Traveller: The New Era
Guilded Lilly 3
Into The Darkness

TRAVELLER

TRAVELLER: THE NEW ERA
GUILDED LILLY 3:
INTO THE DARKNESS

AN ADVENTURE FOR TRAVELLER

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

PART 3 OF THE VIRUS REDUX TRILOGY

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CHAPTER 1 - INTRODUCTION

PLAYERS INTRODUCTION

In Part 1 of the trilogy "The Guilded Lilly", the Reformation Coalition Exploration Service sent a preliminary recon-naissance mission to Berens in Madoc Subsector. Berens possessed a C class starport, and the RCES Team were to "met and greet" the locals and establish a presence, that the RC would later expand into a full embassy.

Guild Captain Auturo was on planet, advertising a brand new type A2 Far Trader, the "Guilded Lilly", for sale. Apparently the Guild was offering new starships for sale to existing Free Traders in return for their old ship and easy credit terms. However, the war of words between the RCES Team and their friends and Captain Auturo escalated, and the Captain and his men assaulted one of the team's friends in an alleyway.

Auturo and his crew had armed themselves from weapons in their ship and were trying to gain control of the township and hence the planet. The RCES Team thwarted Captain Auturo's plan, However as the team members were celebrating, Jo Donskoi approached the PCs with disturbing news. "The Guilded Lilly" was really a Vampire Ship. After a running battle with Lilly's internal defenses, they captured the ship. Interrogation of the captured vampire revealed one thing "Ebekhar"

In Part 2 – "Belly of the Beast", the RCES Team journeyed deep into unknown territory. Upon arrival at Ebekhar, they discovered a TL7/8 friendly space-going society who admitted building and selling the Lilly to Captain Auturo, but denied their ship was a vampire. The Ebekharians proudly showed the RCES Team their ship building facilities.

Covert operations and research by the RCES Team discovered the yards were a fake, and contact with local rebels revealed the true story of Ebekhar – as a vampire front. The rebels directed the RCES Team to a viral controlled facility on the moon Hope. After a vicious battle with local and vampire space forces, the RCES Team landed on Hope to discover a vast underground low berth facility, populated by a malevolent viral entity "Lillian" and large numbers of primitive tribesmen.

The RCES Team rallied the tribesmen and assaulted Lillian's sanctum. Lillian was destroyed by a self-destruct charge planted by someone else. Evidence from the rebels and from Lillian's records pointed to a controlling vampire entity out-system, but gave no further leads. However, during the RCES Team's explorations of Hope's Warrens, they did discover evidence of the passage of a RCES ship "Mississinewa". The RCES Team's only lead is to try and recover the missing vessel.

ABOUT THIS PRODUCT

Into The Darkness is the Third Part of the Virus Redux Epic Adventure originally produced by GDW with Part 1 – The Guilded Lilly, and continued by the Avenger Enterprises adventure "Belly of the Beast". This adventure is designed for Traveller, The New Era rules. A summary of the "Guilded Lilly / Belly of the Beast" adventures is presented in the "Players Introduction" to allow use of this adventure, even if Parts 1 & 2 has not been played.

This product is compatible with the New Era Timeline and the future history of the Traveller Universe as detailed in the New Era Traveller Sourcebook "Bearers of the Flame" produced by Avenger Enterprises.

REFEREES SUMMARY

In Part 1 of the Virus Redux Epic, the RCES Team were dispatched by the RECS to open relations with the important independent world of Berens at the edge of the Madoc Subsector in the Diaspora Sector. Berens holds a vital resource in the RCES's expansion plans, a working Class C starport.

Whilst on Berens, the team encountered a Guild captain, offering Free Trader captains the chance to buy new Type A2 *Jayhawk* Far Traders. However, the new ship was a disguised vampire. After a violent confrontation, the RCES Team with the aid of several townspeople repulsed a coup attempt by the Guild and disabled the vampire starship. Interrogation revealed only a single word "Ebekhar".

In Part 2, the RCES Team arrived at Ebekhar, to find a friendly society that denied knowledge of the vampire. Further investigations revealed them to be a vampire front. The team located the controlling vampire on the moon Hope and eventually rallied the primitive tribesmen to over-throw the vampire Lillian.

But the trail had gone cold, the only remaining clue being the location of a missing RCES ship "*Mississinewa*" who had also encountered the vampires at Hope. The "*Mississinewa*" is the last remaining chance to track down a very well organized and equipped vampire nest.

In Part 3 – Into the Darkness, the RCES Team returns to Kennebunk and locate the missing *Mississinewa* down in a mountainous area. The ship and its crew have been helping fleeing refugees from the "G'naak" crusades of the ruling K'Kree. The *Mississinewa* is crippled by damage to her engines and the lost of most of her engineering crew.

Help and parts from the Victrix, and especially the knowledge of Shrier Magemeneas allow the repair of the damaged drives, but as the last checks are underway, a K'Kree commanded column is spotted approaching. A counter

attack by the RCES Team disrupts the column sufficiently for the refugees to flee further into the mountains and completion of the engineering checks. As the two RCES blast off, they are intercepted by a human crewed Imperial heavy fighter, who promptly defects to the RCES.

Back at Ebekhar, the RCES forces can pick up a derelict sensor drone left by the *Mississinewa*. They can also pick up extra parts and crew from the various tribes at Hope. Ebekhar is slipping into civil war without vampire support to the government. Data from the sensor drone will allow the RCES to narrow down the location of the vampire nest to Iiselu, in the middle of the Blight Rift. As the RCES taskforce leave the system, Ebekhar's war goes nuclear.

At Iiselu, the small RCES fleet will detect a partially renovated highport – the location of Ernest's shipyard. The taskforce will be able to disable Ernest's SDB's using tactics developed over Hope. The battle damaged and exhausted RCES fleet will finally almost have the highport at their mercy, when Ernest reveals his ace in the hole – a 5ktn Heavy SDB.

The *Mississinewa* is disabled and captured, covering the retreat of the RCES Team onboard the *Riggins Victrix* and the fighter. The fighter is destroyed covering refueling operations, but the *Riggins Victrix* just makes jump. The *Riggins Victrix* then flee back to the RC rendezvous point in the Davao system pursued by a vampire patrol cruiser. Fortunately an RCES clipper is at Davao. The clipper's guns are sufficient to turn the tide of battle. The clipper repairs and re-arms the RCES Team's ship and sends them back to destroy the vampire shipyard.

Covert insertion of agents, either via the use of the damaged patrol cruiser as a Trojan horse or infiltration from the planet's surface, will get the RCES Team on board the highport. The RCES Team members can rescue their captured comrades whilst attempting to capture or destroy Ernest and his forces. At a critical juncture, a Guild ship will arrive in the system and Shrier Magemeneas will reveal himself to be a Guild agent. The situation degenerates into a confused three-way fight for control and survival.

The RCES Team may rescue their comrades, gain control of a useful if exposed TL12 shipyard, foil both the Guild and the vampire Ernest, and get a glimpse of the situation at the viral dominated Imperial core.

TIMELINE

Activity	Estimated Duration	Estimated Date
Start		Mid August 1202
Travel from the RC to Berens	6 weeks	End September
Guilded Lilly	2 weeks – 4 weeks	Mid to End October
Transit Berens to Ebekhar	7 weeks	Mid December
Ebekhar investigations	1 week	Xmas
Hope	1 month (4 weeks)	Late January 1203
Transit to Kennebunk	1 week	End January
Kennebunk operations	3 weeks	
Transit to Ebekhar	1 week	End February
Locating Drone / Further Hope operations	2 weeks	Mid March
Transit to Iiselu	1 week	Late March
Battle of Iiselu	-	
Retreat	4 weeks	Late April 1203
Battle at Davao	-	
Refit at Davao	1 week	End April 1203
Return to Iiselu	4 weeks	End May 1203
Final Confrontation	???	

CHAPTER 2 - KENNEBUNK

KENNEBUNK SYSTEM DETAILS

Orbit		UWP	Comments
-		G2V	Main Star – Proteus
0		M0 Dwarf	Companion Star - Omega
1		Empty	
2		YS00000-0	
3		**Kennebunk** C69469D-9	Ag, Ni. TNE UWP: E6946Q3-4
4		Y9A1000-0	
5		F20046D-8	Government owned low gravity manufacturing facility. Destroyed during the collapse.
6		Empty	
7		H80311A-8	Ice Capped. Small company owned mining facility exploiting industrial crystals. Abandoned after pirate raids during Hard Times
8		Empty	
9		Large Gas Giant	
	1	Y000000-0	
	2	Y000000-0	
	3	Y000000-0	
	4	Y512000-0	Ice Capped
	6	Y400000-0	
	7	G500337-8	
	12	Y300000-0	
	20	Y330000-0	
	45	Y600000-0	

Kennebunk was always a minor world. Its primary exports were agricultural products to the nearby industrial world of St Denis, from which it purchased the majority of its technological imports. The world was colonized during the Terran Confederation Period and regressed to a pre-industrial state during the long night.

Kennebunk was absorbed into the Imperium in 264. It was transferred into the Solomani Autonomous Region and stoutly defended by the Solomani during the Solomani Rim War. The Solomani insistence on protecting every border world including Kennebunk actually weakened the defense of the much more vital industrial world of St Denis. The ruling pro-Solomani elite was deposed and exiled by the Imperial Admiral and a bureaucracy established.

The inhabited large gas giant's moon contains the former pro-Solomani ruling elite (population 2,000), who were exiled here following the Imperial replacement of the existing Kennebunk government with a bureaucracy following the end of the Solomani Rim War in 1002.

The world remained within Lucan's Imperium during the Rebellion, until the withdrawal of Lucan's forces from the Sector in 1124. The world was subject to occasional pirate raids during Hard Times and the disruption in supplies from St Denis caused a reduction in local TL to TL5.

ARRIVAL

The *Riggins Victrix* emerges with a blue flash close to Kennebunk's single gas giant. A preliminary passive sensor sweep (**TNE**: Average Sensors Task Roll; **CT** Sensors/Computer, DM+2) will reveal no local contacts. After refueling, the *Riggins Victrix* can begin its approach to Kennebunk.

Passive sensor scans will reveal that the Imperial era installations on the gas giant's moons are dead, and cold.

LISTENING IN

Crossing Orbit 5 allows the first meaningful scans of Kennebunk. A (**TNE**: average sensor; **CT** Sensors / Computer, DM+2) task roll will reveal the following:

❑ There are no obvious high power transmissions across the system.

❑ There does not appear to be any large artificial satellites in orbit.

❑ There does not appear to be any ships in orbit

❑ There is a ship approaching Kennebunk.

The Riggin's crew will suggest running silent to prevent detection.

The *Riggins Victrix* can conduct further passive scans to determine further details on the ship. Active scans will gain additional information, but will give away the *Riggins* position. The vessel is a standard *Jayhawk* Class Far Trader. The *Jayhawk* is running constant passive scans. Its chances of detecting the *Riggins* are detailed in the Rulebook. If the *Jayhawk* detects the *Riggins*, it will accelerate towards Kennebunk, whilst maintaining radio silence.

As the *Jayhawk* approaches orbit, a radio conversation will be initiated between the ship and the ground.

"This is trader *SS "Like it or Not"* requesting clearance to land"

A human voice will reply:

"This is Kennebunk control, acknowledging, do you have the parts?"

"Affirmative Kennebunk Control, you can tell the Steppelord, we have his consignment of parts. Over."

"This is Kennebunk Control, landing permission granted, activating beacon."

The Victrix's sensors will detect a low power radio-landing beacon from near a city on the main western continent.

A sensor sweep (**TNE**: Sensors, Difficult: **CT**: Sensors / Computer, DM 0) will detect low power radio transmission from the western continent. The language is unknown to the RCES personnel. It is possible that any Imperial Era remnant team member with a previous history of encounters with the K'Kree will be able to recognize the language as K'Kree, but would not be able to translate the messages.

A second sensor sweep (**TNE**: Sensors, Difficult: **CT**: Sensors / Computer, DM 0) will detect low power radio transmissions from a mountainous area, near a large island chain on the northern end of the western continent. The radio transmissions are on a different, higher frequency than the K'Kree transmissions. They are in standard RCES code and from the RCES *Mississinewa*.

The RCES Team can attempt to contact the *Mississinewa*, but will not get a response. The RCES *Mississinewa* is maintaining a low radio profile to prevent K'Kree forces identifying its position. Any high powered broadcast from the *Riggins Victrix* will be detected by the K'Kree – see Spotted below.

SNEAKING IN

The K'Kree maintains a constant sensor watch using a TL13 180,000km PEMS mounted on their single remaining K'Kree trader. The trader remains at the starport due to various equipment failures and is not currently space worthy. An experienced operator mans the sensor.

The best approach is to maintain radio silence and drift in. If the Victrix is detected, then the deceptive jammer can be used to disrupt any fire control locks until the ship can enter the atmosphere and drop below the PEMS sensor horizon and then turn off the jammer before approaching the mountainous area to the north of the western continent.

SPOTTED

If the K'Kree detects the approach of the *Riggins Victrix*, they will covertly alert their remaining PADM emplacement, and move their remaining K'Kree trader into a bunker. They will not directly challenge or communicate with the Victrix. They will track it using their passive sensors (TL13 180,000km PEMS).

They hope to track the Victrix to current rebel positions, which will allow a K'Kree counterattack – See Chapter 3. The K'Kree response to the Victrix's attempts to leave will be more forceful and detailed in Chapter 3.

APPROACH

Experienced covert operatives or ships crew familiar with deploying such covert operatives will realize that it is sensible to enter a planets atmosphere and descend to below the level of sensor coverage, away from the actual landing area. This way any sensor locks and resultant searches will concentrate in the area where contact was lost, rather than on the landing zone.

The *Riggins* drops through the upper atmosphere at hypersonic speeds, and slows dramatically as the atmosphere thickens to prevent telltale sonic booms. It drops into the mountains and below any possible sensor coverage over 200kms from the site of the radio transmissions.

The *Riggins* can then fly at safe NOE speeds through the mountains towards the site of the radio transmissions whilst searching for a landing site. It will take approximately 2 hours at safe NOE speed to reach the site. The RCES Team can decrease the time taken by exceeding the safe NOE speed if they wish. The Captain of the *Riggins* will initially refuse requests to increase speed unless given a pressing reason.

If the RCES Team order an increase in speed, then a piloting task roll should be performed every 15 minutes to prevent an impact with trees or the mountainside.

Two Times Safe NOE:
TNE: Pilot, Difficult; **CT**: Pilot, DM 0
Three Times Safe NOE:
TNE: Pilot, Formidable; **CT**: Pilot, DM-2

If the *Riggins* suffers an impact with the terrain, then consult the rulebook to resolve the effects of the impact.

As the *Riggins* approaches the area of the RCES radio transmission, the terrain becomes less mountainous and moderately sized forested valleys can be seen. Several have clearings large enough for the *Riggins* to safely land.

