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Golden Age Starships 8 Armed Free Trader

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Science-Fiction Adventurer in the Far Future

Golden Age Starships 8
Armed Free Trader

TRAVELLER HERO

GOLDEN AGE STARSHIPS 8: ARMED FREE TRADER

FOR TRAVELLER HERO

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

Golden Age Starships 8: Armed Free Trader 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.

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 adventure seeds for using the starship. Deckplans are also provided.



The armed free trader *Lucky Break* maneuvers somewhere in the Wonstar system.

THE ARMED FREE TRADER

One of the most common starships in the Imperium, the Type A free trader has remained unchanged for centuries. Built throughout the Imperium and beyond by the thousand, this small 200 ton cargo ship continues to ply the trade routes and mains, picking up small cargoes and engaging in speculative trade. The primary variant of the free trader is the Jump-2 capable far trader, also used throughout Known Space. Enterprising merchant captains starting their own businesses usually start with a free trader and work their way up from there. The free trader is a simple, cheap design with minimal specifications that will be built for centuries to come.

Variants of the free trader exist – all have the same characteristics but differ slightly in shape and internal layout. The design outlined in this book is the armed Liberty class free trader, a standard design mainly found in the frontier areas of the Imperium. Due to the regions they operate in, Liberty class ships are designed from the ground up with some form of armament, and have a slightly enlarged powerplant to power ship's weapons.

At the referee's discretion, the armed free trader may be taken as a benefit during mustering out.

SPECIFICATIONS

The *Liberty* class is a streamlined wedge (like the standard *Beowulf* class) with bridge, 10 staterooms and 20 low berths in the bow of the ship and two small cargo bays just aft of the crew quarters. Six staterooms are usually reserved for mid or high-passage passengers, as well as a passenger lounge. The main cargo bay is just aft of the smaller cargo bays. Total cargo capacity is 90 tons.

The drive/power plant section is located at the

rear of the ship. Just aft of the bridges is a model/1 computer. The ship is capable of Jump-1 and 1-G acceleration.

The powerplant supplies 2-EP of power, enough to power some laser weaponry. If more than 2 lasers are to be installed, the powerplant needs to be upgraded. A peculiarity of the armed free trader is the position of the small missile magazine, located somewhat dangerously behind the ship's computer. The magazine is placed in this position because it is close to the ventral-mounted forward double turret, which mounts the missile rack and a sandcaster. Another ceiling iris valve further aft leads to the rear double turret with laser weaponry.

Armed free traders are fitted with fuel scoops so the ship can take on fuel from gas giants or oceans in frontier environments, where the quality of starports may preclude buying fuel.

Crew consists of a pilot, astrogator, engineer and a medic who also acts as a steward for the passengers. Additional gunners are needed for armed free traders, so in order to preserve passenger staterooms crewmembers usually share staterooms – the pilot and astrogator having their own, the engineer and medic occupying another and two gunners sharing another. Crews who prefer comfort may reduce the number of passenger staterooms to four and let the two gunners occupy a stateroom each.

Standard free trader statistics are presented in CT's Starships Book 2. Statistics are presented below for the *Liberty* class free trader.

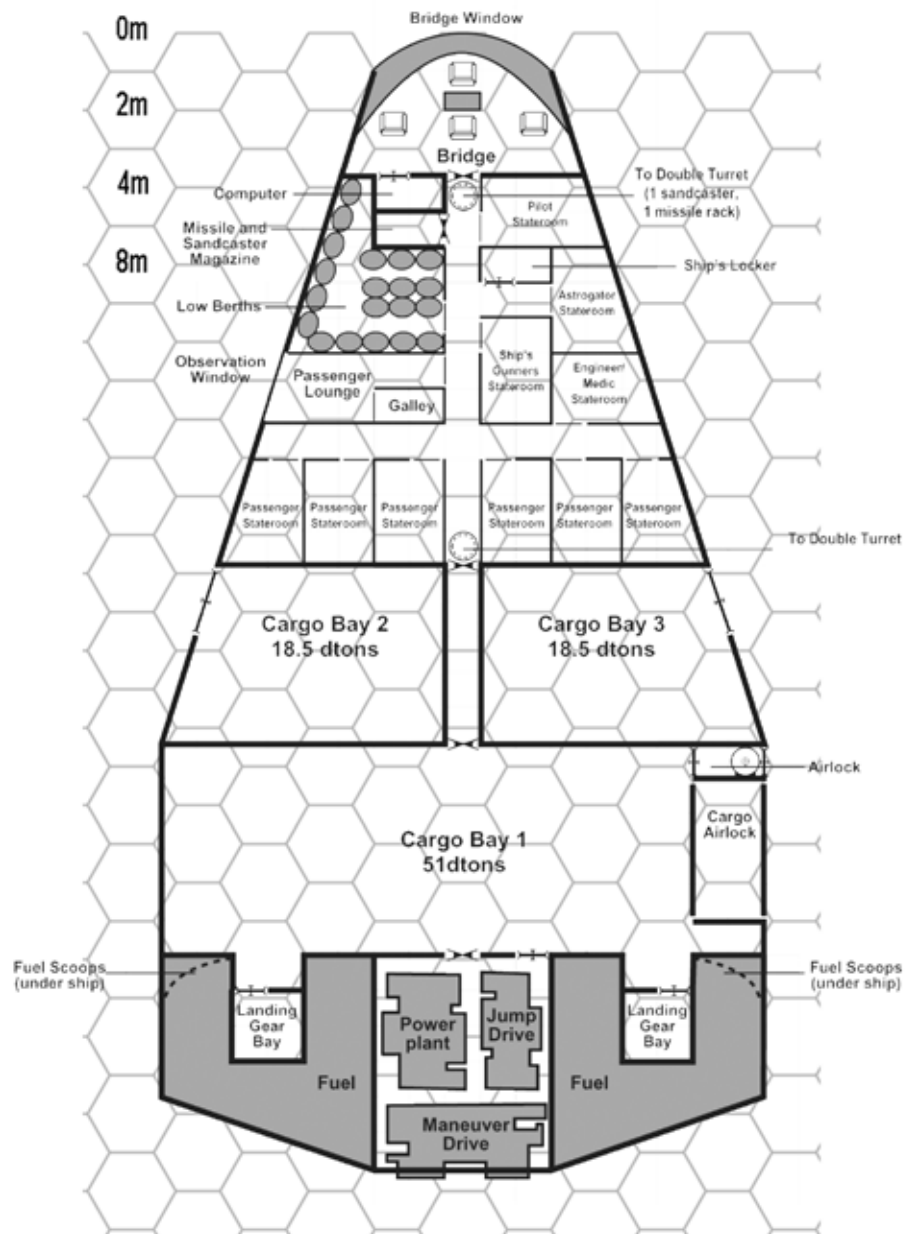
If required, the ship can cross 2 parsec rifts by carrying an extra 20 tons of Jump fuel in a bladder in the cargo bay, doing a Jump-1 into deep space and rejumping to its destination after undertaking another Jump-1. The main advantage of armed free traders over far traders in frontier regions is their lower cost, even with the cost of adding armament factored in. Cargo space however is

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Armed Free Trader
A Deck - 2800m3

Legend

-  2m Hex
-  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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reduced to 70 tons.

