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Golden Age Starships 6 Corsair

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Science-Fiction Adventurer in the Far Future

Golden Age Starships 6
Corsair

TRAVELLER HERO

GOLDEN AGE STARSHIPS 6: CORSAIR

FOR TRAVELLER HERO

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

Golden Age Starships 6: Corsair 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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INTRODUCTION

Starships are the lifeblood of the Traveller Universe. Most campaigns will revolve around at least one starship – the character's. If characters do not possess one, they will likely travel on starships many times in the course of a campaign. Starships run by characters take on a life of their own as they are husbanded between star systems, illegal operations, and overdue overhauls. Properly detailed small starships add color to any campaign, even if they are used as encounters rather than PC starships. Hence this line of booklets from Avenger Enterprises.

This booklet contains complete information and deckplans for the Buccaneer class 400 ton corsair, a standard design that has been used for centuries throughout charted space.

Five corsair bands are also presented, all operating somewhere in the Spinward Marches. Some corsair bands are new to the piracy game, some have been operating for decades beyond the long arm of the Imperial Navy, making their bases deep in non-aligned territory. Each corsair is presented with background information on the group and likely systems the corsair will be encountered in. The course of the encounter is also outlined, which is determined by the attitude and tactics of the corsair band in question. Two additional Adventure seeds are also presented which the Referee can use to provide further interaction between the corsair bands and the characters.

These five corsair bands can easily be transplanted to other areas of charted space, and placed in times other than the late “Golden Age” of the Third Imperium.

STANDARDS AND ASSUMPTIONS

In order to use this supplement you will need one of the Traveller rules sets. Statistics are included for Classic Traveller (CT), though other rules

sets can be used with a minimum of work. This supplement is designed to be used in the Official Traveller Universe (OTU) although the design could be used in any setting that uses Traveller's starship design rules.

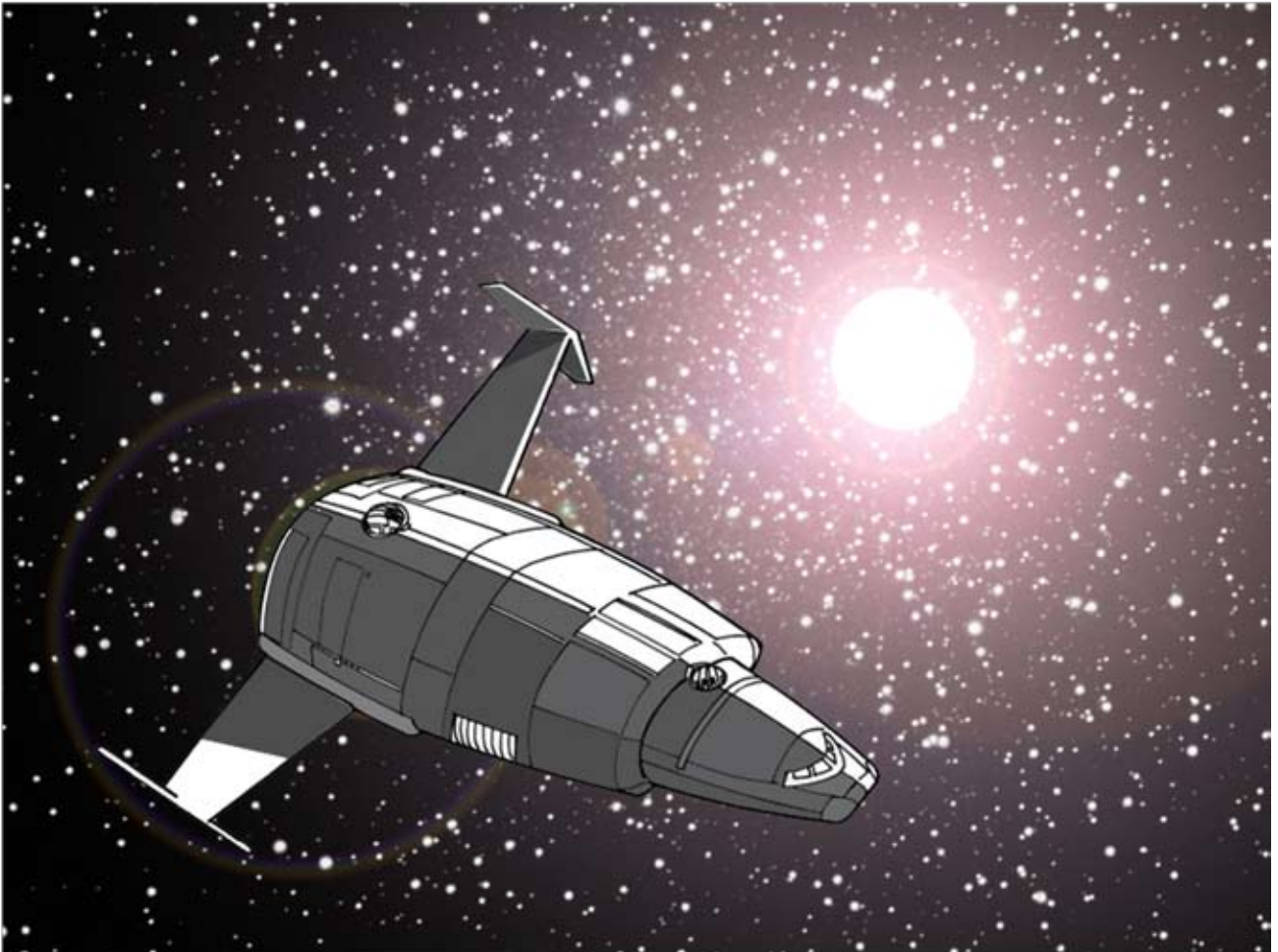
Dates: All dates correspond to the standard Imperial calendar from the OTU. This supplement is officially dated 320-1110 (the 320th day of the 1110th year since the founding of the Third Imperium).

Place: The starship detailed in this supplement can be used anywhere in charted space, although the adventure seeds and background details of the corsairs presented in this booklet are based in the Spinward Marches Sector. They could be ported to any area of charted space.

Theme: This supplement provides detailed information on a particular starship used in Chartist Space, along with background details, history, variants, operational use and encounters for 5 corsair bands. Deckplans are also provided.

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A *Buccaneer* class corsair maneuvers in the Singer system of District 268.



THE BUCCANEER CLASS CORSAIR

BACKGROUND

Although any starship can be used for piracy, a standard design has evolved over the centuries which has become the starship of choice for corsairs and privateers. The standard Buccaneer class 400 ton corsair can be encountered throughout the Imperium and beyond, although most 400 ton corsairs encountered within Imperial borders are owned by mercenary groups, as a corsair makes an excellent mercenary cruiser.

Without a merc license it is almost impossible to obtain legal funding to build a corsair within the Imperium. Likewise, without such a license it is virtually impossible to convince a starship manufacturer within Imperial borders to build one. So most Buccaneer class corsairs are built outside Imperial borders. There is little the Imperial authorities can do to prevent such shipbuilding, although the Imperium has been known to apply economic pressure to certain pocket empires and independent worlds to discourage corsair building. There is only one shipbuilder in the entire Spinward Marches which will build a corsair without a merc license: the Quare system shipyards (Vilis Subsector). The Quare government is part of the Federation of Arden, and manufactures vessels for the Arden Navy. However, the Quare government's attitude to shipbuilding is motivated only by profit, so will build any type of ship if the client is willing to pay. The Imperial Navy has protested to the Federation many times, but the protests have been tempered with the desire to bring the Federation to a more anti-Zhodani stance, so punitive action against Quare has not occurred – yet.

Because only a handful of shipyards will build a corsair, many that operate are old, some over a

century old. New-build models are rare. Buying a second-hand ship is therefore easier and cheaper than building one. There are four primary systems in the Marches where no questions asked attitudes to piracy, smuggling, gunrunning and privateer activity prevail, and where a second hand corsair can probably be purchased. They are Condyle (Jewell), Puparkin (Jewell), 899-076 (Vilis) and Jinx (Five Sisters). You can purchase almost any illegal item at these freeports, illegal starships included.

Corsairs are inevitably customized by their owners, particularly the use of sometimes gaudy paint schemes. Since starship combat usually takes place outside visual range, a 10 meter tall jolly roger on a corsair's stabilizer is more for the edification of the corsair band than to scare potential victims. Like any criminal grouping in society, corsair bands operate under wildly differing rules of engagement. A few corsairs operate in groups, hunting like pack wolves. Most are "lone wolves", whose ethics range from amazingly chivalrous to barbaric and cruel. It is certain however that chivalrous corsair operators last longer than barbaric ones. The reputation of cruel corsair groups spreads quickly, and no quarter will be given if a merchant crew are defending themselves against such groups, as their very lives are in danger. If however, a merchant is attacked by a "chivalrous" corsair, it is more likely the merchant crew will obey instructions and give up their cargo, knowing they will not be slaughtered. Thus, chivalrous corsairs can usually get away with little or no battle damage, and are generally more successful. Five "Lone Wolf" corsair ships operating in the Spinward Marches are outlined below.

SPECIFICATIONS

The standard buccaneer class corsair is built to a partially streamlined cylinder configuration, with small winglets at the rear with vertical stabilizers for gas giant skimming. The fuel scoop intakes

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are located at the base of the winglets. Large clamshell doors are situated at the rear of the ship, which provide egress into the huge cargo bay. The bay can hold up to 152 tons of cargo or small craft. Drive machinery occupies each side of the cargo bay and the forward part of B deck.