If the *Riggins* uses a low power radio transmission within 20km of the site of the RCES radio transmissions, they will be greeted with a similar low power radio transmission.

The transmission will be in an old RCES code and will request identification and the exchange of codewords. The Communications Officer on the *Riggins* can easily respond in kind. The *Riggins* will then receive coded landing instructions and co-ordinates.

If the *Riggins* swoops into the valley where the RCES radio transmission originated, then they will cause terror amongst the refugees and rebels living in the valley, who will mistake the RCES vessel for a K'Kree air attack. One laser turret and the passive sensors on the *Mississinewa* will be manned and on overwatch. Normally the high tech sensors on the *Mississinewa* give plenty of warning of K'Kree air patrols; however, they may not give advanced warning of the approach of the *Riggins Victrix*, especially if the *Riggins* still has its jammers operational against possible K'Kree detection.

The active turret on the *Mississinewa* will fire upon the *Riggins* when it clears the ridges of the neighboring mountains (Experienced NPC). The rebels will also fire a hand-held TL7 Surface to Air Missile (Experienced NPC). The sensor crew on the *Mississinewa* will soon identify the approaching vessel as a Victrix class sloop and cease-fire unless the *Riggins* is firing back. The rebels will continue to fire for three rounds, until the *Mississinewa* can radio a cease fire order. Details of the TL7 IR Homing SAM are presented below:

TNE: Concussion: 4, Burst 25, Penetration 1C, Short Range 1340m, Meters/turn 2500, Agility 5
CT: Range 1340m, Agility 5, Damage: as per RAM grenade.

MEETING THE *MISSISSINEWA*

If the *Riggins* lands in a nearby valley, the RCES Team or the Marine Recon Team can hike to the site, or fly if they remember the two broomsticks in the Riggin's pod. An approach on foot will require the team to hike over the mountain ridge, which will be accomplished in about six hours. Travel by broomstick will take less than ½ hour.

An aerial approach will spread concern amongst the refugees, but the strange appearance of the broomsticks and the obvious RCES garb (body suits or marine light battledress) will cause the rebel patrols to hold their fire. The broomsticks can be landed in the camp and several rebels will cheerfully great the new arrival with a barrage of questions

"Who are you? Where are you from? Have you come to visit your friends? How does that fly?"

Very quickly two RCES marine troops will push through the crowds salute and request identification. If they get an appropriate answer they will escort the team to see the XO of the *Mississinewa*.

An approach on foot will result in the Team being detected by rebel patrols several km from the site. A single rebel will emerge from the trees and greet the team in a friendly manner (hands out, weapon holstered) and ask the same sort of questions detailed above. Any appropriate answer, couple with the RCES uniforms will satisfy the patrol, who will escort the team back to the village.

The *Mississinewa* is grounded near a small mountain lake.

It is covered with camouflage netting and in some places has been painted to match the surrounding terrain. One of the cutters appears to be missing from its hanger, and hoses dangle from fuel valves into the lake. The lower engineering hull shows signs of heavy battle damage, and re-patching of the hull. The clear area of the valley is primarily given over to limited farming and goatherds. Log huts ring the open area, and most are located in the shadow of the surrounding forest. Several people can be seen tending the farms and the flocks whilst others fish in the lake, or gather fruits and berries from the edge of the forest.

The two RCES Marines will lead the team to one of the *Mississinewa*'s airlocks and escort the team inside to a troop briefing room. There they will met the *Mississinewa's* XO (Details of Fallon Skorziini can be found in the NPC's section at the end of this Chapter). Fallon will politely great the team and ask for formal identification, and the name of the team's ship. Any sort of RC identification will satisfy Fallon and he will eagerly ask for news from the RC. The RCES Team or the Marine Recon Team can fill in the last year's events.

Fallon will then use the ship's intercom to order a marine squad to clear an area of forest to allow the *Riggins* to land. A short while later, muffled explosions can be heard as the Marines use explosives to clear trees.

Once the *Riggins* has moved to its new landing spot, Fallon will arrange a meeting between the senior officers of the two RCES vessels and the RCES Team members (as the onboard covert insertion / diplomatic team). The meeting will be held in the troop briefing room onboard the *Mississinewa*, and will be attended by the Captain, XO, Chief Gunner, and Troop Leader of the *Mississinewa*, the Captain, XO, Chief Gunner and Chief Engineer from the *Riggins*, the RCES Team members and Shrier Magemeneas as local guide.

Captain Maeve Marstens will heartily welcome her fellow RCES officers and is eager to catch up on events, but first she will inquire as to the RCES Riggin's Victrix's mission and reasons for coming to Kennebunk. This is the time for the RCES Team leader to relate the event on Berens and Ebekhar and the new covert vampire threat to the sector.

Captain Marstens will nod several times during the briefing by the Riggin's personnel.

"That explains a lot of things. We were on a general sweep of the subsector looking for the missing twelve, other Dawn League MFU ships, Guild ships and friendly surviving starports. We had performed a brief flyby of Kennebunk and found no signs of an industrial society. St Denis appeared to have fallen to Virus, although we did have a tense stand-off with some raiders who tried to stop us refueling."

"We entered the Ebekhar system near its second large gas giant and dispatched a drone to check for anymore raider surprises. The drone said the gas giant was clear so we refueled and went in-system, leaving the drone to watch our backs."

"As we neared Ebekhar we spotted a *Jayhawk* Far Trader on an inbound course to Ebekhar. It was greeted by two local low tech SDB's, but then it communicated to both SDB's in typical Virus high speed chatter. It looked like all three ships were vampires. Suddenly both SDB's turned towards us and boosted at maximum speed, we had obviously been spotted, although those ships did not detect us. The two SDB's were soon joined by a third launched from the planet."

"The *Mississinewa* and our gun-pack cutters moved to engage the SDB's and chase down the Far Trader. We were beating their arses and had downed one SDB with little damage, when two ships lifted from one of the moons. These new ships were front line Imperial SDB vampires. To be honest, we were no match for those ships and the locals. We managed to retrieve one of the cutters whilst running for jump point. Then just as we engaged the drive, the SDB's opened up with what "Short-Round" tells me were spinal particle accelerators. They blew out the lower engine room, killing Chief LT Danislaus "Santa-Claus" Loukas and most of his crew. Fortunately the jump still worked and we made it to here."

"We managed to land in this remote area and have established friendly relations with the locals; I will get Fallon to introduce you to Mikhail later. But the jump drive was damaged by the emergency jump. We have managed to repair most of the damage and re-pressurize the engine room, but certain components can't be replaced, and with the loss of Chief Loukas we can't rebuild them. So we have been marooned here ever since."

"Could your engineering crews examine our drives, it would be nice to see home again."

"As for your vampires, that drone had a year's supply of fuel, it should have seen something, provided the vamps didn't find and destroy it."

If asked about the local situation, Captain Marstens will direct Fallon to take the RCES Team to see the village leader "Mikhail Baarin". "He can explain better than I, the cruelty of this world. After you have spoken to him, you may judge our support to these people in a different light"

With that Captain Marstens formally closes the meeting, leaving the engineering crews and Shrier to discuss the inspection of the *Mississinewa's* drives.

LOCAL HISTORY

The *Mississinewa's* XO Fallon Skorziini will introduce the RCES Team members to Mikhail Baarin the camp leader. After brief handshakes, Mikhail will lead the RCES Team members into his log hall, and asks them to sit around his fire.

"I am no bard" says Mikhail "but Fallon said you would be interested in the history of our world, so here is my poor telling of the tale."

"The old folk say we were a prosperous world, with farms where the fields were full of golden Terran wheat and the cows were fat. We traded our produce for technological wonders from St Denis. My Grandfather had a farm near the capital city."

"Lucan's war of rebellion ended that, the wonders no longer came, and the Solomani rained death from the skies, but still the farms prospered, although the wonderful machines that did the work of 10 men started to fail."

"Then came the terrible night the machines arose in bloody vengeance. They slaughtered those farmers they could find, and in the cities, the cars and things call elevators killed many. The area around Jonesburg is still deserted to-day, the ground is glassy, and the plants deformed, and rumors say that the plants glow at night, although I have not seen this. Stories say that the machines killed thousands before the warriors destroyed them. Thousands more died that winter from cold, starvation and disease. And then they came."

"Suns suddenly bloomed over the homes of our warriors, and the buildings holding our remaining technological wonders. The Horselord's flying machines slaughtered our herds with guns that spewed a constant stream of fire, faster than a man can reload. They destroyed those tribes that refused to submit."

"Then they landed and took the best land for their own. Craven fools helped the invaders in return for petty favors. They split the world as fiefdoms for their various families. Tribes tried to maintain the old ways, but the cursed Horselords could smell meat on a man even though he had consumed it days before. The people were forced to eat plants like sheep, and those who refused were trampled or shoot, even their babies in arms. Tribes rebelled, but the Horselords voice boxes called down flying sleds and troops before the uprisings even formed."

"Certain tribes in the mountainous areas, slipped into the mountains to avoid the Horselords mastery. Over time the Horselords flying sleds, voice boxes and guns have started to fail. The Horselords control has loosened, and several Horselord clans only pay brief homage to their Steppelord."

"The mountains are now ours, the Horselords rarely come here, they do not like for cold and the dark forests. They have not come for over 5 winters. The islands to the north and west are ours. The Horselords are too big for our boats. Every fall, people flee the nearby towns, when the Horselords take their harvests. With the help of your long lost friends, we have managed to keep a route open for those who make it into the mountains, and deal death to those who would punish them."

"But they are still mighty, their human bondsmen still raid our dwellings, and punish those who eat meat, and trample those who oppose them if a Horselord is present. My brother's cousin has heard rumors, that the Horselords still have one of their huge sky ships at the capital city. Angus Treebreakes tried to raid a Horselord town two winters ago to gain food, his band was cut down by a small sky ship that wheeled and turned like a dove and yet could hang in the air like a hawk. Its spitting fire killed many."

"So now you know the sad history of my world".

EXAMINATION

With the assistance of the Riggin's engineering crew and Shrier a complete assessment of the *Mississinewa's* drives can be done in a couple of days. The power plant and maneuver drive are fully operational, but several critical components of the jump drive have been damaged beyond repair.

However, with access to the spares carried by the *Riggins* and especially the extra stores in the pod, coupled with a few creative alterations of other parts suggested by Shrier from his experience working at Jo's garage, repairs can be made.

With hard work from the engineering crews from both vessels, use of the on-board workshops, and any engineering minded RCES Team members, the parts can be fabricated and the repairs made in two to three weeks.

Over the next two weeks, the engineering spaces of the two vessels will be hives of activity, with engineers constantly rushing about between the two vessels to get parts, tools and to check calibration readings. Half the repair bins of the *Riggins* will be scattered across the floor of the engine room, whilst several large components of the *Mississinewa's* jump drive are being stripped down and re-built. Power to the *Mississinewa's* systems will be shut off at odd periods of the day and night whilst reconnections and tests are performed. The Riggin's will have to take up the *Mississinewa's* role of sensor coverage and anti-aircraft defense, which will keep most of the *Riggin's* remaining crew busy.

This hard work is offset, by the fresh air, un-recycled water, proper food and spectacular views available in this alpine hideaway.

REFEREES INFORMATION

The history of Kennebunk is actually similar to Mikhail's stories. The K'Kree fled their embassy on Terra and picked up other embassies in the Solomani Rim, in early 1130. The Hard times were in full swing and they had started to hear strange rumors from the Core and Margaret's Domain of release of a Doomsday weapon.

They actually passed through the Virus wave-front as they crossed the coreward border of the Solomani Rim. The K'Kree were attempting to make their way back to the Two Thousand Worlds. The most direct route was blocked by the deceitful Hivers, so the K'Kree planned to journey up into Diaspora before turning to Trailing and heading through the Old Expanses and the Hinterworlds, and then through the clients states in Gateway and back to the Two Thousand Worlds.

The K'Kree ships were infected as they made their way through the Madoc Subsector, although the Virus had difficulty with the strange technology. As they skirted the Blight subsector, their ship's systems started to show malfunctions. They quickly recognized the onset of the Virus they had witnessed decimating the Imperial worlds. They cast around for a K'Kree habitable world with only a few despicable G'naak. They chose Kennebunk.

Kennebunk had dropped to TL5 during Hard Times and suffered further decline during the Collapse. The K'kree's working high technology equipment allowed them to quickly subjugate the surviving humans. They bombed and lasered barracks, towns and factories from orbit, and imposed their conservative, vegetarian herd society on the remaining humans.

They then transferred the K'Kree passengers to Kennebunk, and given the large numbers of K'Kree attached to any embassy (servants, soldiers and all their families), they divided the world into fiefdoms under an overall Steppelord. The largest ships were directed into the sun to prevent rampant Virus infestation. They kept two K'Kree traders operational.

As the years passed, the remaining technology has started to fail; communicators and grav vehicles are now rare. One of the K'Kree traders was severely damaged in a battle with exploring Guild merchants in 1193. The remaining trader became planet-bound when its maneuver drive and contra-grav systems failed three years ago. With the reduction in technology and the loss of its orbital presence, various remote areas have fallen into human hands, and some of the more remote K'Kree domains only pay limited tribute to the Steppelord.

Steppelord Tulaa' ggr' al* Kurruk*laa*khaan has been forced to tolerate the presence of G'naak, and subjects them to the occasional punitive raids, whilst he deals with off-world G'naak for parts for his remaining ship. He dreams of the day when his ship will rise again and he can laser the northern forests and their G'naak into ash.

NPCS OF KENNEBUNK

LCDR Maeve "Double-Em" Marstens,
Captain of the RCES *Mississinewa*
Veteran NPC
Human female, age 36

Classic Traveller:
UPP: 6887B8
Skills: Leader-4, Pilot/(Starship)-3, Auto Pistol-3, Gunnery-3, Navigation-3, Communications-2, Computer-2, Electronics-2, Liaison-2, Ship's tactics-2, Vac suit-2, Admin-1, Bribery-1, Engineering-1, Fleet Tactics-1, Screens (Sandcasters)-1, Ship's Boat-1, Riding-0, Swim-0

TNE:
UPP: 6887B8-0-B   Hit capacity: Head 16, chest 32, other 24.Initiative: 5;
Combat assets: Slug weapon (pistol) 5/11Gunnery (energy weapons) 5/12;
Other assets: Astrogation 5/15; Admin/Legal 1/11; Communications 2/13; Computer 2/13; Grav Belt 2/10; Electronics 2/13; Environment Suit 4/12; Language (Droyne) 2/13; Leadership 5/16; Parachute 2/10; Persuasion 5/16; Pilot (interface grav) 4/12; Riding2/10; Robotics 4/15; Screens (Meson) 2/13; Sensors 4/14; Ship's tactics 3/10; Starship Architecture 1/12; Swimming 1/7; Willpower 1/8; Zero-G environment 2/10.