Armed free traders can carry a wide variety of weapons. The example that follows is a typical configuration of a sandcaster, missile rack and one pulse laser. One slot is left free in the aft double turret for more weaponry. If ship's vehicles are embarked, they are carried in the cargo bay.

CLASSIC TRAVELLER STATISTICS

Statistics for the armed free trader have been converted using High Guard to Classic Traveller format.

LIBERTY CLASS ARMED FREE TRADER		
AA-128-112 Lucky Break		
AA-2111211-030000-10001-0	Mcr62.72*	
200 tons		
All Batteries Bear. 1 1 1		
Crew=6 TL=10		
Passengers=6. Staterooms=10. Low=20.		
Fuel Scoops. Cargo=90. Fuel=22. EP=2.		
Agility=0 (Emergency 1). Sand Canisters=10.		
Missiles=10.		
*Includes 20% quantity discount.		

ARMED FREE TRADER HERO STATISTICS

Val	Char	Cost	Notes
16	Size	80	Length 40.32", Width 20.16", Area 812.75" Mass 6.6 kton KB -16
90	STR	0	Lift 6.6ktons; 18d6
13	DEX	0	OCV 4 DCV -6
26	BODY	0	
11	DEF	0	
2	SPD	0	Phases: 6, 12
Total Characteristic Cost: 66			

Movement: Flight: 30" / 60"
Teleportation: 3" / 6"

Cost	Powers	END
Ships Overall Construction		
4	1) <i>Wedge Hull Configuration:</i> (Total: 4 Active Cost, 4 Real Cost) +2 with Combat Piloting (Real Cost: 4) Note: Can Enter Atmosphere, Cost *1.5, Highly Manueverable	0
0	2) <i>Crystal Iron Hull:</i> (Total: 0 Active Cost, 0 Real Cost) Note: Standard Cost, TL-10, Ships Body +5%, May Add TSA	0
18	3) <i>Long range Civilain-9 Armor Package:</i> +9 DEF (27 Active Points); Ablative BODY Only (-1/2)	
Engineering Section		
3	1) <i>Jump Drive-1:</i> Teleportation 3", MegaScale (1" = 1 lightyear; +3 1/2) (27 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-1	[1]
26	2) <i>Manuever Drive-1:</i> (Total: 74 Active Cost, 26 Real Cost) Flight 30", Position Shift (65 Active Points); OIF Immobile (-1 1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Dangerous Exhaust; -1), Crew-Served (2 crew; -1/4) (Real Cost: 17) plus +3 DEX (Real Cost: 9) Note: 1G Manuever Drive	0
24	<i>Ships Main Drives:</i> Multipower, 65-point reserve, (65 Active Points); all slots OIF Immobile (-1 1/2), Custom Modifier (Real Equipment; -1/4) Note: MP Changable as needed, this is just a placeholder, This Multipower Assumes J1 and 1G Manuever	
104	<i>Ships Fusion Reactor:</i> Endurance Reserve (100 END, 100 REC) Reserve: (110 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Requires monthly refueling and maintenance; -1/4)	0
9	<i>Ships Emergency Power:</i> Endurance Reserve (25 END, 25 REC) Reserve: (27 Active Points); Custom Modifier (Backup Power Only; -1/2); REC: (25 Active Points); OIF Immobile (-1 1/2), Custom Modifier (Backup System only; -1/2)	0
10	<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

Tactical Systems

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- 100 1) *Light Missile Rack*: RKA 6 1/2d6, Explosion [6]
(+1/2), Autofire (2 shots; +1 1/4), MegaScale (1" = 10,000 km; +1 1/4), Can Be Scaled Down 1" = 1km (+1/4) (425 Active Points); OIF Immobility (-1 1/2), 6 Charges (-3/4), Custom Modifier (must have a viable target lock to fire; -1/2), Can Be Missile Deflected (-1/4), Real Weapon (-1/4) **Note**: standard space combat missile, with either kinetic energy or High Explosive Warhead IF KE, its an AP attack instead of explosive
- 80 2) *Basic Beam Laser Battery*: RKA 8d6, Autofire 60
(2 shots; +1/4), MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (300 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
- 8 3) *Type 1 Sandcaster Launcher*: (Total: 38 Active 4
Cost, 8 Real Cost) Energy Damage Reduction, Resistant, 25%, 12 Continuing Charges lasting 1 Turn each (+1/4) (19 Active Points); OIF Immobility Fragile (-1 3/4), Ablative BODY or STUN (-1), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Real Armor (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 4) **plus** Physical Damage Reduction, Resistant, 25%, 12 Continuing Charges lasting 1 Turn each (+1/4) (19 Active Points); OIF Immobility Fragile (-1 3/4), Ablative BODY or STUN (-1), Custom Modifier (only stops laser, plasma, or fusion fire; -1), Real Armor (-1/4), Costs Endurance (Only Costs END to Activate; -1/4) (Real Cost: 4) **Note**: mounted in turret, HG Factor 4-6 Equilibrant

Operations and Command Section

- 3 1) *Basic Starship Bridge*: (Total: 9 Active Cost, 0
3 Real Cost) Bureaucrats 9- (3 Active Points); OIF Immobility (-1 1/2) (Real Cost: 1) **plus** Systems Operation 9- (3 Active Points); OIF Immobility (-1 1/2) (Real Cost: 1) **plus** Security Systems 9- (3 Active Points); OIF Immobility (-1 1/2) (Real Cost: 1)
- 12 2) *Model 1 Starship Computer*: Custom Power (12 0
Active Points)
- 15 *Ships Sensors And Commo*: Multipower, 45-point reserve, (45 Active Points); all slots OIF Immobility (-1 1/2), Costs Endurance (-1/2) **Note**: Basic Sensor and Commo package required for all Starships and Spaceships
- 1u 1) Radar (Radio Group), MegaScale (1" = 1,000 3
km; +1), Can Be Scaled Down 1" = 1km (+1/4) (34 Active Points); OIF Immobility (-1 1/2), Costs Endurance (-1/2)
- 1u 2) Infrared Perception (Sight Group), MegaScale 1
(1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (11 Active Points); OIF Immobility (-1 1/2), Costs Endurance (-1/2)

- 1u 3) Ultraviolet Perception (Sight Group), 1
MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (11 Active Points); OIF Immobility (-1 1/2), Costs Endurance (-1/2)
- 1u 4) High Range Radio Perception (Radio Group), 3
MegaScale (1" = 1,000 km; +1), Can Be Scaled Down 1" = 1km (+1/4) (27 Active Points); OIF Immobility (-1 1/2), Costs Endurance (-1/2)
- 1u 5) *Laser/Maser Comm*: Mind Link, Any Willing 1
Target (15 Active Points); OIF Immobility (-1 1/2), Only With Others Who Have Mind Link (-1), Costs Endurance (-1/2)
- 1u 6) +4 versus Range Modifier for Radio Group 1
and Sight Group (12 Active Points); OIF Immobility (-1 1/2), Costs Endurance (-1/2)