A 1 ton missile magazine holds 20 missiles and is located on B deck. The ship is capable of Jump-2 and a good turn of speed: 3-G, enough to overtake virtually all merchants and freighters in service. Although the corsair is not particularly agile, the main advantage of such a ship is its *modus operandi* – it will wait until the most opportune time to strike, when there is little or no chance of being challenged by patrol ships or system defense boats.

Crew quarters and bridge occupy the front module of the corsair. There are 10 staterooms, a model-2 computer and 20 low berths also located in this module. Two dorsal and two ventral triple turrets provide 360° firepower with few blind spots.

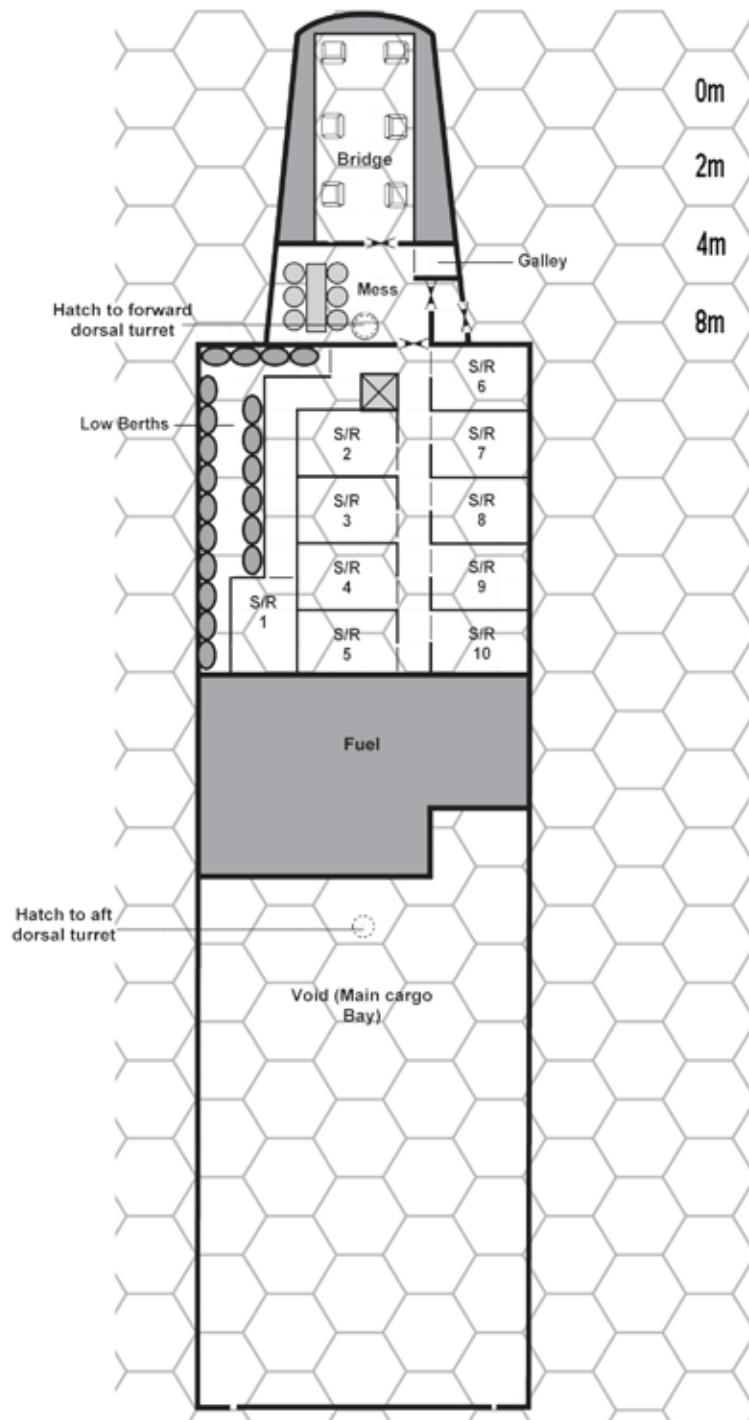
Because the ship is only partially streamlined its owners usually have one or more small craft stowed in the cargo bay. The most common lighters are Launches and 30 ton Boats.

BUCCANEER CLASS

Buccaneer Class
Corsair
A Deck

Legend

-  1.5m Square
-  Bulkhead
-  Interior Wall
-  Sliding Door
-  Maintenance Hatch
-  Crew Station
-  Iris Valve
-  Manual Hatch
-  Overhead Iris Valve
-  Floor Iris Valve
-  Floor & Overhead
-  Floor Hatch
-  Overhead Hatch
-  Floor & Overhead
-  Lift Shaft

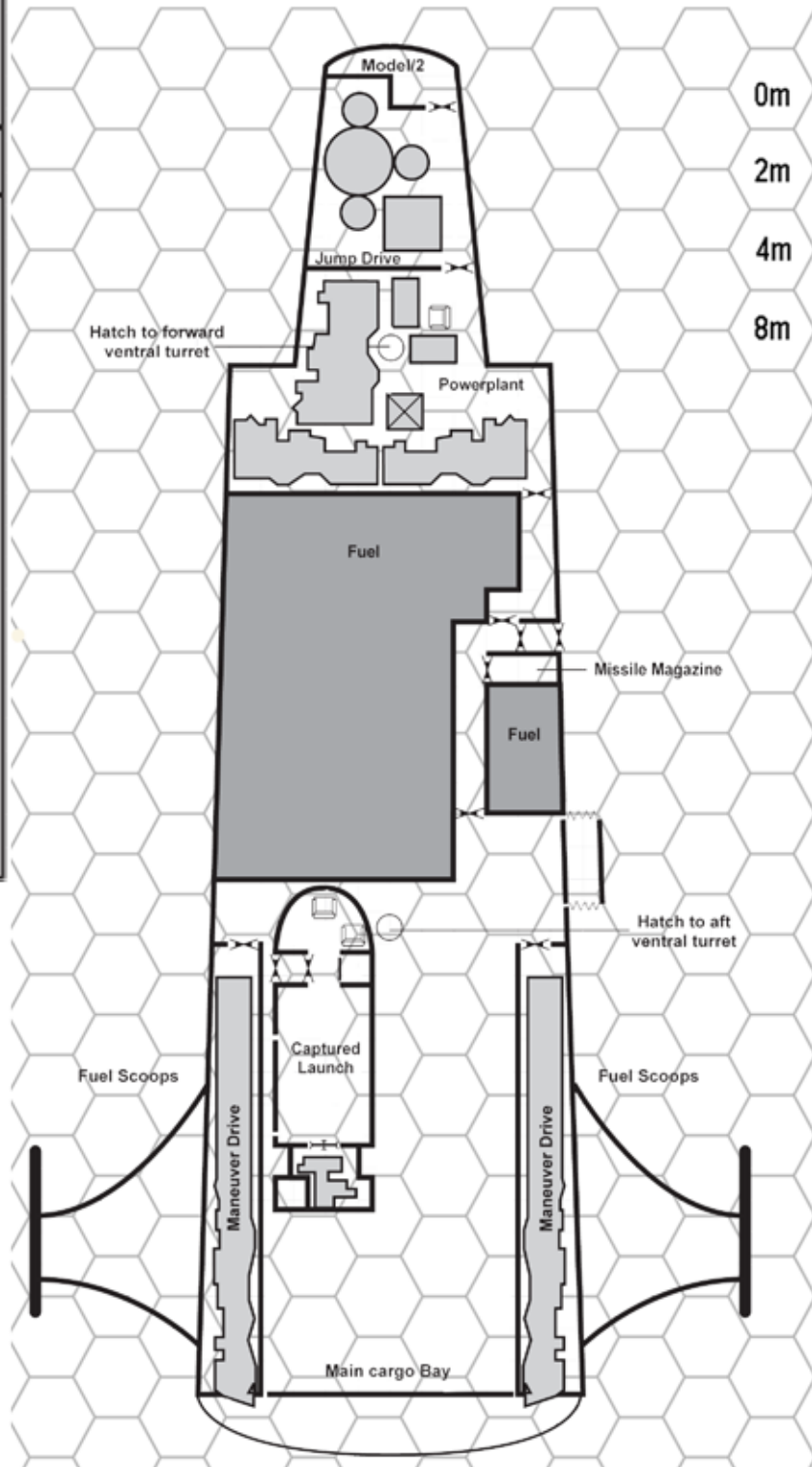


BUCCANEER CLASS

Buccaneer Class
Class Corsair
B Deck

Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft



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CREW

A standard corsair has the following crew complement: pilot, astrogator, 3 engineers and a medic. Most corsairs will carry 4-8 extra personnel, gunners for the ship's weapons and thugs for boarding actions.

CLASSIC TRAVELLER STATISTICS

The following statistics represent the standard upgrade undertaken by professional corsair bands. The powerplant is enlarged. The triple turrets each have an extra beam laser, bringing the total armament to 6 beam lasers and 3 missile racks. The equipment is TL-12 or earlier, although some corsair groups have managed to acquire TL-13 armament, a worrying trend for the various navies fighting to combat piracy. The upgraded corsair data below is representative of the Storm, Hornet and Deep Strike, corsairs currently operating in the Spinward Marches and detailed later in this booklet.

