

purchase is made, when staying in a hotel, when obtaining a travel pass to use the railway, etc. The extent of security laws in the various aspects of normal life are detailed below:

Weapons

- No firearms held by members of the public.
- No melee weapons held by members of the public.
- Authorized persons can be allowed to have axes etc. (for woodcutters etc).

Movement

- Long distance movement requires a permit.
- New arrivals must report to the police upon arrival at destination.
- No private ownership of vehicles.
- Vehicles are leased from government stock to authorized individuals.
- Petrol / alcohol rationing.
- New house purchases must be approved.
- Moving home must be approved.

Personal

- All persons must carry identity papers at all time.
- Identity papers must be shown for all purchases.
- Identity papers must be shown for long distance travel.
- Identity papers must be shown to book hotel rooms etc.
- All births / deaths / marriages must be recorded and ID papers shown.
- All citizens will show respect to / and immediately comply with orders from police / government officials etc.

Media

- Possession of radio / telephone equipment by private individuals banned.
- Communications equipment only allowed by authorized persons.
- Newspapers / books / songs subject to official censorship / approval.
- Communal phone / telegraph available for use in provincial towns (to order supplies etc.) but telegrams will be read and phone calls listened in on.
- TVs available to loyal people, who are only allowed to watch state TV.
- State owned TV stations.
- Relic media equipment banned.

Laws

- All land held by government.
- Police and government officials have unlimited rights of access to homes, businesses, records (including doctors) etc.

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- Lawyers banned.
- Closed courts with no detailed reporting or public access.
- Psionic evidence is admissible.
- Persons can be detained without trial for 1 year or indefinitely in cases of national emergency.

Psionics

- Use of psionics must be reported.
- Possession of psionic abilities must be reported.

RELATIONS WITH NEIGHBORING STATES

The Idsur Republic is currently not at war with any of its neighbors. It does however, monitor its neighbors both psionically and physically. Telepaths conduct life-sense sweeps of the border to detect infiltration. Higher level telepaths attempt to mind-read higher governmental officers. Clairvoyants remotely view enemy army camps to detect signs of mobilization, whilst high level clairvoyants are used to remotely view enemy governmental meetings. The republic also employs a handful of actual spies.

All the neighboring nations maintain similar monitoring of Idsur, whilst Gakshishu, Padukha Amkhuun and Kingdom of Limgur perform the occasional raid or act of sabotage against Idsur.

Idsur was forced to dismantle the last starport (a former spaceport) under pressure from a coalition of all the neighboring nations, who were fearful of Idsur benefiting from off-world trade. Idsur strives for better relations with its neighbors, and uses trade as a means of diffusing potential hostile moves by its neighbors. Specifically, it trades excess electricity with Gakshishu, Padukha Amkhuun and Kingdom of Limgur, and has previously threatened blackouts after Kingdom of Limgur raids.

PSIONICS

There are about 1,500 psions within the general population, with a significant proportion still adhering to the old disciplines in the Awareness Talents. The remaining thousand psions have adapted to the current real-politic, and have developed telepathic and clairvoyant abilities.

Mid level telepaths, who can read thoughts, are extensively used in the Security Service. They are charged with the psionic scanning of the general republic to detect enemy spies and general criminals. Mid level clairvoyants, who can remote view areas up to several hundred miles away are also found in numbers within the Security Service espionage branch, as they are used to remotely monitor the Republic's borders and to keep a check on the readiness and location of enemy forces.

High level telepaths are assigned to the Security Services as they can perform deep probe interrogations. Higher level telepaths can also deliver telepathic assaults. High

level clairvoyants are used to remotely view enemy cabinet and army meetings (both remote viewing and remote hearing).

Telepaths tend to be employed in government positions that require security clearance, as their telepathic mental screens prevents enemy telepathic scanning.

The psions within the Idsur Republic are open about their talents, and their talents are openly reported within the press – subject to the military reporting restriction. But the psions do not advertise their talents and they are generally not recognizable in the street.

The psions within Idsur perform regular tests on the general public at the ages of 5 and 13 to identify new strong talents. They also accept any latent strong talents that emerge at other times. People identified with strong talents are adopted into one of the psionic families that specialize in their talents. Such new talents undergo training in a family environment, but return to their original families at weekends and holidays.

This introduction of new psionic talent provides an outlet for non-psions to enter the upper classes via the psionic ability of their children. It also ensures that the psions maintain a connection with the general population, as each psion will know several close non-psion family members from the adopted new talents, and the members of the general public will know several psions on a personal basis. The population is also supportive of the general testing for psionic abilities both as a route of advancement, and to ensure that potentially dangerous latent talents are taught to control their abilities without endangering themselves or others.

Of the 1500 or so psions in Idsur, approximately 500 of them specialize in the awareness talent with the occasional special talent also present. They are mostly pacifistic and are heavily involved into expanding the boundaries of psionic knowledge. Of the remaining 1000 psions, these are primarily telepaths / and or clairvoyants as these are the easiest psionic talents to acquire and the most useful to the state. There are limited numbers of telekinetics and teleportive psions, although most of these also have telepathy or clairvoyance abilities.

Disregarding the children, elderly and those unlucky enough to have no clear psionic talents, there are approximately 700 psions with talents besides awareness. Approximately 200 have low psionic strength and are limited to basic psionic abilities such as life-sense and empathy. These psions tend to serve as initial teachers to young psions, or in government jobs where a psionic shield is required, or pursue careers without regard to their psionic abilities.

Approximately 400 psions have medium psionic strength and are frequently employed by the armed forces and security service, where they perform internal security mental scans, and use remote sensing to spy on neighboring nations. Only about 100 psions have high level psionic abilities such as deep probe, psionic assault, heavy telekinesis or

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teleportation with equipment. The clairvoyants and telepaths are almost exclusively within the armed forces and the security service, whilst the handful of teleporters are used as elite agents.

TECHNOLOGY

The Idsur Republic maintains a solid TL6, with shadings of TL5 in rural areas. It maintains a small TL12/11 military and a handful of TL12/11 industrial equipment that is primarily involved in the manufacture of ammunition for the military.

Idsur is not blessed with any oil production facilities and instead relies on alcohol to power its vehicles. Small town based delivery and taxi vehicles are electrically powered using large TL6 battery arrays. It does however have an abundant electrical energy supply and its cities and industry is largely electrically powered. This electrical supply is generated by a large TL9/10 combined wind and tidal power farm located within the large bay near the capital city and is distributed by relic Imperial era buried super-conducting cables.

Idsurian cities are lit by electric light and most houses are heated with a combination of coal fires and electric heaters. The heavy use of electricity has reduced the population levels over the cities, as there are no large town gas and coal powered power plants.

ATTITUDES TO PSIONICS AND TECHNOLOGY

Idsurian subscribe to the belief that psions are the next evolutionary step in the development of humans. This belief is planet-wide, and found across the entire social spectrum. Idsur does however recognize the value of non-psionic humans, and non-psions still have the ability to rise to positions of power based on merit. Psions are generally held in high-esteem, and those with acknowledged high levels of ability have social status equivalent to nobility.

There is also the wide-spread belief that with proper training and further psionic evolution, psionic talents will emerge in the general population. Large portions of the Idsur psions who have the awareness talent are investigating such areas and are attempting to develop means of increasing psionic abilities both in existing psions and non-psions. Most of the population will use meditation to prompt calm thinking and as part of self-improvement schemes to help their psionic development.

There is a wide-spread belief that Tiniyd acts as a safe womb for the development of a completely psionic human race, and further psionic evolution will result in a quantum leap in human psionic powers, offering both additional abilities, and increased psionic strength as well as the ability to master large numbers of psionic talents.

The concept that overuse of technology and especially advanced technology hinders the development of psionic skills is common, and the history of the Third Imperium is

quoted as a prime example of this. Idsurians believe that their TL6 infrastructure is sufficient to support their needs and maintain the health of the general population without prejudicing their psionic development. They believe that a lower level of technology places too many immediate survival demands upon people, and reduces the time available for self-development, whilst excess technology provides abilities that should only be provided by psionics.

Those members of the military who maintain and operate the remaining relic equipment are revered as making a supreme sacrifice in preventing their own psionic development by using the relic high-tech equipment. The use of high-tech military equipment is deemed necessary to counter the high tech units deployed by the other nations. The TL9/10 wind farm is generally ignored by most of the population when considering the anti-technology bias. The advanced wind turbines are considered no more than wind mills by the general populace. They are aware of its high tech nature but it is not generally perceived as threat to their psionic development.

CHIRPERS

There are over 15,000 Chirpers within the Idsurian Republic, housed in three large camps holding approximately 5,000 chirpers each. The Chirpers are used as farm laborers during the growing season and as construction laborers during the rest of the year. Idsur has an enlightened attitude to chirpers which are considered to be smart animals and a useful resource, but not sentient. Chirper handlers at the camps direct the chirpers in their laborers. These handlers are also responsible for the care and feeding of the chirpers and their protection against wild animals etc. The Chirper handlers are firm but kind to their charges.

The fact that the Chirpers are uncasted Droyne and are both psionic and sentient is not known to Idsurians.

MILITARY FORCES

The Idsurian military is small well trained, equipped and lead military force. It retains discipline in the field, and takes prisoners, does not torture prisoners and generally maintains an ethical approach to war. The Military's primary role is the defense of the republic and the military keeps out of politics.

Psionic individuals are free to join the military, and the military does maintain small psionic units that specialize the remote reconnaissance using a combination of telepathic life-sense and clairvoyance. A few high power telepaths are available to perform deep probes on captured prisoners. Other psions with lesser psionic abilities are occasionally found within the ranks and are allowed to use their lesser abilities to help their unit as they see fit.

Idsur maintains a small shore based nautical force which is primarily involved in security for the fishing fleet,

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coastal sweeps against infiltration and providing water transport to other elements within the armed forces.

Originally the Idsurian armed forces maintained approximately 2-3 active combat battalion equivalents (often broken into smaller units to provide border patrols) and approximately half a dozen TL6 combat aircraft. The military has expanded considerably within the last year and a half to counter the off-world threat from slave raiders. The expansion of the relic military units required the salvage of additional relic equipment, and the lack of suitable military salvage forced the military to salvage paramilitary equipment such as security force / SWAT team equipment rather than front-line military equipment.

The current strength of the Idsurian Military is as follows:

NAUTICAL

Nautical forces consist of 37 experienced personnel with a handful of unarmed coastal and river boats.

AIR FORCE

The Air Force consists of 2 squadrons of TL6 fighter/bombers each with 6 aircraft, dispersed at two small airbases. The airbase at the Capital also includes a co-located air-defense radar installation. Total of 250 experienced personnel.

ARMY

Combat Units

- Three Heavy Grav Infantry platoons (TL12 Battledress equipped Veteran troops in 32 man platoons)
- One Lift Infantry Company (TL11/10 experienced troops in a 100 man company)
- One Motorized Infantry Company (TL6 trained/novice troops in a 100 man company)
- One Air-Mobile Infantry Company (TL6 trained troops in a 100 man company with 12 TL6 transport helicopters)
- One Reconnaissance Cavalry Platoon (TL6 trained troops in a 30 man platoon equipped with 8 armored cars)

Support Units

- One Lift Artillery Company (TL11/10 experienced troops in a 100 man company)
- Two Grav Medivac Platoons (TL11/10 experienced troops in 30 man platoons)
- One Grav Military Intelligence Section (TL11/10 experienced troops in an 18 man section)
- One Field Artillery Company (TL6 novice troops in a 100 man company, equipped with 18 towed howitzers and 24 half-tracks)
- One Field Hospital Company (TL6 novice troops in a 100 man company with 12 wheeled field ambu-

lances, 12 medivac helicopters and 2 command vehicles

- One Engineering Company (TL6 novice troops in a 100 man company)
- One Military Police Platoon (TL6 trained troops in a 30 man platoon equipped with 8 armored cars)

Total: 962 personnel

EQUIPMENT

Infantry units are generally equipped with semi-automatic rifles, a few hand grenades, steel helmets and camouflage fatigues. Squad support weapons consist of sub-machine gun or possibly a light machine gun. Heavy weapons are generally assigned at platoon level and consist of medium and heavy machine guns and possibly crude TL6 anti-tank rocket launchers. Radios tend to be large TL6 affairs and are again generally issued at platoon level. Sensors are limited to binoculars provided to officers. Vehicle crews are equipped similarly, although their personal weapons tend to be pistols or occasionally a carbine.

Support vehicles tend to consist of variants of civilian vehicles trucks and cars, with better suspension added. Other vehicles such as the half-tracks and the armored cars are built on common civilian chassis but are up-rated to reflect their military use.

The armored cars generally contain a crew of three: driver, gunner and commander, and are armed with 2 machine guns. They are wheeled vehicles capable of good cross country speed, but sacrifice armor protection, often only carrying 2-3cm of sloped hard steel. Occasionally light tanks similar to the Pandina are fielded. These are tracked vehicles with a small rapid fire cannon (2-3cm), moderate armor and a crew of three. Half-tracks carry a crew of two and approximately 8 to 10 troops. They have good cross country speed and are designed to keep up with any light tanks, but not the faster armored cars. Their armor protection and armament is similar to that of the armored car, although the carried troops are usually required to man the weapons and weapon stabilization is not present.

High tech TL11/10 units are generally equipped with ACRs, and combat environment suits. Support weapons include Light Assault Guns, RAM grenade launchers and RAM grenades. Officers and NCOs are equipped with in-suit radios but a shortage of parts means that only 1 general trooper in 10 is equipped with a suit radio. Laser weapons are found in forward observer units, whilst vehicle crews are generally equipped with laser pistols or snub pistols.

Elite TL12 battledress troops are given the best equipment available, consisting of gauss rifles and RAM grenades, supplemented by laser rifles, RAM grenade launchers and LAGs as necessary. Often the gauss rifles are only used on combat missions as ammunition is in short supply.

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High tech vehicles consist of TL11/10 APCs and light tanks, supplemented by scout service G-Carriers, with police air/rafts, grav cycles and civilian grav trucks forming the support elements.

OFF-WORLD RAIDS

In 1199, the TED of Marax, Ushugaam II captured one of the original twelve Dawn League trade ships, the *DLS Horus*, a 600tn Bastien Class Liner. It took Ushugaam's master astrogator over a year to master the jump calculations, but since late 1200, Ushugaam has been staging raids on Tiniyd. The *Horus* is used as a troop transport and in conjunction with an armed free trader have been staging slave raids on the nations of Tiniyd. No nation has escaped the attention of the Marax raiding parties.

Given that Marax is also at TL6, the raiders rely on surprise, troop quality and local numerical superiority plus a handful of relic weapons to overcome any local defenses and conduct their raid before any relief forces can arrive. The armed free trader and *Horus's* small craft are used to deliver the raiding forces to the planet's surface. The drop takes approximately 30 minutes, and given the lack of sensor coverage and planetary defense weapons on Tiniyd, is usually undetected and unopposed. The raiders attempt to carry off the local population and any portable valuables before reinforcements can arrive. Given the size of Tiniyd's nations and the low technology of their armies, relief forces often took days to arrive.

The various Tiniyd nations including the Idsur Republic countered this threat by increasing the size of their militaries and placing garrisons in the larger towns. The airforce can keep raiding forces away from the area within their combat range, but this is usually only 500km from the airbases. These air blockades have kept the various capital cities and major towns free from raids. Other towns have to rely on their garrisons, and protective walls.

All Idsurian towns of any size now contain garrisons, either of army units or armed security service units. The airforce protects the capital Idsur and the regional center of Hesselbach. All garrisons maintain an aerial watch using binoculars or relic high tech sensors if the garrison is one of the high tech units (which are concentrated around the capital). The clear skies allow visual detection of the contrails generated by spaceships entering the atmosphere. Upon detection of a contrail, the security services at the capital are alerted by telephone (to avoid radio detection and bypass any jamming). Security service telepaths then use lifesense to detect the presence of living beings in the area of the contrail. If life is detected, then the telepath will monitor the vessel as it descends. Other telepaths will attempt to read the surface thoughts of the crew to determine their target. Military forces in the target area are alerted to the raid either by phone, relic secure communications or telepathy.

Security force psions will attempt to assist any military forces in repelling the assault using a combination of projected thoughts and emotions to distract and disorientate the raiding forces. However given the distances the psions have to project their talents over, they can do little more than distract and hinder an assault. It is up to the local armed forces to repulse the assault.

These raids have caused all the nations of Tiniyd to increase the size of their militaries, often with second rate salvaged equipment or local TL6 built equipment. These military build-ups also escalated international tensions and caused those nations that had not yet been raided to increase their militaries to maintain the balance of power. The raids have also increased the already rampant paranoia present amongst the population.

CHAPTER 4: MISSION 1 – FIRST CONTACT

The *RCES Serendipity* emerges from jump space in a blue flash and hangs over the elliptical plane of the Tiniyd system, whilst Sergey deploys the passive sensor array and begins his initial scans. On confirmation that the system is clear, the *Serendipity* boosts in towards the gas giant Salmsas to refuel. After refueling, Sergey conducts a second sensor scan under cover of the gas giant's radiation belts.

Thankfully for this mission, the Guild base is currently running quiet, with no guild vessels in system. The guild is expecting a slave raid from Marax in the next couple of weeks and has shut down operations to prevent accidental detection by passing Marax raider ships. The virus inhabiting the IISS facility in the Arcenturi Belt will detect the *Serendipity* as it passes, but its attempt to use its meson communicator to infect the ship is a dismal failure as *Serendipity* is not equipped with a meson receiver. The *Serendipity* passes by, unaware of its brief contact with Virus.

"Nasty-Bee" halts the *Serendipity* in Far Orbit over Tiniyd, out of range of easy visual observation from the planet below. She will know what to know where the PCs want to be put down within the Idsur Republic. She warns the PCs about limitations to their landing area.

"Look, it's simple, we can't land otherwise we will dig a whacking great rut pointing straight at your base camp, so we will have to hang there using the contra-gravity and that gobbles energy. We will only have 20 minutes to unload you and your cargo before our energy reserves will be insufficient to lift us to height where it is safe to use the Heplar drive. If we trigger it too close to the ground, we will start a forest or grass fire that will damn well attract unwanted attention".

The RCES mission briefing does have some orbital photos that will allow the PCs to find a landing site in some virgin forest near the northern border of the Republic near the regional center of Hesselbach. The briefing pack mentions a couple of satellite population centers including Marc's Town (a mining town) and the village of Tinyayr.

Whilst Astrid is briefing the PCs and getting the landing coordinates, Sergey does another passive scan. The highport and orbital satellite nets are gone, just as the free traders indicated. There is no sign of any traffic control or planetary defense active sensors. All that Sergey can pick up is low power radio and TV broadcasts from various points on the planet. He starts recording, just in case anything can be gleaned from the transmissions. PCs with linguistic skills can take a download of the Idsur transmissions, in the hope of developing the correct accents.

Once the PCs have chosen their landing site, and got their gear ready, Astrid will take the ship in slow and quiet.

She lets the ship drop under gravity, and slams a large G burn whilst over the Idsur mountains. Within 10 minutes of atmospheric flight, Astrid has the *Serendipity* hovering over the landing site, whilst the rest of the crew scramble like monkeys to unload the PCs gear, all the while maintaining a wary eye on the sky. Once the PCs are on the ground, the *Serendipity* will depart in a wave of hot air. "Pappy" waves from the lock as the ship boosts, his final words lost in the noise. The PCs can only hope that the heat has not scorched the vegetation.

The PCs now have the rest of the day to set up camp, get changed into their native gear and agree a plan of action. Sensible PCs will scout the area to confirm there is no one around who saw the landing. It would also be sensible to camouflage the camp and check the radio for any military broadcasts. They may also want to relocate their camp away from the landing site just in case.