Other Ship Systems

- 0 1) *Accommodations*: Custom Power **Note**: 10 0
Staterooms
- 0 2) *Cargo Space*: Custom Power **Note**: 88 Tons 0
- 2 3) *Ships Galley*: KS: Cooking 11- **Note**: Basic
Ships Galley, a Small Kitchen with food storage and prep areas
- 6 4) *Sick Bay*: (Total: 6 Active Cost, 6 Real Cost) +2 0
with Paramedics (Real Cost: 4) **plus** +2 with SS: Medicine (Real Cost: 2)
- 20 5) *20 Low Berths*: Custom Power (20 Active 0
Points)

Small Craft

Note: No Dedicated Vehicle Bay, Any carried craft would be carried in the cargo hold

Total Powers & Skill Cost: 451

Total Cost: 517

Total Disadvantage Points: 517

Ship's Locker

A free trader's locker contains a variety of emergency equipment, survival gear, some small arms, spares and tools. The locker is in fact split in two – vac suits and some emergency equipment are located in the aft airlock, while the ship's locker aft of the bridge contains weapons and other spares. The list below is of a typical free trader operating on the frontier.

- 2 TL-10 Field Medical Kits
- 1 Electronic Toolkit
- 1 Mechanical Toolkit
- 1 Carpentry Tool Set
- Field Rations for 150 person-days (15 days)

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for 10 people)

- 10 Bulk water storage containers with filters
- 1 Long Range Communicator
- 2 Short Range Communicators
- 2 Water Purification Kits
- 5 Pressure Tents
- 5 Tents
- 10 TL-9 vac suits
- 10 sets of Cold Weather Clothing
- 10 Combination Masks
- 5 Electric Torches
- 4 Compasses
- 4 Binoculars
- 2 Inertial Locators
- 1 Metal detector
- 1 Radiation Counter
- 2 IR Goggles
- 2 Emergency Bulkhead Patches

Weapons

- 4 Blades
- 2 Flak Jackets
- 2 Snub Pistols with 200 rounds of ammunition
- 1 Shotgun with 100 rounds of ammunition

THE ECONOMICS OF ARMED FREE TRADER OPERATION

Free Traders are probably the cheapest vessel to run in Charted Space. That means little however, as free traders can still easily bankrupt an owner if consistently run at less than full capacity. The charts below outline the expenses and expected income from an armed free trader operation, and are designed to assist the player and Referee alike by simplifying book-keeping for a merchant operation.

Monthly Free Trader Expenses

The following represents standard monthly expenses for a Free Trader operation, operating along a Main. It is assumed two Jumps are made each month, and 6 days are spent in port between Jumps. The three tables summarize various options for using refined and unrefined fuel. Some captains will want to risk Jumps with unrefined fuel, some will insist on refined – if it can be obtained. The cost differences between using refined and unrefined fuel may mean the difference between making a profit in a given month and a loss. But of course, keeping a free trader crew out of the poverty line is always a challenge.

Some Armed Free Traders may resort to fuel skimming from oceans and gas giants to further minimise costs.

SCENARIO 1: TWO JUMPS WITH REFINED FUEL

Type	Monthly Cost	Notes
Starship Mortgage	Cr209,066	Based on standard mortgage repayments. Includes salaries for 2 Gunners Based on 10 low and 6 mid pass and 6 crew per Jump. Assuming two 6 day stays per month Assumes both Jumps with refined fuel Yearly cost amortized into monthly payments
Crew Salaries:	Cr19,000	
Life Support/Food	Cr42,000	
Berthing Costs	Cr200	
Refined Fuel	Cr20,400	
Annual Maintenance	Cr5226	
TOTAL	Cr295,892 per Month	

SCENARIO 2: ONE JUMP WITH REFINED, ONE WITH UNREFINED FUEL

Type	Monthly Cost	Notes
Starship Mortgage	Cr209,066	Based on standard mortgage repayments. Includes salaries for 2 Gunners Based on 10 low and 6 mid pass and 6 crew per Jump. Assuming two 6 day stays per month
Crew Salaries:	Cr19,000	
Life Support/Food	Cr42,000	
Berthing Costs	Cr200	
Refined/unrefined Fuel	Cr12,400	
Annual Maintenance	Cr5226	Yearly cost amortized into monthly payments
TOTAL	Cr287,892 per Month	

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SCENARIO 3: TWO JUMPS WITH UNREFINED FUEL

Type	Monthly Cost	Notes
Starship Mortgage	Cr209,066	Based on standard mortgage repayments.
Crew Salaries:	Cr19,000	Includes salaries for 2 Gunners
Life Support/Food	Cr42,000	Based on 10 low and 6 mid pass and 6 crew per Jump.
Berthing Costs	Cr200	Assuming two 6 day stays per month
Unrefined Fuel	Cr4,400	Assumes both Jumps with unrefined fuel
Annual Maintenance	Cr5226	Yearly cost amortized into monthly payments
TOTAL	Cr279,892 per Month	

Monthly Free Trader Income

The figures below represent various scenarios for running an armed free trader. The scenarios assume a full mid passenger load and half low passenger load per trip, and a 90% full cargo hold per trip. Various scenarios for carrying speculative and hazardous cargo are listed. It is further assumed that the cargo and passengers are to be dropped off at the next destination world – a free trader must work efficiently in order to survive. The *Classic Traveller* trading rules have been extended to include the following additional cargo possibilities.

- Priority cargo is charged at Cr1000 per ton per parsec carried.
- Hazardous cargo is charged at Cr10,000 per ton, and requires special handling and secure storage.
- Security cargo is charged at Cr5000 per ton, and requires substantial security measures during transport, including locked holds, and possibly security guards.

Scenario 1: Standard Cargo

- 2 Jumps per month: 81 tons of standard cargo, 10 Low and six Mid Passage per Jump:
- Total Income: Cr278,000
- Net Loss with 2 refined fuel Jumps per month: Cr17,892
- Net Loss with 1 refined, 1 unrefined fuel Jumps per month: Cr9892
- Net Loss with 2 unrefined fuel Jumps per month: Cr1892

This scenario balances the crew on a precarious financial knife-edge. They will be forced to speculate in order to make any extra money over and above the running expenses. Hauling empty cargo space at more than 10% (which is likely), or with less than a full complement of mid passengers will result in more significant losses. The crew could take risks and take unrefined fuel Jumps, but they risk misjumping if they do.