Corsair Deep Strike

P-4323321-000000-20002-0 MCr193.64 400 tons 3 1

Crew=6 TL=11

**Passengers=4 Low=20 Fuel=92 Cargo=152
EP=12 Hardpoints=4 Agility=1
Staterooms=10**

Software Package

In Classic Traveller terms, the software package includes the following:

- Maneuver (1 CPU space)
- Jump-1 (1 CPU space)
- Jump-2 (2 CPU spaces)
- Generate (2 CPU spaces)

- Navigation (1 CPU space)
- Anti-Hijack (1 CPU space)
- Target (1 CPU space)
- Launch (1 CPU space)
- Library (1 CPU space)
- Auto-Evade (1 CPU space)
- Gunner Interact (1 CPU space)

TYPE P CORSAIR HERO STATISTICS

Val	Char	Cost	Notes
18	Size	90	Length 64", Width 32", Area 2,048" Mass 26.2 kton KB -18
100	STR	0	Lift 26.2ktons; 20d6
18	DEX	0	OCV 6 DCV -6
33	BODY	3	
12	DEF	0	
3	SPD	0	Phases: 4, 8, 12 Total Characteristic Cost: 87

Movement: Flight: 60" / 120"
Teleportation: 6" / 12"

Cost	Powers	END
	Construction	
6	1) <i>Wedge Hull Configuration</i> : (Total: 6 Active Cost, 6 Real Cost) +2 BODY (Real Cost: 2) plus +2 with Combat Piloting (Real Cost: 4) Note : Can Enter Atmosphere, Cost *1.5, Highly Maneuverable	0
12	2) +6 DEF (18 Active Points); Ablative BODY Only (-1/2)	
12	3) <i>Superdense</i> : (Total: 12 Active Cost, 12 Real Cost) +4 DEF (Real Cost: 12) Note : Standard Cost, TL-12, Ships Body +10%, May Add TSA	0

Engineering Section		
5	1) <i>Jump Drive-2</i> : Teleportation 6", MegaScale (1" = 1 lightyear; +3 1/2) (54 Active Points); Extra Time (1 Hour, -3), 1 Charge which Recovers every 1 Week (-2 1/2), OIF Immobile (-1 1/2), Side Effects (Side Effect affects both character and recipient of Power's benefits; can cause misjump or damage to ship on failed skill roll; -3/4), Requires A Skill Roll (-1/2), Crew-Served (2 crew; -1/4), Difficult to Operate (-1/4) Note : Jump-2	[1]

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56	2) <i>Maneuver Drive-3</i> : (Total: 159 Active Cost, 56 Real Cost) Flight 60", Position Shift (125 Active Points); OIF Immobile (-1 1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Dangerous Exhaust; -1), Costs Endurance (-1/2), Crew-Served (2 crew; -1/4) (Real Cost: 29) plus +8 DEX (Real Cost: 24) plus +1 SPD (10 Active Points); OIF Immobile (-1 1/2), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4), Crew-Served (2 people; -1/4) (Real Cost: 3) Note : 3G Maneuver Drive	12
4	3) <i>Agility 2 Package</i> : (Total: 13 Active Cost, 4 Real Cost) +2 with DCV (10 Active Points); OIF Immobile (-1 1/2), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 3) plus Lightning Reflexes: +2 DEX to act first with All Actions (3 Active Points); OIF Immobile (-1 1/2), Linked (???; Lesser Power can only be used when character uses greater Power at full value; -3/4) (Real Cost: 1)	0
207	4) <i>Ships Fusion Reactor</i> : Endurance Reserve (200 END, 200 REC) Reserve: (220 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Requires monthly refueling and maintenance; -1/4)	0
40	5) <i>Ships Emergency Power</i> : Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); Custom Modifier (Backup Power Only; -1/2); REC: (100 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Backup System only; -1/2)	0
1	6) <i>Ships Environmental Systems</i> : Change Environment 1" radius (5 Active Points); OIF Immobile (-1 1/2), Custom Modifier (only to provide lights, gravity, and temperature to ships interior; -1)	1
10	7) <i>Ships Life Support System</i> : LS (Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2)	3
6	8) <i>Fuel Purification Plant</i> : Minor Transform 4d6 (Liquid Hydrogen or Water to usable fuel) (40 Active Points); Extra Time (6 Hours, -3 1/2), OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4)	4
Tactical Section		
81	1) <i>Enhanced Beam Laser Battery</i> : RKA 9d6, MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (304 Active Points); OIF Bulky Fragile (-1 1/4), Custom Modifier (Visible Light Laser; -1/2), Increased Endurance Cost (x2 END; -1/2), Beam (-1/4), Real Weapon (-1/4) Note : 250 megawatt Beam Laser in turret, Battery factors 1-3	60
Defensive Section		
14	1) <i>Active EMS Jammer</i> : Suppress 8d6, Area Of Effect Nonselective (8" Radius; +1) (80 Active Points); OIF Immobile (-1 1/2), Requires A Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points, RSR Skill is subject to Skill vs. Skill contests; -1 1/4), Side Effects, Side Effect occurs automatically whenever Power is used (degrades ships own sensors by half amount suppressed; -1), No Range (-1/2), Crew-Served (2 people; -1/4)	8
0	2) <i>G Carrier</i> : Custom Power	0
21	3) <i>EMs Masking</i> : Change Environment 1" radius, -6 to Radar PER Rolls, -6 to Infrared Perception PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (64 Active Points); OIF Immobile (-1 1/2), No Range (-1/2)	0
7	4) <i>Configurable ID Transponder</i> : Radio Group Images 1" radius, +/-5 to PER Rolls (20 Active Points); OIF Bulky (-1), Requires A Skill Roll (-1/2), Custom Modifier (Illegal for Civilian Use; -1/2) Note : just slightly illegal	2
6	5) <i>Sensor Blip Enhancer</i> : Radio Group Images 1" radius, +/-5 to PER Rolls, 4 Continuing Charges lasting 5 Minutes each (+0) (20 Active Points); OIF Immobile (-1 1/2), Set Effect (only to increase size of sensor returns up to 4 size classes; -1)	[4 cc]
Operations and Command Section		
18	1) <i>Basic Bridge</i> : (Total: 42 Active Cost, 18 Real Cost) +2 with Combat Piloting (4 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 2) plus +3 with Systems Operation (Life Support Systems, Personnel Support Systems, Radar, Radio) (10 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 4) plus +2 with All Combat (16 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 7) plus +2 with Security Systems (4 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 2) plus +2 with Navigation (Air, Hyperspace, Space) (8 Active Points); Crew-Served ([5-8] people; -3/4), Costs Endurance (-1/2) (Real Cost: 3)	6
6	2) <i>Sick Bay</i> : (Total: 6 Active Cost, 6 Real Cost) +2 with Paramedics (Real Cost: 4) plus +2 with SS: Medicine (Real Cost: 2)	0
12	<i>Sensors and Commo</i> : Multipower, 40-point reserve, (40 Active Points); all slots OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	
1u	1) Radar (Radio Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (34 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3

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1u	2) Infrared Perception (Sight Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (11 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	1
1u	3) Ultraviolet Perception (Sight Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (11 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	1
1u	4) High Range Radio Perception (Radio Group), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (27 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	3
1u	5) <i>Optical Telescopes</i> : +5 PER with Sight Group and HRRP (15 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	1
1u	6) <i>Laser/Maser Comm System</i> : Mind Link , Machine class of minds, Any Willing Target, Any distance, Number of Minds (x2) (25 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	2
1u	7) <i>Computerized Image Enhancement</i> : +8 versus Range Modifier for Radar (4 Active Points); OIF Immobile (-1 1/2), Costs Endurance (-1/2), Custom Modifier (Real Equipment; -1/4)	1

Small Craft

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
4	Speed Reading (x10)

Skills

5	Bureaucratics 14- (13 Active Points); IIF Immobile Fragile (-1 1/2)
2	+1 with Mechanics
2	KS: Ship Salvage 11-
2	+2 with SS: Emergency Damage Control
2	+1 with Electronics

Total Powers & Skill Cost: 565

Total Cost: 652

200+ Disadvantages

0	Custom Disadvantage Note: Crew of 5, 10 Staterooms, 5 Low Berths, 2 tons cargo
452	Experience Points

Total Disadvantage Points: 652

SHIP'S LOCKER

The ship's locker of a corsair generally contains equipment from many different boarding operations and will probably be loaded with weaponry and boarding gear of all kinds. Listed below is a typical corsair's ship's locker, if there is such a thing. Extensive spare parts are also carried, since the Corsair will need to operate for months at a time away from its base.

- 15 sets of Cold Weather Clothing
- 15 Combination Masks
- 15 Vac suits
- 15 Short Range Communicators
- 2 Long Range Communicators
- 5 Binoculars
- 2 Radiation Counters
- 2 Metal Detectors
- 5 sets of LI Goggles
- 2 Electronic Tool Sets
- 2 Mechanical Tool Sets
- 2 TL11 Field Medical Kits
- 5 Pressure Tents
- 2 Hand Computers
- 2 Inertial Locators
- 5 Thrust Pistols
- 20 Bulkhead Patches
- 2 Grapnel Launchers

Weapons and Armor

- 15 sets of Cloth Armor
- 5 sets of Reflec Armor
- 10 Cutlasses
- 10 Blades
- 5 Accelerator Rifles with 10,000 rounds of ammunition
- 10 Snub Pistols with 5,000 rounds of ammunition

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- 10 Assault Rifles with 10,000 rounds of ammunition
- 5 Grenade Launchers
- 500kg of plastic explosive (120kg required to make a man-sized breach in a starship hull).
- 10kg of TDX explosive
- 50 Tranquilizer grenades
- 50 Smoke grenades
- 10 Aerosol grenades
- 10 Fragmentation grenades
- 10 HEAP grenades

Two additional, and highly illegal pieces of equipment can often be found on corsairs, designed to help a corsair band fly “under the radar” of the authorities.

Transponder Changer

This rather useful device is an add-on to the ship’s transponder. Costing anywhere from Cr300,000 to Cr750,000, this 20kg box is fitted to the ship’s transponder and allows the transponder’s signal to be customized to suit the ship’s captain. First available at TL-10, the basic model allows one extra identity to be transmitted via the standard transponder. More sophisticated models allow multiple identities (up to 4) to be stored and transmitted.