Motivation:
Maeve is aggressive & feisty, without unnecessary cruelty or competition. She thinks, decides, and acts decisively, and finds dithering to be more than an annoyance. Like Commander Pat "Who Me" Ritter, she too is surprised when it is pointed out to her that her "direct-approach" style seems unusual (to them).

On a more personal level, Maeve is friendly and agreeable of personality, and is devoted to her crew, and any one assigned to her command, as well as those no longer serving (or surviving). Maeve's decision to go after the Vampire ships in 1201 headlong, led to their being marooned. She does not regret it for the knowledge it gained; she regrets the lives it cost. As a former member of the Vezina-DLS Ashtabula Incident, this influenced her call to cross the vampire highway in 1201, seeking her former comrades. Unlike Lathrop and Ritter's senses of survivor's guilt, Maeve's mementos are still pictures, and letters from them. Maeve was recovering on Aurora from a fall from her horse when the mission that the Ashtabula went MFU on

went down. She keeps these in a small plasteel (locked) safety box in her quarters. If caught there with it open, she explains glibly, "Sorry, just reading my mail."

Maeve is charismatic, and has a natural ability to lead others, a talent that earmarked her for command back in first term with the small Auroran Space navy. Her crew will follow her to hell and back. She could, in XO's words, "Skipper? She could talk the devil past the pearly gates."

Her ability to give praise, and help others whenever possible, even unasked for has probably endeared her to the local rebel humans more than anything. Her tireless efforts to improve their lot and educating their "Bards" to pass on knowledge have earned her high "word fame" among them.

Appearance:
Maeve is raven-haired, green-eyed, and stands at 5' and is somewhat elfin in facial features, and slight in build (petite). She wears her hair in braided single French knot "on duty". She wears the Blue RCES suit of the Navy, and carries her service 10mm automatic "in uniform". On her "safari" vest, pinned over her breast is the sole jewelry she has, Jump Wings from DLS Ashtabula, with whom she and Ritter jumped on dozens of occasions, acting as his commo aide.

Homeworld:
Aurora, born 09-XI-1167.

Career path:
1185-88 Joined Auroran Space Forces, commissioned as officer.
1189-92 Auroran Space Navy. Promoted to LT.
1193-96, Hiver Space technical Institute.
1197-1200, commissioned at LT CDR in Dawn League Navy.
1201- Declared MFU. (1201-1203 marooned on Kennebunk/Diaspora).

Contacts:
2 military, CPT Pat "Who me?" Ritter, & "Hammer" Lathrop; 1 Hiver; 1 Govt., Lon Maggart; 1 Wilds Rebel- (Kennebunk), Mikhail Baarin.

Refereeing Maeve:
Maeve is headstrong, and has managed to keep her crew together, and morale high since the day they landed. Splitting her crew up is NOT an option for extraction off Kennebunk! She will listen to anything plan wise the RCES Team members have in mind, but will never fail to give them her thoughts on it. If they are dithering, she will definitely let them know to get off the pot and get going. The Dawn League skippers of RCES early days exercised a lot of initiative-and Maeve is no exception. Maeve is a contemporary to CPT Pat "who me?" Ritter, being only 4 years his junior. Rumors had it, back in the "bad old' Dawn League days", they were lovers. In reality, they were professional

friendly rivals, and close associates. Nothing physical ever came of it.

Quotes:
"Listen here stud, I don't know who died and left you in charge, but get this straight 'cause I never repeat myself . . ."(With hands on hips, staring at person)
"Save ourselves? Gorram take that! We save these people first!"
"Who am I? I am an RCES LT Commander, and all hell follows at my heel!" (A reply to a certain K'Kree general)
"Nice gun (drawled out). See this? This is a hand communicator (smiling pleasantly). With this, <klick> five very, very good marksmen now have you in their sights. You were saying what about my/ our proposal?" (On more than one occasion when surrounded by K'Kree Satrapy soldiers)
"Way too aggressive? Who told you that, peach fuzz?" (Astonished)

LT Fallon "Fail-Safe" Skorziini
XO of RCS *Mississinewa*,
Veteran NPC
Human male, age 44

Classic Traveller
UPP: 456898
Skills: Carousing-4, Streetwise-4, Bribery-3, Leader-3, Navigation-3, Admin-2, Auto Pistol-2, Gunnery-2, Computer-2, Electronics-2, Liaison-2, Mechanical-2, Pilot/(Starship)-2, Vac Suit-2, Communications-1, Engineering-1, Steward-1, Ship's Boat-1, Ship's tactics-1, Gr. Veh.-0.

TNE
UPP: 456898-0-9, Initiative: 5
Combat Assets: Slug thrower (Pistol) 7/11, Gunnery (Energy Weapons) 2/14
Other assets: Admin-legal 4/ 13; Astrogation 4/ 13; Bribery4/13; Carousing 4/13; Communications 2/11; Computer 2/11; Electronics 2/11; Engineering (starship) 1/10; Environment Suit 2/8; Ground Vehicle (Wheeled) 4/9; Bargain 4/13; Persuasion 4/13; Leadership 4/13; Liaison 5/14; Marketing 4/ 16; Mechanic 4/13; Pilot (interface grav) 6/11; Robotics 1/10; Ship's tactics 1/9; Streetwise 4/13; Zero G environment 7/13.

Motivation:
Fallon is very sociable, which stems from his ability to listen more than he speaks, leaving most with the impression he took them seriously, understands their point of view, etc. He appreciates a good joke, almost as much as he does a squared away cabin, or crew station. Even Maeve confides in him. He in turn told her why he joined RCES.

However, the XO is not shy of using his weapon, but he prefers listening first. Trigger-happy folks (like some RCES Team members?) earn his instant disdain as "Hot dogging Cowboys". He believes there is a time for action, true

enough, but, "wouldn't it be wiser to don armor first before blasting the hell out of them?" he would calmly advise.

Appearance:
Fallon Skorziini is usually found aboard dressed in a Blue RCES body suit, with a long barreled magnum revolver holstered on left hip. Ashore, Fallon goes native over the Body suit completely, with tunic, breeks, and leggings. Skorziini is a tall white-haired, craggy faced man at 6'3", and weighs 105 kilos. He speaks softly, forcing others to listen, never raises his voice. His pale green eyes do take on what the crew have called "the stare of death" whenever he discovers something not "ship-shape".

Homeworld:
Nike Nimbus, Born 29-II-1159

Career path:
1173-76 Free Trader (4th officer),
1177-84 Free Trader (3rd officer),
1185-88, Free Trader (2nd officer),
1189-92 Free trader (1st officer),
1193-96 Attended Hiver Technical Academy (Aubaine),
1197-1200 Transferred to Dawn League Navy, commissioned LT J.G.,
1201 assigned to *Mississinewa* as XO following promotion to LT. (O-3).

Contacts:
4 Traders (Orso Gorzini, Dwight Ravanami, Rosemary Gushuumu, and RC merchant Cardovan Rink); 1 Hiver, 1 Govt. (Lon Maggart), 2 military (not including LTCDR Maeve Marstens).

Refereeing:
The ship's XO is the ship's Captain's enforcer of regulations, and the "detail-man" to her plans. His questions of anything PC's come up with tend to come towards the end of their discussion with, "yes, but have you planned for X, Y, or Z?" Skorziini is a problem solver/ seeker. Chaos and disorder exist for him to be "squared away", not to panic amidst.

Eight years older than his ship's commander, the XO is the man who formulates the fine details Maeve's plans call for. Fortunately, his meticulous attention to detail does not include dithering, for which Maeve is grateful, else she'd have relieved him ere now. A former stellar trader who saw something lacking in the in the Dawn League back in 1192 that needed his "special" attention to detail. LTCDR Marstens calls him "her right hand" for good reason.

Fallon's years as a Free Trader taught him his hard won people skills, and how to listen to their needs first. That he turned down an assured captaincy to join the Dawn League remains a mystery to the crew, save Maeve. Big, grizzled faced, and imposing, he is her shadow in any meetings. Unlike the Holo Vid-verse films, it is the XO whom every-

one will meet first before seeing the Skipper. Many find his impassive pose of listening daunting at first meet. Fallon however, uses such times to find out who folks are, where they're from, and what they want in that order. LTCDR Marstens values his judge of character, and ability to cut through BS when he hears it to the heart of any matter. His ability to deal with diverse people is another asset his Skipper holds dear, especially with the disparate crew from the Coalition they have. Lastly, even the lowest spacer aboard knows if he has a problem, he can go to the XO and chat.

Quotes:
(STARES unblinking) "I see, ABS Fischer. (Short, but meaningful pause)--We've lost power to the (fill in part of ship). (Finally blinks) ABS Gully, ABS Boscombes, meet me at (section/ deck of ship), with the Chief's toolbox ASAP, out!" (Whenever something goes wrong mechanically onboard)
"Not to worry (fill in name), I have a contingency for just that: here-- let me show you." (With confidence, because, he unerringly does have a plan B)
"Anything we undertake costs lives if we fail. Those who fail to plan, plan on failing. Never mistake planning for inaction on my part. With the currency in lives as it is that's why we have rehearsals—so once more and faster this time!" (Explaining why drills and rehearsals save lives)
"Good day/evening <brief, but polite smile> sir/ ma'am, I'm LT Skorziini, what can I do for you?"—Standard greeting speech to anyone he doesn't know, right hand out to offer to shake as he strides up.

Master Chief P.C. (Percival Clarence)"Short-Round" Foote
Master Gunner of the RCS *Mississinewa*- GUNS
Elite NPC
Human male, age 47.
Born 04-V-1154, on Aurora.

<u>**Classic Traveller**</u>
UPP: 4579A9
Skills: Gunnery-4, Ship's Tactics-3, Carousing-3, Auto Pistol-2, Leader-2, Liaison-2, Mechanical-2, Vac Suit-2, Admin-1, Computer-1, Electronics-1, Grav Vehicle-0.

<u>**TNE:**</u>
UPP: 4579A9-0-9
Combat Assets: Slug thrower (Pistol) 6, Ships Weapons (Energy Weapons) 14
Other assets: Carousing 14; Leadership 13; Liaison 13; Ship's tactics 13; Admin-legal 11; Computer 11; Electronics 11; Pilot (interface grav) 10; Environment Suit 9; Mechanic 6.

Percival served in Auroran space navy, and transferred to Dawn League navy with his Skipper, serving with her ever since. He's now in his 19th year of service. He's a crusty old Service man, stands 5' 6", built like a beer barrel and no one dares call him "Percy" or "Clarence"! "Short-Round" is

an artillery moniker for a shell that falls short of its target. Height jokes he gets everyday—he's used to it. Percival is the oldest man aboard, save the XO, and was close friends with the engineer. He is gruff in a curmudgeonly grandfatherly way.

Oriflamman Marine Gunnery Sergeant Siobhan "Mama Bear" Berensky.
RCES Troop Leader, RCS *Mississinewa*
Veteran NPC
Human female, age 37.
Born 02-I-1166.

Classic Traveller
UPP: 869788
Skills: Leader-4, Auto Rifle-3, Auto Pistol-3, Tactics-3, Vac Suit-2, Admin-1, Computer-0,

TNE
UPP: 869788-0-A,
Combat Assets: Slug thrower (Pistol) 11, Slug thrower (Rifle) 11
Other assets: Leadership 14; Environment Suit 11; Computer 10; Ground tactics 10; Admin-legal 9.

Although once a firebrand of "shoot-em all" on Wilds opposition forces (against whom on the "Back-Face" ops she did, that was Standard Operating Procedure) working on Kennebunk since the marooning has tempered her approach greatly. Towards her Marines, yes, she is literally, "Mama Bear", as quick to cuff one, as to carry their wounded hides back to the cutter. Unmarried, the platoon has become her children/brood to watch/worry over, lead, and holler at.

ABS Gully, ABS Boscombes, and ABS Fischer
Lowly Drive hands
Green NPC's,
Human males ages 24, 25, and 26,

Classic Traveller
UPP: 565797
Skills: Mechanical-2, Computer-1, Engineering-1, Electronics-1, Vac Suit-1

TNE:
UPP: 565797-0-6
Combat Assets: Slug thrower (pistol) 1/7; Unarmed martial arts 1/7
Other assets: Computer 1/9; Mechanic 2/9; Electronics 1/9; Engineering (Starship) 1/9; Environment Suit 2/10; Zero G environment 1/8.

Appearance:
Coveralls over Navy Blue Body suits

ABS Tom Gully: Short, lanky, awkward, and plain horse-faced homely. Brown haired, freckles, pale skin. Tries REAL hard not to trip over his own two feet, and fails often. Reads lurid pulp fiction paperbacks. Tom was born on Aubaine.

ABS Richard Boscombes: Short, & heavy set, red haired boyish faced (still doesn't shave!), fair skinned, Stronger than he is smart. Richard nods a lot and fidgets when asked anything, but can talk your ear off about sports! Richard was born on Oriflamme.

ABS Henri Fischer: Tow-headed, average chap, wears glasses now (lost his contacts in explosion) senior most engine hand alive, is the one usually Gully and Boscombes report things to. Fischer is beginning to think for himself finally, as he's learned the XO isn't the Ogre the Marines say he is, and reads the Drives/Power Plant comp-manuals every evening. Henri was born on Trybec.

These three Able Spacehands were recent graduates of the Hiver tech Academy (1196-1200). They had six months aboard when the ship went MFU. As the Chief engineer and most of the remaining experienced E-room crew were killed in the explosion, they are the *Mississinewa's* remaining engineers. They were so fresh they didn't have Tac-Code names. They are collectively called "Great Balls Of Fire" (GBF), but not in front of the Skipper or XO.

Mikhail Baarin
Rebel Camp Commander
Veteran NPC,
Human male, age 43.

Classic Traveller
UPP: 98A64C
Skills: Leader-4, Admin-4, Liaison-3, Rifle-3, Cutlass-2, Gr. Tactics-2, Riding-1, Swim-1, Tracking-1.

TNE:
UPP: 98A 64C-0-9
Combat assets: Slug thrower (rifle) 13; armed martial arts 13; unarmed martial arts 13
Other Assets: Persuasion 15; Leadership 12; Riding 10; Stealth 10; Survival 10.

Motivation:
Mikhail is a War leader, and always plans any attack against his opponents two or three days in advance, and works out the best of three options. His warriors know his cunning, and trust his tactical prowess. Seldom if ever do the K'Kree or any human rivals surprise him in battle. He knows every square mile of his domain and immediate lands within 25km of its borders like a blind man knows his house. Nothing is left to chance; nothing is unaccounted for in his endeavors.

His leadership is infectious, and several dozen clans from defeated tribes have flocked to his mountainous valley and his banner. Ten tribal leaders and their bards have taken

knee and offered sword and mind to him. He leads from the front, not the rear.