Scenario 2: Secure Cargo

- 2 Jumps per month: 64 tons of standard cargo, 8 tons of secure cargo, 10 Low and six Mid Passage per Jump:
- Total Income: Cr324,000
- Net Profit with 2 refined fuel Jumps per month: Cr28,108
- Net Profit with 1 refined, 1 unrefined fuel Jumps per month: Cr36,108
- Net Profit with 2 unrefined fuel Jumps per month: Cr44,108

This scenario assumes one 18.5 dton cargo bay is used for carriage of the secure cargo, preventing the rest of that cargo bay from being used for carriage of anything else. In addition, only 90% of the remaining cargo space is assumed to be filled. Secure cargo is a great way to earn extra cash, but the downside is that someone may want that valuable cargo, hence the requirement for an armed starship to carry the cargo. Secure cargoes are generally sensitive and sometimes top secret. Some secure cargoes may carry, or require armed

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guards with the cargo.

Secure Cargos

3D6	Type	Notes
3	Combat Drugs	Highly sought after
4	Fast/Slow Drugs	Also highly sought after
5	Military Aircraft	One only per secure shipment
6	Combat Armor	Only if pickup world is TL 11+. If TL 10-: combat environment suit
7	Military small arms	(Types are dependent on TL of world where goods are picked up)*
8	Civilian small arms	(Types are dependent on TL of world where goods are picked up)*
9	Wheeled/Tracked AFV	One only per secure shipment
10	G-Carrier	One only per secure shipment
11	Starship weapons	4 per ton. Pulse lasers, beam lasers, sandcasters and missile racks
12	Military support weapons	See list below for types of weapons that could be carried
13	Lanthanum	Key component in Jump Grids
14	Zuchai Crystals	Key component in Jump Drives
15	Platinum	Metal Ore
16	Iridium	Metal Ore
17	Local/Imperial Treasury Bonds	
18	Nuclear warheads	4 per ton of secure cargo. Nominally safe because primers have been removed, but a juicy target for terrorists.

* Military small arms are defined as the ACR, gauss rifle, LMG, LAG, grenade launchers, disposable launchers and all high energy weapons.

Military support weapons vary according to the tech level of the pickup world: such weapons include in tech level order: mortars and field artillery (TL-5+), MRL's (TL-6+), vehicle lasers (TL-7+), autocannons (TL-8+), plasma cannons and VRF gauss guns (TL10+) and fusion cannons (TL-12+). In CT, plasma cannons are known as A, B and C Guns. Fusion cannons are known as X, Y and Z guns.

Scenario 3: Hazardous Cargo

- 2 Jumps per month: 64 tons of standard cargo, 8 tons of hazardous cargo, 10 Low and six Mid Passage per Jump:
- Total Income: Cr404,000
- Net Profit with 2 refined fuel Jumps per month: Cr108,108
- Net Profit with 1 refined, 1 unrefined fuel Jumps per month: Cr116,108
- Net Profit with 2 unrefined fuel Jumps per month: Cr124,108

This scenario assumes one 18.5 dton cargo bay is used for carriage of the hazardous cargo, preventing the rest of that cargo bay from being used for carriage of other cargo. In addition, only 90% of the remaining cargo space is assumed to be filled. Hazardous cargoes are just that: hazardous, requiring special handling for loading and unloading, and there is the possibility of accidents along the way. They are however, quite profitable, if the captain is willing to take the risk. All kinds of hazardous cargoes can be hauled: biotoxins, nuclear waste, fission reactor fuel, even dangerous animals. The table below outlines possible hazardous cargoes.

Hazardous Cargos

2D6	Type	Notes
2	Lethal Chemical Warfare Agents	
3	Lethal Biological Warfare Agents	
4	Conventional HE explosives i.e.: Grenades, HE shells, starship missile warheads	
5	Non-lethal Chemical Warfare Agents	
6	Small Arms ammunition	
7	Low Grade Radioactive waste	
8	Strong Acids	
9	Armor piercing ammunition	
10	Dangerous alien lifeforms	Contact could prove rather deadly
11	Lethal Solvents	
12	High Grade Radioactive Waste Including tactical nuclear warheads	

Example Free Trader Campaign: The Wonstar Arm - 1110

A free trader campaign can be run through any cluster or Main with Jump-1 access to the worlds. In the Marches the Spinward Main dominates the astrophysics of the region. The Spinward-Rimward end of the Spinward Main is known as the Wonstar Arm, and ends in the Wonstar system in the Five Sisters Subsector. Not exactly a bustling hive of commercial activity, this area is therefore perfect for a small merchant operation, as it is almost completely ignored by large merchant lines. The Referee should impart the feel of the region as one rife with rumors, potential Ancients sites, potential riches and opportunities, all against the backdrop of a massive Imperial Navy presence. The Wonstar Arm – and indeed the entire Imperial area of the Five Sisters Subsector is not the place for a merc campaign, but is an interesting place for a merchant campaign, especially an armed merchant ship. Although cargo and passengers can be easily found on many worlds, speculative trade will need to be undertaken to turn a profit on the operation.

History

The Five Sisters Subsector was first settled around 500 by small groups of Imperial colonists, although the area had been surveyed centuries earlier by the Imperial Scout Service. Aslan from Rimward claimed Wonderay three centuries earlier, but Wonderay has been the limit to the Aslan's Coreward expansion from the Trojan Reach Sector. Official Imperial colonization began in 740 from a mandate from Emperor Paulo I, but further development was stopped in 800 and the Imperial Navy has since administered the Imperial worlds in the Subsector. Two Droyne worlds, Candory and Andor are interdicted by the

Navy. Rumors abound about these two worlds, including the rumor that Andor is the prime candidate for Droyne homeworld.

Today, in 1110 Imperial space in the Subsector is firmly under control of the Imperial 208th Fleet. Worlds outside Imperial space are somewhat of a mystery to Imperial citizens. Local worlds are largely left to their own affairs, although some are administered directly by Imperial agencies. These worlds are listed below.

Karin (A-767768-C) is administered directly by the Imperial Navy after the imposition of martial law by the Navy during the Fourth Frontier War. The local population resents the interference.

Penelope (C-460642-4) is in the middle of a huge terraforming project designed to transform the desert world into a wet world. The project is part funded by the Imperial Colonial Office which is providing the technology and machinery to undertake the terraforming. The balance of funding comes from the planetary government.

Froin (C-535225-9), part of the Wonstar Arm, is populated entirely by employees of the Imperial Colonial Office at Research Station Zeta. The Station is involved in genetic manipulation research.

The Worlds of the Wonstar Arm

Wonstar (B-455741-7)

...is a relatively cool mid-tech agricultural planet at the very Spinward end of the Spinward Main. The site of an Imperial Naval Base, the local democracy has an extremely liberal (i.e.) lax attitude to gun and weapon control. Because of this and the ambivalent local attitudes to offworlders, TAS has declared Wonstar an Amber Zone. Despite this, there are still agricultural cargos to be exported and machinery to be imported. The Imperial Naval Base, which is located on Imperial land near the equator adjacent to the B class starport,

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also has need for non-sensitive cargo transport from time to time, making Wonstar a world which a free trader can make a living from.