Type	TL	Cost
Transponder Changer (1 Identity)	10	Cr300,000
Transponder Changer (4 identities)	12	Cr750,000

Interrogation Suppressor

Some types of starships (notably naval vessels) are fitted with sensors that can command a response from a transponder that has been programmed to not respond to interrogation. The counter to such interrogation is the Interrogation Suppressor, which, when fitted to the transponder circuitry suppresses automatic responses commanded by an external source.

Such a device is perhaps the most useful add-on to the transponder circuitry of a corsair. First available at TL-10, the Interrogation Suppressor weighs 5kg, is hand-built from special circuits and only available through the criminal underworld. The minimum cost for such a device is Cr500,000.

Corsairs will not normally have such devices installed when purchased. They must be purchased separately.

Transponder Changers and Interrogation Suppressors are highly illegal and only available on the black market. Prices listed above are indicative only – real world prices may be 20% higher.

VARIANTS

The TL-13 equipped corsair presented below represents a worrying increase in corsair capability. The upgrade consists of TL-13 beam lasers and missile racks. Red Angel and Sparta are two corsairs in the Spinward Marches that are known to have received such upgrades to their armament.

CLASSIC TRAVELLER STATISTICS

TL-13 Corsair Red Angel

P-4323321-000000-30003-0 MCr193.64 400 tons 3 1

Crew=6 TL=13

**Passengers=4 Low=20 Fuel=92 Cargo=152
EP=12 Hardpoints=4 Agility=1
Staterooms=10**

KNOWN CORSAIRS OPERATING IN THE SPINWARD MARCHES AS AT 320-1110

Listed below is a summary released by the Imperial Navy Sector Fleet Command, of known corsair ships operating in the Spinward Marches. Information given is as accurate as possible but the Navy's sources of information are varied and could be unreliable. The ships listed below are not your usual edge-of-the-law small-time traders turned pirates. These ships and their crews are highly dedicated career pirates, having avoided the authorities for long enough to have developed a reputation throughout the Marches.

Name	Estimated Age	Captain	Last Sighting	Probable Base
Hornet	6	Xlar Ferren	Yebab/ Aramis	Puparkin/ Jewell
Sparta	42	The Spartans	Rangent/ Vilis	899-076/ Vilis
Storm	20	Varen Sarhan	Inchin/D 268	Jinx/Five Sisters
Red Angel	87	Sergei Valha	Dinom/ Lanth	899-076/ Vilis
Deep Strike	8	Lex Autrum	Quare/ Vilis	Quare/Vilis

There has been an increase in piracy since the end of the 5th Frontier War. The Imperial Navy (and for that matter the Zhodani Navy) are depleted and have not been able to turn their attention to the piracy problem as yet, so merchants need to be more vigilant than ever for trouble.

CORSAIR ENCOUNTER: HORNET

The new-build Hornet is owned by Xlar Ferren, a pure corsair operator who has something of a reputation for chivalry, despite his past as a mercenary. Ferren and his small, professional crew are known to spare as many lives as possible during corsair operations, sometimes going out of their way to land trapped crews on planets, with supplies, so they have some chance of survival. Ferren does not have a sadistic streak, only going after the cargo of starships. Their probable “home port” is Puparkin in the Jewell Subsector, a system renowned for harboring corsair crews. Despite the Vargr “takeover” of Puparkin in the past few years Ferren deals honorably with the Vargr gangs there, and has become something of a hero to the Vargr for his successes in the corsair game. Ferren also wisely avoids attacking Vargr merchant vessels.

Ferren has struck in systems in the Jewell, Regina and Aramis Subsectors over the past 6 years. Ferren once even struck merchant shipping in Zhodani systems in the Jewell Subsector

Probable Systems

The following systems are more likely to see the Hornet engaging in pirate activity: all independent worlds in the Chronor Subsector, the freeports of Condoyle and Puparkin in the Jewell Subsector, and the Coreward worlds of the Aramis Subsector. Ferren will avoid any systems which have Imperial Naval or Scout bases. Ferren’s favorite haunt is the rich pickings of the Junidy cluster in the Aramis Subsector. Ferren reaches the Junidy Cluster via a route through the Gvurrdon Sector, avoiding Imperial space while keeping good relations with the Vargr authorities during transit.

The Encounter

The characters will either be refueling at a gas giant or elsewhere in the outer system when the Hornet will strike. The Hornet is fitted with a transponder changer which reveals the ship to be the Waylayer, a 400 ton subsidized merchant of Arden Federation registry. The target ship is likely to be fooled until it is too late.

The Hornet will NOT approach if there are any system defense boats or any other ships within a day of its position. As soon as the Hornet is within weapons range the character’s ship is hailed. A video feed appears, revealing Xlar Ferren, a short handsome Solomani human, impeccably dressed. Ferren speaks beautiful galanglic, introducing himself and advising the characters that they will soon be overhauled and should prepare to be boarded. Scans reveal that the corsair is well armed and would be more than a match for the character’s ship in a fight.

If the characters attack the corsair it will respond in kind. If the characters attempt to fire up the Jump drive Ferren’s gunners will open fire to disable the ship. Ferren will appear on the video feed again, imploring the characters to cease fire. He intends them no harm.

Finally the corsair will overtake the character’s ship and undertake a boarding operation. The characters may attempt to resist, but the corsairs will use non-lethal weaponry – smoke grenades, tranq grenades and snub weapons firing tranq rounds during the boarding. Once the character’s ship is under control Ferren will enter to face the characters.

The corsair crew will take any cargo and valuables from passengers, but will not harm anyone. Ferren will then destroy the communication equipment on the bridge, and leave the ship with its maneuver drives and powerplant fully intact. If there has been damage to life support, the Hornet’s crew has even been known to repair the

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life support system or powerplant before leaving the scene.

Hornet Captain Xlar Ferren (CT)

CT: 889777 7 Terms

Leader-2, Pilot-2, Computer-2, Wheeled Vehicle-2, Combat Rifleman-2, Zero-G Weapons-2, Brawling-2, Vac Suit-2.

Equipment: Cloth armor, Snub SMG, short range communicator.

HORNET CAPTAIN XLAR FERREN (HERO)

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 132.0kg; 2d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
13	CON	6	12-	
13	BODY	6	12-	
11	INT	1	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
13	PRE	1	12-	PRE Attack: 2 ½d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
5	REC	0		
26	END	0		
26	STUN	0		Total Characteristic Cost: 32

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

Cost	Powers	END
12	<i>Leader Skill:</i> (Total: 12 Active Cost, 12 Real Cost) Oratory 13- (Real Cost: 5) plus Persuasion 13- (Real Cost: 5) plus +2 PRE (Real Cost: 2)	0
7	<i>Starship Pilot Skill:</i> (Total: 7 Active Cost, 7 Real Cost) TF: Commercial Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft, Personal Use Spacecraft (Real Cost: 2) plus Combat Piloting 12- (Real Cost: 5)	0
18	<i>Brawling Skill:</i> (Total: 15 Active Cost, 18 Real Cost) +2 with HTH Combat (Real Cost: 10) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-½) (Real Cost: 8)	1
6	<i>Zero G Combat:</i> (Total: 6 Active Cost, 6 Real Cost) Environmental Movement (no penalties on) (Real Cost: 2) plus PS: Zero G Combat 12- (Real Cost: 4)	0

Perks

- 3 Well-Connected
- 1 1) Contact (2 Active Points) 11-
- 1 2) Contact (2 Active Points) 11-
- 1 3) Contact (2 Active Points) 11-
- 1 4) Contact (2 Active Points) 11-
- 1 5) Contact (2 Active Points) 11-
- 1 6) Contact (2 Active Points) 11-
- 1 7) Contact (2 Active Points) 11-

Skills

- 5 Computer Programming 12-
- 2 TF: Common Motorized Ground Vehicles
- 5 Combat Driving 12-
- 2 KS: Piracy 11-
- 2 KS: Boarding Actions 11-
- 2 AK: The Spinward Marches 11-
- 4 PS: Vac Suit 12-
- 2 *Combat Rifleman:* WF: Assault Rifles/LMGs, Gauss Guns, Rifles, Shotguns
- 5 +1 with Ranged Combat
- 2 AK: The Solomani Rim 11-
- 0 Language: Galactic Anglic (idiomatic) (4 Active Points)

Total Powers & Skill Cost: 84

Total Cost: 116

100+ Disadvantages

- 10 Psychological Limitation: Pirates Code of Ethics (Common, Moderate)
- 6 Experience Points

Total Disadvantage Points: 116

Typical Hornet Crewmember (CT)

CT: 777776 3 Terms

Pilot-2, Gunnery-1, Bribery-1, Computer-1, Engineering-1, Mechanical-1, Vac Suit-1, Grav Vehicle-1, Zero-G Weapons-1.

Equipment: Snub SMG, tranq and smoke grenades (5 of each), vac suit, short range communicator.