Unbeknownst to the PCs, the increased military surveillance did detect the *Serendipity's* contrail in the clear night sky, but the telepathic scan by the duty telepath at Hesselbach revealed no life, and the military have relaxed their alert. The *Serendipity* is an ex-Imperial Scout Service vessel, and like all Imperial military and scout vessels was equipped with psionic shielding to prevent Zhodani infiltration, and luckily the *Serendipity's* psionic shielding is still operational. The PCs have gotten their first lucky break.

LOCAL GEOGRAPHY

The PCs initial landing site is in virgin forest about 3 days walk from civilization. The nearest habitations are a collection of scattered farmsteads at the edge of the forest. These farmsteads are usually within 4 to 6 hours walk from each other and are spread over 30km. One major farmstead is located on the end of the road into the mountains. This road leads to a railhead approximately 100km away. Both the road and the railway lead to the regional capital of Hesselbach, over 800km away. The mining town of Marc's Town lies to the West, about 100 km away from the landing site. Tinyayr is located on the slopes of the Eastern mountain range, where the forest thins out.

Hesselbach is the regional capital and has a population of approximately 15,000 people. It is the major governmental and manufacturing center for this region. It also deals with agricultural, lumber and ore from the nearby mountains. These are transferred via the railway south to the Capital Idsur and several other smaller regional towns. As a major regional center, Hesselbach has a considerable military presence with both an army base and an active airfield holding

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a TL6 air-mobile infantry company. The security services also maintain a significant presence at Hesselbach. Remote recon units are stationed here as are several internal security sections, with telepathic support. Two deep probe teams are also stationed here.

Marc's Town is a mining town that is involved in mining limestone and building stone. It is located at the end of a rail spur and is surrounded by a 15ft concrete wall. Marc's Town is a rough frontier town with a population of just over 1000 people. The town itself is mostly barracks for the miners and warehouses used to store the ore, and mining supplies. The remainder of the town is houses, saloons, and other dubious entertainments for the miners. There is a small respectable area holding a few stores, the doctor's and the homes of a few respectable families (store keepers, doctor, mine officials, and police).

The town itself has a large police presence, mainly to control the miners when they get time off to spend their wages. Given the nature of crime in Marc's Town, with the occasional knifing, the police perform mainly crowd control duties, and have limited detective resources. There is no security service presence in Marc's Town. All security service activities are either performed at Hesselbach (such as issuing identity cards) or by visiting security service officials.

There is no bank or government offices in Marc's town. One of the general stores acts as a limited banking facilities for the local population, whilst payment for the miners is brought up once a month via train and stored overnight in a large safe at the mining company office.

Tinyayr is a small village that acts as a central point for a series of ranches. It has a 10ft concrete perimeter fence and a two man police unit. There is no permanent security service presence. The village has a couple of general stores, a post office, a police station, and an inn, as well as a few warehouses. The post office also acts as a bank. There are no government offices in Tinyayr, but there is a telephone link to Hesselbach. The police force at Tinyayr spends most of its time settling minor disputes and the occasional dispute over the ownership of stray cattle.

The forest itself contains a handful of hermits and other assorted loners, and PCs wandering the forests have a small chance of bumping into one of these "mountain men".

SKALA HOMESTEAD

The Skala homestead is located at the end of the road into the mountains. The homestead is prosperous with four distinct houses, as well as common areas and a large kitchen arranged in the typical walled Tiniyd architecture. A barracks is connected to the main walled compound and houses hired hands who work with the herds and in the lumberyard. They have their own common area and canteen. A third walled area adjacent to the main compound holds barns, stables, a pig sty, chicken coops, a smithy and various storage areas. The final open area holds the lumber yard.

The homestead has some electricity from a small waterwheel from a stream out back, whilst a wind generator provides the majority of the electricity for the homestead. The homestead does have electricity and a telephone connection to Hesselbach. They also have water-powered lumber equipment, and an alcohol still that powers the heavy truck.

The homestead is heavily involved in the ranching of cattle, but does have a few gardens, fields of grain and a scattering of other animals such as horses, pigs and chickens. The majority of the hired hands tend the cattle, whilst a few act as lumberjacks to supply Hesselbach with hardwoods. The men-folk in the owning families tend the cattle, whilst the women and children tend the fields.

There are 26 people at the homestead, including 12 men, 5 women, 9 children. The Skala family have recently had one of their daughters tested as a powerful latent psionic and she will be visiting her family before leaving for training in Hesselbach.

LARSON HOMESTEAD

The Larson homestead is about 2/3 day's travel into the forest from the Skala homestead. It is much smaller, only having one log cabin, (recently extended) and a single barn holding the stores and the few animals (a couple of pigs, a cow, chickens and a single horse). The Larson's have a few gardens and one field outside the homestead. They survive on their herd of mountain goats, their limited agriculture, as well as hunting and gathering. Fortunately they do have a good fishing stream nearby. The homestead is without electricity and is generally lit by oil lamps and the wood fire.

The Larson family consists of 1 man, two women and two children including a baby.

THE YUNAASHKHUUM HOMESTEAD

The Yunaashkhuum homestead is located in a small isolated mountain valley about 3 days walk from the Larson homestead. The valley floor has been turned into a number of sheltered fields surrounded by dry-stone walls. The homestead is located at the end of the valley and consists of 7 houses arranged in a sprawling walled compound. The homestead survives on the flocks of mountain goats that roam the surrounding hills.

The homestead does not have electricity, although it does have a small alcohol still. In defiance of local laws the families are armed with bolt action rifles. There are 6 men, 7 women and 16 children at the homestead. The homestead is actually more prosperous than it looks due to the smuggling activities of the family.

The Yunaashkhuum's smuggling activities are known to the security service. Secrets are hard to keep with random telepathic sweeps. The security service remotely monitors the farm using clairvoyants and telepaths. It prefers to have the smuggling where it can see it, rather than unmonitored.

DELLA'RUE HOMESTEAD

The Della'Rue family homestead is a small mixed farm at the edge of the village of Tinyayr. The homestead holds 6 adults (evenly split between men and women) and eight children.

The homestead does possess a TL4 steam tractor, but does not have electricity. They do have a discreet telephone connection to the nearby village.

CIZEK HOMESTEAD

The Cizek homestead is actually a furniture makers workshop and home. It consists of a small house (with electricity) and a large attached enclosed workshop and storage area. There are two warehouses at the rear, one of which holds finished items, whilst the other is used to cure wood. It is located outside the walls of Tinyayr to allow better lumber access to the warehouses.

The homestead is occupied by a single man in his early 50's who spends his days making furniture. Edvard Cizek is actually a deep cover telepathic agent from the Kingdom of Limgur who was inserted into the area over 30 years ago. He spends his days telepathically monitoring the government offices in the regional capital.

COVERT OPERATIONS

Any covert operations that the PCs perform are hampered by the following:

- Their lack of local knowledge / history
- Their strange accents
- Their lack of identity papers and local currency
- The non-native origin of their clothes and equipment.

Whilst the PCs have been equipped with a disguised vehicle and TL6 clothing, which will pass inspection at a distance, close-up observation will show that the clothes and the vehicle are not of a local style – which will arouse suspicion. A detailed examination of the PCs clothing or equipment will clearly show its origin is not within the Idsur Republic.

OBTAINING IDENTIFICATION PAPERS

The PCs will need to acquire identification papers to allow the RCES to make convincing copies. Ideally, the RCES backroom boys would like several different sets of ID papers. Whilst photographs of ID papers will be useful, at least one actual copy of each type of document is needed to allow non-visual elements such as embossing, and the quality of paper to be duplicated. Given that there are no RCES support personnel on world, any documents will have to be retained for several weeks to allow them to be sent off-world for duplication.

THEFT

The easiest way to obtain an set of ID documents is to obtain them from a local. However, the theft of ID papers will be rapidly noticed and reported to the local authorities, given the paranoid attitude of the population, and the strict law level that requires presentation of such documents to conduct daily business. Once the theft has been reported, the local police will circulate the details of the missing papers to both the local police, the secret police and the military. Telephone communications will ensure that virtually the entire law enforcement community will be alerted within a couple of days.

If the PCs attempt to use stolen ID papers that have been reported to the police, then they are likely to be arrested. This is more likely if they use the documents within the area from which they were stolen. The brief acquisition of a set of ID papers will however allow detailed digital photographs to be taken. This is especially useful, if the theft is undetected, and the original ID papers can be returned without the owner realizing the papers have been taken.

The three possible means of obtaining such ID papers include:

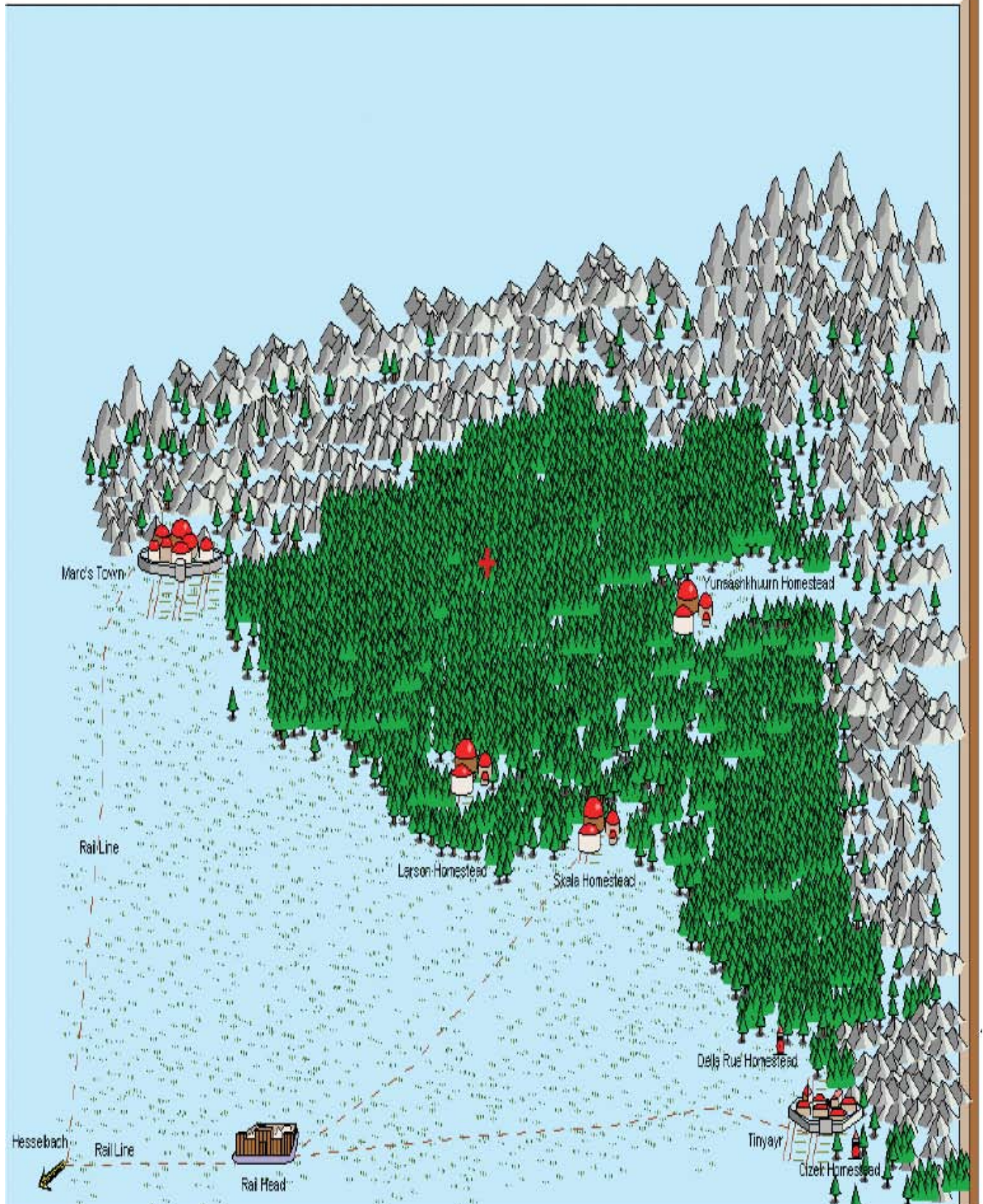
- Mugging
- Stealing them from a dwelling
- Pick-pocketing

Most houses are protected by stout wooden doors with good TL6 mechanical locks. Windows are usually secured by simple mechanical catches that are designed to be operated from within the dwelling. Average dwellings will not be equipped with any sort of electronic alarm, although virtually all farms and some urban dwellings will have a dog or similar animal that may raise an alarm. Trained RCES moonshadow personnel should have little difficulty circumventing the primitive security measures. The biggest risks are from guard dogs, natives that are still awake and wandering policemen.

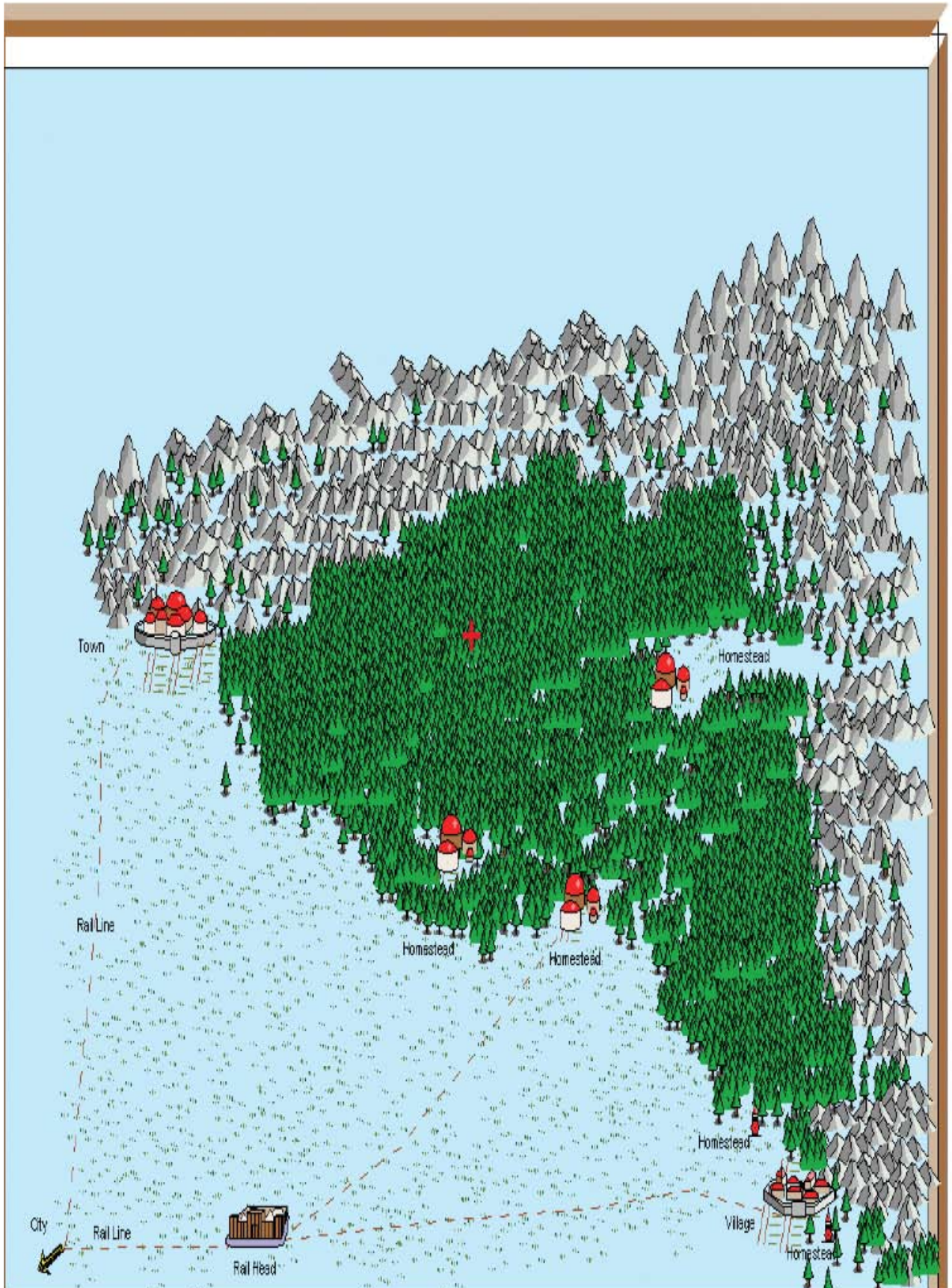
THEFT FROM GOVERNMENT OFFICES

Identification papers are issued from local government offices within each major town. These offices have all the necessary materials to allow the creation of real fake identification papers with almost no chance of detection, as they are made from official paper and ink. Each office will contain blank paper, government issue pens and ink and even the required stamps and embossing machines, after all they are used to create real identification papers. Government offices are open during office hours during week-days, but are closed outside these hours and at weekends. When the offices are open, they are full of government officials and usually one of two police officers.

Government offices are generally within the old Imperial era buildings made of high tech materials. However the doors and window are made from wood and glass. The doors are secured by several good TL6 mechanical locks, and the



Player's Map



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windows will have simple TL6 mechanical locks in addition to the interior catches. In addition, these buildings will have simple TL6 electronic alarms systems (usually simple sensor contacts that detect door / window opening). These alarms will trigger local sirens and flashing beacons. They will also trigger an alarm in the local police station.

Large government buildings such as those in the capital city will have their own night security guards, and roving police patrols will pass the building at least once during the night / weekend. Government offices within smaller towns are often co-located with other government facilities such as police stations or offices of the secret police, which will be manned during off hours.

Theft of raw materials from a government office will trigger a large-scale security response. The locals will assume that the theft has been perpetrated by one of the hostile nations on planet, prior to a major infiltration in support of an assault.

Theft of small amounts of pens / ink and paper from storerooms may not be detected for several months, especially if their removal is disguised. Impressions and detailed high definition scans using hand held sensor equipment will allow exact copies to be made using advanced off-world facilities, provided the PCs have brought such equipment.

There is a final source of identification papers within the government offices. The governments of Tiniyd like governments everywhere, keep extensive records on all citizens. These files, which are usually stored in the archives, contain sets of identification papers returned to the government for a variety of reasons such as death of the owner, name changes due to marriage, or change of permanent residence, or change of identification paper format. Provided the PCs know what the current ID papers look like, they can obtain several sets of ID papers by raiding the archives. Such thefts will not be detected provided the PCs tidy up after their break-in. These files are not normally used, and they may not be examined for months or years, and even then missing documents may be assumed to have been misfiled, rather than stolen.

OBTAINING ID PAPERS FROM FRIENDLY LOCALS

It is possible that the PCs will stumble on an isolated farmstead, or a lone woodsman / hunter / prospector and convince them to lend the PCs their ID papers. There are several problems with this approach to be overcome

ID papers are used for most if not all daily transactions, and anyone in regular contact with larger centers of population will be reluctant to part with their papers. They will also be worried that if the PCs are discovered, the police will come for them, for assisting a foreign spy.

If the PCs do convince the locals to let them borrow their ID papers, there are still problems. In rural areas, the locals will still recognize any mountain men types and will detect that the person holding the ID paper is not its true

owner. If they are challenged by a member of the police and try to use their ID papers, they will almost certainly be arrested. Their only hope is that the policeman is relatively young and does not remember the mountain man they are impersonating. If they show their borrowed ID to a shopkeeper, they will probably recognize that the PCs are not the true holders of the ID. They will still serve the PCs, but at the first chance they will attempt to alert the authorities.