The 208th Fleet has the following forces normally stationed in the Wonstar system:

- The 19th Strike Carrier Task Group (1 50,000 ton Strike Carrier, 3 3000 ton Fleet Destroyers)
- The 86th Heavy CruRon (3 75,000 ton Heavy Cruisers, 1 5000 ton Fleet Escort, 2 300 ton Close Escorts)
- The 191st and 204th EscortRon (each 4 1000 ton Destroyer Escorts)
- The 149th Patrol Flotilla (8 300 ton Close Escorts)

In addition the Imperial Marines has three complete regiments of troops stationed at the Naval Base. The Navy maintains a number of specialist support craft, small craft, System Defense Boats, refueling tankers, transports and scout-couriers at the Naval Base.

All this heavy metal requires a considerable logistical operation to keep it all supplied, and the Navy occasionally uses armed Imperial merchantmen to transport priority cargos when Navy transports are unavailable.

The tables below list, for the sake of convenience for players and Referees, cargo and passengers available from Wonstar to various destinations.

Cargo and Passengers from Wonstar to...

Froin

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
0	1	0	2	5	1	10	5

Lakou

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
1	0	1	0	7	0	4	1

Quhaiathat

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
3	2	3	7	9	2	11	8

The numbers denote the number of cargos available. The numbers assume one or more of the characters have *Persuasion* or *PS: Liaison* skills,

or *Streetwise* at +1 or higher. A group without any of these skills suffers a -1 for each number.

Froin (C-535225-9)

...is the site of Research Station Zeta. The entire population of 600 on the tidally locked frozen world works at the Station, which is located near Froin's north pole. The C class starport is operated by the local administration and is located in the twilight zone at about 45° latitude. While the Imperial Navy maintains regular transports to and from Froin, there are the occasional standard cargoes that can be carried by private ships.

Cargo and Passengers from Froin to...

Wonstar

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
0	0	0	0	3	0	4	1

Lakou

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
0	0	0	0	0	0	0	0

Quhaiathat

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
0	0	0	0	0	0	0	0

The numbers denote the number of cargos available. The numbers assume one or more of the characters have *Persuasion* or *PS: Liaison* skills, or *Streetwise* at +1 or higher. A group without any of these skills suffers a -1 for each number.

Quhaiathat (C-31479B-9)

...is a small ice world settled by Imperial colonists around 748. Rigid government controls regulate every aspect of native life, which centers around the mining of high quality metal ores, the major export from the system. A small amount of manufacturing is undertaken on Quhaiathat, but most manufactured goods and foodstuffs are imported.

The characters will have to be careful visiting Quhaiathat starport as the slightest transgression will land the characters in front of the Quhaiathat Government Transgression Tribunal. Depending on the crime the characters could land themselves

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in a Quhaiathat prison for 1-9 months.

Cargo and Passengers from Quhaiathat to... Wonstar

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
6	5	6	0	11	5	5	2

Lakou

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
2	1	2	0	8	1	4	1

Froin

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
0	0	0	0	0	0	0	0

The numbers denote the number of cargos available. The numbers assume one or more of the characters have *Persuasion* or *PS: Liaison* skills, or *Streetwise* at +1 or higher. A group without any of these skills suffers a -1 for each number.

Lakou (E-779454-7)

...is a large cold planet mostly covered by vast oceans, the population is governed by nobles who govern through large estates. The people of Lakou are divided amongst these sprawling estates. The nobles have a history of intense rivalry with several small wars throughout the last thousand years, and tensions between the estates have resulted in an Amber Zone classification. Traders into the system are cautiously welcomed however, and any mid-high tech goods with any sort of potential military classification are highly sought after.

After visiting Lakou at least once, the characters will be asked at some stage to assist in an attack by the Giesen Estate on the Tremel Estate. The Giesen noble family will pay double normal charter rates to charter the free trader for 2 weeks to assist the attack. The mission will be to provide fire support using the ship's missile rack and laser, and to insert commandos into the Tremel Estate to raid a key airfield. The opposition will be TL-7 small arms, 40mm autocannons mounted on ATVs and a few primitive tac missile launchers. Although this does not amount to much threat to a starship, these weapons could be dangerous if

the characters become too rash.

Cargo and Passengers from Lakou to... Quhaiathat

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
0	0	0	4	5	0	6	3

Tondoul

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
0	0	0	9	10	0	9	8

The numbers denote the number of cargos available. The numbers assume one or more of the characters have *Persuasion* or *PS: Liaison* skills, or *Streetwise* at +1 or higher. A group without any of these skills suffers a -1 for each number.

Tondoul (E-5136A7-4)

...officially lies outside the Imperial border, but is actually an Imperial client state. The native humans were planted on the planet by the Ancients, who built a base on Tondoul's moon. The moon (and therefore the base) has long since been pounded into dust in the final war, but the humans remained on Tondoul, supported by life support machinery built by the Ancients. Early in the era of the 3rd Imperium, the Scout Service saved the locals by repairing the failing support systems. The humans have lived for millennia in peace, and continue to worship the human Dictator who is chosen for life by referendum to rule the society. The current Dictator, apparently named Cheraz Voper, is more open to contact from his more advanced brethren from the stars than any other Dictator, and the fledgling starport is now more amenable to offworlders.

The Scout Service retains a small presence in orbit around Tondoul to monitor contact as well as support the life support systems in Tondouls trinity of domed cities. The base is actually a 1000 ton X-boat tender, with an assortment of small craft and scout service starships docked at any time.

Ancients fanatics make Tondoul a destination of choice, their intent being to walk the cities

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built by the Ancients, and perhaps find clues to unearth more Ancients treasures. Such clues are very difficult, if not impossible to find. Lunatic fringe Ancients hunters are therefore likely to be on the passenger manifest heading to Tondoul. These fanatical passengers will provide sideshow amusement for the characters, but they may also talk the characters into believing some of their stories...

ANCIENTS HUNTER SORGE DEKERMAR

Sorge Dekermar is a mid passage Vargr ticket holder who will board the character's ship bound for Tondoul. He is a wily mid-age Vargr who professes some skills in piloting spaceships, and promptly asks to "have a go" at piloting the free trader. A frequent visitor to the system, Dekermar will offer to take the characters on a guided tour of the planet's three domed cities, pointing out Ancients enigmas along the way. He will attempt to convince the characters that he has located an Ancients site at the planet's South Pole, and asks the characters for help to find the base there. He promises to share any potential monetary gain 50/50 in return for using the free trader and its crew to scout the inhospitable frozen wastes of the South Pole.

D6 Mission

1. Dekermar is sincere but misguided in his beliefs, but an extensive search of the South Pole area reveals nothing of interest. He will continue to press to extend the search, and if the characters attempt to return to the starport Dekermar will attempt to take equipment from the locker and, if available the air/raft to continue the search.
2. The search is fruitless, but Dekermar is correct in his belief that an Ancients facility exists. Unfortunately the Imperial Scout Service also knows about the base. Just before the characters break off the search, they are intercepted by two armed scout/couriers (each with a double pulse laser turret) who demand the characters leave the area and dock with the scout base in orbit. Once docked, scout service personnel will board and search the ship for evidence, copying sensor data and generally being nosy. Dekermar will be taken away by the scouts, and will not return what the free trader is finally free to undock.