TYPICAL HORNET CREWMEMBER (HERO)

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 114.9kg; 2d6 [1]
11	DEX	3	11-	OCV: 4/DCV: 4
11	CON	2	11-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
11	PRE	1	11-	PRE Attack: 2d6

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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		
22	END	0		
23	STUN	0		Total Characteristic Cost: 18

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

Cost	Powers	END
7	<i>Starship Pilot Skill:</i> (Total: 7 Active Cost, 7 Real Cost) TF: Commercial Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft, Personal Use Spacecraft (Real Cost: 2) plus Combat Piloting 12- (Real Cost: 5)	0
8	<i>Starship Engineering Skill:</i> (Total: 8 Active Cost, 8 Real Cost) PS: Starship Engineer 11- (Real Cost: 2) plus KS: Jump Drives 11- (Real Cost: 2) plus KS: Starship Maneuver Drives 11- (Real Cost: 2) plus KS: Starship Power Plants 11- (Real Cost: 2)	0
1	<i>Ships Boat:</i> (Total: 1 Active Cost, 1 Real Cost) TF: Grav Vehicles/Hovercraft (Real Cost: 1)	0

Perks

3	Well-Connected
1	1) Contact (2 Active Points) 11-
1	2) Contact (2 Active Points) 11-
1	3) Contact (2 Active Points) 11-

Skills

2	KS: Piracy 11-
2	KS: Boarding Actions 11-
2	AK: The Spinward Marches 11-
3	PS: Vac Suit 11-
3	Computer Programming 11-
3	Mechanics 11-
2	WF: Rocket Pistols, Rocket Rifles Notes: Zero G Weapons
5	<i>Naval Gunnery:</i> WF: Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons Notes: Lasers, Missiles, PAW, Meson Guns, High Energy Weapons,
3	Bribery 11-
0	Language: Galactic Anglic (idiomatic) (4 Active Points)

Total Powers & Skill Cost: 47
Total Cost: 65

100+ Disadvantages

10	Psychological Limitation: Pirates Code of Ethics (Common, Moderate)
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Total Disadvantage Points: 65

CORSAIR ENCOUNTER: SPARTA

Based in the independent 899-076 system in the Vilis Subsector, the austere all-human Spartan pirate group have made their living attacking commerce for over 30 years. Acquiring their ship the Sparta in 1070, the group apparently has no leader, just a written code of conduct that all members must adhere to. The Spartans have family ties to the Sword Worlds, with the sons and daughters of the members being recruited at an early age into the group. The Spartans apparently have land holdings on Hrunting in the Sword Worlds. Also known as Liberty Station, 899-076 is perfect for a corsair base, and the Spartans maintain theirs in the most remote of 899-076's asteroid belts. The "base" is actually a cluster of 30 ton cutter modules, including military modules, cobbled together into a classic space station.

The Spartan group will adhere to their chivalric code of conduct at all times, preferring an upfront fight to sneaking around waiting for an opportune moment to strike. These tactics have seen a few close shaves with Imperial and Zhodani warships, but since the Sparta never enters Imperial or Zhodani territory, the Sparta has always seemed to survive and carry on its activities.

No-one knows who leads the group. It is said they operate as a collective, rotating all crew positions, including the captaincy every 6 months to ensure power is shared.

Strongly pro-Solomani, anti-alien and pro-Sword Worlds in orientation, the Spartans will not attack any Sword Worlds registered ship. If alien sophonts are found onboard they will be treated harshly.

The 5508AD on the ship's hull signifies a significant Terran date to the crew – 988 is the Imperial date. No-one knows why the date is

important.

The Sparta is a TL-13 upgraded corsair.

Probable Systems

The following systems are more likely to see the Sparta attacking merchant shipping: all independent worlds in the Vilis, Querion and Chronor Subsectors. The Sparta avoids any confrontation with ships in Federation of Arden systems however. The Sparta will never be found in an Imperial or Zhodani system, except possibly in the Zhodani Terra Nova system crossing over into the independent worlds of the Querion Subsector.

The Encounter

Characters encountering the Sparta will be hailed before they are even attacked. The Spartans feel that they have no need for furtive transponder changers. They will simply run silent and hail their prey when in weapons range, demanding the ship cuts its drives and be boarded. If the merchant ship replies with weapons fire, it will be attacked by the Sparta.

Once the target ship has been rendered inoperative (or complies with Sparta's instructions) the ship will be boarded. The Spartans will use lethal slug throwers like snub pistols and accelerator rifles and will be highly adept at zero-G combat, should the target ship decide to power down gravity compensators. They will not hesitate to kill whoever resists them, but will not harm people who do not resist. Aliens like Aslan, Vargr and others will be treated hardly however, being beaten in front of the human captives. Like any corsair operation, the Spartans will take anything of value, but have a preference for any small craft or vehicles the merchant may be carrying as well. A subsidized merchant may lose their Launch for instance.

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The Spartans will then leave the vessel to its own devices, regardless of any battle damage it has received. This may present a real problem if the target vessel has received extensive battle damage in deep space.

Sparta Crewmember Alex Ferec (CT)

Alex Ferec is prize fighter and personal bodyguard to whoever is the current captain of the Sparta. He has never been defeated in hand to hand combat, and it is not hard to see why. He is built like a colossus, relying on brute strength and ample dexterity to win. His favorite ranged weapon is the LAG and in a starship corridor the sight of Ferec approaching with his LAG is enough to put anyone off their lunch. Ferec only uses a vac suit when undertaking EVA, preferring cloth armor otherwise.

CT: D8B765 7 Terms

Mechanical-1, Wheeled Vehicle-1, Leader-1, Combat Rifleman-3, Vac Suit-1, Brawling-2, Broadsword-2, Zero-G Weapons-2, Zero-G Combat-2, Recon-1.

Equipment: LAG, Snub Pistol, broadsword, cloth armor.

SPARTA CREWMEMBER ALEX FEREC (HERO)

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 303.1kg; 3 1/2d6; [2]
12	DEX	6	11-	OCV 4 DCV 4
12	CON	4	11-	
10	BODY	0	11-	
11	INT	1	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
14	PRE	3	12-	PRE Attack: 2 1/2d6
10	COM	0	11-	
4	PD	0		Total: 4 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
24	END	0		
25	STUN	0		Total Characteristic Cost: 32

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

Leaping: 3" / 6"

Cost	Powers	END
18	Brawling Skill: (Total: 15 Active Cost, 18 Real Cost) +2 with HTH Combat (Real Cost: 10) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 8) Note: Characters with Brawling Level of 3 or higher should take 10 pts of MA maneuvers instead	1
7	Leader Skill: (Total: 7 Active Cost, 7 Real Cost) Oratory 12- (Real Cost: 3) plus Persuasion 12- (Real Cost: 3) plus +1 PRE (Real Cost: 1)	0
9	Recon Skill: (Total: 9 Active Cost, 9 Real Cost) Concealment 11- (Real Cost: 3) plus Stealth 11- (Real Cost: 3) plus Tracking 11- (Real Cost: 3)	0
6	Zero G Combat: (Total: 6 Active Cost, 6 Real Cost) Environmental Movement (Zero G) (Real Cost: 2) plus PS: Zero G Combat 12- (Real Cost: 4)	0
Perks		
3	Well-Connected	
1	1) Contact (2 Active Points) 11-	
1	2) Contact (2 Active Points) 11-	
1	3) Contact (2 Active Points) 11-	
1	4) Contact (2 Active Points) 11-	
1	5) Contact (2 Active Points) 11-	
1	6) Contact (2 Active Points) 11-	
1	7) Contact (2 Active Points) 11-	
Skills		
3	WF: Assault Rifles/LMGs, Blades, Gauss Guns, Rifles, Rocket Pistols, Rocket Rifles, Shotguns Note: Combat Rifleman	
12	+2 with HTH and Ranged Combat	
3	PS: Vac Suit 11-	
2	TF: Common Motorized Ground Vehicles	
3	Mechanics 11-	
3	Combat Driving 11-	

Total Powers & Skill Cost: 76

Total Cost: 108

Total Disadvantage Points: 108

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Typical Sparta Crewmember (CT)

CT: 788775 3 Terms

Pilot-2, Gunnery-1, Computer-1, Engineering-1, Navigation-1, Leader-1, Vac Suit-1, Grav Vehicle-1, Zero-G Weapons-1, Brawling-0.

Equipment: Accelerator rifle, snub pistol, TL-12 vac suit, short range communicator.

TYPICAL SPARTAN CREWMEMBER (HERO)

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 114.9kg; 2d6; [1]
12	DEX	6	11-	OCV 4 DCV 4
12	CON	4	11-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
12	PRE	1	11-	PRE Attack: 2d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
24	STUN	0		Total Characteristic Cost: 24

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

Cost	Powers	END
7	<i>Starship Pilot Skill:</i> (Total: 7 Active Cost, 7 Real Cost) TF: Commercial Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft, Personal Use Spacecraft (Real Cost: 2) plus Combat Piloting 12- (Real Cost: 5)	0
8	<i>Starship Engineering Skill:</i> (Total: 8 Active Cost, 8 Real Cost) PS: Starship Engineer 11- (Real Cost: 2) plus KS: Jump Drives 11- (Real Cost: 2) plus KS: Starship Maneuver Drives 11- (Real Cost: 2) plus KS: Starship Power Plants 11- (Real Cost: 2)	0
1	<i>Ships Boat:</i> (Total: 1 Active Cost, 1 Real Cost) TF: Grav Vehicles/Hovercraft (Real Cost: 1)	0
8	<i>Brawling Skill:</i> (Total: 10 Active Cost, 8 Real Cost) +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3) Note: Characters with Brawling Level of 3 or higher should take 10 pts of MA maneuvers instead	1
7	<i>Leader Skill:</i> (Total: 7 Active Cost, 7 Real Cost) Oratory 11- (Real Cost: 3) plus Persuasion 11- (Real Cost: 3) plus +1 PRE (Real Cost: 1)	0

Perks

- 3 Well-Connected
- 1 1) Contact (2 Active Points) 11-
- 1 2) Contact (2 Active Points) 11-
- 1 3) Contact (2 Active Points) 11-