PRETENDING TO BE A LOCAL WITHOUT IDENTITY PAPERS / PRETENDING TO BE A REFUGEE

The PCs could approach the authorities and claim to be either the son / daughter of a mountain man, or a refugee fleeing from a neighboring nation. This is a rare but not unprecedented event, but they security services will fully interrogate the suspect to verify his / her story. This will include both physical discomfort (sleep deprivation, etc.), and psionic deep scans from telepathic specialists assigned from the capital.

OBTAINING HARD CURRENCY

Examples of hard currency can be obtained in a similar manner to identification papers. Currency can be obtained from friendly locals, by theft from people or houses, or by trade. PCs can attempt to sell various items to homesteads or shops within the towns and villages. If the PCs approach a general store, then the storekeeper will require the PCs show their identity documents, especially if the PCs are not familiar to him. This will be a problem to PCs without valid identification.

Homesteaders may be more amenable to trading without the restrictions of identification documents. If the PCs are disguised as mountain men, it is likely that the homesteaders will trade, although they will be suspicious of people they don't know. The homesteaders are likely to barter the PCs trade goods with local produce, especially if the local produce can be obtained from their farm. Such trade would best be accomplished by a single PC posing as a mountain man.

Trade with the homesteaders will allow the PCs to exchange gold nuggets, animal skins, etc. for locally produced goods such as metal pans, knives, clothes, food, and luxury goods such as alcohol and cigarettes. Smart PCs may be able to include a handful of coins, or possibly a book, in the trade, if it fits with their disguise. The homesteaders will become suspicious if the PCs try to trade for items that would not be of use to a lone mountain man.

If the PCs try trading at the Yunaashkhuum farmstead, the Yunaashkhuums will be quite happy to exchange a much wider selection of goods, obtained from their smuggling operations, once they are convinced that the PCs are not government spies. They will include cash, silver and gold in trade as well as trade goods.

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More criminally minded PCs may attempt to go directly to the source and steal large amounts of currency from a bank or from the mine-train carrying the monthly payroll. Banks will be solid TL6 buildings with stout doors and good TL6 mechanical locks. The money will be held in a strong metal safe, secured to the floor of the building. The safe will have several mechanical locks, (or combination locks for the banks in Hesselbach). The safe will be located behind the counter in an employee only area, accessed by locked wooden doors. The bank will have an alarm, based upon door and window sensors. The alarm can also be triggered by bank employees via hidden panic buttons. The mine-train will have the safe secured within a locked rail car, with a handful of armed guards.

The PC's will be hindered by the lack of suitable targets, and the constant general police presence that will hamper any surveillance of the bank prior to the raid. The suffocating police presence will ensure a prompt police and security service response in the major towns. Given the high law level within the Idsur Republic and the presence of the psionic security services, major crime such as bank raids is quite rare, and as such will provoke an enthusiastic police response.

An ambush on the mine-train carrying the payroll will require greater knowledge, as the presence of the payroll train is not advertised, although surveillance in Marc's Town will soon identify the source of the miners pay. Further active investigation at the train station or the mine offices will allow the PCs to obtain the schedule of the next payroll train. Whilst ambushing the payroll train outside town will be considerably easier than robbing a bank, it will result in a gun battle with the armed guards on the train. Once news of the robbery becomes known, a request for assistance will be telephoned from Marc's Town to Hesselbach, which will prompt the same vigorous response.

OBTAINING LOCAL BACKGROUND

The PCs other objective is to acquire additional geopolitical and economic data on the republic. Such data can be gained from local libraries, newspapers and talking with knowledgeable local individuals.

Purchasing newspapers or books will require local currency and identity papers. The PCs may attempt to scrounge old newspapers from bins or the city dump, but they risk apprehension by passing police patrols. The town dump may be the best source of old newspapers, as such dumps are rarely patrolled, are outside the town limits and are not worked at night. Locals will report any strange lights however, so the PCs will have to be circumspect in their search.

Only Hasselbach has a town library, Tinyayr has a small book club that loans books out. Otherwise books will be found in private dwellings and will have to be stolen. Given the limited number of books in most farmsteads, their theft

will probably be noticed quickly. Accessing a library will again require the production of identity papers by the PCs.

SPYING ON MILITARY ESTABLISHMENTS

The PCs will be required to obtain details on Idsur's military that can not be obtained by orbital sensor sweeps. The orbital scans will be able to determine the size and location of military bases, and further analysis will allow estimates to be made of the purpose of various buildings. If the RCES is lucky, the orbital scans may catch vehicles or aircraft out in the open.

The PCs will have to provide additional surveillance information such as the actual purpose of buildings, details of the vehicles / aircraft, equipment carried by troops and an estimate of their general competence. They are also to examine the numerous bunkers scatter around the countryside in strategic locations. The majority of this information can be obtained by photographic surveillance from several kilometers away.

The PCs can observe regional bases from several kilometers away, and army patrols can be observed in passing either from cover, or with the PCs posing as locals. Military patrols are much less likely to stop random citizens and check identification. The army considers its primary duty to be protect the Republic from external military incursions, rather than espionage. This is not to say that they will ignore suspicious camps found in the depth of the woods. If the PCs are lucky operating within a planetary hex of an airbase, they may see a passing air patrol, and will be able to determine the rough characteristics of the planes. Handheld sensor gear will make this task considerably easier.

Most military bases are surrounded by combinations of barb-wire and concrete walls and fences, and entrances to the bases will be protected by bunkers. Additional bunkers will be located inside the base in case of an attack, and others will be located in strategic positions around the perimeter. All military buildings will be made of concrete (often built using chirper labor).

Military bases are not equipped with any electronic sensors. The only sensor aids available are searchlights and binoculars. Air defense radar is available around the capital and its supporting airfield, and is located on its own dedicated facility. Military patrols will be present on either side of the security fence, and guards will be in place at the entrances to the base. Bases near Idsur's borders will also conduct additional patrols along the border, and around the base (but several miles out). Each base is equipped with telephones and radio equipment, both for communications with headquarters and troops in the field.

The air-force forward bases are usually empty. Their hangers, barracks and fuel storage areas, empty except for a small team of security guards with a radio.

The armed forces bases at Hesselbach hold the following forces:

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- TL 6 Field Artillery Company
- TL 6 Armored Car Company
- TL 1111 Military Intelligence Platoon
- TL12 Battle Dress Heavy Infantry Platoon

The airbase is used as the primary base of a TL6 air-mobile infantry company, equipped with transport helicopters.

The air-mobile company patrols up and down the long land border with Pabugleki Amkhuun, using fuel dumps positioned along the border. The fuel dumps are located and supplied by a rail line running from Hesselbach to the sea, and the fishing village of Northbank. The TL6 armored car company acts as a general patrol force. The artillery unit is used to secure the mountain border with the Kingdom of Limgur. Artillery barrages can easily close the few passes. The military intelligence platoon is responsible for monitoring the border, whilst the battle dress platoon acts as the final line of defense.

GENERAL BANDITRY

The PCs may attempt to gain all they require through general banditry. Low level thefts and mugging will provoke a police response, and if a string of offences occurs, then security service involvement with telepathic teams is extremely likely. The PCs may plan a single large scale robbery, just before they are picked up by the *Serendipity*, in order to gain all the required information and slip off-world before the police can respond. A large scale attack against a settlement is probably beyond the abilities of the PCs, given the covert nature of their mission and the limited weaponry available.

Probably the best target would be the regular passenger and freight rail service between Hesselback and Idsur. The train leaves twice weekly to cover the 3,000km between the two cities. The train will include a wide variety of business and government people and as such will carry a police contingent, which will be equipped with a radio. A telepath may also be assigned to the train. Even if no telepath is assigned, then the train's progress will be monitored by telepaths or clairvoyants at Idsur. They will alert the army if the train is delayed for any reason.

If the PCs can board the train, overcome the police contingent and stop the train, they can then rob the passengers. This is a good opportunity to steal currency and incidentally wallets with identity documents. If the PCs are clever, they can also take newspapers, books and suitcases of clothes under the general pretence of robbing the passengers.

In this case, the PCs' strange accents, and non-local clothes, will convince the police and security forces that the robbery was conducted by outside agents – probably raiders from the Kingdom of Limgur. However, once the security services are alerted, they will attempt to psionically track the PCs. Displays of psi-shields, or telepathic scanning of the PCs may reveal their off-world origins. Such a major act of banditry will result in a government response of a similar scale to cases of espionage etc.

GOVERNMENT RESPONSE

If the PCs are caught for typical criminal offences, then they will be quickly tried and sentenced. The high law level on Tiniyd, gives the police and security services free-reign to search the suspect's house, work-place and delve into the details of their life (bank details, hobbies, lifestyle, family etc.) in order to determine the suspect's guilt. Suspects are brought before a single judge (or a panel of three judges for serious crimes) without the benefit of a jury or lawyers, and often the suspect is not told the source of the evidence against them. In addition psionic evidence from telepathic scans and deep probes is admissible.

Minor crimes such as assault, theft etc. are dealt with by a combination of fines and floggings. More serious middle range crimes result in the suspect being sentenced to hard labor in a chain gang working of various construction projects. Serious crimes such as serious assault, murder, rape and crimes against the state will result in the public execution of the guilty party.

Crimes that may affect national security such as espionage, theft of identity papers, not possessing identity papers will result in the investigation being conducted by the security services, with psionic assistance. Where necessary, psionic experts such as deep scan telepaths will be assigned to the case. The authorities will carry on investigating the case until the trial goes cold.

If the PCs are caught without identity papers, they will be incarcerated in the local jail, whilst their identity is established. If they are unknown to the local authorities, then their details (physical description and fingerprints) will be sent to the major regional center and the capital. However the travel distances will impose a week's delay. The result of the search will be phoned back to the investigating officers. Given the large distances within Idsur, skilled psions will be stationed in the regional centers as well as the capital, to reduce the response time. These psions will be called in to investigate any persons that can not be identified. Unidentified suspects will be psionically scanned and if necessarily subject to deep probe.

A large scale espionage or criminal event (such as the theft of blank identification documents, major banditry, a bank raid etc.) will cause a much larger response. The area will be flooded with police, secret police and local military forces. The nation will be placed on a state of military alert, and psions attached to the secret police force will be assigned to investigate the theft. Roadblocks will be set up and all non-residents will be subject to search / interrogation and possibly psionic scan.

The military will conduct patrol sweeps until high tech military units arrive. Once high tech military units arrive, grav vehicles will be sent aloft to scan for people in the wilderness using advanced PEMS sensors. More seriously for the PCs, such a large theft will cause the government to

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change the format of the missing stamps, potentially invalidating all of the ID papers obtained by the PCs.

CAUGHT

If the PCs are caught and subject to local justice, they can take minor fines and corporal punishment and then be released. If the PCs are convicted of a major crime, but their identity is not discovered, then they will be sentenced to a workgang. The remaining PCs may then forcibly break the PC out. However a major crime followed by a jail-break is extremely rare and will trigger a major police and security force operation, possibly supported by the army.

If the PCs are caught and their identity as off-world agents is discovered, they will be transferred under military escort to one of the many empty bunkers scatter through the countryside, where they will be subject to extensive telepathic deep probes. Initially the Idsurian security services will think the PCs are associated with the raiders, but deep scans will soon reveal the PCs true identity.

The Idsurians are then faced with a dilemma. If the other TEDs knew that Idsur had contacts with off-world groups, it is possible that war could erupt, but the PCs could be the means to defeat the off-world slave raiders. The Idsurians will scan the PCs to learn how to operate their secure communications equipment, and then contact the orbiting *Serendipity*. They will offer to return the PCs if the RC will deal with the slave raiders before they reach Tiniyd. The Idsurians will keep the PCs hostage for several month until they are sure that the raider threat has been dealt with before leaving the PCs on the open plain and signaling for a pick-up by the RCES. All high-tech equipment brought on the mission by the PCs will be retained by the Idsurians.

The Idsurians will not deliberately kill the PCs because they too can see the benefit of a covert off-world trade, but are unsure of the risks involved. Until they have decided the PCs are safe.

THE RAID

A couple of days before the PCs are due to be picked up, the RCES *Serendipity* will detect the approach of a raiding force from Marax. The sensors on the RCES vessel are far superior to those on the Marax vessels, and the *Serendipity* quietly withdraws, without the approaching vessels even being aware of her presence. The raiding force consists of a 600Tn Bastien Liner "Marax High Guard" formerly the DLS Horus, and a 200tn Free Trader "Ushugaam Star". The liner's launch and the Free trader will descend into the atmosphere to conduct a slave raid, whilst the Marax High Guard maintains orbit and provides fire support.

The Marax High Guard's poor sensors prevent it from directly firing in support of its raiding party, but it can fire at ground targets, such as army columns approaching the site of the raid. Generally the Marax forces do not attempt orbital

bombardment on targets closer than 20km from the site of the raid.

This raid will target the Skala homestead and surrounding area. This gives the PCs the opportunity to quietly foil a slave raid, as well as acquiring any missing items or information during the chaos of the raid.

The Free Trader will land on the road linking the homestead with the railhead, whilst the launch lands up country in an attempt to block off any escape. The Free Trader carries 16 troops and a small armored vehicle. (The Referee should chose a vehicle that is capable of over-running the homestead and will provide a challenge to the PCs without completely overwhelming them.) The launch carries 20 troops. All the troops will be equipped with camouflage fatigues, steel helmets and bullet proof vests. They are also equipped with hand-held radios (often of relic manufacture). All the troops will be armed with assault rifles as well as a number of SMGs, as well as stun and smoke grenades. They hope to stun any active defenders and then simply round up any non-combatants.

The raid will occur an hour before dusk, when the majority of the farmhands have returned for their evening meal. The hired hands will form a reasonable defense force provided they can overcome their surprise and gain their weapons. The walled compounds and the barracks will acts as fortified positions, until the Maraxian raiders bring up their armored car and use its cannon to blow down the walls and doors.

Without the PCs intervention, the Marax raiders will catch most of the hired hands during their evening meal. A few hired hands and family members will reach fortified areas and put up a spirited defense until the raiders blow down the walls with their armored car.

PCs with silenced weapons, or taking advantage of the general sounds of gunfire, could pick off several straggling raiders and help a handful of people to escape. If the PCs could disable the armored car such that it looks like an accident or an equipment failure, this would rally the remaining defenders, and cause the raiders to withdraw in good order. If the PCs destroy the armored car, the raiders will flee in disarray and escape via the nearest vessel.

The raiders will leave 2 troopers guarding each vessel, and the vessel's crew will also be armed with SMGs and bullet proof jackets. Capturing a vessel would be a major coup, especially if the vessel is jump capable. The loss of a vessel or the sound of combat at the location of a vessel will cause the raiders to break off and secure their transport.

If the PCs observe the launch that landed further up the valley, they will notice that the painted on the vessel is starting to flake off. The Maraxian's painted over the original Dawn League insignia, but the heat of repeated re-entries has caused the TL6 paint to flake off. The PCs will be able to make out the following markings "LS HOR". PCs with advanced sensor technology such as PRIS goggles will be able to discern the rest of the insignia "DLS HORUS". Clever PCs

may also make the same connection. They have found one of the original missing twelve Dawn League traders.

The raid is the last opportunity for the PCs to acquire identity papers, weapons permits, currency and even such mundane items as native clothing and a handful of books. The PCs may search the homestead for such items either during the raid or after the raiders have left. If they conduct their search during the raid, they run the risk of encountering both scattered defenders and Marax raiders, but will benefit from the confusion and may be mistaken for raiders by any survivors. If they wait until the raiders have left, they risk being discovered and identified by any survivors and possible caught by the relief forces arriving by transport helicopter.

Once the relief forces have arrived, the PCs will have to pullback to their base camp as the area will be flooded with troops conducting extensive patrols, which will be looking for any stay-behinds as well as survivors. Telepathic scans will be used to spot individuals in the woods.

INCRIMINATING EVIDENCE

Even though the PCs may not have been seen performing their moonshadow mission, they may still have let incriminating evidence as to their presence.

If the PCs have performed criminal acts, the Idsurians will conduct simple forensic tests on any remaining evidence (such as bullets or bullet cases) and will probably realize that they are not of Idsurian manufacture. If the PCs staged a major raid such as robbing the train, the PCs trail will be followed. Tracks that suddenly stop without explanation (i.e. when the PCs boarded the *Serendipity*) will generate alarm.

This is also true if the PCs helped drive off the raid on the Skala homestead. At the very least the Idsurian security services will be concerned that there are armed individuals in the area. Displays of off-world weapons or heavy weapons (i.e. using a missile or energy weapon to disable the armored car) will cause widespread alarm.

If the PCs left a trail that allowed the Idsurians to find a base camp or the landing spot, then this area will be subject to psionic observation, which will hinder future missions.

PICK-UP

Once the PCs have completed their mission, or after two weeks the *Serendipity* will rendezvous with the PCs back at the original landing site. If requested by the PCs (hopefully over a secure channel) then the *Serendipity* will land somewhere else. If necessary, the Ship will come in hot and attempt to snatch the PCs from the middle of a firefight.

CHAPTER 5: MARAX

Orbital Reconnaissance brief, Operation ‘Strike Marax’, aboard Coalition clipper RNS Thunderchild, 21-II-1202:

“These here are neutrino sensor scans of the canal construction region, from our scout Serendipity” the waspish thin, middle-aged woman in the blue Navy skin-suit pointed as the screen’s picture changed again. “Note the ‘hot-spots’ from the detonations. Ugushaam’s engineers are blasting through the bedrock to connect these two ‘seas’ here. Next slide, please.”

All the heads, including those of three Hivers swiveled as it did. The same neutrino scan ‘hot spot’ pictures re-appeared but they were symmetrical, and rectangular, laid out in three rows of nine.

“Bekka, what are those?” CDR Pat ‘Who-Me?’ Ritter inquired with an upraised eyebrow.

“Close-ups of the same, or where they’re dumping the fallout debris?”

“Neither,” CPT Guterrez replied, her eyes glittered coldly and her usual sensual Sol-Hispanic voice hardening like a glacier. “Those are the mass graves of their slave laborers.”

RCES Moonshadow HUMINT Holo recorded debrief: Marax; date (indeterminate circa late 1201/early 1202); Agent’s name & location withheld—Classified.

(Younger man’s voice, face hidden in shadow, lights a cigarette)“... I hooked me a ride with my mark, posing as journalist for the State newspaper, doing a documentary for the planetary news service of the hard-working, brave men and women in charge of his glorious endeavor of the Grand Canal project.”

(Old man’s voice, unseen by camera) “And were you successful with the cover story we supplied you with?”

(Younger man’s voice).... “Right up until we hit the security gate. Then I had to bribe the officer in charge and promise I’d spell his name right this time. You daft sods sent someone else in last time with this gig, dinnae ya? (Cigarette flares to life). “A right dance I had to do to keep from being peeled on the spot.”

(Mechanical voder voice off-camera) “But-you-succeeded, yes?”

(Younger Man) “Aye. No thanks to you. They walked me all about, so all I was able to do was use the hidden mini-cam in my bag’s pouch.”

(Older man) So explain these pictures here?” (Sound of hard copy photos sliding on plas table).

“Those are the open air huts—more like long pole barns the slave laborers sleep under out there,” the younger man’s voice sounded weary, but harsh. “No bunks, just straw for bedding. No better than cattle under them.”

(Older Man, again)“ And these fire piles here in the back-ground? What are they burning there?”

(Younger Man shivers and stubs out the cigarette, and his face looks far away for a moment.) “That’s where they dispose of the Chirpers on mass-grave burial detail, sir.”