Mikhail has been offered "kingship" of those humans he leads, but he has refused, just as he refused to bend knee to the K'Kree "Overlord of the Steppes". He knows the day the Star men return is soon, based on what Maeve has told him, and that the rule of one man led to the "Fall from the Stars".

He has no ambitions beyond those of leading his people. This honesty was so refreshing when CPT Marstens discerned it of him, after encountering petty greedy TEDs in the Wilds she put off immediately plans to raid the K'Kree Star base for parts to escape Kennebunk. Mikhail, in return for their aid, has made her his foremost general.

Appearance:
Mikhail Baarin is an average sized human male, just at 6' tall. He is clean-shaven of skull, save for a well-groomed black moustache-beard-goatee (trimmed short), and shot with silver from age. His arms are scarred from numerous old battle wounds, but tanned bronze. His pale blue eyes are a startling contrast to his saturnine features.

He wears a baldric studded with semi precious stones, well worn with age, the badge of leadership of his tribe. (Only a fool would attempt to steal it). He wears no armor, save to battle, and that, a chain mail hauberk, and a leather archer's cap with a (K'Kree?) horse plume atop it. He is never unarmed, but informally he carries only a well-used and kept broad blade (cinqueda) in an unadorned black scabbard. Formally, he wears a former Imperial Marine's cutlass.

Refereeing:
Born 04-V-1160, Mikhail is the tribal leader of the rebels, a Chieftain among them. Fortunately for his tribe, he is also gifted with leadership, and personal charisma, not just by bloodline marriage, and is skilled in battle against the "Horse-Lords".

Mikhail Baarin welcomed the crew of the RCS *Mississinewa* into his valley, and has not regretted it since. The Bards of his tribe recall the days of old when men too roamed the stars, So they are not as backward and ignorant folk as many in RCES see "zippers", or Wilds Survivors. Baarin's tribe has been the thorn in the K'Kree Overlord's hoof since they made their intentions known.

Unlike other pre-industrial leaders the RCES Team members have ever encountered on backwards worlds, Mikhail IS educated (orally, and lettered). He is a man who could be a king and despot, but has chosen not to. He walks among his people freely, accepting only what is due. Genial, quick witted, and able to appreciate a bard (story teller, teacher, entertainer) for their worth, he is also the implacable patient foe of the K'Kree Overlord of the Steppes on Kennebunk, make no mistake.

Quotes:
"The K'Kree deceive with words of peace & gifts too, bandy them not me like a peddler!"
"These you see, follow me out of love, respect, and honor. I am but a man, who wisely heeded his Bardic mentor, that all men should be free, not this legend you hear songs of," (humbly in private)
"Word-fame is a coin you cannot purchase, and each of us begins with naught. That your deeds match your words always that is the path to gain or lose what others bestow to your shadow as you pass by."
"Shackles for knowledge is not what the Bards teach. The K'Kree offer knowledge with one hand, and chains in the other." (On K'Kree diplomacy)

CHAPTER 3: INTERLUDES

G'NAAK HUNT

Log of Riggins XO Brenn Anacreon
Kennebunk Day 17

Mr Magemeneas informs me that repairs are going well, with the major systems rebuild and under testing. A number of minor systems are still unavailable and will only be restored once testing of the Mississinewa's jump drive has been completed.

So far we have had no contacts on sensors and our monitoring of K'Kree communications has not shown any increase in traffic to indicate our arrival was detected. We still can not decipher the K'Kree language.

That's strange; I didn't know the scouts were due back yet? I wonder what's up…..recording ends.

The mounted scout will ride through the village scattering livestock and people as he goes. He will ride right up to Mikhail Baarin's hut and dismount. His horse shows signs of being ridden hard. Mikhail will emerge from his hut and the rider will gasp out that a large K'Kree column is advancing up the valley and has approached the outer patrol perimeter. The rider estimates that the column contains over a thousand human satrapy troops and even a contingent of K'Kree troops.

Mikhail will quickly call the camp elders together, whilst sending a runner to the *Mississinewa*. By the time Captain Marstens, her officers and the RCES Team arrive, the villagers are already starting to gather their possessions.

"Maeve, over a thousand satrapy troops have come to kill us, there are too many for our warriors to stop. They have brought K'Kree and their fire weapons. I will dispatch my warriors to slow them down, but there are too many and I fear that they will catch my people before we can retreat into the mountains."

"Captain" interjects ABS Fischer, "the *Mississinewa* is not ready to lift, we will have to re-connect several of the HePlaR and power plant coolant systems". Maeve glowers at ABS Fischer. He stammers "we had to disconnect them to rebuild the jump drive; until they are reconnected we can't start the HePlaR drive or the power plant". "No weapons, wonderful" mutters Fallon.

The *Mississinewa's* drives can be reconnected in approximately three and a half hours, unfortunately the K'Kree column will arrive in about 3 hours, even worse, the rebels will need about 6 hours to get the people into the mountains. The *Mississinewa's* laser turrets are currently inoperable and can't be used to secure the valley until the power

systems are re-connected.

This would be an excellent time for the RCES Team to volunteer to support Mikhail's scouts and delay that K'Kree column.

APPROACHING FORCE

The approaching column consists of local human satrapy troops strengthened by a small contingent of K'Kree troops from the local family. There are approximately 1,200 human troops in the column, consisting of 800 novice conscript troops stiffen by approximately 200 experienced regular troops in NCO positions. The remaining 200 troops are veterans.

The conscript and experienced troops are equipped with TL3 smoothbore flintlock muskets and swords. The veterans are identically equipped but have a steel helmet and breastplate. The column also has three horse drawn cannons. No cavalry has been assigned to this expedition due to the rugged nature of the terrain.

The column consists of two teams of 20 scouts that range up to a mile in front of the column (depending upon the terrain). These scouts are on foot and do not wear the breastplate armor. The scouts are classified as veterans.

The main body of the column consists of a block of 100 experienced troops. The rest of the column is made up of the conscripts stiffened by experienced NCOs. Next comes the K'Kree contingent, and immediately afterwards, the horse artillery with a small escort of 50 veteran troops. The baggage train (horse based) brings up the rear. Finally two groups of veteran troops form the rearguard (55 men per unit).

The K'Kree troops are actually a bodyguard unit for the local K'Kree family head who has been ordered into this mission by Steppelord Tulaa' ggr' al* Kurruk*laa*khaan. Lord Xaar! glukk* rraer! Khaan is accompanied by his first wife Thaalis! Nur'raek*khuun (who has accompanied him to ensure access to her husband's ear, over his other wives left behind). His son Grish'naar! kuluu*luk'khaar is also present within the bodyguard unit (to protect him from intrigue back at court). Lord Xaar! glukk* rraer! khaan is also accompanied by his military commander Lur! *rukk! laan*khaa! 'kan.

The remainder of the K'Kree contingent is made up of 20 bodyguards and a large number of servants and other family members, required due to the K'kree's herd instinct. The K'Kree troopers are equipped with TL7 assault rifles with a handful of TL10 ACRS and RAM grenades provided by the Steppelord. The Steppelord's favor has not extended to providing air cover or grav vehicle support. All K'Kree troops are equipped with TL7 short range radios, whilst the Lord Xaar! glukk* rraer! Khaan, General Lur! *rukk!

laan*khaa! 'kan and the two senior troopers in the body-guard detachment have TL11 long range radios, and night-vision equipment.

RESPONSE

Captain Marstens will position her Marines around the lakeside nearest the *Mississinewa*. This will give her troops the best field of fire to protect both the ship and the fleeing refugees. Mikhail will bolster these with his forces.

If the RCES Team members ask about attacking the column further out, Mikhail will suggest they talk to the scout that has just returned. Tuuvarr Blackfeather will tell the RCES Team that his scout group is watching the advancing column from the top of Blackstone. If asked Tuuvarr will describe Blackstone as a large rock outcropping a considerable way down the valley where the river makes a sharp turn. If asked about nearer ambush sites, Tuuvarr will remember the ford about 2km from the village. The ford is in the middle of an open meadow, but has trees on its upper slopes. The water is about knee deep but cold.

It is up to the RCES Team members as to which ambush site they choose. Tuuvarr estimates that the K'Kree column will approach Blackstone in about 15 minutes.

Cunning RCES Team members may attempt ambushes at both locations. The main ambush occurring at Blackstone and the column's scout force being ambushed at the ford. This will require co-ordination between the two groups of ambushers. Ideally the ambush group at the ford (made up of Mikhail's warriors, stiffen by Marines from the *Mississinewa*) must be in radio contact with the forward ambush force at the Blackstone. The size of the ambush force at the Blackstone will be limited by the available grav transportation. Troops on foot (Mikhail's warriors and the *Mississinewa's* Marines) will only be able to reach the Ford before the column's scouts arrive. The forward ambush force will have to allow the column's scouts and forward elements to pass, and be attacked at the ford before they attack the bulk of the column as it crosses the river at the Blackstone.

BLACKSTONE

The Blackstone is a towering sandstone outcrop over 100m tall that juts out from the valley side. The river flowing down the valley is meandering through a meadow, when it sudden hits the Blackstone and veers almost 90 degrees to the east, before gradually resuming a south easterly flow.

The meadow on the northern side of Blackstone is open except for tall grass and the occasional clumps of trees. The northern approach to the Blackstone is via a lightly wooded gradually slope. The top of the Blackstone is heavily wooded, except for the point (about 10m) where it is bare rock and short grass.

On the southern approach to Blackstone there are rolling hills on both sides, and the river runs close to the eastern hill. The land is gently rolling with the occasional clump of trees. This suddenly changes when it reaches the Blackstone. There the face of the Blackstone is lightly wooded with 60 degree slopes interspersed with sheer sandstone cliffs ranging in height from 1m to 4m high. The face is climbable without special equipment, but the route is winding and often requires the climber to use both hands. There are only a few small flat areas on the entire face. There is no route up the Blackstone for horses.

The rebel patrol is currently encamped on the top of Blackstone in the woods, watching the K'Kree column advance up the valley. The K'Kree column will have difficulty crossing at this point. They will have to use scouts to find a crossing point in the river (actually just before the river turns southeast against the side of the eastern hill), and then prepare a ford (by reducing the riverbanks and dumping the spoil into the river) to allow the column to pass. The water at this point will be waist deep. It is possible that certain items like the cannon will have to be broken down and moved across manually. It will take the column an hour to cross the river and sort itself out on the other side. The cannons and the baggage train will probably still be crossing the river when the vanguard moves off.

The column's scouts will reach the Blackstone within 15 minutes of the RCES Team talking to Mikhail. They will scan the Blackstone and the northern meadow and pace up and down the riverbank looking for a crossing point. After about 15 minutes the second scout group will arrive, and cross the river, whilst the first group provides cover. Five scouts will cross and scout the northern meadow, whilst the remaining 15 scouts will attempt to scale the southern face of the Blackstone.

The only way that the RCES Team can reach the scene before the first scout units is to use grav vehicles. There are two broomsticks in the *Riggins Victrix* pod, whilst the *Mississinewa* possesses an air/raft. However, the RCES Team members will have to move quickly in order to board their craft and get to the site before the scouts arrive. The RCES Team members and the Marines may take whatever equipment they are carrying and one item each from the Riggin's stores. Tuuvarr will have to accompany them to provide directions. Bear in mind the carrying capacity of the broomsticks (2 persons, with personal equipment only) and the air/raft (crew 1, passengers 5, cargo 7.45m3 or 1.86 tonnes).

In order to arrive at the Blackstone before the scouts, but without being spotted by the advancing scouts, the grav vehicles will have to be flown NOE at twice safe NOE speed. This can be accomplished by a **TNE**: Pilot (Interface / Grav) Difficult task roll; **CT**: Air/Raft / Grav Vehicle, DM 0. A failed roll results in a delay and the vehicle approaching the Blackstone after the first scout party will have arrived.

If the RCES Team members fly their grav vehicles across the meadow, then any scouts will automatically spot their approach. If they approach via the wooded area the scouts will only detect them on a **TNE**: Difficult observation; **CT**: Recon, DM 0, task roll for a broomstick or an **TNE**: Average observation; **CT**: Recon, DM+2, task roll for the larger air/raft. The grav vehicles approach will be out of range of the crude muskets carried by the satrapy troops. The RCES Team will have no time to prepare booby traps but will be able to set-up any light crew-serviced weapons they have brought.

The top of the Blackstone is currently held by Morgan Ap Rhuun and her small band of six scouts (see NPC section at the end of this chapter). They have positioned themselves undercover in the wooded area on the top of the Blackstone, ready to harass the K'Kree column as it attempts to cross the river. Ideally they would like to remain concealed until high value targets are crossing the river e.g. cannons or preferably K'Kree before commencing their ambush. However, they may be forced to engage the scouts instead.

If the RCES Team members fire at the scouts, especially if the scouts have started climbing the outcrop, then the first group of scouts will retreat to warn the main column. The remaining scouts will attempt to get under cover and return fire if they are able. They are waiting for the main column to come and relieve them. If the RCES Team allow the scouts to climb the outcropping and then dispose of them quietly, they may then attempt to impersonate the scouts, an **TNE**: Average Disguise task roll, **CT**: Streetwise / Recon DM+2, if wearing a scout's uniform, and signal that everything is okay. If the RCES Team members maintain their deception, the main column will march up to the river and start crossing under the RCES Team's guns.

The main column will reach the Blackstone 15 minutes after the second group of scouts. If the main column is aware that a rebel force is dug in on the top of the Blackstone, they will form up several lines of novice troops, from the main body, across the valley and attempt some massed volley fires. If this seems to be having an effect, then General Lur! *rukk! laan*khaa! 'kan will continue with these tactics. However, if the massed volleys seem to be having little effect (RCES Team members are too well armored or dug in), or the RCES Team members are causing massive casualties within the front ranks, General Lur! *rukk! laan*khaa! 'kan will send his veteran troops in flanking maneuvers, and set up his cannon. He will use the front ranks as decoys for his more experienced troops.

If the RCES Team inflicts massive damage to the front ranks, then there is the distinct possibility that these green troops will break and run, despite the efforts of their NCOs. The fleeing troops will run straight back through the rest of the army spreading further panic and disrupting the column's formation. A general rout of the front ranks is likely to cause the main body and the baggage train to panic and flee the field.

If his flanking forces are neutralized or bogged down, or his artillery is having no effect, General Lur! *rukk! laan*khaa! 'kan will resort to using long range fire from the K'Kree bodyguard (ACRs and RAM grenades) in an attempt to clear the top of the outcrop. If the bodyguard experiences more than 4 significant casualties, General Lur! *rukk! laan*khaa! 'kan will withdraw his forces and make camp, whilst he considers his options. This delay will be sufficient to allow the necessary repairs to be made and to allow the refugees to flee to safer locations.