Skills

- 2 KS: Piracy 11-
- 2 KS: Boarding Actions 11-
- 2 AK: The Spinward Marches 11-
- 3 PS: Vac Suit 11-
- 3 Computer Programming 11-
- 3 Mechanics 11-
- 2 WF: Rocket Pistols, Rocket Rifles Note: Zero G Weapons
- 5 WF: Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons Note: :Lasers, Missiles, PAW, Meson Guns, High Energy Weapons,
- 3 Bribery 11-
- 0 Language: Galactic Anglic (idiomatic) (4 Active Points)

Total Powers & Skill Cost: 62

Total Cost: 86

100+ Disadvantages

- 10 Psychological Limitation: Pirates Code of Ethics (Common, Moderate)
- 15 Psychological Limitation: Pro Solomani (Common, Strong)
- 15 Psychological Limitation: Xenophobic (Common, Strong)
- 0 Experience Points

Total Disadvantage Points: 86

CORSAIR ENCOUNTER: STORM

Led for 20 years by the vicious Varen Sarhan, Storm started its corsair activities in 1090 in the Avastan system in District 268. Based at the Freeport of Jinx in the Five Sisters Subsector, Storm's owner has a lot of influence on Singer/District 268, owning many businesses while engaging in a decades-long gangland war on Singer with their arch rivals, the Bellatradian family. Neither the Storm group nor the Bellatradians have any redeeming features, although the Bellatradian family can at least claim they settled on Singer first, so have the right to deal to upstarts like Sarhan. Both groups operate in a moral vacuum with assassinations, terrorist bombings of rival operations and other deviant activity. Storm's tactics in corsair operations reflect this disregard for human life. Sarhan's group actually operate three corsair-type starships. One of the other two is also a 400 ton corsair, the Typhoon. Sarhan's third ship is an old IISS 1000 ton X-Boat Tender that is used to lure target ships in range by posing as an actual IISS vessel.

The Bellatradian family does not possess any starships. Rather, it has a small fleet of Launches and Pinnaces that it uses for legal and illegal operations in the Singer system. The Bellatradian family also has influence in the Singer government, buying favors to protect its extensive gambling and brokering businesses on Singer. The family also uses its influence to neutralize the Sarhan group's enterprises, including bribing local law enforcement to harass Sarhan's businesses and prevent Sarhan from using the Singer system as a base for its three corsairs. So Sarhan is forced to use Jinx in District 268 as a corsair base.

Sarhan is not normally present on Storm these days, preferring to run his criminal activities on Singer while his son Hearn runs the corsair

operation from Jinx. Storm is equipped with an interrogation suppressor enabling escape from detection by Imperial Navy vessels. It is also fitted with a multiple transponder changer which allows Storm to "impersonate" different ships. Storm is a TL-11 upgraded corsair.

Probable Systems

Storm has never been spotted in an Imperial system, perhaps because it is one of the most wanted corsairs in the Marches. But Storm has struck often in independent systems throughout the Five Sisters and District 268 Subsectors. Storm is most likely to be encountered in these systems.

The Encounter

Hearn Sarhan usually approaches its victim running with Storm's multiple transponder changer broadcasting an alternate identity. His favorite tactic is impersonating a 400 ton patrol cruiser stopping a merchantman for a routine inspection. Only when Storm is within weapons range will the victim realize its predicament. Storm will open fire without warning, and attempt to disable the target ship before boarding. It goes without saying that Storm's mercenary crew will board with extreme violence, their favorite weapons being grenade launchers and laser pistols. Storm's crew will live up to their ship's name and storm aboard, clearing passageways with grenade launchers. Anyone who does not surrender will be killed.

Storm will only attack when the victim is alone in space, so there is little or no chance of interference from system defense or other warships.

Sarhan will always gut the ship of any valuables, and then leave the ship for dead. He will ensure there is no way to contact anyone by destroying communications equipment, the transponder and any means of escape like small craft (or just

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stealing any small craft).

The Storm group has another tactic that has worked well over the years. The Storm group has spies throughout District 268. If the characters are carrying a valuable cargo and the Storm group finds out about it, two members of the Storm's group may board the character's ship as passengers and while in Jump space, attempt to hijack the ship. The Storm thugs will be highly skilled in combat and could be very difficult to put down. If the hijackers are successful, Storm will be waiting for them to pick up the cargo when they emerge from Jump. Details of Storm hijackers are found below.

Storm Captain Hearn Sarhan (CT)

44 year old Hearn has established his reputation based on his excellent combat skills, charismatic leadership ability and cunning intelligence. Hearn is highly skilled in computer and electronic operations and jury-rigging, and excels as a leader on the bridge of a starship. Some observers are amazed Hearn has not tried to depose his father has head of the Sarhan crime group, but he maintains unquestionable loyalty to his father.

CT: 889A86 7 Terms

Wheeled Vehicle-2, Recon-2, Leader-3, Computer-2, Electronics-2, Vac Suit-1, Laser Weapons-2, Combat Rifleman-1, Brawling-1, Tactics-1.

Equipment: Cloth armor, laser pistol, short range communicator.

STORM CAPTAIN HEARN SARHAN (HERO)

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 132.0kg; 2d6; [1]
12	DEX	6	11-	OCV 4 DCV 4
13	CON	6	12-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
18	PRE	5	13-	PRE Attack: 3 1/2d6

10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	0		Total Characteristic Cost: 42

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

Cost	Powers	END
25	<i>Leader Skill:</i> (Total: 25 Active Cost, 25 Real Cost) Oratory 15- (Real Cost: 11) plus Persuasion 15- (Real Cost: 11) plus +3 PRE (Real Cost: 3)	0
15	<i>Recon Skill:</i> (Total: 15 Active Cost, 15 Real Cost) Concealment 13- (Real Cost: 5) plus Stealth 12- (Real Cost: 5) plus Tracking 13- (Real Cost: 5)	0
8	<i>Brawling Skill:</i> (Total: 10 Active Cost, 8 Real Cost) +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3) Note: Characters with Brawling Level of 3 or higher should take 10 pts of MA maneuvers instead	1

Perks
6 Money: Wealthy
3 Well-Connected
1 1) Contact (2 Active Points) 11-
1 2) Contact (2 Active Points) 11-
1 3) Contact (2 Active Points) 11-
1 4) Contact (2 Active Points) 11-
1 5) Contact (2 Active Points) 11-
1 6) Contact (2 Active Points) 11-
1 7) Contact (2 Active Points) 11-

Skills
1 Language: Galactic Anglic (basic conversation)
2 AK: Domain of Deneb 11-
2 AK: The Spinward Marches 11-
2 TF: Common Motorized Ground Vehicles
5 Combat Driving 12-
5 Computer Programming 13-
5 Electronics 13-
3 Tactics 12-
2 WF: Laser Pistols, Laser Rifles Note: Laser Weapons
2 WF: Assault Rifles/LMGs, Gauss Guns, Rifles, Shotguns Note: Combat Rifleman
6 +1 with HTH and Ranged Combat
3 PS: Vac Suit 11-

Total Powers & Skill Cost: 102
Total Cost: 144

Total Disadvantage Points: 144

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Typical Storm Crewmember (CT)

CT: 888775 3 Terms

Wheeled Vehicle-1, Laser Weapons-1,
Brawling-1, Computer-1, Engineering-1,
Navigation-1, Vac Suit-1, Combat Rifleman-1,
Zero-G Combat-1, Grenade Launcher-1.

Equipment: Cloth armor, laser carbine, grenade launcher with HEAP, frag and smoke rounds, short range communicator.

TYPICAL STORM CREWMEMBER (HERO)

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 132.0kg; 2d6; [1]
12	DEX	6	11-	OCV 4 DCV 4
12	CON	4	11-	
11	BODY	2	11-	
11	INT	1	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
11	PRE	1	11-	PRE Attack: 2d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
23	STUN	0		Total Characteristic Cost: 26

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

Cost	Powers	END
8	<i>Brawling Skill:</i> (Total: 10 Active Cost, 8 Real Cost) +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3) Note: Characters with Brawling Level of 3 or higher should take 10 pts of MA maneuvers instead	1
	Perks	
3	Well-Connected	
1	1) Contact (2 Active Points) 11-	
1	2) Contact (2 Active Points) 11-	
1	3) Contact (2 Active Points) 11-	
	Skills	
2	TF: Common Motorized Ground Vehicles	
3	Combat Driving 11-	
2	WF: Laser Pistols, Laser Rifles	
5	+1 with Ranged Combat	

2	WF: Assault Rifles/LMGs, Gauss Guns, Rifles, Shotguns Note: Combat Rifleman
3	PS: Vac Suit 11-
2	WF: Blades, Grenade Launchers
2	Navigation (Hyperspace) 11-
3	SS: Starship Engineering 11-
3	Computer Programming 11-

Total Powers & Skill Cost: 41

Total Cost: 67

Total Disadvantage Points: 67

Storm Hijacker

Storm sometimes uses hijackers to infiltrate a target ship carrying valuable cargo. Specialist members of the corsair band are trained to act as passengers for the purpose of hijacking the target ship. Storm hijackers always travel in twos, and sometimes larger groups for larger target ships. Tactics vary, but typically the hijackers will wait until day 6 of the Jump to take over the ship, using hidden snub pistols with tranq rounds, and tranq grenades while hacking the computer system and attempting to gain access to the bridge. Crew members will be kept alive to continue running the ship. Other passengers are considered expendable, and their deaths are threatened as a means to ensure crew compliance.

The stats below are for Storm's most experienced hijacker, Halley Nairn, a native of Collace in District 268. A master of disguise, the charismatic Nairn is also an expert forger and computer/electronics expert who has conducted many highjackings over the years and always operates with one operative – use the stats for a typical Storm crewmember. Nairn constantly changes her appearance to the point where the authorities are usually 2 steps behind her current identity. She has been known at starport customs checks to fake DNA scans through the use of other people's blood and skin.