The RCES *Serendipity* accelerates out of the Tiniyd system and jumps for Marax to rendezvous with another RCES support vessel. The PCs have discovered the fate of the DLS Horus, one of the original Dawn League traders missing in the Wilds. Once the *Serendipity* arrives in the Marax system, they will be intercepted by the Brannamar Victrix that is interdicting the system. The RCES clipper *Thunderchild* is in-system under the command of “Who Me” Ritter.

Once the *Serendipity* has rendezvoused with the *Thunderchild*, they can report their discovery to Ritter, and have a well deserved rest. Ritter is less impressed than the PCs first hoped. Covert agents from the *Thunderchild* have already conducted surveillance raids on Marax and discovered the Horus and its crew. RC marines have conducted a SAG raid to cripple the Marax uranium refinery, and the *Thunderchild* has already fought an engagement with the Marax High Guard crippling the patrol cruiser.

The *Serendipity* will be ordered to escort the *Thunderchild* until additional forces arrive from the RC to stage a large SAG raid to free the trapped crew of the Horus. Several hours later, a small RC task force will arrive in system, under the command of the head of the RCES “Hammer” Lanthrop. The task force consists of the RCES Clipper *Eos*, under the command of Captain Flint “Dead-Eye” Morn, escorted by the Coral Sea Victrix and the Multi-Mission scout “Striker”. The *Eos* is loaded down with a scratch battalion of RC marines. The clipper is so crowded, that the marines are bunked 3 or 4 to a small stateroom and armored vehicles are crammed into every available cargo hold.

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The taskforce takes several days to sort itself out and transfer troops between the various vessels, landers and drop tube launchers. The PCs will have time to renew their friendship with members of the *Eos* crew that they met during their layover at Nike Nimbus. Crammed into a couple of staterooms on the *Eos* are a couple of RCES support personnel who will take any documents and information the PCs obtained and forge new identification papers. Meanwhile Ritter and Lanthrop are busy planning the assault. News from the RC includes details of the opening of a government inquiry into the “Cosmic Fire” scandal.

If the PCs report the raid by the Marax merchant vessels, Ritter will send the Coral Sea Victrix to sweep the gas giants. The patrol will find and (after a short space battle) force the surrender of the two Marax raiders, which were hiding near the secondary gas giant waiting for the RC vessels to depart.

The PCs can also review the reports of the RCES covert agents on Marax and discover that the abducted people from Tiniyd have been put to work building Ushugamm’s canal. Since Ushagamm II is using nuclear weapons to break ground, the majority of the workers have suffered severe radiation poisoning, and large numbers have died.

MOONSHADOW MISSION BRIEFING

The RCES Intelligence specialist aboard the *Eos* will be able to produce good quality copies of all the paper documents that the PCs have managed to acquire. They will produce documents for several aliases for each PC. They will also be able to produce a small amount of metal currency from stores of pure metal on-board.

Unfortunately they will be unable to replicate any native clothing or artifacts due to a lack of time and materials. The PCs will have to make do with any native equipment they managed to acquire. Astute PCs will realize the captured Marax raiding vessels are full of captured Idsurian natives, and whatever possessions they managed to retain, or what the raiders managed to loot. The PCs will have free rein in taking what they want from the raider’s loot, and may be able to bargain for a handful of items from the captives. The PCs will also be able to replenish their normal supplies from the stocks on the *Eos*.

The orders from the Long Range Planning Group are for the PCs to continue intelligence gathering operations, but within major urban areas within the Idsur Republic. If the PCs feel that the Idsurians are acceptable allies, then they are to initiate first contact with the Idsurian government. No formal RC envoys are available and the planning group feel that the PCs with their open honest approach may be better received by the Idsurians rather than the diplomatic niceties.

The RC wants to open the Idsurian Republic to off-world trade (with later expansion across the entire planet) and to provide a base for further operations in the Droyne nations. They would also like to be able to mount scientific

expeditions on-planet. The PCs are authorized to offer trade and technological support as well as the return of captives taken in the Marax raids, as well as an end of the Marax slave raiding. The majority of the Tiniyd natives on Marax will require medical help to recover from radiation poisoning prior to their return.

BATTLE OF MARAX

RCES covert operatives have discovered that Ushugaam II is in residence at this headquarters in the Cleft Bagvoot (the former planetary defense HQ bunker). He is holding the remaining crew from the DLS Horus at the site as hostages.

Cleft Bagvoot is a rift valley that cuts through the baked planes several hundreds of kilometers west of the Mare Maximus. The river on the valley floor supports lush growth all the way to where the river drains into the lowland equatorial jungles.

Orbital surveillance and covert agents identified that the stronghold is being defended by the Life Guards battalion, as well as elements of the Aero-Dragoons and armored “Cuirassier” battalion and some local militia infantry. More worrying is the four PAD batteries surrounding the site that will prevent the use of assault landers.

At Dawn on 22-II-1202, the *Eos* and the two victrix ships move into low orbit and start launching drop capsules. The *Thunderchild* hangs further back, blanketing the entire area with jamming. The *Striker* fires off a couple of planetary strike missiles to suppress the planetary missile batteries. The *Serendipity* hangs back in reserve.

A few missiles from the initial planetary defense salvo come close to the RC fleet, but cause little significant damage. The majority of the missiles are shot down in the upper atmosphere by the laser batteries onboard the two RCES clippers. The Marax gunners have to turn their radars off and deploy countermeasures to prevent the planetary strike missiles from locking onto their launchers. This naturally throws off their aim and prevents further salvos from targeting the vessels as they withdraw to higher orbit.

A full jump company makes the initial assault with orders to destroy the PAD launchers and allow reinforcements to land. Whilst the PAD crews are easy to scatter, the troops defending the sites prove more difficult to dislodge. Lyrebird missile strikes on the missiles themselves eventually neutralize most of the sites, and the secondary explosions scatter their defenders.

The last PAD site on the eastern wall of the valley is guarded by 3 Abomination Infantry Fighting Vehicles. These Solomani relics prove resistant to Lyrebird strikes and their 12cm autocannons are devastating in effect against exposed jump troops. Only prompt intervention from the *Striker*, dipping into the planetary atmosphere to release a salvo of strike missiles from close range prevented the destruction of the jump troops assigned to assault the last site and destroyed the abominations.

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With the destruction of the last PAD battery, waves of assault landers from the *Eos* and the *Thunderchild* sweep down to disgorge an Oriflamme Lift Infantry company. Planetary strike missiles from the *Striker* destroy the remaining defending armored vehicles and the demoralized troops are pushed out of the valley by the Oriflamme infantry.

A Nimbian engineering team blows the doors on the Bagvoot complex and the remaining jump troops sweep through the complex scattering Ushugaam's servants and courtiers. Ushugaam is killed in a brief firefight in his quarters as he attempts to gather loot and flee. The troops free the crew of the DLS Horus.

This battle is detailed within the Striker II rulebook. PCs are not expected to participate in this battle but the Referee may use the information in the Striker II rulebook to allow the PCs to engage in this famous battle.

AFTERMATH

Following the RC decapitation strike the majority of the RCES fleet will break up. The Coral Sea Victrix will leave for patrol duties in the Shenk Sector, whilst the troops will reboard the *Eos* and return to the Coalition along with the *DLS Horus*. This is the last the PCs will see of the *Eos* and its crew as it sails to its last battle over Nike Nimbus against a vampire destroyer.

The captured A1 Free Trader will be turned over to the various resistance groups that are now forming a provisional government with assistance from RCES personnel onboard the *Thunderchild*. The *Thunderchild* and the *Brannamar Victrix* linger for a few days before returning to the Coalition. The *Striker* remains in system to support the new provisional government. The *Serendipity* sets course for Tiniyd.

Audio-journal extract, "A Star Viking Soldier", Chapter five "Operation Strike Marax" by RCMC GySgt Hanzo 'Get-Some!' Vekstriin, Aubaine Audio Books Publishing House, Vras City, Aubaine/ Aubaine, 1215:

"Gods in heaven, I remember the smell of death lingering about the work camp when we rolled into it over by the Grand Canal; the look of utter stunned amazement and relief on the faces of the inmate-workers there; many of whom were laid up with radiation sickness, disease, and malnutrition. I remember so many of them cried, and thanked us and some ran away, just because we were armed. The Skipper turned white as a sheet, and we turned all of the guards we'd taken prisoner without a shot over to them.

It wasn't pretty; it wasn't the white-hat thing to do. But better they were torn to pieces by the mob they'd persecuted and sent to their deaths than what they'd done to the Chirpers. Some of them were still alive when they set them on fire when they could no longer work..."

CHAPTER 6: MISSION 2 - ADVANCED RECON

The *Serendipity* will land the PCs at their previous drop point (unless the PCs can pick out another landing zone). The PCs can then march through the virgin forest to either the cattle rail head or the mining town of Marc's Town. If they go to Marc's Town, they can quite easily book passage on one of the regular mine trains taking ore to Hesselbach for processing. Accommodations will be primitive but at least they will have seats. If the PCs go the rail head, they will be in for a long wait as the cattle trains only run every month or so to take cattle to market. If a train is available, they can quite easily hitch as lift, as the train travels slowly, but they will be travelling with the cattle.

If the PCs have hitched a lift on a cattle train, they should disembark at the first village and buy proper tickets on a local passenger train. Train staff in the small villages are use to people hitching lifts on freight trains to get into town, and will turn a blind eye to the practice, but the police at Hesselbach will arrest any PC on a freight train on suspicion of espionage.

Getting There

Once the PCs have made it to the regional center of Hesselbach, they will need to arrange transport to the capital of Idsur. The PCs will be able to book travel on the regular train service between the two cities. There is a small security services office at the train station, where a couple of low ranking security service officers will issue travel permits. Provided the PCs have valid identity papers and a compelling reason for travel, the travel permits will be issued without comment. Suitable reasons for travel include:

- Visiting relatives.
- Attending government offices to settle disputes with the government.
- The purchase of certain items than can only be manufactured in the capital.
- Enlistment in the army.

People who enter Hesselbach via a regular train service from the outback with a ticket and travel papers from one of the outlying towns and villages will not attract too much attention. PCs who ride or drive into Hesselbach will also be generally ignored. Those PCs who walk into town (after being dropped off by the *Serendipity* closer to Hesselbach) will attract security service attention, and will be asked for their papers, reasons for entry. Their bags will also be searched.

This may be embarrassing if the PCs have weapons or high tech gear in their packs.

Once the PCs have gained their travel documents, they can board the train. The train service runs over 3,000 km and the PCs will be assigned sleeping berths on the train. The train itself consists of a steam engine, two tenders carrying fuel, as well as numerous passenger coaches and cargo carriages. The journey will be similar to the first rail crossings of the Americas or Russia. The train will stop every day or two at a way station in order to take on water and fuel. There always some sort of military or police presence on board. Normally this consists of a small team of dedicated armed transport police (usually one or two fire teams). Occasionally the army or the security service uses the train to transfer personnel (who are assigned carriages of their own). The police usually only have to shoot the occasional wild animal or separate drunken passengers. Their prime duty is to protect the train against sabotage by enemy spies.

IDSUR CITY

Idsur city is the capital of the Idsur Republic and the center of the government, industry and military strength of the republic. It is located 125km from the Naysfamaysk sea and 3,000 km south of the equator in the temperate zone. The city dates from the Imperial era and holds 35,000 people. The city originally held nearly 50,000 people pre-collapse and several districts of the city are still abandoned given the smaller post-collapse population. The city shows limited signs of virus induced destruction, with only some ruined high tech facilities visible, including the derelict fusion power station destroyed in a virus induced fire. The city is surrounded by farms and orchards that stretch approximately 100 km in all directions. These farms hold another 10,000 people.

Government offices tend to be located in the center of the city surrounded with high class housing. The TV and radio stations are also located in the government district. To the west of the government district is the business district containing the capital's major commercial and entertainment services (shops, banks, 3 movie theaters, libraries, hotels and the train station). Industrial areas are located on the outskirts of the city to the east, where prevailing winds take the fumes and smoke out over the plains. The rest of the city is housing. The other unusual area within the city is its southern district that houses a number of psionic training schools. These will appear to be nothing more than large townhouses.

The air force is based in an old Imperial era shuttle port at the western edge of the city. The main army barracks are

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located next to the airfield, and are linked to the city by an area of low cost housing.

Idsur was a minor regional center pre-collapse, and the majority of buildings use the shells of these high tech buildings, but with TL6 interiors. This is the only location in the Republic where the PCs will see large numbers of alcohol powered ground vehicles and even the occasional grav vehicle (for high government officials or the military). Horse powered transport will be limited to the outskirts of the city.

The city is also the center of a network of local branch lines providing train services to the suburbs of the city and then out to the villages surrounding the city. These branch lines are used to move workers around the city and to transport goods from the city to the farms in exchange for agricultural produce. A double track line runs to the seaside town of Osymandayess.

Osymandayess was once a small fishing village, and has expanded into a town of 3,500 souls following the collapse. It hosts the fishing fleet and the tiny force that claims to be the Idsurian Navy. Its prime summer function is a seaside resort for the workers from Idsur's factories. Idsurian factories shut down for 2 week periods (staggered over the summer months) for maintenance and the entire workforce and their families go by train to Osymandayess for a seaside holiday to escape the oppressive summer heat.

A PLACE TO STAY

When the train finally arrives at Idsur City, all the passengers will be briefly interrogated by Security Services personnel. This primarily consists of checks of their identity and travel papers, as well as asking each passenger the reason for travel. Luggage will be subject to curiosity checks. The presence of weapons or relic technology in the PCs luggage will result in further investigation. The attendant telepath may even perform a surface scan on one or more of the PCs to confirm their story.

Once past the station officials, various hawkers will descend on all the train passengers with offers of accommodation. Each will recommend the hotel that employs them. Once the PCs have chosen a hotel, the hawker will flag down a taxi and accompany them to the hotel (to collect his pay). At the hotel, the clerk will copy the details from the PCs identity papers when assigning them rooms. The security services will collect this information every week and file it. This check is primarily to catch those without identity papers. Generally the information is filed, but it can be used in investigations if the PCs arouse suspicions.

INFORMATION GATHERING

Now the PCs have identity papers and an address with the city, they can freely move around the city, (with the occasional encounter with a random police patrol) and collect information. They can obtain details of the current state of the republic by scanning newspapers, visiting libraries, buy-

ing various reference books, and listening to the local radio and TV news. They can also listen in to various conversations by the locals. They can also question locals, but there is the risk that as they know little about the republic's recent history, they will be discovered. If the PCs start asking questions about restricted subjects such as the military, the risk increases significantly.

Careful correlation of such information, and a review of the items found within local shops, and the distribution of industries detailed with the local phone book, the PCs can with difficulty determine the current state of the republic and its approximate technological level and capabilities. Determining the size and capability of the military from such sources is formidable, due to the war time reporting restrictions. If the PCs are determined they may be able to identify some units, their war history (giving some idea of their capability) and the type of unit (infantry, armored etc.)

The PCs may experience some difficulties moving around the city. Given the general cold-war paranoia, maps of the city are unavailable, and all road signs have been removed. The PCs will have to ask directions from hotel staff, shopkeepers or the general population. This can be embarrassing and potentially dangerous if the PCs start asking for directions to military bases or other sensitive areas.

PSIONIC GAMES

The PCs will find adverts for a psionic display in the hotel lobby. The display will be held in a local park in two days time. If the PCs visit they will see a fair set up in the park with various rides, games and food stalls. Over to side is a large stage with a canvas awning, and several tents. A large crowd will be gathered in front of the stage. Various psionics will be displaying their powers to the public. Telepaths will read peoples minds to determine playing cards they have chosen at random from a shuffled deck, clairvoyants will determine the contents of bags and telekinetics will move objects remotely. The highlight of the show will be a telekinetic levitating above the stage. The PCs will be free to take photos and even obtain autographs from the various psionic showmen. The PCs can also pick up various literature designed to highlight the usefulness of psionics and how they integrate into society. There are even short histories of prominent psionics and addresses of several psionic schools and testing centers. All this information will be very useful to the RCES.

SPYING ON THE MILITARY

The airfield and the army barracks are surrounded by 8ft high concrete and masonry walls, dotted with occasional watch towers. The airfield is shielded from the city by the sprawling bulk of the army barracks. The remaining sides of the airfield are surrounded by open fields (incase of plane crash).

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The airfield is an old Imperial area grav and shuttle port. Its fused runways are still largely intact as are the hangers and the terminal buildings. In places the fused runways are patched with concrete, and a wrecked orbital shuttle can be seen protruding from a wrecked hanger.

The interior of all the buildings have been replaced with TL6 components. The passenger terminals have been retrofitted with offices and barracks accommodation. Cargo areas are now used for base storage. Ammunition and fuel is held in scattered concrete bunkers around the airfield.

The airbase only holds about a dozen planes at any one time (2 squadrons), and they are scattered across a number of hangers. Additional hangers are available for visiting planes from the Hesselbach squadron, or as decoys. Other hangers are used as maintenance areas. A primitive radar set is located on the edge of the airfield.

The army barracks is a converted light industrial and warehouse area that has been gradually rebuilt over the last seventy years. The site is now dotted with brick barracks, parade squares, and old warehouses used as hangers for vehicles and as maintenance areas. The base is designed to hold nearly 5,000 troops and their support services. As the main army base in the Republic it also houses stores and training areas. The remainder of the armed forces of the republic are stationed at this base:

- One Motorized Infantry company TL6
- One Military Police Platoon TL6 (armored car equipped)
- One Lift Infantry company TL11
- One Lift Artillery company TL11
- Two Battledress Heavy Infantry Platoons TL11
- There are also support units on the base as follows:
- Two Medvac platoons TL11
- One Field Hospital company TL6
- One Engineering company TL6

The base will be full of exercising troops, recruits under instruction, and a wide selection of jeeps and trucks will be scattered around the base. Concrete bunkers are scattered around both the airfield and the army base, and their fields of fire cover all approaches to the base.

Outside the base is an area of low cost housing for married personnel living off base and the various civilians that support these military facilities. The local area also provides tailoring and cleaning services, cheap restaurants and motels, general stores, bars and even a movie theatre. None of the buildings are greater than four stories high.

Base security will be high, given the cold war state of the Republic and the danger of psionic spies. Military patrols guard the base entrances (with support from machine gun armed bunkers). Roving patrols cover the base at irregular intervals. Other bunkers are manned covertly on a rotating

basis to limit the effects of clairvoyant spying. Various decoy facilities are also provided.

The guards have developed tactics similar to those used by Imperial forces against Zhodani commandos. Rooms are left open and unlocked to allow easy searches, other areas are filled with stores to prevent teleporting spies gathering in these areas. The Idsurian armed forces have further developed these tactics. Office areas have light nets that are capable of being lowered from simple ceiling mounted pulleys. These nets are lowered when the offices are empty at night. Any teleporting spy would appear in the netted area, with the nets intersecting their bodies, killing them instantly. Other out of the way areas, such as accessways, and empty bunkers are strung with metal wires bolted to metal plates attached to various structures. These wires fill these accessways etc. and prevent teleportation into these areas.

The PCs can rent a room at one of the motels, and watch the troops coming in and out. They may attempt to gain access to a high building to observe the base or they may attempt entry. Given the limited height of the surrounding buildings, the large extent of the base, and the obscuring effects of the military building closest to the wall (mainly administrative offices and the base hospital), any PCs will only be able to observe a limited extent of the facilities. The PCs may feel the need to break into the base with the possibility of running into the roving patrols.

Military intelligence and undercover security service agents also frequent the area, along with visible police patrols. Both are on the lookout for spies. The civilians in the area will also support their armed services by reporting suspicious strangers.

Cunning PCs may attempt to break into various military suppliers over in the industrial district in order to get a direct look at armed forces equipment. Such facilities are usually empty at night and are only surrounded by a masonry wall and guarded by a couple of armed security guards (armed with auto-pistols and SMGs). One guard will make random patrols, whilst the other mans the gatehouse. These security gatehouses are linked to the local police and security service posts via underground telephone lines. Police units will be dispatched if the guards fail to check in every hour by phone.