D6 Mission

3. As 2, but the characters are arrested under Imperial law by the Scouts, who charge them with breaching Imperial airspace. The scouts have a lawyer at their base who states that most of the South Pole region has been annexed by the Scout Service. The characters have their ship impounded and are transported to the Naval Base at Wonstar. They must defend themselves in an Imperial Navy court convened especially for the purpose. Dekermar is amongst the accused. Penalties if found guilty are up to 5 years in an Imperial prison. Of course, they may decide to land Dekermar in it, or claim they were coerced into the trip.
- 4-6 The search finds a large depression near the South Pole, and a large structure can be discerned beneath the snow. Entry to the structure is difficult, and the structure reveals itself to be a base of unknown origin. It appears to be of Ancients origin, or so Dekermar says. Incomprehensible control panels dot the lit corridors and rooms, and there is no equipment of any kind to be pocketed, except for one item. On the floor of a corridor lies a backpack with the Imperial Scout Service insignia on it. The backpack contains a hand computer, which is filled with data on the complex. The data is possibly priceless, but it appears the Scout Service removed everything of value from the base years or decades ago. Well off Ancients fanatics and Universities will pay Cr1d6x100,000 for the data. Of course, Dekermar is not rich, and will try to make off with the data in order to sell it, despite his promises to split any profits. The Scout Service will not intervene because they removed everything of value from the site decades ago.

The Referee may also decide which of the above threads to follow, rather than rolling.

Sorge Dekermar

CT: 697877 Merchant 5 Terms

Pilot-3, JOT-1, Computer-2, Electronics-2, Streetwise-1, Pistol-1.

Equipment: snub pistol, vac suit TL-12, short range communicator, hand computer.

RELIC HUNTER SERGE DEKERMAR

Val	Char	Cost	Roll	Notes
9	STR	-1	11-	Lift 87.1kg; 1 1/2d6;
14	DEX	12	12-	OCV 5 DCV 5
11	CON	2	11-	
11	BODY	2	11-	
12	INT	2	11-	PER Roll 12-/18-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	

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2	PD	0	Total: 2 PD (0 rPD)
2	ED	0	Total: 2 ED (0 rED)
3	SPD	6	Phases: 4, 8, 12
4	REC	0	
22	END	0	
22	STUN	0	Total Characteristic Cost: 28

Movement: Running: 9" / 18"
Swimming: 2" / 4"
Leaping: 1" / 2"

Cost	Powers	END
11	<i>Starship Pilot Skill:</i> (Total: 11 Active Cost, 11 Real Cost) TF: Commercial Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft, Personal Use Spacecraft (Real Cost: 2) plus Combat Piloting 14- (Real Cost: 9)	0
5	<i>Vargr Claws:</i> Killing Attack - Hand-To-Hand 1 point (1/2d6 w/STR)	1
6	<i>Vargr Ears:</i> +3 PER with Hearing Group	0
6	<i>Vargr Legs:</i> Running +3" (9" total)	1
10	<i>Vargr Nose:</i> Tracking with Smell/Taste Group	0
3	<i>Vargr Senses:</i> +1 PER with all Sense Groups	0
6	<i>Vargr Senses:</i> +3 PER with Smell/Taste Group	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-

Skills	
5	+1 Overall (10 Active Points); Custom Modifier (only to negate skill penalties; -1)
5	Computer Programming 12-
5	Electronics 12-
0	Language: Vargr (idiomatic) (4 Active Points)
3	Language: Galangic (completely fluent)
3	Streetwise 12-
1	WF: Handguns
4	KS: General Knowledge 12-
3	KS: Archaeology 11-

Total Powers & Skill Cost: 84

Total Cost: 112

200+ Disadvantages	
10	Easily Swayed: 1 1/2 x Effect Social Interaction and PRE based skills (Common)
10	Psychological Limitation: Pack Mentality (Common, Moderate)
5	Physical Limitation: Night Blindness (Infrequently, Slightly Impairing)
0	Experience Points

Total Disadvantage Points: 112

Scout Service Security Personnel

CT: 787777 Scout 4 Terms

Pilot-1, JOT-1, Engineering-1, Gunnery-1, Brawling-1, Laser Weapons-1, Survival-1.

Equipment: vac suit-12, laser pistol, short range communicator, hand computer.

TYPICAL SCOUT SERVICE SECURITY PERSONNEL

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-	
11	INT	1	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2d6
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	
22	END	0	

Total Characteristic Cost: 23

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

Cost	Powers	END
5	<i>Starship Pilot Skill:</i> (Total: 5 Active Cost, 5 Real Cost) TF: Commercial Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft, Personal Use Spacecraft (Real Cost: 2) plus Combat Piloting 11- (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
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 Manuever Drives 11- (Real Cost: 2) plus KS: Starship Power Plants 11- (Real Cost: 2)	0

Perks	
3	Well-Connected

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- 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-

Skills

- 5 WF: Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons
Note: Lasers, Missiles, PAW, Meson Guns, High Energy Weapons,
- 2 WF: Laser Pistols, Laser Rifles **Note:** Laser Weapons
- 5 +1 with Ranged Combat
- 3 Survival 11-
- 5 +1 Overall (10 Active Points); Custom Modifier (only to negate skill penalties; -1)
- 1 PS: Vacc Suit 8-
- 4 KS: General Education 12-

Total Powers & Skill Cost: 53

Total Cost: 76

Total Disadvantage Points: 76

Cargo and Passengers from Tondoul to...

Mewey

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
2	1	2	7	8	2	10	7

Lakou

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
0	0	0	0	3	0	0	0

The numbers denote the number of cargos available. The numbers assume one or more of the characters have *Persuasion* or *PS: Liaison* skills, or *Streetwise* at +1 or higher. A group without any of these skills suffers a -1 for each number.

Mewey (D-786799-5)

...is the capital of the fledging Mewey Empire. A humanoid minor race, the Mewey are slender humanoids weighing about 180 pounds, and covered in fine fur. Their society has advanced to the nuclear age, and they have just received Jump-1 technology from the Aslan, in return for ceding an archipelago of islands to an Aslan clan.

The Mewey live on a pleasant world, and are ruled by an efficient, if somewhat conservative bureaucracy. The locals are friendly towards the

helpful Aslan, but view Imperials with suspicion because of their dominance in the region.

The Aslan clan which owns land on Mewey is incorporated into a trading operation known as Ikthurri Corp. This company runs the technology transfer operation from Aslan colonies in the Trojan Reach to Mewey, utilizing 3 400 ton Aslan Jump-3 trading ships. This lucrative business is responsible for importing the technology and high-tech parts required to keep the Jump drives and fusion powerplants in Mewey's starships operational. Computers and other items are also imported. The Aslan trading ships are armed, and always on the lookout for trouble, given their high value cargos. Ikthurri Corp jealously protects its importing near-monopoly.