Nairn can be encountered either as a paying High Passage customer or as a real threat to the character's starship, attempting to hijack the

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vessel for Storm's corsair group.

Halley Nairn (CT)

CT: 888877 6 Terms

Streetwise-3, Computer-2, Wheeled Vehicle-1, Vac Suit-1, Zero-G Weapons-1, Brawling-1, Carousing-1, Liaison-1, Forgery-1, Bribery-1, Electronics-1.

Equipment: Cloth armor, snub pistol with tranq rounds, tranq grenades, smoke grenades, short range communicator.

STORM HIJACKER- HALLEY NAIRN (HERO)

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 132.0kg; 2d6; [1]
12	DEX	6	11-	OCV 4 DCV 4
12	CON	4	11-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2d6
16	COM	3	12-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
24	END	0		
23	STUN	0		
				Total Characteristic Cost: 33

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

Cost Powers **END**
8 *Brawling Skill:* (Total: 10 Active Cost, 8 Real Cost) 1
+1 with HTH Combat (Real Cost: 5) **plus** Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3) **Note:** Characters with Brawling Level of 3 or higher should take 10 pts of MA maneuvers instead

Perks
3 Well-Connected
1 1) Contact (2 Active Points) 11-
1 2) Contact (2 Active Points) 11-
1 3) Contact (2 Active Points) 11-
1 4) Contact (2 Active Points) 11-
1 5) Contact (2 Active Points) 11-
1 6) Contact (2 Active Points) 11-

5 Money: Well Off
1 False Identity
1 False Identity

Skills

9 Streetwise 14-
5 Computer Programming 13-
2 TF: Common Motorized Ground Vehicles
3 Combat Driving 11-
2 WF: Rocket Pistols, Rocket Rifles
3 PS: Vac Suit 11-
3 PS: Carousing 12-
3 Forgery 12-
3 Bribery 12-
3 Electronics 12-
3 Security Systems 12-
5 Acting 13-
3 PS: Liaison 12-
1 Language: Galactic Anglic (basic conversation)
2 AK: The Spinward Marches 11-
9 Disguise 14-

Total Powers & Skill Cost: 83

Total Cost: 116

Total Disadvantage Points: 116

CORSAIR ENCOUNTER: RED ANGEL

Run by the powerful 899-076 based Red Angel Gang, the Red Angel ranges far and wide through the independent worlds of the Marches, having been spotted as far away as District 268. One of the oldest corsairs operating anywhere, the Red Angel has survived almost a century of anti-piracy operations by the Zhodani, Imperial and local Navies. The Red Angel Gang is so brazen and confident it will attack shipping in Imperial and Zhodani space.

The Red Angel Gang dominates the Liberty Station Freetown on 899-076, and has done so for almost a century. The worst excesses of crime are always attributed to the Gang. In the last 30 years, the Spartans have come to rival the Red Angel Gang in size, but the Spartans have avoided confrontation as they also require the 899-076 system as a base for their corsair operations. IISS spies based in Liberty Station Freetown are predicting a showdown between the two groups however, as violence between the groups, usually started by the Red Angels, continues to escalate. In the meantime however, there are many opportunities for corsair operations in the confusion following the 5th Frontier War. Both groups are busy holding up merchant traffic in the Marches instead of fighting each other.

The Red Angel itself has survived Navy ambushes, Q-ships, planetary defenses, crash landings and even collisions with other starships. Many Red Angel gang members have fought and died on its decks, as have many ship captains. The current captain is Sergei Valha, having worked his way up in the gang from the age of 13. Service on the Red Angel is highly sought after by gang members, and is seen as a badge of honor. Competition is intense for crew positions, often reaching the depths of brutality. Consequently only the most brutal and

ruthless Red Angel gang members end up on the ship, giving the Red Angel the most ruthless reputation of any corsair in the Marches.

The ship, having been rebuilt many times, has an upgraded powerplant and six triple turrets bristling with weaponry. This corsair is one of the most dangerous in the entire sector.

Probable Systems

Red Angel is most likely to be encountered in any system in the Querion, Vilis, Lanth or Jewell Subsectors, including Imperial and Zhodani systems.

The Encounter

Red Angel will use a multiple identity transponder changer to indicate the vessel is a harmless 400 ton ship, but will strike suddenly and without warning at the most opportune time. Red Angel will never strike a ship when navy or even SDB ships are also in-system.

The well equipped Red Angel crew will board and use lethal weaponry to suppress any resistance, then take anything of value. They will always force their unfortunate victims into a small craft, then vaporize the target ship, before abandoning their victims in deep space.

Red Angel Captain Sergei Valha (CT)

The current captain is Sergei Valha, having worked his way up in the gang from the age of 13. He is an expert in Zero-G combat and operations, and an intimidating, ruthless leader.

CT: 898887 7 Terms

Leader-2, Zero-G Weapons-2, Zero-G Combat-2, Computer-2, Grenade Launcher-2, Cutlass-2, Vac Suit-1, Gunnery-1, Brawling-1, Tactics-1, Wheeled Vehicle-1, Combat Rifleman-0, Laser Weapons-0.

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Equipment: TL-12 Combat Armor, accelerator rifle, grenade launcher, cutlass, short range communicator.

RED ANGEL CAPTAIN (HERO)

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 132.0kg; 2d6; [1]
13	DEX	9	12-	OCV 4 DCV 4
12	CON	4	11-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
12	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
24	END	0		
24	STUN	0		Total Characteristic Cost: 31

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

Cost	Powers	END
12	<i>Leader Skill:</i> (Total: 12 Active Cost, 12 Real Cost) 0 Oratory 12- (Real Cost: 5) plus Persuasion 12- (Real Cost: 5) plus +2 PRE (Real Cost: 2)	
8	<i>Brawling Skill:</i> (Total: 10 Active Cost, 8 Real Cost) +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3) Note: Characters with Brawling Level of 3 or higher should take 10 pts of MA maneuvers instead	1
Perks		
3	Well-Connected	
1	1) Contact (2 Active Points) 11-	
1	2) Contact (2 Active Points) 11-	
1	3) Contact (2 Active Points) 11-	
1	4) Contact (2 Active Points) 11-	
1	5) Contact (2 Active Points) 11-	
1	6) Contact (2 Active Points) 11-	
1	7) Contact (2 Active Points) 11-	
Skills		
2	WF: Assault Rifles/LMGs, Gauss Guns, Rifles, Shotguns Note: Combat Rifleman	
4	WF: Blades, Grenade Launchers, Rocket Pistols, Rocket Rifles	
5	WF: Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons Note: Lasers, Missiles, PAW, Meson Guns, High Energy Weapons,	
12	+2 with HTH and Ranged Combat	

3	Tactics 12-
2	TF: Common Motorized Ground Vehicles
3	Combat Driving 12-
3	PS: Vac Suit 12-
2	AK: The Spinward Marches 11-
5	Computer Programming 13-
0	Language: Galactic Anglic (idiomatic) (4 Active Points)
1	Language: Sword Worlds (basic conversation)

Total Powers & Skill Cost: 72

Total Cost: 103

Total Disadvantage Points: 103

Typical Red Angel Crewmember (CT)

CT: 889786 3 Terms

Wheeled Vehicle-1, Computer-1, Engineering-1, Navigation-1, Vac Suit-1, Zero-G Weapons-1, Combat Rifleman-1, Brawling, Laser Weapons-1.

Equipment: TL-12 combat armor, accelerator rifle, HEAP, frag and smoke grenades, short range communicator.

TYPICAL RED ANGEL CREWMEMBER (HERO)

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

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

Cost	Powers	END
8	<i>Starship Engineering Skill:</i> (Total: 8 Active Cost, 8 0 Real Cost) PS: Starship Engineer 11- (Real Cost: 2) plus KS: Jump Drives 11- (Real Cost: 2) plus KS: Starship Maneuver Drives 11- (Real Cost: 2) plus KS: Starship Power Plants 11- (Real Cost: 2)	
8	<i>Brawling Skill:</i> (Total: 10 Active Cost, 8 Real Cost) 1 +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3) Note: Characters with Brawling Level of 3 or higher should take 10 pts of MA maneuvers instead	
	Perks	
3	Well-Connected	
1	1) Contact (2 Active Points) 11-	
1	2) Contact (2 Active Points) 11-	
1	3) Contact (2 Active Points) 11-	
	Skills	
2	KS: Piracy 11-	
2	KS: Boarding Actions 11-	
2	AK: The Spinward Marches 11-	
3	PS: Vac Suit 11-	
3	Computer Programming 11-	
3	Mechanics 11-	
2	WF: Rocket Pistols, Rocket Rifles Note: Zero G Weapons	
5	WF: Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons	
5	+1 with Ranged Combat	
0	Language: Galactic Anglic (idiomatic) (4 Active Points)	

Total Powers & Skill Cost: 49

Total Cost: 74

100+	Disadvantages
10	Psychological Limitation: Pirates Code of Ethics (Common, Moderate)
15	Psychological Limitation: Pro Solomani (Common, Strong)
15	Psychological Limitation: Xenophobic (Common, Strong)
0	Experience Points

Total Disadvantage Points: 74

CORSAIR ENCOUNTER: DEEP STRIKE

A relatively new corsair built in the Quare shipyards, Deep Strike is run as a borderline merc/corsair operation by its owner Lex Autrum, a “retired” Sword Worlds Captain from the Biter Planetary Navy. Deep Strike was hired by the Sword Worlds Confederation Navy in the 5th Frontier War to carry out covert operations in the District 268 Subsector. Its operations included commerce raiding of Imperial and Imperial-aligned shipping, attacking Imperial targets of opportunity like Scout bases and Imperial tracking stations, and generally making a nuisance of itself in order to attract Imperial Navy assets away from high priority fronts. The ship was responsible for the destruction of several Imperial Navy auxiliaries and even an Imperial 400 ton patrol cruiser.