The exterior of the factory is well lit with electric lights, and all exterior doors will be locked. The net protection against teleporting spies will be in place. The PCs will be able to examine military equipment under construction on the factory floor. Engineering drawings for the various items being produced in the factory will be found in a large safe in the offices. This safe will be bolted into the structure of the actual factory. The safe will be protected by a combination lock.

SECURITY SERVICE CHECKS

The PCs will be approached at least once a day by police or security services officers who will request the PCs

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present their identity cards. Occasionally the police will ask the PCs business as their papers indicate they are from out of town. These checks are designed to spot suspicious individuals and those without valid identity papers.

With valid identity papers, the PCs can easily make normal purchases within the capital, with only a brief presentation of their papers. Only major purchases (such as housing, weapons, transport) will require the PCs details to be recorded and sent to the security services.

Given the lack of computer technology within the Idsur Republic, there is no quick way to check that identity papers are correct except visual examination by individual police and security service officers. Identity information that is recorded (like the PCs stay in a hotel) are generally filed. The police are looking for individuals who attempt to operate without papers, i.e. outsiders.

Police patrols can request to search the PCs baggage as they see fit. Normally this is just a casual glance into a couple of bags, but if the PCs are hauling heavy luggage around in areas where the police would not normally expect luggage, then they will subject it to greater scrutiny. This is embarrassing if the PCs are carrying weapons or high tech communications gear.

There is also a danger if the PCs leave equipment in their hotel rooms. The rooms will be cleaned daily and maids will notice any equipment left out or even placed in drawers etc. The only safe place for equipment is locked within a suitcase, and large locked trunks will also attract unwanted attention. If the hotel staff become suspicious (i.e. finding high tech gear, or catching the PCs on the way to the roof with an orbital communicator), then they will alert the police. The police have the power to enter and search buildings as they see fit.

If the PCs are caught without papers, committing criminal acts, or in possession of high tech equipment, they will be arrested and held in either police or security service cells depending on their crime. The police or security services will then routinely attempt to confirm the PCs identity. When they discover the PCs aren't in the government records, they will then be imprisoned – See *Mission 1*.

If the security services or government officials need to record vital information, (such as births, marriage, deaths, change of residence, land or housing purchases, and the granting of various permits), they will have to update the PCs permanent file. This is a problem as the PCs don't have permanent files within the government bureaucracy. The lack of a permanent file will cause the security services to go through the general files to track the PCs down and determine their activities. It is now that all that recorded identity information is used to find the PCs accommodation, visits and purchases.

If the PCs do something that requires their permanent file to be updated (i.e. purchasing a vehicle), a form detailing the PCs identity number and details of the change to be

made will be sent to the government records department, who will then search for the file to update it. Since the PCs have identity papers that state they are resident in the Hesselbach province, a copy of the form will be sent to Hesselbach via the regular train service for the Hesselbach officials to update their files. The PCs permanent file is assumed to be held at government offices in Hesselbach. Once these officials determine that the PCs don't have any files, they will alert the local security services, who will then contact their opposite numbers in the capital via telephone or radio. The PCs can then expect a raid. If the PCs lack of personal file is discovered, then the *Serendipity* may overhear the radio call between Hesselbach and Idsur and alert the PCs before the raid.

The PCs only hope is to insert a permanent file into the records archive at Hesselbach. As the PCs have never seen a permanent file (unless they have previously broken into the archives in Mission 1), this will require a break-in to government offices in the center of town and the removal of several permanent files, which then have to be transferred to the forgers the RCES has established on Marax. They will produce the forged files for the PCs in about two weeks. These forgeries will then be returned to the PCs for insertion back into the archives (requiring another break-in). The overall delay will approach 4 weeks between the first theft and the return of the forgeries.

If the PCs have been previously identified as off-worlders, but not caught, their pictures will be circulated to the police and security services, although they will be identified as criminals, as their off-world nature will only be known to the higher echelons of government. If the PCs are caught based on this information, they will be held in local police cells and then rapidly transferred to the security services cells. See Mission 1 for further details of the Idsurian actions if the PCs are caught.

GETTING THE INFORMATION OUT

The PCs will have to deliver their data back to the orbiting *Serendipity* and then back to the RC. They can either cache their information, and then journey back to the original drop point, or transmit the information directly to the *Serendipity*.

Caching the information to return to the original drop point runs the risk of losing all the information if the PCs are intercepted before their rendezvous.

Transmitting the information to the *Serendipity* may be attempted via a secure orbital relay. The PCs only need a deserted open area to make connection with the ship and send a compressed data burst.

If the PCs have been generally successful in their intelligence gathering they will have information comparable to that presented in Chapter 3, and can determine that the Idsur Republic is a suitable candidate for formal or covert contact.

CHAPTER 7: TAKE ME TO YOUR LEADER

The PCs have established that the Idsur Republic is a prime candidate for contact, given the political situation on Tiniyd. The PCs now just have to make themselves known to the authorities and open negotiations.

Public Contact

If the PCs attempt to make open contact with the Idsurian government in a way that attracts public attention i.e. flying in on a grav vehicle, or landing the *Serendipity* in a public square, or by approaching a government official in RCES dress uniform, they will cause public panic. The public will assume they are raiders and summon police / security service or army units. Depending upon the apparent threat from the PCs, the response will be either primarily security service based for unarmed PCs, or army units for armed PCs.

Given the possibility of enemy spies observing the PCs, the Idsurians will have to repel the PCs "raid". They will first attempt an armed stand-off, and order the PCs to leave via shouted instructions. If the Idsurian government knows that the PCs are not raiders (having captured a PC previously, or having observed the aftermath of the raider attack on the Skala Homestead), a security service telepath will contact the PCs telepathically and tell them to leave, and that the PCs open approach has compromised any possible contact between the two groups. The Telepath will explain that the other nations could declare war on Idsur if they knew that Idsur was consorting with offworlders.

If the PCs still refuse to leave, the Idsurians will attempt to drive them off with a combination of armed force and telepathic assault. If necessary, the army will call in the airforce or the army battalions equipped with relic equipment to assist in repulsing the PCs.

Covert Approach

The PCs may be able to establish contact and open negotiations if they covertly approach a high level government official or a high ranking member of the armed forces / security services.

ARMED FORCES

In order to reach a sufficiently high level army officer, the PCs will have to penetrate the security ring around the capital's army barracks. The barracks is surrounded by a wall, and the gatehouse has army sentries. Further army patrols (with dogs if the security level has been heightened)

operate within the base. Only personnel with the correct authorization will be able to enter the base officially.

Given the cold-war security levels currently operating within the Republic, the army sentries will shoot intruders. Only if the PCs can penetrate into the offices / quarters of a high ranking army officer without triggering an alert, and then persuade the officer not to raise the alarm, and explain their purpose, will the officer inform the Prime Minister via a secure line.

The army will resist security service requests to transfer the PCs to the Security Service HQ (and a cell), and the first stage of the negotiations will be conducted on the base.

SECURITY SERVICES

If the PCs present themselves at the Security Service HQ, and admit to being offworlders, they will be arrested and incarcerated. The security service will initially think the PCs are deranged, but a telepathic scan or the discovery of new high tech items will convince the duty officer of the PCs off-world origin. The PCs will remain incarcerated with the cells, and will be subject to both surface and deep psionic scans. Only then will the security service alert the Prime Minister. Negotiations will most likely take place within the PCs cells.

The security services very nature makes them much more suspicious of the PCs motives and more aware of any possible threats to the security of the ruling establishment. Even if deep psionic scans reveal the PCs are not raiders, the security services will still have their suspicions.

GOVERNMENT MINISTERS

Government ministers live in large houses within the center of Idsur City. Each house is surrounded by walled gardens (10 foot walls). A small gatehouse guards the entrance and is manned by a single policeman. Only people with appointments will be allowed into the house. The gatehouse merely signals the security center within the house, that opens the gates electronically.

Security within the house is performed by a team of 4-8 security service agents. The building also has a TL6 alarm system (mortise locks, window switches, pressure pads) supplemented with some relic security equipment such as infrared sensors, electronic keypad locks and CCTV.

In the event of a security alert, the agents will move to protect the minister and their family, whilst alerting the army barracks and the Security Service HQ by underground telephone lines. An alert from a Ministerial residence will trig-

ger a response by an elite team of security agents equipped with combat environment suits, relic weapons, and air/rafts.

Besides the minister, their family and the security agents, there is also a small domestic staff present within the house. This is normally a Major Domo, a cook and assistant, two maids, a gardener, a general handyman and a secretary. A security service agent generally acts as the chauffeur. At least one security agent is beside the Minister at all times.

Again the PCs would have to penetrate this security without triggering an alarm and get at least 5 minutes with the Minister to explain themselves. Assuming the PCs manage this, the Minister will alert the Prime Minister by phone or telepathy. The security service will still arrive to detain the PCs and incarcerate them in cells below the HQ, but will only have time to perform minimum telepathic scans before the Prime Minister arrives.

If the PCs attempt to penetrate the security at the Prime Minister's Residence, then the situation will be similar except the residence is larger with a larger staff, a much greater security service presence, and a secure bunker under the residence, that the Prime Minister will retreat into in the event of an alert.

PSIONIC TRAINING HOUSE

The largest and most prestigious psionic training house in Idsur City is the Pellegrini house, which has been run by the Pellegrini family since the Collapse. The Pellegrini house specializes in the "Awareness" disciplines, and several of its former members have risen high in government and psionic circles. The Pellegrini training house is actually four large Imperial era houses joined with covered walkways and surrounded by a large walled garden.

The main house is the residence of the Pellegrini family. The other three houses acts as residences for trainees. Each house is supervised by a member of the Pellegrini family. The family members teach the psionic disciplines to the trainees, with the assistance of several of the older trainees. Trainees and family members will be found scattered in small groups throughout the houses and gardens apparently meditating or practicing their disciplines. The house also teaches ethics and more general school subjects.

A small staff of domestic staff helps out at the school (primary with cooking, and housekeeping). Occasionally, the trainees's original family members will also visit their offspring and lodge at the training house.

The training house only has a minimal police presence (a single guard at the entrance). The guard will only allow those with appointments or business to enter the training house. The PCs may be able to make an appointment if they claim to have legitimate business with the house, but most commercial appointments will be made with junior house staff without the necessary access to government circles.

The PCs could claim to be the visiting family members of a trainee, but the staff, and teachers are familiar with the

various families and will spot imposters. The PCs could also pretend to be new trainees, but their presence has not been notified to the house, and they will be telepathically scanned by a junior house member and their ruse discovered.

Only if the PCs have managed to provide the necessary paperwork to the training house prior to their arrival, will they be admitted without a telepathic scan. A PC with suitable Forgery skills could provide the relevant letter of introduction, which could then be posted to the training house. If the PCs are admitted as a late developing psionic talent, they will be assigned a room and then taken to meet Umberto Pellegrini, the current head of the Pellegrini family. This induction talk is a prime chance for the PCs to get a high ranking family member alone and to reveal their true identities.

The PCs may attempt to stage a break-in at night. The wall surrounding the garden is only one meter high and is topped by another meter of ornamental metal railings. The PCs will easily surmount this barrier. The training house is similar to a family home and the majority of the family / trainees will be asleep by midnight. The only person likely to be awake is the guard at the door. There is the possibility that the PCs will meet someone who is still awake.

The PCs biggest problem is finding the senior family members without alerting the entire house. The PCs will be hindered by their lack of knowledge of the house layout. A previous visit disguised as a commercial visit will provide some details of the house interior.

If the PCs are spotted, the family members and trainees will attempt to keep out of the PCs way, whilst monitoring their progress via clairvoyance and telepathy. The Pellegrini family are famous for their mastery of the awareness talent, but some of the family also display the various other psionic abilities. The police will be alerted by phone unless the PCs have cut the lines. If the phones don't work, a senior family member will use telepathy to alert the security services.

If an alert is raised, the PCs best chance is to contact a senior member to reveal their purpose, preferably before the security services arrive.

If the PCs manage to contact Umberto without raising an alert, he will contact the Prime Minister telepathically, and shelter the PCs until, they can negotiate with the government.

Getting Caught

If the PCs are caught breaking into a Ministerial / Prime Ministerial residence in an attempt to contact a high ranking member of the government, the security guards will respond assuming the PCs are assassins from one of the other nations. If the PCs identify themselves as RCES members here to negotiate, and surrender if challenged, they will be hustled off the site to a secret government safe house. Negotiations will then progress as if the PCs had turned themselves into the security services.

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The biggest problem for the PCs arises if they trigger a security response from either the army or the security services. These locations are monitored by psionics from the other nations and it is probable that the reinforcements may be psionically monitored. If the PCs are whisked out of the residence within about 5 minutes of the alarm being raised, it is likely that the enemy psions will not discover the nature of the raid. They will be aware that something went on at a Ministerial Residence, but not what. Security Service telepaths will be monitoring the other nations to discover what they know about the PCs raid. Negotiations will then continue as if the PCs had handed themselves over to the security services. The security service will stage a sweep of the city in a search for the intruders, but only the highest ranks of the security service will know the PCs are in protective custody.

If the PCs are still in the residence 5 minutes after the alert is raised, enemy psions will be watching the episode via telepathy and clairvoyance. The security service will be forced to capture the PCs using force, even if they identify themselves as RCES representatives. If they are captured, they will be incarcerated in the cells under the Security Service HQ and interrogated. The PCs will be subject to a summary trial as off-world raiders in about a week to ten days and promptly executed.

Security Service psionic probes will reveal that the PCs are RCES representatives, but with the other nations watching, the Idsurians will have little choice but to execute the offworlders. They will inform the PCs via telepathy, that the Republic is open to future contact but they can not release the PCs with the other nations watching. They will suggest the PCs contact their ship if they can and agree to try again in a year or so. They urge the PCs to pretend to be raiders during their trial and go calmly to their executions. This gives the PCs the chance to die for their cause, without revealing their identities, allowing future contact and possible success of the mission next year.

If the PCs attempt an escape, the higher ranks of the Security Services (acting on Prime Ministerial orders), will subtly hinder the security service response (delaying reinforcements, limiting their size, and possibly directing them to the wrong area) to aid PCs escape. They will not do anything that will alert enemy psions that the escape is staged. If the PCs manage to escape, then they will be contacted at the last moment by a security force psion, with a date for re-contact next year at the original landing site.

Negotiations

The negotiations will be conducted at one of the following locations depending upon the PCs actions:

- The army barracks
- The cells under the Security Service HQ
- In a government safe-house

- The Pellegrini training house.

The Prime Minister and his senior ministers are regularly monitored by enemy psions, so they will not be able to attend the meeting, but they will be appraised of progress through regular written reports, inserted into the daily government paperwork. This should prevent enemy psions getting wind of the situation.

Instead negotiations will be conducted by Usaandra Ibinerii and her two assistants. Security service members will be on hand incase the PCs turn violent. Security service telepaths will also be monitoring the PCs surface thoughts at random intervals to detect any falsehoods.

The Idsurians are open to covert trade and the exchange of ideas, especially relating to psionics. They are not interested in technological development and open trade as thus will trigger a war with the other nations.

The PCs need permission to establish small port facilities, and allow future covert missions to contact the droyne. Trade and eventually diplomacy are secondary issues.

The Idsurians primary requirements are any psionic information from off-world, and the end of the slave raids. A discrete supply of parts for their relic equipment (military and power generation primarily) would also be advantageous. Both the security services and the army are worried of the potential for the deal being revealed and the Republic falling under attack.

Overt military aid to the Republic would be noticed by the other nations, but the RCES could supply additional TL6 weapons and ammo, that could be stored in case of war. The primary limits to war on Tiniyd is the lack of supplies that force most wars to be curtailed after a few months (given the limited industrial capacity of most nations). The provision of additional infantry support weapons, fuel ammo, and flak jackets as well as support equipment such as radios, would allow the Republic to continue a war after the other nation started to suffer logistical shortages. A discrete supply of high tech parts / ammo for the high tech military units would also be gratefully accepted.

The PCs could offer a nuclear device, but will be refused. A nuclear device is too devastating and portable. It could easily be stolen by a teleportative agent and used against the republic.

The above considerations will sway the army on favor of the deal. The security services will still hold out against the deal unless the PCs can provide additional guarantees. Provision of covert orbital surveillance will sway the security service to support the deal. The PCs have sufficient authority to order the deployment of a covert observation satellite over Idsur, with a secure downlink to the security services.

With the end to the slave raids (due to the RCES strike at Marax), and the additional inducements, the Idsurian government will agree to covert relations with the Reformation Coalition. The PCs will be given permission to build a small port at their original landing site, and bring in a small

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number of port staff and scientists. Only the PCs will be allowed to travel within the Republic, in order to reduce the chance the RC personnel will be detected. The port will be under security service jurisdiction.

The PCs will have succeeded in their first mission.

The Idsurians will insert appropriate records into their archives to support the PCs identities. The PCs will then be sent back to their original landing site for pick up by the *Serendipity*.

APPENDIX 1: SERENDIPITY CREW ROSTER

LT. NOVA ASTRIID “NASTY-BEE” BAEZ

Pilot of RC Serendipity

Val	Char	Cost	Roll	Notes
9	STR	-1	11-	Lift 87.1kg; 1 1/2d6;
18	DEX	24	13-	OCV 6 DCV 6
13	CON	6	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
3	PD	0		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	0		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	0		Total Characteristic Cost: 59

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 1" / 2"

Perks

- 3 Contact: Navy shipmates, Organization Contact (x3) (3 Active Points) 8-
- 1 Contact: GM Choice 8-
- 5 Fringe Benefit: RC Navy Lieutenant

Talents

- 4 Environmental Movement (no penalties in Zero G)

Skills

- 2 AK: RCES Space 11-
- 9 Combat Piloting 16-
- 3 +1 with Handguns
- 7 Computer Programming 14-
- 3 KS: Jump Drives 12-
- 3 KS: Maneuver Drives 12-
- 3 KS: Power Plants 12-
- 2 KS: RC Navy 11-
- 4 Navigation (Air, Hyperspace, Space) 12-
- 4 PS: Starship Engineering 13-
- 3 PS: Vac Suit 13-
- 2 PS: RC Navy 11-
- 3 SS: Meteorology 12-
- 2 SS: Astronomy 11-
- 2 SS: Physics 11-
- 4 Systems Operation (Communications Systems, Sensors) 12-
- 8 TF: Personal Use Spacecraft, Commercial Spacecrafts & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft

2 WF: Ship's Lasers, Ship's Missiles

3 WF: Small Arms, Blades

Total Powers & Skill Cost: 82

Total Cost: 141

75+ Disadvantages

- 5 Distinctive Features: RC Navy Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 10 Distinctive Features: Beautiful like an exotic dancer (Easily Concealed; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 15 Psychological Limitation: Rough and Ready (Common, Strong)
- 13 Experience Points

Total Disadvantage Points: 141

Background/History: Homeworld: Aurora 0535/ Aubaine (M) / Old Expanses: Navy/Flyer System Navy 3 terms; RCN 1st term (Beginning year 1202).

Personality/Motivation: Despite her exotic good looks, Nova swears like a sailor, gambles, drinks, and flies by the seat of her pants.

Quotes: “Ever see an S-class do this--?” *Before doing maneuver*

“Passengers please buckle your seatbelts; we’re experiencing a little chop, turbulence, and three @\$%&! Incoming missiles...” *On a Hot landing*

“Hey! I don’t tell you what to do on the ground do I? YOU just sit back and enjoy the ride—and let ME &%%\$#! Fly this crate!” *To know-it-all ground-mission types she carries to and from missions*

Campaign Use: Pilot of the RCS Serendipity, getting the PCs to and from missions.