Attempts by the characters to import mid-high tech goods to Mewey will be frowned upon by the Aslan clan. They will attempt, at every opportunity, to convince the characters to leave the Mewey system, along with their standard cargo and any speculative cargo they may carry. Ikthurri Corp will not care about low tech goods or agricultural or raw materials – their concerns are for computer and engineering parts including components for Jump drives, contra-grav modules, and fusion and fission powerplants. Ikthurri Corp Aslan thugs will resort to intimidation, bribery, even sabotage of the character's ship. They may be encountered in groups of 3-5. The local Mewey law enforcement will turn a blind eye, or show blatant bias towards their Aslan friends.

Ikthurri Corp Aslan Thugs

CT: 977777 Marine 4 Terms

Grav Vehicle-1, Combat Rifleman-1, Demolitions-1, Gunnery-1, Brawling-2, SMG-2, Zero-G Combat-1.

Equipment: cloth armor, SMG, short range communicator, 1-4 tranq grenades, binoculars.

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TYPICAL ASLAN THUGS

Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 174.1kg; 2 1/2d6; [1]
11	DEX	3	11-	OCV 4 DCV 4
11	CON	2	11-	
12	BODY	4	11-	
11	INT	1	11-	PER Roll 11-/13-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
3	PD	0		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	9		Phases: 4, 8, 12
5	REC	0		
22	END	0		
25	STUN	0		Total Characteristic Cost: 31

Movement: Running: 9" / 18"
Swimming: 2" / 4"
Leaping: 2" / 4"

Cost	Powers	END
5	<i>Aslan Eyes:</i> Nightvision	0
4	<i>Aslan Hearing:</i> +2 PER with Hearing Group	0
3	<i>Aslan Legs:</i> Running +3" (9" total) (6 Active Points); Increased Endurance Cost (x3 END; -1)	3
10	<i>Dew Claw:</i> Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR)	1
17	<i>Brawling Skill:</i> (Total: 20 Active Cost, 17 Real Cost) +2 with HTH Combat (Real Cost: 10) plus Hand-To-Hand Attack +2d6 (10 Active Points); Hand-To-Hand Attack (-1/2) (Real Cost: 7) 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-

Talents

2	Environmental Movement (no penalties on)
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Skills

5	+1 with Ranged Combat
3	Combat Driving 11-
3	Demolitions 11-
0	Language: Aslan (idiomatic) (4 Active Points)
3	Language: Galangic (completely fluent)
3	Scholar
1	1) KS: Boarding Actions (2 Active Points) 11-
3	PS: Tolerance 11- Note: Aslan only
1	TF: Grav Vehicles/Hovercraft

2	WF: Assault Rifles/LMGs, Gauss Guns, Rifles, Shotguns, Submachine Guns Note: Combat Rifleman
5	WF: Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons Note: :Lasers, Missiles, PAW, Meson Guns, High Energy Weapons,

Total Powers & Skill Cost: 77

Total Cost: 108

200+ Disadvantages

15	Psychological Limitation: Aslan Code of Honor (Common, Strong)
15	Psychological Limitation: Aslan Male, Warrior and Leader (Common, Strong)
0	Experience Points

Total Disadvantage Points: 108

Cargo and Passengers from Mewey to... Tondoul

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
5	4	5	10	11	4	13	8

Ochecate

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
3	2	3	8	9	2	10	7

The numbers denote the number of cargos available. The numbers assume one or more of the characters have *Persuasion* or *PS: Liaison* skills, or *Streetwise* at +1 or higher. A group without any of these skills suffers a -1 for each number.

Ochecate (E-747569-7)

A captive colony of the Mewey, the minor race have colonized this world with the assistance of the Aslan. Led by a Mewey Governor, efforts are currently being undertaken to build up a colony, and solve the medical problem of an airborne pathogen which plagues the atmosphere of Ochecate and causes severe influenza-like symptoms. Only when this medical problem is resolved will the planet be properly opened to development. If any medical geniuses are amongst the character's crew, their efforts and insight into the problem would be welcomed by the local authority, and perhaps provide further opportunities in the Mewey "Empire".

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Cargo and Passengers from Ochecate to...

Mewey

Priority	Hazardous	Security	Major	Minor	Incidental	Low	Mid
3	0	3	8	9	0	10	6

The numbers denote the number of cargos available. The numbers assume one or more of the characters have *Persuasion* or *PS: Liaison* skills, or *Streetwise* at +1 or higher. A group without any of these skills suffers a -1 for each number.

Competition

In this part of the Marches, there is little competition from anyone for cargo. The Imperial Navy carries most of its cargo in its own ships. Megacorporates don't provide services to this part of the Spinward Main. The armed free trader *Lucky Star* operates from Wonstar and services the same routes as the characters will in this campaign. In addition two subsidized merchants (the *Perinee* and *Dogstar*) operate mail runs and carry cargo up and down the Wonstar Arm into District 268. The subbies are armed with a double sand turret and a double missile turret. But other than these, the only competition is from the occasional far trader passing through.

The *Lucky Star* is a new-build armed free trader crewed by ex-Naval reservists from the 5th Frontier War, led by a merchant captain named Lynn Breget. Lynn worked for a small shipping firm in District 268 until she struck out on her own. Her ethics are questionable and she is particularly aggressive in negotiating. She is determined to get rid of competition in the Wonstar area, and will do so by spreading rumors about the unreliability of the characters' ship and crew. This tactic will start to affect the characters in the campaign, and a confrontation of some kind with the *Lucky Star's* crew will be inevitable. It is far more likely the confrontation will be in the form of crew versus crew, rather than a costly space battle.

The crews of the *Perinee* and *Dogstar* are more neutral towards the characters, although that will

not last if the characters antagonize them in some way.

Lynn Breget

CT: 777787 Merchant 6 Terms

Grav Vehicle-2, Streetwise-2, Liaison-2, Bribery-1, Vac-1, Shotgun-1, Steward-1, Pistol-0, Brawling-0.

Equipment: vac suit, snub pistol, shotgun.

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CAPTAIN LYNN BREGET

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-	
11	INT	1	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2 1/2d6
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		
22	END	0		
23	STUN	0		Total Characteristic Cost: 21

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

Cost	Powers	END
3	Hand-To-Hand Attack +1d6 (5 Active Points); Hand-To-Hand Attack (-1/2)	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	Fringe Benefit: Starship License
5	Money: Well Off

Skills	
5	+1 with HTH Combat
5	+1 with Ranged Combat
3	Bribery 12-
5	Combat Piloting 12-
3	Jack of All Trades
3	1) PS: Liaison (4 Active Points) 13-
2	2) PS: Steward (3 Active Points) 12-
2	3) PS: Vacc Suit (3 Active Points) 11-
5	Streetwise 13-
1	TF: Commercial Spacecraft & Space Yachts, Grav Vehicles/Hovercraft, Personal Use Spacecraft
4	WF: Handguns, Laser Pistols, Laser Rifles, Shotguns

Total Powers & Skill Cost: 56

Total Cost: 77

Total Disadvantage Points: 77

Crew of the Lucky Star

CT: 777787 Navy 4 Terms

Pilot-1, Vac-1, Ship Tactics-1, Laser Weapons-1, Engineering-1, Computer-1, Mechanical-1, Liaison-1, Navigation-1, Engineering-1, Gunnery-1, Pistol-0, Brawling-0, Grav Vehicle-0.