THE FORD

If the RCES Team members decide to stage their ambush at the ford, they will be able to reach the site in plenty of time to arrange their ambush. The river runs down the valley and enters the area on its northwest side through a thick bank of trees. These trees cover the entire northern end of the area. The river then meanders through the meadow, and exits the meadow in the middle of the southern face. The river runs about 20 meters from the tree line, whilst on the southern side the meadow is approximately 200m East to West and 500m from the river to the Southern entrance. Rocky outcrops about 50m apart border the southern entrance to the meadow. The meadow itself is covered in various mountain grasses growing about knee high.

The river is normally about waist deep except where it enters the valley from the north where it is 2m deep and fast flowing. The ford itself is only knee deep and about 7m wide. It will take 2 turns for an infantryman to cross the ford.

The RCES Team members are free to set up their forces as they wish. They will be accompanied by Marine Recon Team Bravo and up to 6 rebels if the RCES Team want their help. The rebels can be considered to be veteran troops and are armed with smoothbore flintlock muskets. Unfortunately the *Riggins* does not carry mines or similar defensive weapons. It does carry some explosives and conventional fuse wire.

The PCs may want to prepare additional defenses or mines to protect their position and deny positions to the enemy.

❑ To make a landmine from the available explosives: **TNE**: Average combat engineering task roll; **CT**: Demolitions, DM+2.

❑ To make a radio controlled detonator: **TNE**: Formidable combat engineering task roll; **CT**: Demolitions / Electronics, DM-2. The PCs will need to cannibalize a radio communicator in order to have the necessary parts to make a radio detonator.

- ❑ To connect a simple fuse: **TNE**: Easy combat engineering role; **CT**: Demolitions, DM+4.

If the PCs are unable to make fuses, they can always set off the explosives by impact from an energy weapon.

- ❑ To find a good location for a booby trap on the meadow: **TNE**: Average combat engineering task roll; **CT**: Combat Engineering, DM+2.

- ❑ To find a good location for a booby trap in the woods: **TNE**: Easy combat engineering task roll; **CT**: Combat Engineering, DM+4.

- ❑ To find a good location for a booby trap in the river / on the riverbank: **TNE**: Difficult combat engineering task roll; **CT**: Combat Engineering, DM 0.

- ❑ To improvise anti-personnel obstacles: **TNE**: Difficult combat engineering task roll; **CT**: Combat Engineering DM 0.

- ❑ To emplace an explosive charge: **TNE**: Easy combat engineering roll; **CT**: Demolitions DM+4

- ❑ To camouflage an explosive charge or anti-personnel obstacle: **TNE**: Average combat engineering task roll; **CT**: Combat Engineering, DM+2.

It will take 15 minutes to set each charge. Rules for the emplacement of mines are found on TNE Rulebook Page 303.

The K'Kree column will reach the ford in two hours 15 minutes and the scouts will arrive twenty minutes before the main column. The scouts will check the ford and venture into the forest about 10-15 yards before wheeling back to the main column to report.

If the scouts report no enemy forces, then the column will move up to the ford and cross it in good order. If the scouts have encountered resistance, the main body of the army will draw up on the meadow approximately 200m south of the river. The main body will arrange itself into several lines in preparation for massed volley fire.

If the scouts encounter mines or other anti-personnel obstacles, then they will attempt to locate the mines (**TNE**: Observation, Average; **CT**: Recon, DM+2). If the minefield has been camouflaged, then the scouts will have to make the following task roll to discover the mines (**TNE**: Observation, Difficult; **CT**: Recon, DM 0). As the troops have no real experience of high tech mines, they will be unable to probe, mark or remove mines. If the scouts report mines, and their general location General Lur! *rukk! laan*khaa! 'kan is quite prepared to send some of his novice troops to clear the minefield by walking through it if necessary. This will have a detrimental effect on the moral on the novice elements within the column.

The remainder of the army will mill around behind the front ranks, with the exceptions of the veteran troops and the K'Kree who will maintain their formations amongst the confused mass of novice troops and the baggage train.

Once formed up, the front two ranks of the main body will commence massed volley fires against any rebel forces at the tree line. They will continue such tactics, with reserve ranks filling the holes punched in the front lines by the RCES Team's weapons.

If the RCES Team members seem to be bunched up, or have exposed units split from the main body, General Lur! *rukk! laan*khaa! 'kan will send units of his veteran human troops across the river at other locations (taking 1D6 minutes to cross the river) to engage these detached elements or to perform flanking movements.

The K'Kree will only bring their cannon or the K'Kree bodyguard unit up against opponents that are obviously superior to their satrapy troops (e.g. RCES Team members in heavy RC battledress).

The RCES Team will have to inflict severe casualties on the main body to cause them to break ranks and flee. Only a general breakup of the column will allow the refugees sufficient time to flee to safer areas. However, if the RCES Team can hold off the column until the ships are repaired, then the Riggin's Victrix could be diverted from its run to orbit, to make a few passes over the column. An attack by a starship will cause the column to break and run. However it will expose the Victrix to any anti-aircraft weapons carried by the K'Kree.

BACK AT THE RANCH

Whilst the RCES Team are attempting to delay the K'Kree column, the rebels are gathering their livestock and possessions and making ready to flee further into the mountains. Patrols of RC Marines from the *Mississinewa* and local warriors scout the outer edges of the forest for the approaching column. The main body of RC Marines has dug in, with its limited supply of heavy weapons, in clumps of trees on the opposite side of the lake at the base of the *Mississinewa*.

Meanwhile in the *Mississinewa's* engine room, newly promoted Chief Engineer Shrier Magemeneas and his three able spacemen are attempting to reconnect the *Mississinewa's* power plant and HePlaR drive. Any technical minded RCES Team members can help.

- ❑ To disconnect monitoring and test equipment from the jump drive: **TNE**: Easy Ships Engineering task roll; **CT**: Engineering, DM+4. This will take 15 minutes. However it can be done in 5 minutes if rushed with **TNE**: Difficult Ships Engineering task roll; **CT**: Engineering, DM 0.

- ❑ To reconnect the Jump Drive. **TNE**: Average Ships

Engineering task roll; **CT**: Engineering, DM+2. This will normally take 30 minutes, but with a **TNE**: Difficult Ships Engineering task roll; **CT**: Engineering, DM 0, it can be completed in 15 minutes. It should be noted, that this just makes sufficient connections to allow the power plant and HePlaR drives to be reconnected. The jump drive will still require work whilst running for the jump point.

❑ To restore the power plant coolant circuits: TNE: Difficult Ships Engineering task roll; CT: Engineering, DM 0. This will normally take 1 hour, but can be shortened to 45 minutes with a **TNE**: Formidable Ships Engineering task roll; **CT**: Engineering, DM-2.

❑ To restore the fuel lines to the HePlaR combustion chambers: **TNE**: Average Ships Engineering task roll; **CT**: Engineering, DM+2. This will normally take 1 hour but can be shortened to 45 minutes with a **TNE**: Difficult Ships Engineering task roll; **CT**: Engineering, DM 0.

Failure of any of these tasks requires the work to be done again, taking 50% of the time before another task roll can be attempted. Once all the connections have been remade, the power plant can be restarted.

❑ To start the fusion power plant: **TNE**: Average Ships Engineering task roll; **CT**: Engineering, DM+2. Duration 1D6 x 10 minutes. The power plant can be crash started in 1D6 minutes, with a **TNE**: Formidable Ships Engineering task roll; **CT** Engineering, DM-2. A failure of a crash start task roll results in a delay of 1D6 minutes before another crash start can be attempted. If the attempt suffers a critical failure, then the power plant is damaged, can not be crash started and will take 1D6 x 20 minutes to restart.

Once power is available, the HePlaR drive can be prepared with a **TNE**: Easy Ships Engineering task roll; **CT**: Engineering, DM+4, in 1D6 x 10 seconds.

Shrier will take things nice and steady, just as if he was still back at Jo's garage. He will be ready to start the power plant after 2 hours 45 minutes. Thankfully due to his yard experience he can get the power plant started in only 25 minutes. Any RCES Team engineers can attempt to shorten this time as detailed above.

Once power is available, Captain Marstens will recall her Marines and prepare for launch, whilst signaling the Riggin's Victrix to do the same. If the K'Kree column has arrived and is engaging the Marines, then Maeve will use her laser turrets to annihilate the front ranks. This will cause the K'Kree column to flee into the woods in disorder, and will allow sufficient time for the Marines to be recovered and the rebels to make it to safety in the mountains.

UNWELCOME ARRIVAL

If the K'Kree column makes it past the RCES Team's ambush, then they will soon appear in the forest by the rebel camp. The scout will lurk in the forest and attempt to spot rebel positions. Hopefully rebel patrols will detect and neutralize the scouts.

The main body will soon push up through the woods, although the trees will disrupt their formations. Once out of the trees, the NCOs will get the main body formed up into several lines for massed volley fires. Veteran troop units will take flanking positions. General Lur! *rukk! laan*khaa! 'kan will set up his cannon in the middle of his formation, shielded by the front ranks. Once the cannons are ready, the front ranks will part to allow a volley of cannon fire. General Lur! *rukk! laan*khaa! 'kan will use canister shot against massed rebel ranks (including civilians) but will use solid shot if engaging RC Marines at significant ranges. General Lur! *rukk! laan*khaa! 'kan will keep his K'Kree and half his veterans in the woods as a reserve.

As soon as he is able, General Lur! *rukk! laan*khaa! 'kan will order his ranks to advance from the edge of the forest into the valley. This will allow his reserves out of the woods, and significantly improve the morale of the K'Kree who were feeling claustrophobic amongst the trees.

Mikhail can gather no more than 200 musket armed veteran troops to oppose the column.

If General Lur! *rukk! laan*khaa! 'kan's forces win this battle they will trample the fleeing refugees and will leave no survivors.

TIMELINE

0	News of the K'Kree Column reaches the valley
15 minutes	First satrapy scouts reach the Blackstone
30 minutes	Second Satrapy scouts reach the Blackstone and start climbing
45 minutes	Main column reaches the Blackstone and starts to cross the river
1 hour 45 minutes	Main column has crossed the river at Blackstone
1 hour 55 minutes	Both satrapy scout groups reach the ford
2 hours 15 minutes	Main column reaches the ford and starts to cross
2 hours 35 minutes	Both scout groups reach the valley

2 hours 45 minutes	Repairs on the *Mississinewa's* drives are complete
2 hours 55 minutes	Main column reaches the valley and commences its attack.
3 hours 10 minutes	Power plant on the *Mississinewa* is ready.
3 hours 20 minutes	RC Marines embarked.

BLAST OFF

Once power has been restored and any ground forces re-covered, both RCES vessels will blast for orbit at 3G. They are making all haste to get out of range of any alert PADM positions. It will take 19 minutes to reach orbit at 3G. Maeve will order any of her guns that bear to fire on the K'Kree column as they ascend, if the column still posses a threat the Mikhail's people.

Once the RCES vessels reach orbit, the K'Kree will launch a volley of TL9 PADM's from their remaining PADM emplacement. Details of these missiles are presented below:

TNE:
- TL9 Dual Mode Advance IR Homing: Short Range 20km, Maximum Range 2036km, Maximum Speed 6367km, Agility 6, AV 3,
- 20ktn TL9 warhead: Hits 1D6, Damage 1/11-35, Range 0.

CT:
- High Guard Factor 3 Nuclear Missiles

Any RCES Team members monitoring the planet, have the normal chances of detecting the missile launch using the sensor detection rules presented within the TNE rulebook. If the RCES Team make a second sensor sweep, they may detect another launch. The new contact has the following characteristics.

- Target Size Very Small, EMMR, TL15 EMS Jammer, TL15 Area Jammer, TL11 decoys.

The new contact is putting out considerable interference and other electronic warfare countermeasures. It would be a reasonable assumption that it is a warship of some kind. The new contact is accelerating through the atmosphere at a full 6 gravities. It will clear the atmosphere in 13 minutes.

If informed of this new contact, Captain Maeve will order both vessels to accelerate out of Kennebunk's gravity well at a full 3G, so as to engage this new threat outside the range of the PADM battery.

STRANGE ENCOUNTERS

Once out of Kennebunk's gravity well, the RCES vessels can prepare to engage the contact following them. It is

actually Steppelord Tulaa' ggr' al* Kurruk*laa*khaan's ace in the hole, a TL15 Imperial *Avian* Class Heavy Fighter (see Appendix A) crewed by a loyal satrapy human pilot.

As the fighter approaches it will raise its jamming to fully power and liberally deploy decoys. However, any RC sensor officer or RCES Team member will notice that the majority of the jamming and decoys are actually between the fighter and Kennebunk on a **TNE**: Average Sensor's task roll; **CT**; Computer / Sensor, DM+2.

Then the Riggin's Victrix will pick up a maser transmission from the fighter. The transmission shows a human pilot.

"Hello, alien vessels". The pilot will look relieved if a human face is beamed back. "This is K'Kree fighter Hawk requesting permission to talk to your captain."

If Captain Costello returns his communication, or someone stands in for the Captain, the fighter pilot will carry on.

"Thank you Captain, This is Gregorii Skimiish pilot of the Hawk, I have a proposition to make. Those accursed K'Kree have forced me and my fellow pilots to fly this beautiful ship against our free brothers and blast them using its weapons. If we refuse or we attempt to destroy the fighter, they have our families and friends as hostages and will kill our families and even the entire towns where each of us were born. If we land it amongst the rebels, Steppelord Tulaa' ggr' al* Kurruk*laa*khaan has vowed to destroy the area with a PADM. Tulaa' ggr' al* Kurruk*laa*khaan currently maintains his PADM's for space defense but is not adverse to using one to stop the humans gaining control of the fighter."

"Then you appeared, and I resolved to remove myself and my charge from the K'kree's grasping hand. I will launch more decoys, increase my jamming and launch a missile set to explode, if you can fire your lasers close to my position. I can then dock my fighter with your ship and escape the K'Kree. They will not be able to see thanks to the sensor white-out from the missile detonation. They will think my ship destroyed and not retaliate against the hostages. What say you?"

Riggin's XO will point out that this will let the fighter approach very close to both RC vessels. A laser shot or missile from that range (or even inside the *Mississinewa's* hanger) could cripple each ship. There would be no time for anti-missile fire. A direct nuclear missile hit would destroy either RC vessel.

Captains Marstens and Costello will look to their XO's and the RCES Team members for suggestions.

In actual fact Gregorii is being completely honest in his offer to defect and present the RC with this Imperial era fighter. It will even fit into the vacant hanger on the *Missis-*

sinewa, and would provide valuable extra firepower in the battle against Ernest's forces.

If the RC agrees, Gregorii will jettison a number of decoys and a missile, which will detonate close behind the fighter. He will then skillfully dock his fighter in the *Mississinewa's* hanger and cut all emissions.