Appearance: Race: Mixed-Humaniti: Female: 30 T-years. Looks like an exotic dancer.

CT/MT Variants STR: 6 INT: A END: 9 AGL: C EDU: B SOC: A PSI: 0
Hand Gun (pistol)-2; Pilot-4; Computer-3; Engineering-2; Communications-2; Meteorology-2; Vacc Suit-1; Zero-G Env.-1

TNE STR: 6 INT: A CON: 9 DEX: C CHR: B EDU: B SOC: A PSI: 0
Slug Pistol 11; Pilot 14, Astrogation 14, Computer 14; Ship’s Eng. 10; Meteorology 10; Communications 10; Env. Suit 8, Zero-G Env. 8; Leader 8; Ship Tactics 8.

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CWO LUCAS “PAPPY” HOWARD

Co-Pilot/Engineer Of RC Serendipity

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 132.0kg; 2d6; [1]
15	DEX	15	12-	OCV 5 DCV 5
12	CON	4	11-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3 1/2d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
4	REC	0		
24	END	0		
25	STUN	0		Total Characteristic Cost: 61

Movement: Running: 6" / 12"
Swimming: 3" / 6"
Leaping: 2" / 4"

Perks

- 3 Contact: Navy shipmates, Organization Contact (x3) (3 Active Points) 8-
- 1 Contact: GM Choice 8-
- 5 Fringe Benefit: RC Navy Lieutenant

Talents

- 4 Environmental Movement (no penalties in Zero G)
- 3 Environmental Movement (no penalties underwater)

Skills

- 9 Combat Piloting 15-
- 6 +2 with Handguns
- 3 Computer Programming 13-
- 5 Electronics 14-
- 5 KS: Jump Drives 14-
- 5 KS: Maneuver Drives 14-
- 5 KS: Power Plants 14-
- 2 KS: RC Navy 11-
- 2 AK: RCES Space 11-
- 5 Mechanics 14-
- 4 Navigation (Air, Hyperspace, Space) 13-
- 6 PS: Starship Engineering 16-
- 3 PS: Vac Suit 12-
- 2 PS: RC Navy 11-
- 4 SS: Meteorology 13-
- 2 SS: Astronomy 11-
- 2 SS: Physics 11-
- 2 Survival (Marine) 13-
- 4 Systems Operation (Communications Systems, Sensors) 13-
- 10 TF: Personal Use Spacecraft, Commercial Spacecrafts & Space Yachts, Industrial & Exploratory Spacecraft, Large Military Ships, Military Spacecraft, Small Military Ships, Submarines
- 2 WF: Ship's Lasers, Ship's Missiles
- 3 WF: Small Arms, Blades

Total Powers & Skill Cost: 107

Total Cost: 168

75+ Disadvantages

- 5 Distinctive Features: RC Navy Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 15 Psychological Limitation: Need Help, Just Call (Common, Strong)
- 53 Experience Points

Total Disadvantage Points: 168

Background/History: Home world: Nike Nimbus 0732/ Aubaine (M) / Old Expanses: Navy/Flyer: Flyer-Commercial 3 terms; Nike Wet Navy -2 terms; RCES 1.5 terms (Now in beginning of 7th term (Beginning in year 1202).

Personality/Motivation: Veteran

Quote: “You kids be careful down there, and if ya need any help, just whistle and Pappy will come a runnin’, ‘hokay?” *To any disembarking on a hostile world*

“Too Old? Slow down? Sonny/ Babydoll, the day I slow down is the day they bury me.” *To anyone saying he’s flying/ driving too fast*

“Get outta my Sky!” *Growled at hostile enemy fighters, missiles, spacecraft*

Campaign Use: Copilot of the RCS Serendipity, getting the PCs to and from missions.

Appearance: Race: Solomani-Humaniti: Male: 44 T-years. Howard has a face that has seen, and done it all with a lazy smile.

CT/MT Variants STR: 8 INT: C CON/END: 8 AGL/DEX: A EDU: A SOC: 8 PSI: 0
Handgun-3 (pistol); Pilot-4; Engineering-4; Meteorology-3; Mechanical-2; Electronics-2; Vacc Suit-1; Zero-G Env.-1

TNE STR: 8 INT: C CON: 8 DEX: A CHR: B EDU: A SOC: 8 PSI: 0
Slug pistol 13; Pilot 14; Ship's Engineering 15; Meteorology 14; Mechanic 10; Machinist 10; Electronics 10; Env. Suit 8; Zero-G Env. 8

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PO1 SERGEY “DA OWL” KONSTANTIN

Electronics Operator

Val	Char	Cost	Roll	Notes
17	STR	7	12-	Lift 263.9kg; 3d6; [2]
10	DEX	0	11-	OCV 3 DCV 3
15	CON	10	12-	
14	BODY	8	12-	
17	INT	7	12-	PER Roll 12-
16	EGO	12	12-	ECV: 5
17	PRE	7	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	1		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
6	REC	0		
30	END	0		
31	STUN	0		Total Characteristic Cost: 63

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 3" / 6"

Perks

- 3 Contact: Navy shipmates, Organization Contact (x3) (3 Active Points) 8-
- 1 Contact: GM Choice 8-
- 3 Fringe Benefit: RC Navy Ensign

Talents

- 4 Environmental Movement (no penalties in Zero G)

Skills

- 3 +1 with Rifles
- 2 AK: RCES Space 11-
- 5 Computer Programming 13-
- 3 Deduction 12-
- 7 Electronics 14-
- 2 KS: RC Navy 11-
- 2 PS: RC Navy 11-
- 3 PS: Vac Suit 11-
- 2 SS: Astronomy 11-
- 3 SS: Gravitics 12-
- 2 SS: Meteorology 11-
- 2 SS: Physics 11-
- 3 SS: Planetology 12-
- 8 Systems Operation (Communications Systems, Sensors) 14-
- 8 TF: Personal Use Spacecraft, Commercial Spacecrafts & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft
- 3 WF: Small Arms, Blades

Total Powers & Skill Cost: 69

Total Cost: 132

75+ Disadvantages

- 5 Distinctive Features: RC Navy Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)

- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 5 Distinctive Features: Looks like professional wrestler (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 27 Experience Points

Total Disadvantage Points: 132

Background/History: Home world: Oriflamme 1235/ Oriflamme (N)/ Old Expanses: Navy: Oriflamme System Navy-2 terms; Hiver Technical School (Aubaine) 1-term; RCN 1st term (beginning year 1199 in his 3rd year).

Personality/Motivation: Erudite, professional, and urbane

Quote: “Relax, vee can hear everything they’re saying...Yes, they know you’re coming—just not where, or when, nyet?”
While listening to planetary broadcasts

“With two clicks of THIS knob, no one down there vill be able to broadcast--how does Nasty Bee say it? Ah yes—jack-diddley squat!” *Before jamming ground station radars, radios*

“Former Oriflamman Professional Grav Ball Leaguer? Nyet. Former Pro-wrestler? Nyet. Those two careers are far more hazardous than my day job.” *Deadpanned to those who think they’ve seen him on RCINET sports before*

Campaign Use: Electronics Operator of the RCS Serendipity, getting the PCs to and from missions.

Appearance: Race: Solomani-Humaniti: Male: 35 T-years. Konstantin looks like a weightlifter-wrestler; is bald, brown-eyed, and tanned. He is erudite, professional, and urbane, contrary to the “muscle-man” image of first sight, and soft spoken.

CT/MT Variants STR: B INT: B CON/END: A AGL/DEX: 7
EDU: 9 SOC: 6 PSI: 0
Sensors Ops-3; Gun Cbt. (Rifle) -2; Communications-3;
Electronics-3; Physics-1, Meteorology-1; Vacc Suit-1; Zero-G Env.-1

TNE STR: 6 INT: A CON: 9 DEX: C CHR: B EDU: B SOC: 6
PSI: 0
Slug Rifle 13; Sensors 13; Communications 13; Electronics 13;
Physics 9; Meteorology 9; Survey 9; Env. Suit 8; Zero-G Env. 8

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PO2 ELFRIKAA “GO-HOT” IBUWANA

Gunner

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 1/2d6;
18	DEX	24	13-	OCV 6 DCV 6
13	CON	6	12-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2d6
12	COM	1	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
5	REC	0		
26	END	0		
24	STUN	0		Total Characteristic Cost: 50

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 1" / 2"

Perks

- 3 Contact: Navy shipmates, Organization Contact (x3) (3 Active Points) 8-
- 1 Contact: GM Choice 8-
- 3 Fringe Benefit: RC Navy Ensign

Talents

- 4 Environmental Movement (no penalties in Zero G)

Skills

- 8 +2 with Gunnery Weapons
- 6 +2 with Rifles
- 2 AK: RCES Space 11-
- 3 Computer Programming 12-
- 3 Electronics 12-
- 2 KS: Enemy Military Tactics 11-
- 2 KS: RC Navy 11-
- 3 Mechanics 12-
- 3 Navigation (Hyperspace, Space) 12-
- 2 PS: RC Navy 11-
- 3 PS: Vac Suit 13-
- 2 SS: Astronomy 11-
- 2 SS: Physics 11-
- 10 Systems Operation (Communications Systems, Sensors, Vehicle/Installation Beam, Vehicle/Installation Missile) 14-
- 4 TF: Personal Use Spacecraft, Military Spacecraft
- 3 WF: Small Arms, Blades
- 3 WF: Vehicle Weapons: Ship's Lasers, Vehicle Weapons: Ship's Missiles, Vehicle Weapons: Ship's Sandcasters

Total Powers & Skill Cost: 72

Total Cost: 122

75+ Disadvantages

- 5 Distinctive Features: RC Navy Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 5 Distinctive Features: Short (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 17 Experience Points

Total Disadvantage Points: 122

Background/History: Home world: Aubaine 0738/ Aubaine (M)/ Old Expanses: Navy: Aubani System Navy 2 terms; RCN 1st term (beginning year 1202).

Personality/Motivation: TBD

Quote: “Can I go Hot, Skipper?” *Upon entering any AO system from jump*

“Owl gimme the hand off-NOW!” *On target acquisition*

“You’re cute. The “bus-driver’s” gonna take off at a hot trot, so hustle your lazy hind parts aboard NOW!” *Standing at airlock with 7mm ACR at pick up zone (PZ) to anyone who refers to the piloting crew as a Bus/ Bus driver, etc.*

Campaign Use: Gunner of the RCS Serendipity, getting the PCs to and from missions.

Appearance: Race: Mixed-Humaniti: Female: 26 T-years. Ibuwana has sun rust streaked brown hair, is dark skinned, and eyed; and has a serious demeanor that belies her youthful innocent looks.

CT/MT Variants STR: 5 DEX: C END: 9 INT: 9 EDU: C SOC: 5 PSI: 0
Gunnery-2; Gun Cbt. (Rifle) -2; Computer-2; Mechanical -1; Screens-1; Vac Suit-1; Zero-G Env.-1

TNE STR: 5 DEX: C CON: 9 INT: 9 CHR: A EDU: C SOC: 5 PSI: 0
Slug rifle 12; Gunnery (Energy weapon) 12; Gunnery (missiles)12; Screens (Sand casters); Computer 9; Electronics 9; Mechanic 9; Env. Suit 8; Zero-G Env. 8.

RCS SERENDIPITY S-CLASS SCOUT, SHIP'S HISTORY

Formerly the private yacht of the late wealthy Dawn League Aubani business man Humberto Delacroix (Delacroix Electronics & Shipping Ltd.) of Vras City, Aubaine, the Serendipity was bequeathed in his will (Former Imperial day 148) 22-V-111199 to the nascent service that became known as RCES. Its annual refit came too late for the Dawn League expedition, but she saw follow on service in 1200 carrying undercover operatives out into the wilds seeking the Missing 12 ships.

Crewmen PO1 Konstantin & CWO Howard first served aboard her in such a fashion, under then LTCDR Rebekka "Rebba" Gutierrez locating the Scout Courier Aurora on Vezina on 14-IX-1999, (which had been destroyed by the local TED. This was followed up with the attack by RCS Ashtabula & RCS Lirgishkhunan toppling said TED and rescuing those survivors of the crew on 18-X-111199.). By the time they returned to Trybec, they were sent out again, this time into the wilds to spinward, locating the DLS Aube on Nicosia 32-X-111199, and returned to base 1111-XI-111199 with the news (Once again DLS Ashtabula was given the nod and liberated the crew and recovered the ship on 6-XII-111199.)

Her third mission was even further into the AO, along the path of the missing Scout Survey ship DLS Apollo, but having crossed through Svarla already en-route to Nicosia, the Serendipity with her J-2 drives, passed by way of the Savanjanni-Lebherz-Montezuma J-2 route, arriving at Montezuma on 17-XI-111199 after dropping off a small (2-person) intelligence team on Lebherz (09-XI-111199) carried in low berth. Disguised as a small packet tradesman, the Serendipity set down their second team of covert operatives after locating the missing vessel in the nation of Centrum.

Their team's intelligence allowed the follow on mission by the DLS Ashtabula in early 1201 to extricate the crew from the neighboring nation of Seacoast and the retrieval of the ship in a textbook perfect SAG raid. It was the last mission RCS Serendipity would perform in tangent with the RCS Ashtabula, which was lost in her following mission into the wilds beyond Montezuma, after reporting the missing A2-class Far Trader DLS Ra in the Bikar planetoid belt.

RCS Serendipity went back to the Trybec Corp Yards in IV-1201 and was refitted with a relic recovered J-3 drive, enlarged fuel tankage at the cost of her air/raft bay. Her cargo bay was refitted to hold two small cabins, and was slated off the Missing ship search and placed into the covert operations insertion/extraction role of the RCES 'Moonshadow' teams. LTCDR Gutierrez was promoted, and transferred to the command of the RC Clipper RCS Apollo. Serendipity was rotated out of the Khulam Subsector front and sent coreward to work the Thoezennt Subsector in 01-VI-1201, operating out of the RCES Base on Nike Nimbus 0732/Aubaine (M), and LT Hor-

ace "Tea-Time" Titan of Oriflamme was given the command of her.

Following in the footsteps blazed by the 400dton armed J-2 modified Subsidized Freighter RCS Mary Ellen Carter (CPT Senta "Boom-Boom" Romero), and StarMerc converted 600dton Subsidized Liner RCS Angkor Wat, RCS Serendipity did follow on work as a "Free Trading Small Packet merchant out of Mueller" to Xezor, and Meadsk, and later dropped off agents on balkanized Nova Rhyll as well as Lote. Their fourth mission into Thoezennt involved following up on a Free Trader's chat on Xezor of a "shipment of radioactive device detonators" shipped to Marax by what has since become known as 'the Guild' to Coalition Intelligence.

Serendipity arrived in orbit over Marax on 35-VII-1201 and discovered the local TED there was indeed using atomic weapons to excavate out a canal, and hand labor of slaves to excavate the radioactive craters for a channel. They pinpointed his uranium mines, and its' processing plant. They were prevented from a closer sweep by the arrival of a 200dton armed Morraine-class Free Trader ship out of jump, escorted by a 600dton armed subsidized Liner (later matching a Guild raider of ill repute GMS Annunkai) when they were discovered by Ushugaam II's 400dton Patrol Cruiser and had to leave before finishing their orbital scouting.

Serendipity rendezvoused with the new clipper ship RCS Thunderchild (CPT Pat "Who Me?" Ritter) seven days later in the Meadsk system and took on a Moonshadow team to take readings of the Pontine archipelago on Marax, and then take a look-see of the Uranium mine itself. Serendipity dropped them off on 15-VII-1201, using their "packet-smugler" personae again at the D-class Starport there.

The Guild raider, GMS Annunkai (CPT Igor Pankerovski), had departed, but had sold off a mixed load of slaves, both humans and chirpers from Tiniyd, LT Titan discovered, chatting at the Guild run spacer's bar. As part of their cover, they had a small selection of TL-9 Laser rifles and pistols for 'sale' & demonstration. The Guild representative there, one Miigo Amayeo, told them the big money here was to be made in nuclear detonators, slaves, high-tech weaponry, sensors platforms, and SAMs here on Marax.

Before they lifted off on 21-VII-1201 (to return back to the Thunderchild), they witnessed the landing of the Ushugaam Star Free Trader, back from Tiniyd and yet another slave raid. Their Intel, plus what was garnered from the two Moonshadow teams (recovered in two return trips before the end of the year) leads to the planning of the early 1202 TF-'Strike Marax' operation. LT Titan was promoted to LTCDR, and given command of a new 150dton Multi-mission Scout, taking his Gunner Triika "Wham-Bam" Ortiz with him, and LT Baez was transferred to Serendipity, along with Gunner Elfrikaa "Go-Hot" Ibuwana, both from RCS Thunderchild.

APPENDIX 2: TINIYD NPC'S

Tiniyd Outback

Hunter/Prospector/Hermit

"SIX-GUN SAL" (SALLII) NALDUII

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 1/2d6;
11	DEX	3	11-	OCV 4 DCV 4
10	CON	0	11-	
10	BODY	0	11-	
11	INT	1	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
11	PRE	1	11-	PRE Attack: 2d6
8	COM	-1	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
19	STUN	0		
Total Characteristic Cost: 4				

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 1" / 2"

Cost Powers

6	<i>Psionic End Reserve:</i> Endurance Reserve (22 END, 4 REC) (6 Active Points)
10	<i>Telepathy Psionic Talent:</i> Variable Power Pool, 25 base + -15 control cost, Powers Can Be Changed As A Zero-Phase Action (+1) (49 Active Points)
0	1) <i>Telepathy:</i> Telepathy 5d6 (Organic class of minds) (25 Active Points); Empathy All Emotions (-1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 3
1	Learned: Telepathy (1 Active Points)

Skills

2	WF: Handguns, Rifles, Shotguns
2	WF: Animal Traps
2	Animal Handler (Equines) 11-
3	Riding 11-
4	Survival (Temperate/Subtropical, Mountain) 11-
3	Tracking 11-
2	AK: Local Mountains and Plains 11-
7	Psionic Skill 13-

Total Powers & Skill Cost: 42

Total Cost: 46

75+ Disadvantages

10	Age: 60+
5	Distinctive Features: Hunter/Trapper (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
15	Psychological Limitation: Ignorant of Social Graces (Common, Strong)
0	Experience Points

Total Disadvantage Points: 46

Background/History: She makes a living as a trapper/pro prospector in the outback badlands. Six-gun Sal appears like a not so feminine "buffalo Hunter", chews local plant matter (and smokes a pipe—evening times only).

Personality/Motivation: Very earthy, practical, and pragmatic. Sallii is a low-level empath, although she is untrained, she gets "feelings about folk" whether or not to trust them. Mostly Sallii is as wild as the region she is found in, and has no wish to live in "towns", or, "be saddled with all dem rules". Sallii comes into nearby settlements to trade skins, some gold nuggets, and minor gemstones on irregular monthly basis. She has never married. Only other "friend" is "Old Rube" (see below).

Quote: "What would I need a man fer that I can't be done wit in fifteen minutes?"

"Gov'ment! (Spits), all-always takin' yer money an' land away. Hell wit 'em! Clem, we're leavin' again!"

END

0 "Doan make me draw down mah hawg-leg skinny, an' shoot yah. Yah ain't worth the cartridge!"

Powers/Tactics: Keeps a Mule/(or equivalent beast of burden) she talks to whose name is 'Clement'—Clem for short. Her handle comes from the fact she owns an ancient TL-4 revolver (with 12" long barrel), which she will brandish if threatened (She has three bullets left for it), her "hog-leg". Her primary weapon is a TL-4, 30-caliber lever-action cartridge rifle (equivalent to US Civil war Winchester repeating rifle). Tube magazine holds 10 rounds.