Along the way, Autrum and his crew accumulated many stolen goods from the raids. Even though they ended the war on the losing side, their bank balances told a different story. Leaving a path of destruction in District 268, the ship is now wanted by the Collace government in particular, for crimes against the Collace people. A raid on an Imperial outpost in the Collace system in 1108 resulted in the death of hundreds of Collace civilians after a missile strike hit the wrong target.

Faced with outrage from governments in District 268, Autrum took his ship Coreward to the Arden system of Quare/Vilis, offering its services to the nihilistic Quare government as a patrol ship and troop carrier. The Quare authorities accepted the offer in part because the Federation of Arden Navy was stretched to the limit after losses in the war. But Deep Strike also operates as a privateer vessel for the Quare government, although this arrangement is top secret and is known only to a few in the government who are profiting from it.

Autrum himself claims to be a Captain in the Quare Planetary Navy, although he has no official commission. His audacity in also claiming to be conducting anti-piracy sweeps is staggering, but Autrum matches that audacity with shamelessness and bald-faced lying during his customs/anti-smuggling “inspections”. Despite the deception, Autrum is professional towards his victims, never relying on violence for its own sake.

Given his current tactics, Autrum may become a highly successful career pirate in the Marches.

Probable Systems

Deep Strike will most likely be encountered in the Quare system, but can also be found patrolling on behalf of the Quare Planetary Navy in other nearby systems, claiming to be conducting anti-piracy sweeps. Specifically, Deep Strike will be found “patrolling” in most Federation and independent systems of the Arden Arm of the Spinward Main.

The Encounter

Encounters with Deep Strike usually take the following form. The ship will run with its transponder on, listed with the registry of the Federation of Arden. Lex, now calling himself a “captain” in the Quare Planetary Navy, advises the target ship to heave-to and prepare to be boarded for a customs/anti-smuggling inspection.

Autrum and his crew will board, armed with snub pistols, combat armor and accelerator rifles, and will defend themselves if attacked. His crew will search every area of the ship, and even if nothing “illegal” is found, Autrum will find some excuse to confiscate any valuable cargo. He will not take any lives without provocation, and will not disable the ship in any way. He is just doing his job of privateering for the Quare government, and enriching himself and his crew along the way. His crew are well equipped, even with combat armor,

a result of their extremely profitable activities.

Autrum will leave, but only after running down the Imperium with his pet theories on its “inevitable demise”.

Deep Strike Captain Lex Autrum (CT)

The Biter-born Autrum is a 52 year old highly skilled, highly intelligent born leader who also has a problem with authority – especially Imperial authority. Autrum is dedicated to one ideal: his own empowerment. He believes that the Imperium is destined to fall because of its stagnation. His ideas are enthusiastically shared by the Sword Worlds crew of Deep Strike, and Autrum will debate anyone who thinks the Imperium is a good idea until his opposition give up in intellectual exhaustion. It is hard to understand why such an expert on the Imperium is not lecturing at a radical university somewhere, but Autrum is also a sucker for money and riches, hence his highly lucrative privateering “business” – and his gambling problem.

Autrum quickly rose to the position of captain in the Biter Planetary Navy, demonstrating extraordinary skills as a bridge officer, tactician, navigator and pilot. But his passion for high roller gambling apparently led to his “retirement” from the Biter Planetary Navy.

Autrum is still in the Navy class because he is working for the Quare Planetary Navy, albeit in an unusual capacity.

DEEP STRIKE CAPTAIN LEX AUTRUM (HERO)

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 114.9kg; 2d6; [1]
11	DEX	3	11-	OCV 4 DCV 4
12	CON	4	11-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
16	PRE	3	12-	PRE Attack: 3d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)

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2	ED	0	Total: 2 ED (0 rED)
3	SPD	9	Phases: 4, 8, 12
4	REC	0	
24	END	0	
24	STUN	0	Total Characteristic Cost: 29

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

Cost	Powers	END
21	<i>Leader Skill:</i> (Total: 21 Active Cost, 21 Real Cost) Oratory 14- (Real Cost: 9) plus Persuasion 14- (Real Cost: 9) plus +3 PRE (Real Cost: 3)	0
8	<i>Brawling Skill:</i> (Total: 10 Active Cost, 8 Real Cost) +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3) Note: Characters with Brawling Level of 3 or higher should take 10 pts of MA maneuvers instead	1
7	<i>Starship Pilot Skill:</i> (Total: 7 Active Cost, 7 Real Cost) TF: Commercial Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft, Personal Use Spacecraft (Real Cost: 2) plus Combat Piloting 12- (Real Cost: 5)	0

Perks

6	Money: Wealthy
3	Well-Connected
1	1) Contact (2 Active Points) 11-
1	2) Contact (2 Active Points) 11-
1	3) Contact (2 Active Points) 11-
1	4) Contact (2 Active Points) 11-
1	5) Contact (2 Active Points) 11-
1	6) Contact (2 Active Points) 11-
1	7) Contact (2 Active Points) 11-
1	8) Contact (2 Active Points) 11-

Skills

1	Language: Galactic Anglic (basic conversation)
2	AK: The Spinward Marches 11-
2	TF: Common Motorized Ground Vehicles
5	Combat Driving 12-
3	Tactics 12-
3	Scholar
1	1) KS: Fleet Tactics (2 Active Points) 11-
5	Navigation (Hyperspace, Space) 13-
5	Survival 13-
5	Gambling 13-
2	WF: Laser Pistols, Laser Rifles Note: Laser Weapons
3	PS: Liaison 12-
8	+1 with All Combat
5	WF: Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons Note: Lasers, Missiles, PAW, Meson Guns, High Energy Weapons,
6	+1 with HTH and Ranged Combat

3 PS: Vac Suit 11-

Total Powers & Skill Cost: 112

Total Cost: 141

Total Disadvantage Points: 141

Typical Deep Strike Crewmember (CT)

CT: 878786 5 Terms

Pilot-2, Gunnery-2, Engineering-2, Computer-2, Electronics-1, Medical-1, Vac Suit-1, JOT-1, Brawling-1, Ship Tactics-1, Grav Vehicle-0, Laser Weapons-0, Zero-G Weapons-0.

Equipment: Laser carbine, snub pistol, TL-12 vac suit, short range communicator.

TYPICAL DEEP STRIKE CREWMEMBER (HERO)

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 132.0kg; 2d6; [1]
11	DEX	3	11-	OCV 4 DCV 4
12	CON	4	11-	
11	BODY	2	11-	
12	INT	2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
11	PRE	1	11-	PRE Attack: 2d6
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		
24	END	0		
23	STUN	0		Total Characteristic Cost: 25

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

Cost	Powers	END
12	<i>Starship Engineering Skill:</i> (Total: 12 Active Cost, 12 Real Cost) PS: Starship Engineer 12- (Real Cost: 3) plus KS: Jump Drives 12- (Real Cost: 3) plus KS: Starship Maneuver Drives 12- (Real Cost: 3) plus KS: Starship Power Plants 12- (Real Cost: 3)	0
8	<i>Brawling Skill:</i> (Total: 10 Active Cost, 8 Real Cost) +1 with HTH Combat (Real Cost: 5) plus Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 3) Note: Characters with Brawling Level of 3 or higher should take 10 pts of MA maneuvers instead	1

Perks

- 3 Well-Connected
- 1 1) Contact (2 Active Points) 11-
- 1 2) Contact (2 Active Points) 11-
- 1 3) Contact (2 Active Points) 11-

Skills

- 2 KS: Piracy 11-
- 2 KS: Boarding Actions 11-
- 2 AK: The Spinward Marches 11-
- 3 PS: Vac Suit 11-
- 3 Computer Programming 11-
- 3 Paramedics 11-
- 1 TF: Grav Vehicles/Hovercraft
- 2 WF: Laser Pistols, Laser Rifles Note: Laser Weapons
- 3 Tactics 11-
- 2 WF: Rocket Pistols, Rocket Rifles Note: Zero G Weapons
- 5 WF: Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons
- 3 Electronics 11-
- 5 +1 with Ranged Combat
- 0 Language: Galactic Anglic (idiomatic) (4 Active Points)

Total Powers & Skill Cost: 62

Total Cost: 87

150+ Disadvantages

- 10 Psychological Limitation: Pirates Code of Ethics (Common, Moderate)
- 15 Psychological Limitation: Pro Solomani (Common, Strong)
- 15 Psychological Limitation: Xenophobic (Common, Strong)
- 0 Experience Points

Total Disadvantage Points: 87

ADVENTURE SEED: JOIN THE FORCES OF LIGHT

The characters become part of a crew (or the command crew) of a very old 400 ton Patrol Cruiser, part of the Colonial Navy of the Marches. They are assigned to conduct anti piracy sweeps in an area of persistent corsair activity (District 268, Five Sisters, Vilis or Querion Subsectors are good examples), and end up hunting one or more of the corsairs described in this supplement.

ADVENTURE SEED: JOIN THE FORCES OF DARKNESS

The characters become part of one of the corsair bands outlined in this supplement and proceed to scheme/bribe/coerce their way to the top of the band, possibly ending up commanding a corsair. Following a life of crime may pay in some respects, but in others, they will forever be wanted sophonts in Imperial and Zhodani territory. And the characters may be caught up in disputes with other corsair bands.

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