❑ To create the appearance of a hit: **TNE**: Gunnery (Energy Weapon) Difficult task skill roll; **CT**: Gunnery (Energy Weapon), DM 0. Failure indicates that the K'Kree might not be fooled. A catastrophic failure results in a hit on the fighter.

If the RCES decline his offer, Gregorii will be forced to attack, in order to prevent the K'Kree massacring the hostages. He will however, use his skills to avoid hitting the RC vessels whilst still attempting to present a good show for the watching K'Kree. As Gregorii is flying the fighter on his own, he can only operate one weapon system at a time. Deduct Gregorii skill levels from his attempts to hit the RC vessels until, the RC vessels either destroy him or break off. If Gregorii is still easily defeating the RC vessels despite his best efforts not too, then he will scuttle his fighter when an RC weapon detonates close to his position, hoping that the K'Kree will not notice his deception and kill the hostages.

If the RCES Team deduces what Gregorii is doing, they can contact him via a tight beam transmission and agree to his offer and he will carry out his plan to defect even in the middle of the battle.

With the fighter onboard or otherwise dealt with, both vessels can run to the jump point and jump for Ebekhar and the missing sensor drone.

NPCS OF KENNEBUNK

Morgan Ap Rhuun
Patrol leader.
Experienced NPC,
Human female, age 26,

Classic Traveller
UPP: 787538
Skills: Archery-2, Leader-2, Tracking-2, Dagger-1, Gr. Tactics-1, Longsword-1, Riding-0, Swim-0.

TNE:
UPP: 787538-0-8
Combat assets: Armed martial arts (Long bladed weapons) 3/12; Archery (Long bows) 3/12
Other assets: Survival 5/13; Tracking 4/12; Stealth 4/12; Navigation (land) 4/11; Hunting 4/12.

Motivation:
Years of guerilla fighting have made her merciless towards the K'Kree, and their satrapy soldiers. It is completely rational to her that killing them all is the only way to resolve the war. She has never known a life without the K'Kree or their atrocities.

Morgan while the fiercest among Baarin's Leaders, melts at the smile from a child, and yearns for the day she can set aside her weapons and raise her own. The contrast is startling, seeing a bloody-handed woman hugging & laughing with a young child greeting them back from a foray.

Appearance:
Unlike the men, who have shorn their hair as warriors, the women who fight of the rebels, aside from wearing men's clothes cut their hair in mannish styles. Morgan is one such. She is brown-eyed and haired, as tall as the average man, and walks with a limp from a centaur's armor-shod hoof attack. She wears a baggy long tunic, baggy trousers, and leather armor. Her feet are unshod, dirty, and more callused than any farmer's hand. If given time, she cleans up nice, but dressed for war; no one would ever guess she was pretty.

Refereeing:
Morgan is one of dozens of patrol leaders under Baarin's banner. Her tribe was destroyed & scattered by K'Kree forces and airpower. As no man of her tribe was left alive, she came and took knee leading what was left of their village here. Baarin recognized her claim to lead, based on her quiet courage to lead her 34 surviving kinfolk to safety, and the three K'Kree Skulls she offered. An only daughter, Morgan was raised as a boy, and is a natural shot with any bow weapon.

Gregorii Skimiish
K'Kree Satrap-Space Fighter Pilot:
Veteran NPC,
Human male, age 34. (4 terms)

Classic Traveller
UPP: 9A9578
Skills: Pilot-3, Auto Pistol-2, Gunnery-2, Vac suit-1, Riding-0, Swim-0.

TNE:
UPP: 9A9878-0-5
Combat assets: Slug thrower (pistol) 4/13; Gunnery (Energy weapons) 2/9; Gunnery (Missiles) 2/9
Other assets: Survival 5/14; Pilot (interface grav) 3/13; Environment Suit 2/12; Zero G Environment 2/12; Communications 1/8; Computer 1/8.

Motivation:
Gregorii hates the K'Kree and to this end, will do whatever it takes to put this technological wonder forever from K'Kree clutches, even sacrifice his family's lives. Gregorii will surrender the fighter to RCES forces, even if they kill him later, just so long as his K'Kree masters cannot have it.

Gregorii' s flying of a state of the art former Third Imperium fighter means killing, using its weaponry, and he knows just how to maximize all of its equipment. Yes, he has killed, but the nightmares of his gun cameras, and witnessing what his aerial strikes have done, paraded by the K'Kree to cow lesser tribes into dominion bring him no joy.

He can "fit in with his fellow pilots" and his K'Kree Masters. But Gregorii' s conscience will not let him rest till he has expunged his guilt by death in battle cleanly.

Appearance:
Gregorii is straw blonde-haired, brown-eyed, standing at just under 6', and 82 kilos, with an easygoing smile, and half-lidded gaze many take (especially his K'Kree masters) for deference and respect. His flight suit is worn, but presentable. He has a 10mm Snub revolver holstered under left arm, which he will surrender (it is empty of all but one bullet).

Refereeing:
Gregorii Skimiish, is the "pet" pilot of the Imperial 50dtn Space Fighter in the Satrapy Forces that have sided with their K'Kree TEDs. He is personally sickened that he and this magnificent machine are used to hunt and kill unarmed defenseless members of his own kind. To that end, he has sworn to himself to escape with the machine, to prevent its further use against humanity, even though the reprisals against his family will mean their deaths. He has no wife, or children himself, and his brother is a bureaucratic toady for the K'Kree anyway, whom he despises.

Gregorii' s escape to the RCES is his choice. He will be startled they do not execute him once aboard the *Mississinewa*. He is a man looking for a way to die. Short of strapping him into an autodoc, no one can stop him. He will seek the first opportunity to do so, in his own way, to repay the debt. He loves flying, but his conscience cannot be assuaged by mere words.

Rebel Scouts
Veteran NPC's
The rebel scouts consist of a variety of humans drawn from local rebel tribes, and refugees that have escaped the tyranny of their K'Kree overlords. They are Veteran troops, having escaped and fought the K'Kree and their satrapy forces for years. They are typically armed with a smooth bore flintlock musket (taken from satrapy troops), hunting bows, and large knives. They do not usually wear body armor of any sort.

Classic Traveller
UPP: 678536
Skills: Archery-2, Rifle-2, Tracking-2, Dagger-1, Gr. Tactics-1, Longsword-1, Riding-0, Swim-0.

TNE:
UPP: 678536-0-9
Combat assets: Early Firearms (musket) 13, Archery 13, Armed Martial Arts 13
Other assets: Stealth 13, Observation 13, Survival 13, Tracking 13.

Satrapy Forces
The K'Kree have imposed their military structure on the human satrapy forces. They have effectively introduced conscription and the majority of the troops are simple farmers serving out their term. The novice troops are stiffened by experienced NCOs who are career soldiers who remained in the military following their term of service. The K'Kree maintain several units of Veteran troops, career soldiers with experience of hunting down fleeing refugees and rebel human G'naak. The Veteran troops are treated well and have considerable status amongst the human population. They are issued breastplates as a sign of their position.

Human Novice Troops

Classic Traveller:
UPP: 667535
Skills: Rifle-1, Longsword-1.

TNE:
UPP: 667535-0-4
Combat assets: Early Firearms 9, Armed Martial Arts 9
Other assets: None

Human Experienced Troops

Classic Traveller
UPP: 768535
Skills: Rifle-2, Dagger-1,Tactics-1, Leader-1, Longsword-1.

TNE:
UPP: 768535-0-6
Combat assets: Early Firearms 11, Armed Martial Arts 11
Other assets: Survival 10, Leadership 11, Ground Tactics 11.

Human Veteran Troops

Classic Traveller:
UPP: 779535
Skills: Longsword-2. Rifle-2, Tactics-2, Dagger-1, Leader-1,

UPP: 779535-0-4
Combat assets: Early Firearms 13, Armed Martial Arts 13
Other assets: Survival 12, Leadership 13, Ground Tactics 13.
Breastplate AV 0(2)

Lord Xaar!glukk* rraer! Khaan
Experienced NPC

UPP: 7778AB-0-A

Lord Xaar!glukk* rraer! Khaan is a typical K'Kree minor landowner, and is more worried about maintaining his court than conducting expeditions into the claustrophobic wooded mountains to exterminate G'naak. He treats rebels like a farmer treats vermin, to be exterminated when they enter his lands but not deliberately sought out. He has been ordered onto this mission by the Steppelord and is dutifully if unimaginatively carrying out his duties. He has pulled the majority of his satrapy forces from his lands and assigned them to the command of General Lur! *rukk!laan*khaa! 'kan. Lord Xaar!glukk* rraer! Khaan is merely present to claim the glory, and to prevent General Lur! *rukk!laan*khaa! 'kan gaining it in his place.

Lord Xaar!glukk* rraer! Khaan will not enter combat, and it is unlikely that the PCs will get close enough to him to inflict any harm.

First Wife Thaalis!Nur'raek*khuun
Novice NPC

UPP: 56669B-0-9

First Wife Thaalis!Nur'raek*khuun is a scheming manipulative K'Kree, whose primary aim is to ensure her son become the next lord, when Xaar!glukk* rraer! Khaan dies. She is attempting to defend her position from Lord Xaar!glukk* rraer! Khaan's other wives who are trying to maneuver their offspring into the position of first heir. She has accompanied Lord Xaar!glukk* rraer! Khaan on this campaign purely to ensure she retains access to her lord's side. She has dragged her son along to ensure that he is not the victim of an unfortunate accident back at court whilst she is away.

First Wife Thaalis!Nur'raek*khuun will not enter combat, and it is unlikely that the PCs will get close enough to her to inflict any harm.

First heir Grish'naar!kuluu*luk'khaar
Novice NPC

UPP: 77768A-0-8

First heir Grish'naar!kuluu*luk'khaar has been assigned to Lord Xaar!glukk* rraer! Khaan's bodyguard unit as its leader, a fitting position for the First Heir. Unfortunately Grish'naar!kuluu*luk'khaar is more use to court politics than the battlefield and has only limited military training. He is expected to lead, and has had some training in leadership, but is not a field commander. He has a very low opinion of humans; even ones converted to vegetarianism and will torment any human troops near him. He considers rebel humans as G'naak of the worst kind and will happily trample them underfoot.

General Lur! *rukk!laan*khaa! 'kan
Elite NPC

UPP: 767AAA
Skills: Leadership-4, Tactics-4.

UPP: 767AAA-0-C
Other Assets: Leadership 15, Ground Tactics 15,

General Lur! *rukk!laan*khaa! 'kan is a former officer of Steppelord Tulaa' ggr' al* Kurruk*laa*khaan, posted to this fiefdom to take active control of the satrapy forces under Lord Xaar!glukk* rraer! Khaan. Technically he is under the command of Lord Xaar!glukk* rraer! Khaan, but is a far more competent commander.

General Lur! *rukk!laan*khaa! 'kan recognizes the usefulness of human satrapy troops and other servant races, and as a good commander will ensure the good treatment of his human forces. He will not expend them lightly, although novice troops have generally not earned his respect and are more likely to be scarified for the needs of a battle plan. However, General Lur! *rukk!laan*khaa! 'kan is quite willing to sacrifice every human in the army to protect K'Kree lives and the rulership of his Steppelord. He also hopes that a successful campaign will gain him sufficient favor to be granted a fiefdom, such as the one Lord Xaar!glukk* rraer! Khaan currently rules!

General Lur! *rukk!laan*khaa! 'kan will remain out of range of the PCs weapons, but can be considered to have the following relevant assets:

K'Kree Troopers
These are veteran troops acting as bodyguards for Lord Xaar!glukk* rraer! Khaan, and as such are amongst the best of his troops. Unfortunately, the bodyguards is a prestigious unit, and several political appointees are within the ranks including the Lord Xaar!glukk* rraer! Khaan's son. They are armed with TL7 assault rifles, TL10 ACRs and have approximately a dozen RAM grenades between them. They use ballistic weave vests and helmets as standard.

K'Kree Veteran Troops

Classic Traveller:
UPP: 767547
Skills: Auto Rifle-3, Cutlass-2, Tactics-1.

TNE:
UPP: 767547-0-6
Combat assets: Gun Combat (Slug Rifle) 13, Armed Martial Arts 13
Other assets: Ground Tactics 11,
Ballistic weave vests and helmets AV1

Satrapy Equipment

Smoothbore Flintlock Musket

A single shot ball and black powder musket. The power is normally contained within paper cartridges, but the musket can use loose gunpowder. It takes 2 actions to reload using the paper cartridges, loose powder requires an additional round. The musket is also equipped with a bayonet lug.

TNE: Penetration: Nil, Damage Rating: 3, Short Range: 30m, Recoil SS: 1, Bulk: 8
CT: As Carbine -2

9.5cm Light Field Gun

A smooth-bore horse artillery piece weighing 1.6 tonnes, and requiring a crew of 14. The cannon takes 38 turns to set up and 4 rounds to reload after each shot.

TNE:
9.5cm shot: Short Range 130m, Damage Value 21, Penetration Value 5-4-4-2
9.5cm Canister: Danger Space 16x65, Damage Value 2D6 primary radius / 1D6 secondary radius, Penetration Value 1-Nil

CT:
9.5cm shot: As 4cm RAM Grenade, HE
9.5cm Canister: As 4cm RAM Grenade, Flechette.

CHAPTER 4 - RETURN TO EBEHKAR

With a faint lurch, the *Riggins Victrix* will propagate out of jump space in the Ebekhar system. Two hours later, the *Mississinewa* will flicker into existence only 50,000km away. The two RCES vessels are soon heading in-system towards a refueling point and last known location of the *Mississinewa's* sensor drone.

LOOKING FOR THE DRONE

The *Mississinewa* deposited its sensor drone several hundred thousand kilometers out from the Charybdis gas giant both as a early warning device as the *Mississinewa* approached to refuel, but also as a monitor as the ship moved in system. The drone may have detected activity when the vampires attacked the *Mississinewa*. Unfortunately, sensor sweeps and activation code transmissions to its original position reveal nothing. Obviously the drone has moved or been destroyed.

If the drone ran out of power - a distinct possibility, then it would have drifted, under the effects of the gas giant's gravitational field.

❑ A **TNE**: difficult survey or astrogation; **CT**: Survey / Navigation, DM 0, task roll will allow sufficient readings to be taken to allow the local gravitational field to be determined.

❑ A **TNE**: Average astrogation; **CT**: Navigation, DM+2, task roll will then allow an approximate position for the drone to be determined.

Once the *Riggins Victrix* and the *Mississinewa* have arrived at the correct area, they can begin sensor sweeps to locate the drone. The sensor scans can be performed using the standard sensor rules within the TNE rulebook. The drone is an un-powered, very small target. Once located the drone can be brought aboard the *Mississinewa* and its memory recovered.

The memory banks will show the arrival of a large Imperial era 30ktn Bulk Freighter at the gas giant. Three SDB's will emerge to escort the bulk freighter whilst it refuels. Sharp-eyed team members will recognize the SDB's as identical to those deployed by Lillian. This will be a worrying development, especially if the RCES Team members have not previously detected and dealt with Ernest's watchers.