Equipment: vac suit-12, snub pistol.

TYPICAL LUCKY STAR CREW

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-	
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)
2	SPD	0		Phases: 6, 12
4	REC	0		
22	END	0		
23	STUN	0		Total Characteristic Cost: 12

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

Cost	Powers	END
5	<i>Starship Pilot Skill:</i> (Total: 5 Active Cost, 5 Real Cost) TF: Commercial Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft, Military Spacecraft, Personal Use Spacecraft (Real Cost: 2) plus Combat Piloting 11- (Real Cost: 3)	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-

Skills	
3	Computer Programming 11-
2	WF: Laser Pistols, Laser Rifles Note: Laser Weapons
5	WF: Vehicle Weapons, Vehicle Weapons, Vehicle Weapons, Vehicle Weapons Note: :Lasers, Missiles, PAW, Meson Guns, High Energy Weapons,
3	Mechanics 11-

Golden Age Starships 8: Armed Free Trader HERO Edition

5	+1 with Ranged Combat
2	SS: Starship Engineering 11-
3	PS: Liaison 11-
3	Navigation 11-
3	PS: Vacc Suit 11-

Total Powers & Skill Cost: 41

Total Cost: 53

Total Disadvantage Points: 53

Piracy

Despite regular Imperial Navy patrols by Gazelle class escorts operating from Wonstar, piracy is a serious problem in the area, and is perhaps the most important reason why few merchants have moved into the area yet. Corsairs operate from two primary bases in the immediate area: Jinx in Five sisters, and Inchin in District 268. Further details on corsairs operating in this area are outlined in Golden Age Starships 6: Corsair, from Avenger Enterprises.

Starship Encounters

The Wonstar Arm does not see much traffic, but some of that traffic is of a highly specific nature. The following table acts as a specialized ship encounter table for the Wonstar Arm. Note that 1d3 Gazelle class Close Escorts will always be in system somewhere unless the Referee rolls a 17 or 18 on the table below. These navy vessels will be present in addition to any other vessels roll for. The Gazelles may or may not be in a position to intercept any corsair attacks on the characters. The Referee must determine this.

Encounters are defined as the ships coming close enough to track and communicate with each other. Other craft may be insystem, but not close enough to communicate or intervene.

3D6 Encounter

3	Imperial Navy 86th Heavy CruRon on patrol, exercises or transiting to/from Jump point
4	Imperial Navy EscortRon on patrol, exercises or transiting to/from Jump point
5	X-Boat Tender
6	1d3 Gazelle class Close Escorts on patrol
7	Imperial Navy Scout/Courier
8	Armed Free Trader Lucky Star
9	Subsidized Merchant Perinee or Dogstar
10	200 ton Imperial Navy Auxiliary Far Trader
11	Local small craft – either customs or patrol
12	Imperial Navy 400 ton System Defence Boat (If Mewey system, 400 ton Aslan trader)
13	200 ton Independent Far Trader
14	Independent Scout/Courier
15	Imperial Scout Service Scout/Courier
16	400 ton Corsair
17	400 ton Corsair
18	No Encounter
DMs	
-3 if Wonstar system	
+2 if D, E or X class starport	

THE BRIDGE

The bridge of any starship is the nerve center of the vessel, and the bridge of an armed free trader is no different. The bridge positions in the diagram below are typical of the layout of an armed free trader. However, the Functions of each position are interchangeable between the bridge positions, as each function (pilot, navigator etc) is a suite of software programmes, not hardwired into a bridge position.

Each **Function** is accessed and controlled via large color LCD touch-screens at each position. Keyboards are also present at each bridge position, although they are rarely used and are usually for backup use only. Voice activated commands can also be used, although normal chatter on a bridge may sometimes render this a less than effective interface device. The Functions can be switched from position to position depending on circumstances and personal taste. The diagram below is the “default” layout for this vessel. Normally, Functions can only be switched by the Captain using an over-ride code.

All Functions have access to the communications software and communications arrays on the vessel.

Flight Controls Bridge Function (Position A)

Normally occupied by the pilot, this function contains all the controls required to maneuver the starship in space, as well as control in atmospheres. The pilot can also access all data from the Engineering and Navigation Functions, although not control those Functions.

Engineering Bridge Function (Position B)

Although the Engineer may not always be present on the bridge, monitoring and control of the powerplant, Jump drive and Maneuver drive, as well as life support systems happens under this Function. The

Engineer Function can also be accessed from a console in the engineering room.

Command Bridge Function (Position C)

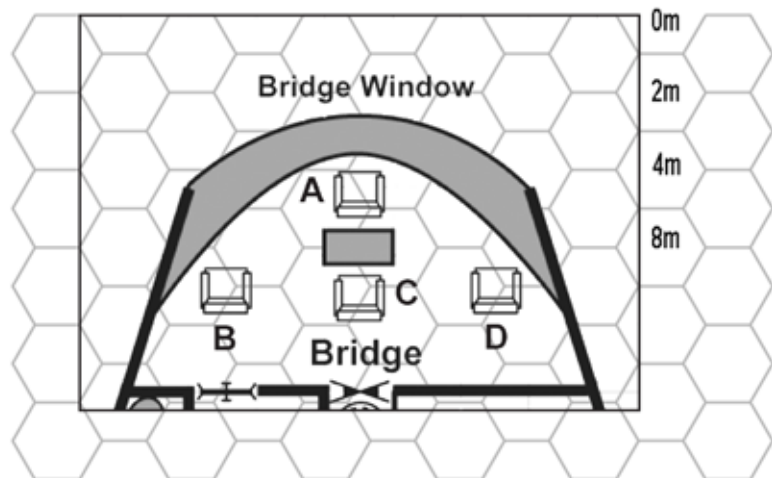
Normally occupied by the Captain, the Command Function duplicates the Flight Controls function if the Captain requires it. The Command Function also controls the security systems on the ship, including over-ride controls for all airlocks, bridge access and anti-hijack programs.

Navigation Bridge Function (Position D)

The navigator occupies a vital position on the bridge. The Navigation Position relays vital data on the ship's position in space, as well as controlling the sensor and transponder systems on the spacecraft.

Weapons Function (Turret positions or Position C)

This suite of programs controls the weapons systems on an armed free trader. This function is not supplied with a standard free trader. The Weapons Function is usually controlled at the consoles in the two turrets, and are used by the gunners of the ship. But the Captain, at his discretion, can remote control either of the turrets from his position on the bridge, using the Weapons Function.



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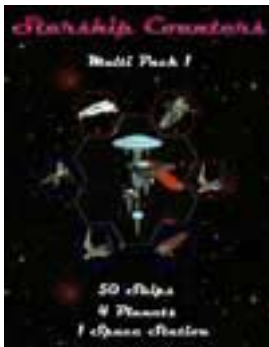
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