Appearance: Age 62, Human-Vilani female (appears older than should be due to harsh environment & primitive living conditions). Wears animal hide coat & hat, and old print skirt with men's long underwear "on cold days/nights". She has pale blue eyes, Iron-grey hair, and a sunburned weather worn cheery face, even when shooting someone!

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“OLD RUBE” (REUBEN MARCUS) VALACHI

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
11	DEX	3	11-	OCV 4 DCV 4
10	CON	0	11-	
10	BODY	0	11-	
11	INT	1	11-	PER Roll 11-
14	EGO	8	12-	ECV: 5
11	PRE	1	11-	PRE Attack: 2d6
8	COM	-1	11-	

2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
20	STUN	0		Total Characteristic Cost: 12

Movement: Running: 6” / 12”
Swimming: 2” / 4”
Leaping: 2” / 4”

Cost	Powers	END
7	<i>Psionic End Reserve:</i> Endurance Reserve (28 END, 4 REC) (7 Active Points)	0
24	<i>Telepathy Psionic Talent:</i> Variable Power Pool, 60 base + -36 control cost, Powers Can Be Changed As A Zero-Phase Action (+1) (120 Active Points)	
0	1) <i>Detect Minds:</i> Mind Scan 3d6 (Organic class of minds) (15 Active Points); Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 2	1
0	2) <i>Send and Receive Thoughts:</i> Telepathy 5d6 (Organic class of minds) (25 Active Points); Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 3	2
0	3) <i>Mental Assault:</i> Ego Attack 3d6 (Organic class of minds), Does BODY (+1) (60 Active Points) Real Cost: 12	6
	Learned Telepathy Talents	
1	1) Learned: Mind Scan/Detect Minds (1 Active Points)	0
1	2) Learned: Telepathy (1 Active Points)	0
1	3) Learned: Ego Attack (1 Active Points)	0

	Skills
2	AK: Local Mountains and Plains 11-
2	Animal Handler (Equines) 11-
2	Language: Deaf Sign Language (fluent conversation)
7	Psionic Skill 14-
3	Riding 11-
4	Survival (Temperate/Subtropical, Mountain) 11-
3	Tracking 11-
2	WF: Animal Traps
3	WF: Blades, Handguns, Rifles, Shotguns

Total Powers & Skill Cost: 62

Total Cost: 74

75+ Disadvantages

10	Age: 60+
5	Distinctive Features: Hunter/Trapper (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
15	Psychological Limitation: Ignorant of Social Graces (Common, Strong)
15	Psychological Limitation: Protective of Sallii (Common, Strong)
20	Physical Limitation: Mute (All the Time, Greatly Impairing)
0	Experience Points

Total Disadvantage Points: 74

Background/History: Is a mute, having lost both to Government torture by Secret Police long ago. Reuben was part of the “Revolution” that overthrew the Militarists with the Psion-led government. He fell afoul of the new regime, was imprisoned for his outspoken beliefs (he never tried to run away being a telepath himself) of pacifism. He was released when the planet balkanized through a clerical error, and fled to the badlands, where he met Sallii.

Personality/Motivation: He speaks ‘sign’ language openly, and uses telepathy only when he is sure of a friendly Psion. “Old Rube” understands the plight of the chirpers & Droyne. “Old Rube” prefers to let Sallii take his findings into town, and minds their communal lair, and cooks and cleans what their traps yield.

Quote: Deaf signing and such.

Powers/Tactics: He is very protective of Sallii, and will use psionic assault if she is threatened or endangered by anyone. He is unarmed save for a skinning knife.

Appearance: Human male, Mixed Humaniti, age 79 (appears to be in late 80’s), is a bald, scarred, toothless giant old coot, blind in one eye (the left). He dresses in desert browns and tans of loose material.

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THE YUNAASHKHUUM FAMILY HOMESTEAD

Parents

Enerii Yunaashkhuum (Mixed Humaniti, age 68)
Maari-Talbot Yunaashkhuum (Mixed Humaniti, age 56)

Sons

Ibrihim Yunaashkhuum (age 30)
- married Suza-Huunaash (age 28)
- 3 adopted boys (ages 14, 12, and 9)

Yakob Yunaashkhuum (age 28)
- married Chizuru-Hasegawa (age 24)
- 5 children (ages 6-1 years)

Isaac Yunaashkhuum (age 25)
- married Rachelle-Delacroix (age 20)
- 2 children (twins, age 2 years)

Daughters

Talia Yunaashkhuum (age 29)
- married Tobias Enerii Baldassare (age 48)
- 6 children (ages 8-2 years)

Velnya Yunaashkhuum (age 27)
- married Roberto Khuumska (age 45)
- 4 children (ages 6-1 years)

Shiramaar Yunaashkhuum (age 19)

The Yunaashkhuum clan hold primarily are herdsman, and the stead is well defended, every male over the age of 18 is armed with at least a TL-5 8mm bolt-action rifle or 18mm pump shotgun, and the women carry a small derringer pistol on their person. While they far enough away to be outside the high-law and Psionic government's control, they also are outside their protection from off world raiders. They do not bring their guns to town for fear (rightly) of seizure. They will be suspicious and stand-offish from player character parties coming out of the wild badlands or desert, until they've proven they're not "from the government." As a sidebar trade, they smuggle untaxed consumable goods over the border by mule-back (or suitable beast). They are not keen on the new war-level laws, which has put added scrutiny on their "black market" trading, and personal freedoms.

THE DELLA'RUE FAMILY HOMESTEADERS

Parents

Aldo-Veritas Della'Rue (Age 48)
Elizabeth-Huunaash Della'Rue (Age 56)

Sons

Vito Della'Rue (Age 28)
- married Khiisha-Khuumska (Age 39)
- 4 children (Ages 10-6)

Giovanni Della'Rue (Age 26)
- married Michelle-Delacroix (Age 36)
-4 children (Ages 10-6)

The Della' Rue family firmly believes getting away from the "cities" and technology is the right thing to do. They are very warm and gracious to all who come upon them, but a discreet phone call will be made to the local police (see below) as soon as strangers are sighted, being the patriotic folk they are. They make their living farming produce using a TL-4 Steam powered tractor and its accessories, and use their ration card gas coupons for the pickup truck and a flatbed trailer for going into town once a month. There are no firearms on the stead at all, the family content they are inside the protective umbrella of the local armed forces.

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THE LARSON FAMILY HOMESTEADERS

The Larson family lives in an isolated farmstead about 1 days walk from the larger Skala steading, higher up in the mountains. It consists of a single large wooden farm house and a single barn. The Larson family consist of Olaf Larson, a middle aged man and his wife Olga, and their 8 year old daughter Freya. The Larson family have also taken in, the wife and daughter of Olaf's brother who was killed in a skirmish with Limgur forces a year ago. The family cultivates a small series of plots on the mountain side, but the farm production is borderline, even with the milk from several goats, and a small flock of chickens. Olaf has to supplement the farm by hunting. The family is largely self-sufficient, with Olaf trading animal furs at the Skala stead for items that cannot be produced on the farm.

Olaf Larson

10 STR	10 DEX	10 CON	10 BODY	10 INT
10 EGO	10 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	20 END	20 STUN	

Abilities: Contact: GM choice 12-; Animal Handler (Goats) 11-; PS: Carpentry 12-; PS: Farmer 11-; PS: Hunter/Trapper 11-; SS: Biology 11-; Survival (Temperate/Subtropical) 12-; TF: Riding Animals; WF: Rifles

75+ Disadvantages: Dependent NPC: Family 8- (Normal); Psychological Limitation: Devout Idsurian (Common, Moderate); Psychological Limitation: Jealous of Skalas (Uncommon, Moderate)

CT: Olaf Larson: Human Male Age 44, Useful Skills: Carpentry – 2 Hunting – 2, Farming – 1.

Olaf is a firm believer in the technology hinders psionic development doctrine. He has limited the available technology on the farm to TL4 basics. There is no electricity on the farm, with heating and lighting from the log fire and candles / oil lamps. He does possess a TL5 bolt action rifle and about 500rds of ammunition (with the associated permit) for hunting purposes. He has reluctantly taken in his brother's wife and child, but they disagree on main things, which has raised the tension within the farmstead. Olaf is jealous of the more prosperous Skala family who own the much larger steading down the valley. He is especially annoyed that those technology using Skala's have been gifted with a psionic daughter, while his devout family have showed no sign of psionic abilities. Olaf will almost certainly turn the PCs in, if he thinks they are off-worlders or foreign spies. If he believes them to be native Idsurians, he will still be unfriendly if they display even TL6 technology, only offering them accommodation in the barn.

Olga Larson

10 STR	10 DEX	10 CON	10 BODY	10 INT
10 EGO	10 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	20 END	20 STUN	

Abilities: Contact: GM choice 12-; Animal Handler (Birds, Goats) 12-; PS: Farmer 13-; PS: Hunter/Trapper 8-; SS: Biology 11-; Survival (Temperate/Subtropical) 11-; TF: Riding Animals

75+ Disadvantages: Normal Characteristic Maxima; Dependent NPC: Family 8- (Normal)

CT: Olga Larson: Human Female Age 44, Useful Skills: Farming – 3.

Olga Larson is a middle aged woman, who is starting to go gray and show signs of age. She effectively runs the farm and knows more about farming than her husband.

Their daughter Freya assists around the farm, (feeding chickens, weeding, collecting fruits and berries etc.). Neither of them have any effective combat skills.

Bridget Larson and her 9 month old son, were former town dwellers who moved in to the farmstead after the death of her husband in a border skirmish. Bridget has few useful skills in this environment, and her and her son are an extra burden on the farmstead. She performs what few duties she can, within the farmstead itself, especially cleaning, washing, butter churning, etc. She is much more open than Olaf and could be convinced to aid the PCs but not in the presence of Olaf or his family. She would even lend the PCs her identity papers if they can convince her that off-world assistance would help Idsur or hurt Limgur.

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THE SKALA FAMILY HOMESTEADERS

The Skala Household consists of Harald Skala (a widower) & his four adult sons & three younger daughters (the middle daughter having been recently accepted into Psionic training, a matter of local prestige for the family). Harald Skala (age 56) is a lumberman who supplements his trade with mainly ranching herd animals and some farming. He is prosperous enough to have hired hands (mostly cattlemen (4), & several (2) timber workers). His wife died in childbirth some fourteen winters ago giving life to the last daughter, Megan Maari Skala (who closely resembles the mother, and is “the pearl of great price” to Mr. Skala, senior).

There are two 7mm bolt-action rifles on the premises (Tobias & Grigorii) from honorable military service, and secretly one 10mm handgun (contraband, in eldest daughter's possession). There are also four licensed 5mm bolt-action civilian rifles for hunting (Harald Jr., Sven, Rolf, & Ulf hold these & their licenses).

Harald Skala, Sr. (age 56), widower, suffers from advanced diabetes (needs insulin injections 1-2 times/day), and walks with a cane. His late wife Laraa Talbot-Skala was Maari Talbot's older sister by a year (she would have been 57 the year of this adventure).

Harald Skala Sr

8 STR	9 DEX	8 CON	8 BODY	13 INT
11 EGO	12 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	16 END	16 STUN	

Abilities: AK: Ranch and surrounding territory 13-; Animal Handler (Bovines) 13-; Conversation 11-; Deduction 12-; KS: Local Families 12-; PS: Lumberman 12-; PS: Rancher 13-; Riding 11-; WF: Handguns; WF: Lariat

75+ Disadvantages: Age: 60+; Dependence: Insulin Takes 1d6 Damage (Easy To Obtain, 6 Hours); Susceptibility: Diabetic - Sugar Overdose 1d6 damage per Turn (Uncommon); Physical Limitation: Impaired Walking - Uses Cane (Frequently, Greatly Impairing)

Adult Sons

• Harald, (junior) Skala (age 28), married to Gabrielle Duprii-Skala (age 28) in Tinyayr. He is the heir apparent, and oversees the daily operations of the steading, as his father's health is declining. They have four children, (ages 8, 6, 4, and 2 years old).

Harald Skala Jr

10 STR	10 DEX	10 CON	10 BODY	13 INT
11 EGO	12 PRE	10 COM	2 PD	2 ED
3 SPD	4 REC	20 END	20 STUN	

Abilities: AK: Ranch and surrounding territory 13-; Animal Handler (Bovines) 11-; Conversation 11-; Persuasion 11-; Deduction 12-; KS: Local Families 12-; PS: Lumberman 13-; PS: Rancher 11-; Riding 11-; WF: Handguns; WF: Lariat

75+ Disadvantages: Psychological Limitation: Wants to run family business to make father proud (Common, Moderate); Dependent NPC: Family members 8- (Normal)

• Sven (age 26), Married to Katharine Delacroix-Skala (age 26), is the foreman over the Lumber Mill, and has inherited his father's skill and passion for timber work. They have three children (ages 6, 5, & 3years old).

Sven Skala

10 STR	10 DEX	10 CON	10 BODY	13 INT
11 EGO	12 PRE	10 COM	2 PD	2 ED
3 SPD	4 REC	20 END	20 STUN	

Abilities: AK: Ranch and surrounding territory 13-; Animal Handler (Bovines) 8-; Conversation 11-; Persuasion 11-; Deduction 12-; KS: Local Families 12-; PS: Lumberman 13-; PS: Lumbermill Foreman 11-; PS: Rancher 11-; Riding 11-; WF: Handguns; WF: Lariat

75+ Disadvantages: Psychological Limitation: Wants to run family business to make father proud (Common, Moderate); Dependent NPC: Family members 8- (Normal)

• Rolf (age 25, twin of Ulf older by 3 minutes), single, but courting Shiramaar Yunaashkhuum of the Yunaashkhuum steading, and is Ranch foreman, over the cattle herders.

Rolf Skala

10 STR	10 DEX	10 CON	10 BODY	13 INT
11 EGO	12 PRE	10 COM	2 PD	2 ED
3 SPD	4 REC	20 END	20 STUN	

Abilities: AK: Ranch and surrounding territory 13-; Animal Handler (Bovines) 13-; Conversation 11-; Persuasion 11-; Deduction 12-; KS: Local Families 12-; PS: Lumberman 8-; PS: Cattle Foreman 13-; PS: Rancher 11-; Riding 11-; WF: Handguns; WF: Lariat

75+ Disadvantages: Psychological Limitation: Wants to run family business to make father proud (Common, Moderate); Dependent NPC: Family members 8- (Normal)

• Ulf (age 25, twin of Rolf, younger by 3 minutes), single, is the family steading's chief mechanic & electrician, and plumber (TL-6 Engineer). He is also the Heavy Truck driver for the family-based timber business, and was recently discharged from the Isdur Army after serving a 4-year term (Ulf is now an Army reservist, holding the rank of Corporal). He drills at Hesselbach 1/month for a weekend still (4 years remaining to his enlistment) with the TL6 Armored Car unit there.

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Ulf Skala

10 STR	10 DEX	10 CON	10 BODY	13 INT
11 EGO	12 PRE	10 COM	2 PD	2 ED
3 SPD	4 REC	20 END	20 STUN	

Abilities: Fringe Benefit: Corporal; AK: Ranch and surrounding territory 13-; Animal Handler (Bovines) 11-; Combat Driving 12-; Conversation 11-; Deduction 12-; Electronics 12-; KS: Isdur Military 11-; KS: Local Families 12-; Mechanics 12-; Navigation (Land) 12-; PS: Lumberman 8-; PS: Rancher 11-; PS: Soldier 11-; Persuasion 11-; Riding 11-; SS: Civil Engineering 13-; Survival (Temperate/Subtropical) 12-; TF: Common Motorized Ground Vehicles; Tactics 12-; WF: Lariat; WF: Small Arms, Vehicle Weapons

75+ Disadvantages: Psychological Limitation: Wants to make father proud (Common, Moderate); Dependent NPC: Family members 8- (Normal); Social Limitation: Subject to Orders - Army Reservist (Frequently, Major)

Adult Daughters

- Laara Skala-Huunaash (age 27), eldest daughter, and namesake of her late mother, is married to an Army Reservist Airmobile pilot, Captain Viktor Huunaash (age 37) stationed in Hesselbach. Due to recent tensions along the Limgur border, he has been on call there. They have two children, (ages 9 & 5 years of old). Both decided it was better she remain here with her father's health declining. She oversees the cooking of the family house, and makes sure her father doesn't "forget" to take his meds. He has left her a 10mm auto pistol for 'protection' he took off a slain Limgur raider several months ago. Laara leaves it in their bedroom in the main house.

- Shaara Skala (age 19, & single) is currently spending time home with her family after recently receiving the joyous news her psi exams proved positive and she is to receive higher training in Hesselbach.

- Megan Maari Skala (age 14) is the headstrong spitting image of her late mother; she is secretly envious of her middle sister for her good fortune; and now is in a snit because she has to share her room again with Shaara while she's home "visiting!"

Hired Ranch Hands

Tobias (Age 48). Weather worn but cheerful Tobias is the senior hand, and is rather paternalistic over his younger "boss" Rolf, and worships the ground Harald Sr. walks on. He served in the Isdur Army Reserves, for 20 years, and both have a 7mm bolt-action rifle, 5-round box magazine as part of their honorable discharge mustering out. Tobias was a decorated Grav Infantry sniper, and has a Civilian Hunting x25 power scope for his weapon.

- Grigorii (Age 40). Dark headed & eyed Grigorii is a scarred former miner from Marc's Town who survived a cave-in last year ago and is now very claustrophobic, and took up this for a living, serving as the steading's blacksmith. served

in the Isdur Army Reserves, for 20 years, and both have a 7mm bolt-action rifle, 5-round box magazine as part of their honorable discharge mustering out. Grigorii was a TL-B Lift Infantryman.

- Wulfgang (Age 29). Fair-haired, tall but slow, Wolfgang is a Tinyayr country boy who was medically discharged from the Isdur Army after a training accident wherein he lost his right hand (from a grenade). He has a simple claw prosthesis, and is quite proficient with it, when feeding the pigs & chickens.

- Giovanni (Age 22) is another Tinyayr country boy, and is thoroughly smitten with Shaara, (to the further secret envy of Megan Maari who has a teenage crush on the handsome young man!), and is the general laborer/ dogsbody for the steading. Giovanni has never served in the military.

Hired Lumber Mill Hands

- Enli Uneruu, & Haans Cizek (ages 22 & 24 years old). They are the sons of former employees of Harald Sr., earning their apprenticeship. Neither has served in the military. Haans owes his job here due to his distant uncle in Tinyayr, Edvard Cizek, who used to work here.

Total Adult males: 12 (one invalid, one called up on duty)/ 10 effective

Total Adult females: 5 (one age 14)/ 4 effective.

Total children (under age 14): 9

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THE CIZEK HOMESTEAD:

Edvard Cizek (age 54) is a seasoned silver haired, blue-eyed bearded man wearing the tough calluses of his trade on his hands, and the ever-present smells of sawdust, wood stain, and lacquer about him. He has never married, out of which his gruff statement, "I couldn't get a woman! I'm married to my work", (with his daily telepathic sweeps of the local government's offices) only reinforces the ironic truth of what he's really doing.

In reality, he is a deep cover agent from the Kingdom of Limgur, sent into Isdur over 30 years ago. He first worked as an apprentice under Harald Skala (Senior), and has since moved into Tinyayr and established himself there as a decent, and skilled furniture maker. Edvard still buys his lumber primarily from the Skala family business, both out of good business sense and further strengthening his cover when he travels (which is seldom). Edvard has the Telepathy sphere, with all of the cascade skills of it, save psionic assault.