Once the bulk freighter has refueled, a type A2 *Jayhawk* Far Trader will leave via one of the large cargo doors and proceeds in-system. This is the vessel the *Mississinewa* detected and which triggered the vampire SDB attack. It is obvious that the Bulk Freighter is the source of the Guilded Lilly. The bulk freighter will then spend several days orbiting the gas giant before moving away and jumping.

DATA ANALYSIS

An Imperial remnant who has served with a large Imperial era corporation will be able to recall the basic specification for this type of bulk freighter from memory with a **TNE** difficult intelligence; **CT**: Intelligence, DM 0, roll. A search through the ship's data banks will reveal the same information on a **TNE**: difficult computer; **CT** Computer, DM 0, task roll.

❑ Imperial Bulk Freighter

❑ 30ktn, Unstreamlined Slab, J3, M1, Unarmed.

A Intelligence task roll (**TNE**: Average; **CT**: DM+2) will reveal that the freighter performed a complete refueling run, and the time it remained in orbit is consistent with it refining a full load of jump fuel. Intelligent team members will probably realize that Ernest's Base is Jump 3 from Ebekhar.

ERNEST'S WATCHERS

The three *Solace* Class SDB's that Ernest has secreted within the atmosphere of the gas giant will observe the RCES activities discretely using passive sensors. They will obey their orders to gather data and make no offensive moves.

If the RCES vessels begin to scan for the SDB's based upon the recovered information from the drone, the SDB's will hide. If one is detected it will engage the RCES vessels whilst the other two hide. If the RCES vessels detect two or more SDB's and make this obvious to the SDB's, e.g. fire control locks, then two SDB's will engage whilst the third will hide. Their primary objective is to survive and report to the next vessel that enters the system from Ernest's base.

POSSIBLE CONTENDERS

A quick check through the sector database (**TNE**: Average computer task roll; **CT**: Computer,, DM+2) will identify the following worlds as being within Jump 3 of Ebekhar. A second computer task roll (**TNE**: Average; **CT**: DM+2) will call up the 1119 survey data for these worlds.

World	Hex	UWP	Bases	Trade Code	TPPG	AL	Star
Iusea Subsector							
Hammett	1328	D200512-C		Ni Va	224	LI	M4 V M4 D
Iqorr	1426	B435488-F		Ni	612	LI	M0 V
Kennebunk	1530	C69469D-9		Ni Ag	A801	LI	G2 V M6 D
St Denis	1630	C1109CB-F		Hi In Na	902	LI	A3 III
The Blight Subsector							
Iiselu	1826	B557563-C		Ni Ag O:1628	802	LI	M1 V

CHOICES

The RCES now have to determine which of the worlds to investigate to locate Ernest's hidden base. The following information is provided for Referees to respond to queries from the team.

HAMMETT

Current UWP: X200000-0   Va Ba   024   --   M4V M4D

Hammett is Jump 3 from Ebekhar, and its technology base is comparable with the robots used by Lillian and used to build the Guilded Lilly. However Hammett only had a relatively small population and more importantly only a D class starport incapable to building even non-starships.

Referees Information:

Hammett was affected badly by the Hard Times following the Final War. The starport was reduced to a Class E, technology dropped to TL4, and its government became a dictatorship. The world was classified as failing. To stave off final collapse they purchased a modular TL6 modular rocket system from Cheetah. This solid rocket booster spaceship was used to mine ice from other worlds in system to supply the water / oxygen needs of Hammett.

Unfortunately after the Collapse, no more solid rocket boosters were available from Cheetah and the entire planet died of thirst. In the New Era, Hammett is a dead world with little salvage, except for a primitive TL6 spaceship. Hammett visited by Guild salvage crews on a very infrequent basis.

IQORR

Current UWP: X435000-0   Ba   012   --   M0V

Iqorr is also Jump 3 from Ebekhar and does possess a Class B starport capable of building non-starships and maybe being upgraded to produce starships. However, its population base is even smaller than Hammett, and its technology level of 15 is considerably higher than vampire equipment encountered so far.

Referees Information:

Iqorr was part of the Imperial supply line to the rim during the final war and was subject to a Solomani strike that destroyed the starport. Its technology regressed to TL5 during Hard Times. In late 1128 the planet was taken over by a large Ripper gang (equipped with three starhips) from Jeddel who took large numbers of child hostages to ensure their psychopathic rule.

The Virus killed the world in 1130 and also disabled two of the Ripper gang's starships. The Virus infected the remaining starship and started to mimic the Ripper gang members on board. It horribly tortured the last Ripper to death two months later.

The remaining Virus reactivated the two disabled vessels. Now all three vessels, a 600tn Solomani Endeavor class patrol frigate, a 400tn Imperial Gazelle class close escort and an Imperial 1000tn Xboat tender are infected with homicidal Virus strains. All three vessels are non-Jump capable due to deletions in their memory banks. The Xboat tender and its onboard workshops have managed to keep the ships operational (no automatic critical damage for these vessels). The patrol frigate and the Xboat tender are in orbit around Iqorr, and the Gazelle performs periodic refueling runs out to the gas giant.

All three ships are infected with truly psychotic Hobbyist strain of Virus ands will attack if there is a remote chance of victory. Any RCES personnel captured can expect a slow death by torture. Thankfully the RCES are liable to encounter the Gazelle first as it performs a refueling run. If the Gazelle can be successfully defeated, then the *Riggins Victrix* and the *Mississinewa* will have time to disengage, refuel and jump out of the system before the remaining vampires can arrive.

The Endeavor Class Solomani patrol frigate was featured in FASA's Adventure Class Ships Volume 1. If this source is unavailable the referee should substitute an equivalent light warship.

KENNEBUNK

Current UWP: E6946Q3-4   Ag Ni   B901   Wi   G2V M6D

Kennebunk is only Jump 2 from Ebekhar, and most importantly has recently been visited by the *Riggins Victrix* and the *Mississinewa* was stranded on the world for over a year. Kennebunk is under the domination of the K'Kree not Ernest's vampires.

Referees information:

The situation on Kennebunk has been detailed in Chapters 2 and 3.

ST DENIS

Current UWP: X110000-0   Ba   002   --   A3 III

St Denis again is only Jump 2 from Ebekhar, less than the anticipated jump of the Bulk Freighter. It was a large highly advanced industrial world with a population in the billions. However, it only possessed a Class C starport incapable of manufacturing any sort of vessel. Again its technology level at 15 is considerably higher than the vampire equipment encountered so far.

Most importantly the *Mississinewa* passed through the St Denis system on her original voyage. They encountered a large human corsair band consisting of two Type P corsairs and two Type S scout ships. The presence of a human corsair band would tend to preclude the presence of active vampires.

Referees Information:

St Denis is dead, killed by suicider strains of the Virus in 1130, and the arrival of a vampire cruiser not long afterwards. The main world is a gold mine of TL15 / 11 salvage, including orbiting factory stations. Unfortunately part of the planetary defense network is still operating and can field a force of 25 100dtn high agility missile armed SDB's under robot control. The robots and planetary defense base are not infected but were programmed to guard the main world and its orbiting facilities.

One of the moons of an outer gas giant houses a series of domed habitats taken over by a moderately large pirate band. They can field two operational Type P corsairs and possibly two Type S scouts, depending if they have been repaired or raided for parts. The base also includes a fixed missile turret as a last line of defense. The pirates have full crews for all their vessels together with another 15 men assigned to the base itself.

IISELU

Current UWP: B55756D-2   Ag Ni   B302   Wi   M1V

Iiselu is the required distance from Ebekhar – Jump 3. It is also suitably isolated and has not been visited by an RCES vessel. Shrier also has no information on this world. Its population was small but it did boast a Class B starport capable of building non-starships and maybe being upgraded to produce starships. And its technology base is comparable with the robots used by Lillian and used to build the Guilded Lilly.

Referees Information:

Iiselu is the actual location of Ernest's base of operations, and is detailed in the following chapters.

CONTACTING THE EBEHKARIANS

If the RCES attempt to contact Colonel Westonhaus of the Ebekhar provincial government, they will eventually get in contact with a minor functionary in charge of the radio communications. He will quickly pass them onto higher authority.

Within twenty minutes, a General Borgas will come on the line. The general sounds hostile and ill tempered. He will demand that the *Riggins Victrix* does not approach Ebekhar under threat of attack by the planetary defense missiles and any remaining SDB's. He will refuse to discuss things further with interfering off-worlders that have undermined the pre-destined balance of power and the place of the Ebekharian ruling elite.

Attempts / requests to talk to Colonel Westonhaus are curtly denied.

About half an hour after the short conversation with General Borgas, a faint radio signal from Hope will be picked up. Dr Imhotep is attempting to call the *Riggins Victrix*. The radio signal wavers in and out, but coaching from the *Riggins* communications officer will ease the operator's nerves and allow a more normal conversation to be held.

Dr Imhotep is glad that the RCES Team has returned, and asks if they have returned with supplies from the Reformation Coalition. She will be disappointed when the team members point out the realities of interstellar travel, but the return of the RCES Team will boost the morale of the clans.

The clans have returned to their agricultural life-style although the additional space, electric power and the medical facilities of the core have greatly added the overall quality of life. The medical facilities of the core have allowed Dr Imhotep to finally care for her patients and the Doomed Clan is now alive and vibrant. The clans have even formed a clan council to mediate disputes and control certain common equipment.

She will invite the RCES Team to visit and see their progress, and will ask for help against the new Ebekharian government. The clans have been unable to venture out onto the surface for fear of attacks by the new government who blames them for the fall of Lillian and the loss of their off-world benefactors.

The Ebekharian government radio will then interrupt the broadcast from Hope, and threaten both the Hope colony and the *Riggins* with nuclear attack if the *Riggins* approaches Hope. The only bright spot is that Ebekhar does not appear to have detected the *Mississinewa*.

COVERT APPROACH

The navigators of both the *Riggins Victrix* and the *Mississinewa* believe that a covert approach is possible that will not alert the Ebekharians to their presence. A **TNE**: difficult navigation; **CT**: Navigation, DM 0, task roll will plot a covert approach course that will bypass the Ebekharian sensor coverage. A failed roll will trigger a barrage of PADM fire from Ebekhar (5 missiles per turn) or an attack run by any remaining SDB's.

The Ebekharians will not initially fire at Hope, as they are conserving their missiles. They will only fire on Hope if the RCES vessels land and the Ebekharians detect their landing. If the RCES vessels are detected, their best course of action is to retreat and try again.

Once on the ground, both ships should be camouflaged and emissions kept to a minimum to avoid detection.

HOPE REBORN

Once the RCES vessels have landed, a meeting party from the clans will soon meet them. The RCES Team will recognize Kirian Yuru, the small boy they first met, and Sheri de Shivva the Horde Clan trader.

After a few happy handshakes and kisses of greeting, Sheri will lead the RCES Team, as well as the *Riggins* XO and the Captain Marstens of the *Mississinewa* into the Warrens and the Clan Council. The Council will be happy to see the RCES Team members and there will be much initial merriment in the greetings. The Council members will listen respectfully as the two RCES naval officers are introduced. The team members may enjoy some amusement at the stares of the RC personnel when introduced to Kebapu Aswan-Apatu, the Bwap chief of the Main Men.

Dr Imhotep will then call the meeting to order.

"Friends, it is good to see you again, although I hoped it would be under better circumstances. I am glad you have found your missing friends as we have lost a friend dear to us. The "esteemed" General Borgas deposed Colonel Westonhaus only a week after you had left. The poor Colonel was publicly executed, although rumors persist that his faithful sergeant managed to escape and join the rebels."

"General Borgas has made concerted efforts to totally crush the St Denisers before his high tech weapons run out. The St Denisers have resisted fiercely and have captured several garrisons and control several of the islands now. General Borgas is becoming increasingly desperate, and we fear that he could strike out blindly at us, the slayers of Lillian, his prime supporter."

RCES Team members may intervene at this point saying that they cannot stay to protect Hope.

"However" continues Dr Imhotep "we believe we have a solution. We have discovered a cache of weapons hidden out near the starport. There are two dozen anti-ship missiles and some electronic equipment. We will trade you half the missiles if you will use the rest to build us a deterrent missile force"

The RCES Team will probably be totally shocked. Captain Marstens, as senior RC officer, will accept the offer subject to inspection of the weapons.

ALADDIN'S CAVE

Sheri can lead the RCES Team and some of the *Riggins* weapons officers out to a ruined warehouse at the edge of the old port. Inside, the warehouse has been discreetly repaired, and wooden crates litter the floor. Inspection of the crates will reveal standard 7tn anti-ship missiles.

A **TNE:** Average ships weapons – missile; **CT**: Gunnery (missile), DM+2, task roll will reveal that the missiles are TL14 semi-independent models with their own onboard sensors.

Examination of the other crates will reveal a large electronics module. Any character with ships weapon expertise will recognize it as a Master Fire Director. Detailed inspection and a **TNE**: Difficult Ships Weapons; **CT**: Gunnery, DM 0, Task Roll will identify the MFD as a TL14 model. Other crates will hold hundreds of decoys. This was obviously a supply dump for Lillian's SDB's.

MISSILE COMMAND

The ships' weapons officers in conjunction with any suitably experienced team member can plan out a crude missile launch system. The ships officers will suggest that the missiles be located on locally built launch rails in concealed positions. The missiles can then be linked to local computers (desktop computers salvaged from the Core and cleansed with the snake) as local controls and target input stations. Once launched in the general direction the missiles own sensors will do the rest.

This will allow the remaining missiles to be used to restock the Victrix's pod and the launch cradles on the Heavy Fighter. Sensor decoys can also be replaced from Lillian's stores. The TL14 decoys will be an improvement on the TL12 decoys carried by the RCES vessels and the TL11 K'Kree made decoys on the fighter.

The TL14 MFD can be swapped with the TL12 version currently installed on the Victrix. Thankfully the TL14 MFD is missile capable. Shrier will suggest that the spare TL12 MFD be installed on the *Mississinewa* to allow her to engage multiple targets with some degree of accuracy.

With both crews working, the Hope missile battery and the modifications to the RCES vessels can be completed in about a week.

❑   TL14 Missile/Beam MFD, 300,000km range, with 300,000km AEMS, and 300,000km laser com.(-5 Diff Mods, 10 hex, Msl 10 hex, 5 missiles

❑ TL14 Missile: Semi-Ind, Yield 500ktns, 8/8 G-Turns, Hits 1D6, Damage 1/25-79, Range 0, Sensors 3P, Commo 10L, Signature Radar+4/ AEMS+3/ HRT+4/ PEMS+3/ Fire+1

DISCOVERED

If the RCES vessels are discovered on Hope then the Ebekharian government will take steps. The PADM command and any remaining SDB's will be alerted and will monitor the RCES vessels.