Edvard makes finished cedar and pine furniture, linen chests, dinner table benches, standing wardrobes, chairs, stools, and putters with some Kitchen cabinet work every odd new house now and again.

EDVARD CIZEK

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
11	DEX	3	11-	OCV 4 DCV 4
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
13	PRE	3	12-	PRE Attack: 2 1/2d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	9		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristic Cost: 38

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Cost	Powers	END
18	Mental Defense (22 points total)	0
7	<i>Psionic End Reserve:</i> Endurance Reserve (28 END, 4 REC) (7 Active Points)	0
24	<i>Cluster Psionic Talent:</i> Variable Power Pool, 60 base + -36 control cost; Cost Offset, Powers Can Be Changed As A Zero-Phase Action (+1) (60 Active Points)	
0	1) <i>Detect Minds:</i> Mind Scan 3d6 (Organic class of minds) (15 Active Points); Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 3	1

0	2) <i>Telempathy:</i> Telepathy 4d6 (Organic class of minds) (20 Active Points); Empathy All Emotions (-1/2), Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 4	2
0	3) <i>Telempathic Projection:</i> Mind Control 4d6 (Organic class of minds), Telepathic (+1/4) (25 Active Points); Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 6	2
0	4) <i>Send and Receive Thoughts:</i> Telepathy 5d6 (Organic class of minds) (25 Active Points); Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 6	2
0	5) <i>Probe:</i> Telepathy 10d6 (Organic class of minds) (50 Active Points); Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 11	5
1	1) Learned: Mind Scan/Detect Minds (1 Active Points)	0
1	2) Learned: Telepathy (1 Active Points)	0
1	3) Learned: Mind Control (1 Active Points)	0
1	4) Learned: EGO Drain (1 Active Points)	0

Perks

4	Contact: Skala Clan (Contact has useful Skills or resources, Contact limited by identity, Good relationship with Contact) 12-
2	Deep Cover
3	Fringe Benefit: Security Clearance

Skills

5	Acting 13-
3	Conversation 12-
2	KS: Espionage World 11-
4	KS: Psionics 13-
3	Persuasion 12-
11	Power 15-
5	PS: Furniture Maker 14-
3	Stealth 11-
3	Streetwise 12-
2	WF: Small Arms

Total Powers & Skill Cost: 103

Total Cost: 141

75+ Disadvantages

10	Social Limitation: Subject to Kingdom of Limgur orders (Frequently, Minor)
56	Experience Points

Total Disadvantage Points: 141

Local Patrol Officers

District Patrol Officers Hugo “Slim” Huunaash & Brego “Bad-Dawg” Talbot (Ages 48 years, & 50 years, Mixed-Humaniti, males). These two are of the ‘old-cop’ school of cuff-and-stuff crooks with that down home salty common sense of humor. Hugo, the youngest of the pair, is tall and skinny, Brego is short and chunky. Neither one is a Psion, but they tend to tag-team on questions to get to the bottom of strange folk wanderings. As a sidebar, Brego is on the take, being “family” on the Yunaashkhuum over-the border trading. Hugo is kept quiet with a share of the goods, and doesn’t ask questions he doesn’t want to know the answers to. Both are armed as described by law, and their TL-6 patrol car has seen better days. Considered veteran NPCs for skills. Brego hates the “paperwork”, and lets Hugo do it.

District Patrol Officers

10 STR	10 DEX	10 CON	10 BODY	10 INT
10 EGO	10 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	20 END	20 STUN	

Abilities: Contact: GM choice 13-; Fringe Benefit: Local Police Powers; Fringe Benefit: Police officer; Fringe Benefit: Weapon Permit (where appropriate); Bureaucrats 11-; Criminology 11-; KS: Idsurian Law 11-; KS: Law Enforcement World 11-; PS: Police Officer 11-; Streetwise 11-; WF: Handguns, Rifles, Shotguns; Acting 11-; Combat Driving 11-; Interrogation 11-; AK: Patrol Beat 11-

75+ Disadvantages: Distinctive Features: Idsurian Police Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses); Hunted: Idsurian Police Department 8- (Mo Pow, NCI, Watching); Social Limitation: Subject to Orders of Idsurian Police Department (Occasionally, Minor); Social Limitation: On The Take (Brego)/Turns Blind Eye (Hugo) (Occasionally, Minor)

Quotes:

1. “Ya’ll ain’t from around here, are yah?” (either one)
2. “Care ta explain that again sonny, I’m hard of hearin’, ya see?” (Brego)
3. “I’ve heard some tales in mah time, but nevah knew you could stack sheep chips that deep, now tell me again how you got here.” (Hugo)

General Security Service Personnel

SECURITY LT. VASHTI ALAUNDRO

(Mixed-Humaniti female, mid-level Telepath/Clairvoyant; Age 32 (appears 22), short haired brunette, attractive, but wears glasses to avoid sexist attention. She is the local Psion “Teep”/clairvoyant of the Local town the players come nearest to, and is vigilant in her job and brisk in demeanor, being from the city, chafes at the lazy way of doing things the locals here tend to take, and yearns for that “big-break” to advance and move out of this dead-end town. She does have scan thoughts, but not probe for deep interrogation divination. Experienced NPC.

Quotes:

1. “Let’s forget the preliminaries of “who the hell am I” shall we? —who are you and how did you get here?”
2. “The innocent having nothing to hide, nothing to fear. The guilty, on the other hand, do...which are you?”

DETECTIVE ALEXANDER DUPRII

(Mixed Humaniti, male, age 30, experienced NPC). Unshaven half the time, sloppy in his plain clothes, and generally smells of alcohol. He appears lazy, inattentive, and not too bright—all of which he has carefully cultivated to avoid Alaundro’s “personal attentions”. Duprii on the other hand possesses a keen wit and intellect for his trade, and goes on his ‘gut-instinct’ like a man of his 12 years of police work ought to. Dislikes Alaundro’s “spit-and-polish” approach, prefers to interrogate in a more relaxed, “down home” fashion.

Quotes:

1. “Tell me about your relationship to _____ again? Oh really. I see. (makes notes) Pity that he/she died of fever last year...Now try it again—starting with the truth this time.”
2. “I’m not interested in your papers sir/sera. I want your story, plain and simple before I have to let the Lieutenant’s men get unpleasant.”

SECURITY TROOPERS (GOONS) OLEG, NAASH, SALVATORE, & PYTOR.

(Solomani- Humaniti, males Ages 22-26) large, dark haired, low-end gene pool specimens capable of brutality at the snap of a finger, and enjoy their “work”.

APPENDIX 3:

IDSUR REPUBLIC

GOVERNMENT NPC'S

ARMAND IDSURI BALDASSARE, PRIME MINISTER OF THE IDSUR REPUBLIC

Description: Armand is about 6', 93kg, middle aged (in his early 50's), with black hair, and brown eyes, possessed of saturnine features, and is of mixed Vilani-Solomani heritage, (appearing to be in early 40's). He wears a bureaucrat's suit and tie for official meetings, but often prefers light colored casual clothes due to the climate. Armand has had a lifetime of service to Idsur, first as a member of the armed forces (he served in the Airmobile Cavalry), and entered politics after 20years in uniform, being elected to serve as a representative here in his home city, and later the provincial governor, He is currently beginning his second term at the highest office.

Motivations: Prime Minister Baldassare is possessed of exceptional insight and a shrewd judge of politics, and necessity. Part of his success has been walking through the thorny minefield of his hostile neighbors, their policies, and choosing what's best for his nation, and people, psionic or not.

His service in the military and defense of Idsur tempers his responses to external threats, knowing the high cost of war personally. This has allowed him to use the economic clout rather than military force against his warlike neighbors, through electrical brown out threats.

Coupled with his own insight and sound judgment, he realized early on to surround himself with people smarter than himself, or more capable at specialized tasks.

Armand has a deep sense of law and justice, handed down from his grandsire Ashaaris, (not to mention considerable psionic talent himself-he is a mid-level telepath/clairvoyant). Being the sole republic on the planet, he sees Idsur as having to uphold the rule of law, not whim or decree, and adheres to the fact that even he is not above the law.

YANNI MUKALI YUSUTSKYA, PM'S CHIEF OF STAFF

The first non-psionic to hold the office in several decades, Yanni is the PM's extra ear to the non-psionic citizenry's concerns, and his own achievements in government service are those of a man of integrity, and character. Yusutskya is a younger man, in his late thirties, the son of a poor metals & mineral miner.

GENERAL SHUDASHII LIBERTE': ARMED FORCES CHIEF OF STAFF

Gen. Liberte' is another key non-Psion in the Republic's government, perhaps the third ever to in this particular

post. He is an able leader, and strategist, as well as a combat veteran from several smaller brushfire wars with their hostile human neighbors, and enjoys the confidence of the PM, as well as his troops.

ENLI AGASHII, HEAD OF THE STATE SECRET SERVICE (SECURITY FORCES)

Miss Enli Agashii is perhaps the most harmless looking woman one would think at first glance, being scarcely 48kg, and slender like a fencer, and nondescript otherwise in plain terms. She is however, not only a deadly Telepath & a Teleporter, she is the head of the Idsur Secret Service. Of Vilani extraction, she appears in her late twenties (age 48).

DR. STEPHEN ENERI ENKHUSHAM, FOREIGN MINISTER

Dr Enkhusham is a former Capital City Medical professional (Surgeon) who retired from hospital work after a terrorist car bombing cost him his hands ten years ago. He was asked to serve as the PM's Foreign Minister in his first term, a post he is still serving at. Despite his injuries and scarred appearance, the doctor's performance so far as been to use methods short of war to achieve policies the PM has undertaken, improving trade relations somewhat better than the previous PM's Minister had. He is a low level empath.

TERESA ROBLEDO CASSINI, MINISTER OF TRADE & COMMERCE.

Miss Cassini's family is one of several pacifistic Psion families who followed Ashaaris Baldassare's lead to found the early republic. Her family have served in the government ever since. Ms Cassini is a low level clairvoyant.

VIKTOR IVANOVICH NAVEROV: MINISTER OF EDUCATION & INFORMATION

Despite being often referred to by outside powers with snide hostility as the Minister of Propaganda, Mr. Naverov does his job fairly, albeit with a mind to what may or may not be politic or fit for public knowledge. All of his press releases are cleared through Ms. Agashii & the PM every morning at tea. As the Education Minister, his department is responsible for many of the lost technologies being maintained, and hidden-simply through "not discussing them".

Negotiators

USAANDRA IBINERII, CHIEF NEGOTIATOR

Description: Mixed Vilani, female, age 34

Holds degrees in Psychology & Hostage Negotiations (With Paramilitary Secret Police), as well as a term in diplomatic corps of Idsur.

Veteran NPC.

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BODYGUARDS

Paulo Santiago: Solomani Human, Male, age 28, Experienced NPC

Jorge Vasquez: Solomani Human, Male, age 31, Veteran NPC

Zanndra Corfu: Solomani Human, Female, age 24, Experienced NPC

Heads of Psionic Training Schools

UMBERTO PELLEGRINI

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
11	DEX	3	11-	OCV 4 DCV 4
10	CON	0	11-	
11	BODY	2	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	9		Phases: 4, 8, 12
4	REC	0		
20	END	0		
21	STUN	0		Total Characteristic Cost: 40

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Cost Powers

25	<i>Aware (Self) Cluster Psionics:</i> Variable Power Pool, 100 base + -75 control cost, Powers Can Be Changed As A Half-Phase Action (+1/2) (175 Active Points)	
0	1) <i>Enhanced STR:</i> Aid STR 5d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1) (100 Active Points); Self Only (-1/2), Costs Endurance (-1/2) Real Cost: 7	10
0	2) <i>Enhanced CON:</i> Aid CON 5d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1) (100 Active Points); Self Only (-1/2), Costs Endurance (-1/2) Real Cost: 7	10
0	3) <i>Self Healing:</i> Healing 1 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (Regeneration-Only) 1 Minute (-1 1/2), Self Only (-1/2), Uses 1 Psionic END per BODY healed (-1/4) Real Cost: 1	0
8	<i>Psionic Endurance Reserve:</i> Endurance Reserve (36 END, 4 REC) (8 Active Points)	0
1	Psionic Talent: Aid Characteristics (1 Active Points)	0
1	Psionic Talent: Healing (1 Active Points)	0

Perks

- 3 Contact: GM Choice 12-
- 1 Fringe Benefit: Licensed Psionic
- 2 Fringe Benefit: Local government leadership position: Head of Awareness School of Psionics

Talents

- 7 Simulate Death (+4 to roll)
- 3 Bump Of Direction
- 5 Rapid Healing

Skills

- 9 Analyze: Psionic Skills 15-
- 5 KS: Psionics 14-
- 9 Power: Psionics 16-
- 3 +1 with PER Rolls
- 3 Conversation 12-
- 3 Oratory 12-
- 2 KS: History of Isdur 11-
- 2 KS: History of Kingdom of Light 11-
- 2 KS: History of Psionic Guild 11-
- 3 Bureaucratics 12-
- 4 PS: Head of Awareness Talent School of Psionics 13-

Total Powers & Skill Cost: 101

Total Cost: 141

75+ Disadvantages

- 5 Age: 40+
- 15 Psychological Limitation: Code Against Killing (Common, Strong)
- 10 Psychological Limitation: Pro-Offworld (Uncommon, Strong)
- 36 Experience Points

Total Disadvantage Points: 141

END

Background/History: Umberto fled from the Kingdom of Light and its dictatorship when in his teenage years to the Isdur Republic's freedom.

Personality/Motivation: Umberto is among those of the pacifist-pro-offworld political movement, and indeed is among one of its chief proponents. While he is a pacifist, he does not propose defenselessness, he espouses that any means short of killing be used in his philosophy's way of thinking.

Quote: N/A

Powers/Tactics: Umberto is an R-9 psionic in and head of the Isdurian School of Awareness.

Appearance: Human male, Mixed Solomon-Humanity, age 52.

PYTOR CRISTOFF RUBINSKI

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 1/2d6;
10	DEX	0	11-	OCV 3 DCV 3
11	CON	2	11-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7

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11 PRE 1 11- PRE Attack: 2d6
12 COM 1 11-

2 PD 0 Total: 2 PD (0 rPD)
2 ED 0 Total: 2 ED (0 rED)
3 SPD 10 Phases: 4, 8, 12
4 REC 0

22 END 0
21 STUN 0

Total Characteristic Cost: 37

Movement:

Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 1" / 2"

Cost Powers

Cost	Powers	END
25	<i>Telepathy Cluster Psionics</i> : Variable Power Pool, 100 base + -75 control cost, Powers Can Be Changed As A Half-Phase Action (+1/2) (175 Active Points)	
0	1) <i>Detect Minds</i> : Mind Scan 3d6 (15 Active Points); Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 1	1
0	2) <i>Telempathy</i> : Telepathy 4d6 (Organic class of minds) (20 Active Points); Empathy All Emotions (-1/2), Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 1	2
0	3) <i>Telempathic Projection</i> : Mind Control 4d6 (Organic class of minds), Telepathic (+1/4) (25 Active Points); Costs END To Maintain (Full END Cost; -1/2), Emotions Only (-1/2) Real Cost: 2	2
0	4) <i>Send and Receive Thoughts</i> : Telepathy 5d6 (Organic class of minds) (25 Active Points); Empathy All Emotions (-1/2), Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 1	2
0	5) <i>Probe</i> : Telepathy 10d6 (Organic class of minds) (50 Active Points); Costs END To Maintain (Full END Cost; -1/2), Stops Working If Mentalist Is Knocked Out (-1/4) Real Cost: 4	5
0	6) <i>Mental Assault</i> : Ego Attack 3d6 (Organic class of minds), Does BODY (+1) (60 Active Points); Increased Endurance Cost (x2 END; -1/2) Real Cost: 6	12
18	<i>Mental Shield</i> : Mental Defense (22 points total)	0
8	<i>Psionic Endurance Reserve</i> : Endurance Reserve (40 END, 4 REC) (8 Active Points)	0
1	Psionic Talent: Telepathy (1 Active Points)	0
1	Psionic Talent: Telepathy (Emotions) (1 Active Points)	0
1	Psionic Talent: Mind Control (Emotions) (1 Active Points)	0
1	Psionic Talent: Mind Scan (1 Active Points)	0
1	Psionic Talent: Ego Attack (1 Active Points)	0

Perks

3 Contact: GM Choice 12-
1 Fringe Benefit: Licensed Psionic
2 Fringe Benefit: Local government leadership position: Head of Telepathy School of Psionics

Skills

3 +1 with PER Rolls
9 Analyze: Psionic Skills 15-
3 Bureaucratics 11-
3 Conversation 11-
2 KS: History of Isdur 11-
2 KS: History of Psionic Guild 11-
5 KS: Psionics 14-
3 Oratory 11-
4 PS: Head of Telepathy Talent School of Psionics 13-
9 Power: Psionics 16-

Total Powers & Skill Cost: 105

Total Cost: 142

75+ Disadvantages

0 Normal Characteristic Maxima
5 Age: 40+
15 Psychological Limitation: Protective of School (Common, Strong)
10 Psychological Limitation: Pro-Offworld (Uncommon, Strong)
52 Experience Points

Total Disadvantage Points: 142

Background/History: N/A.

Personality/Motivation: Pyotr is head of the Isdurian School of Telepathy.

Quote: N/A.

Powers/Tactics: Pyotr is an R-9 Telepath in and head of the Isdurian School of Telepathy.

Appearance: Human male, Mixed Solomoni-Humaniti, age 49.

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NIRANDA OYSUTSK

Idsur Head of the School of Clairvoyance

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 1/2d6;
10	DEX	0	11-	OCV 3 DCV 3
11	CON	2	11-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
11	PRE	1	11-	PRE Attack: 2d6
12	COM	1	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	0		
22	END	0		
21	STUN	0		Total Characteristic Cost: 37

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 1" / 2"

Cost	Powers	END
40	<i>Clairvoyance Cluster Psionic Talent:</i> Variable Power Pool, 100 base + -60 control cost; Cost Offset, Powers Can Be Changed As A Zero-Phase Action (+1) (100 Active Points)	
0	1) <i>Sense:</i> Clairsentience (Sight Group), x2 Range (200") (25 Active Points); Vague and Unclear (-1/2) Real Cost: 7	2
0	2) <i>Sense:</i> Clairsentience (Sight Group), x1,024 Range (102,400") (70 Active Points); Vague and Unclear (-1/2) Real Cost: 19	7
0	3) <i>Clairsentience:</i> Clairsentience (Sight And Hearing Groups), x2 Range (300") (35 Active Points) Real Cost: 14	3
0	4) <i>Clairsentience:</i> Clairsentience (Sight And Hearing Groups), x1,024 Range (153,600") (80 Active Points) Real Cost: 32	8
8	<i>Psionic Endurance Reserve:</i> Endurance Reserve (40 END, 4 REC) (8 Active Points)	0
1	Psionic Talent:Clairsentience (1 Active Points)	0
1	Psionic Talent:Clairsentience (vague) (1 Active Points)	0

Perks

3	Contact: GM Choice 12-
1	Fringe Benefit: Licensed Psionic
2	Fringe Benefit: Local government leadership position: Head of Clairsentience School of Psionics

Talents

3	Absolute Range Sense
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Skills

3	+1 with PER Rolls
9	Analyze: Psionic Skills 15-
3	Bureaucratics 11-
3	Conversation 11-

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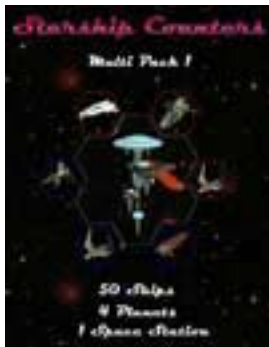
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