If the RCES have given away their position such that it becomes widely known to the populace on Ebekhar, the government will launch an attack with PADMS set for nuclear detonation in an attempt to destroy the RCES vessels on the ground in a nuclear blast.

If Ebekharian sensors detect major works / refits being performed on the RCES vessels that indicate that they are not combat ready, they will launch PADM's set for laser detonation in an attempt to cripple the vessels. They will then dispatch any remaining SDB's to salvage the wreckage.

The Ebekharian PADMS are standard TL7 models as described in the RCES Equipment Guide. Details of the Ebekharian SDB's are provided in Appendix A

FAREWELLS

The night before the RCES leave Hope will be a grand affair with feast organized by the clans in honor of their new friends and their new missile system.

Referees Note: This is a perfect time for natives from Hope to volunteer to fill out any empty crew spaces on the RCES vessels and allow replacement of any RCES Team members killed so far.

Next morning, the RCES vessels will lift somewhat hesitantly into the sky. Retracing their approach vector will allow them to avoid Ebekharian sensor sweeps.

As the vessels accelerate out to jump point, disturbing radio transmissions are intercepted from Ebekhar. The St Denisers have launched an all out offensive using captured weapons and have overwhelmed most of the garrisons within their reservations. The Ebekharian wet navy is desperately attempting to recover any surviving troops and prevent St Denisers infiltrating the remaining islands.

As the *Riggins Victrix* and the *Mississinewa* refuel and vector out to the jump point, General Borgas will threaten to use the PADM's as nuclear ground attack missiles unless the St Denisers surrender within the hour. As the jump grids engage, the sensors will detect the first of many nuclear explosions on the surface of Ebekhar – a world is dying.

HOPE NPCS

THE WARDENS

Leader: DR. Shandraa Imhotep, Human, female, Vilani. Age 44 (104).

Classic Traveller:
UPP: 558CE9
Skills: Medical 4; Computers 4; Research 3; Leader 3; Brawling 1; Survival 1.

TNE:
UPP: 558CE9-0-B
Combat Assets: Melee (Unarmed martial arts) 9.
Other Assets: Medical 6 (Trauma 2/14; Diagnosis 2/14; Surgery 2/14); Computers 14; Research 14; Observation 14; Biology 15; Leadership 13; Will power 12; Survival 10.

Motivations: Shandraa is the senior most facility scientist-doctor remaining amongst the "Wardens", and takes her role seriously. It was she and two others that corroborated the awakening of the Inmati & Morlocks. Unfortunately as Virus had inserted itself, it wiped out many pertinent details of the cryo-frozen remnants, like their status criminally, mentally, and sometimes medically. She has a strong commitment to the Wardens, and the people still frozen, as well as the Inmati who are sick. She is not intimidated by violence, and will not hesitate to use it in her defense or those under her care.

THE INMATI

Leader (Horde): Griffon O'Malley Human, male, Solomani age 30 (65).

Classic Traveller:
UPP: 8789A8
Skills: Brawling 3; Large Blade 3; Survival 2; Leadership 3; Ground Tactics 2; Electronics 1.

TNE:
UPP: 8789A8-0-A
Combat Assets: Melee (Unarmed Martial arts 13; Armed martial arts (large Blade) 13).
Other assets: Willpower 13; Survival 12; Leadership 13; Ground Tactics 12; Stealth 10; Intrusion 10; Electronics 9.

Motivations: Griffon was a martial artist athlete, the captain of his team in the Sector wide Olympiads of the prewar era. Griffon is aggressive, and inclined to use violence to resolve problems, especially where nests of Morlocks are discovered. Griffon's group works closely with the Restored, as they have the bulk of the skilled craftsmen, and has some contacts amongst the Main-Men.

Leader (The Dream Web) "Yiseldra of the Seven Sagas" Human, female, Solomani, age 23 (53).

Classic Traveller:
UPP: 546995
Skills: Small Blade 1; Brawling 1; Bluff 3; Instruction 2; Liaison 1; Survival 1.

TNE:
UPP: 546995-5-A
Combat Assets: Armed martial arts 7 unarmed martial arts 7.
Other Assets: Act/Bluff 13, Instruction 12; Persuasion 11; Survival 10.

Motivations: Yiseldra is dying of a terminal disease (Referee select one) that slowly debilitates the health of the person. Attractive, yet frail. Yiseldra is aware of her own mortality, and this insight has allowed her to become a better storyteller, and leader of her group of survivors.(Treat her storytelling in the way one would a Traditional Gaelic Bard). She instructs and leads. The entropy-fatalism of the Doomed, her "re-birth" tribe did not appeal, to her so she traveled and applied with the Dream Web. Lately Yiseldra's dreams have entered her stories in prophetic fashion (inexplicably), and her latest tale is of far travelling saviors riding the stars.

Leader (Shangri-La) Reverend Brother Shu Shan Li, Human, male Solomani, age 54 (84).

Classic Traveller:
UPP: 565A7A
Skills: Brawling 2; Instruction 3; Admin 3; Liaison 3; Leadership 2; Survival 1.

TNE:
UPP: 565A7A-0-8
Combat Assets: Unarmed martial arts 12.
Other Assets: Instruction 13; Leadership 11; Philosophy 12; Willpower 12; Religion 12; Persuasion 13; Survival 10; Stealth 10.

Motivations: The "Reverend Brother Shu Shan Li" is an assumed name of Hoargrave Berrents, a former con man, and charlatan. He leads the "utopians" of Shangri-La, and is a pathological liar par excellence. He has also over the past thirty years convinced himself of his own lies. The "perfect pacifistic society must be entered with uncluttered mind & life (meaning the very poor who have no wealth to contribute to the Rev Br. Shu, and those of diseased mind or body are excluded.). Under his leadership, those seeking peace from the rest of the Inmati's squabbles maybe found here, though they too cannot comprehend the horrors of the Morlocks (and thus deny they really exist). Shu's isolationist group tends to be xenophobic at best.

Leader (The Restored) Androhaar Shunishaam, Human, male, Vilani; age 45 (75).

Classic Traveller:
UPP: 7779A7
Skills: Archery 2, Large Blade 2; Mechanic 1; Medical 1; Navigation 1;
Observation 2; Stealth 1; Survival 2, Tracking 2.

TNE:
UPP: 7779A7-0-9
Combat Assets: Archery 12, Armed martial arts 12.
Other Assets: Mechanic 9; Medical (Trauma aide) 9; Navigation 10; Observation 12; Stealth 10; Survival 12, Tracking 12.

Motivations: Androhaar is willing to help anyone in need, and has operated his group of awakened survivors in such a manner. His group produces crossbows for trade and sale to other groups (save the Morlocks, of course!). Androhaar's violent tendencies stem from counterattacking Morlock raiders.

Leader (Libre est St. Denis) Richard "Mad Hatter" Hoare, Human, male. Solomani, age 53 (103).

Classic Traveller:
UPP: 876987
Skills: Large Blade 3; Brawling 3; Archery 3: Leader 3; Survival 2; Ground Tactics 1; Mechanic 1; Medical 1.

TNE:
UPP: 876987-0-9
Combat Assets: Armed martial arts 13; Unarmed martial arts 13; Archery 13:
Other Assets: Survival 12; Leadership 13; Ground Tactics 12; Stealth 10;
Intrusion 10; Mechanic 9; Medical (trauma aide) 9.

Motivations: Mr. Hoare is the erstwhile leader of the Liberate St Denis Movement from the planet of the same name. He was rounded up in a police sweep in 1119, and sent here for "cryo-freeze to keep him from rabble rousing. Since being awakened, he has taken hold of this group of his former members, and added a few more. (Mr. Hoare was also a Sol Sec agent, sent to "disturb" the Hi-pop world of St Denis). They are ardent Human supremacists, and dislike the Restored (due to their Vargr members) and any of the Bwap Main-Men slightly less than the Morlocks. He makes no secret of his bigotry to all things non-human, and is more than willing to use violence to achieve his ends.

Leader (The Doomed) Heramis Ghanek, Human, female. Solomani, age 53 (103).

Classic Traveller:
UPP: 3458A4
Skill: Instruction 3; Medical 2; Survival 2.

UPP: 3458A4-0-7
Combat Assets: (none);
Other Assets: Medical (Diagnosis) 12; Instruction 13; Survival 12; Stealth 10; Intrusion 10.

Motivation: Heramis leads the Doomed: those awakened who are dying of terminal diseases. Due to the nature of Lillian's computer override controls being damaged by the other Inmati, and sometimes the Morlock, it is not as simple as one may think to return to lowberth. Heramis suffers from Alzheimer's, and its onset has reduced her from Veteran status to her present condition. They suffer in dignity, and carry on as before, tending their small gardens, and conducting limited barter-trade with the main-Men. They endure their visits from the Wardens. Heramis' lust is actually an obsession for death to come and take her before she forgets even her own identity.

Leader (Main Men) Kebapu Aswan-Apatu
(Elite NPC)
Bwap, Male, Age 83

Classic Traveller:
UPP: 325BC9
Skills: Leadership 4; Admin 3; Liaison 3: Chemistry 2; Metallurgy 2; Mechanical 1; Electronics 1.

TNE:
UPP: 325BC9-0-8
Combat assets: (none);
Other Assets: Theology (Bwap) 18, Leadership 16, Chemistry 12, Electronics 10, Machinist 10, Mechanic 10, Metallurgy 10,

Motivation: Kebapu was born in 1120 during the Final War and can remember the glories of the Imperium and their decay during Hard Times. The Collapse was a major spiritual turning point in his life. His faith, leadership and technical knowledge have kept his followers safe from Morlocks for over 70 years. He now acts as an elder statesman figure on the Clan Council.

CHAPTER 5 - IISELU

IISELU SYSTEM DETAILS

Orbit		UWP	Comments
-		M1V	Main Star – Vivario
0		Iiselu 1119 B557563-C 1200 B55756D-2	Ni, Ag, Ni, Ag
	35	Y100000-0	
1		Large Gas Giant	
	2	YR00000-0	
	3	YS00000-0	
	6	Y740000-0	
	20	Y341000-0	Ice Capped
	50	F875365-C	Ice Capped, Research Lab, Military Base Abandoned during Hard times.
2		Large Gas Giant	
	3	Y100000-0	
	4	Y210000-0	
	6	Y400000-0	
	7	Y200000-0	
	8	Y443000-0	Ice Capped
	10	Y330000-0	
	45	Y500000-0	
3		G300363-C	Observatory / Research Lab. Failed during the collapse.

Iiselu was uninhabited until the expanding Terran Confederation established a naval installation there during the Nth Interstellar War. Its location in a J3 rift, severely limited counterattacks by the Vilani who where limited to J2. The naval installation was gradually upgraded into a major naval base, and a civilian population grew on the earthlike planet.

Iiselu prospered during the Rule Of Man, and with the coming of Twilight, it formed the heart of a small pocket empire as the authority of the Rule Of Man waned. The pocket empire and the naval base were destroyed in the era of petty empire building and rebellion that categorized the period between Twilight and 9pm. Iiselu suffered extreme technological regression during the Long Night and the population eventually died out several centuries before Dawn and the founding of the Third Imperium.

The system was scouted by the IISS during the original Imperial expansion through the sector. Its remote location prevented development, despite its habitable biosphere. Eventually in 630, the population of Ebekhar claimed the system and established an orbital starport. They offered the port as a staging post for the new Xboat service, as a quick means of crossing the blight rift. The IISS accepted.

Naturally mega-corporation transports and liners followed the Xboat routes, and soon Iiselu had become a prosperous trade center. Ebekhar established a population on the planet of Iiselu to provide agricultural products to the passing ships and to develop R&R facilities for the ships' crews. Its location acted as a natural protection against pirates, and kept out smaller independent merchant firms who only had J2 ships.

By the end of the Solomani Rim War, the orbital highport was of Class B standard with a shipyard specializing in the annual maintenance of mega-corporation liners and freighters. The highport had expanded to include orbital factories provid-

ing parts to the shipyard and for export. Whilst below the planet Iiselu provided fresh food, rest and recreation and the raw materials for the orbiting factories. The planetside strip mines were carefully located well away from the fields and towns.

Ebekhar grew rich on the profits of their Iiselu corporation. They were however left behind in technological development by their Iiselu corporation.

With the Final War, Iiselu was used as a secure rear area by the Imperial Navy, where Megacorp freighters transferred war materials to naval transports. The Solomani attempted several raids but were beaten back by the SDB's and other naval forces stationed there. But with the end of the fighting, the withdrawal of Imperial forces, and the onset of Hard times, the mega-corporation trade dried up. The local population rose up and liberated themselves from Ebekharian control. During Hard times, Iiselu was still a secure harbor and part of a J3 route to the rimward end of the sector.

The reduced trade levels allowed the government to mothball most of the highport, and hence make vital resources available for other projects. The port was now effectively class D. The lack of trade forced the government to re-tool the available industry to a lower, supportable technology level of TL9.

The arrival of a suicider Virus on a J3 transport effectively disabled the starport and its associated factories. Without their orbital factories, or means of accessing them, the population of Iiselu suffered extreme technological regression and are now TL2. The drop in technology also resulted in a decrease in population from 800,000 to 300,000 in the New Era spread across several nations.

All was quiet in the Iiselu system until Ernest arrived. Fully details of Ernest's orbital facilities and the situation on the planet are detailed in Chapter 7.

LET BATTLE COMMENCE

This Chapter assumes that the RCES Team launch a naval attack against Ernest's shipyard. If the RCES achieve a covert landing on the planet or the Highport, then the Referee should refer to Chapter 7 for details of Ernest's operations in system.

TACTICS

Fortunately for the RCES Team, the *Mississinewa's* database contains very complete astronomical data for the Iiselu system, traded with a Free Trader in the Madoc Subsector. This data will allow the ships' navigators to plot the current expected positions of the system and the planets with some accuracy, and allow a choice of jump emergence points.

CHARGE

The RCES vessels can plot a jump course that will allow them to emerge from jump, 100 planetary diameters away from Iiselu to perform a surprise attack. This approach from close range gives the vampires a minimal time to respond. It also places the vessels deep in an unknown system against an enemy of unknown strength and with insufficient jump fuel for a retreat.

FRONTIER REFUELLING

The RCES vessels can jump in near one of the gas giants and refuel. This would allow them to perform scans of the inner system and the probable location of the vampires, and also stage a retreat if the vampire forces were too powerful. However, the gas giants are an obvious arrival point and would probably be monitored and maybe defended. Arrival here would probably loose the element of surprise.

DEEP RECON

The RCES vessels can arrive elsewhere in the outer system, away from the system elliptical plane and the planets. Such a location would allow sensors scans of the inner system, and would almost certainly not be detected. However, such a location does not provide a refueling source, and any advance on the inner system could be detected.

ERNEST

The puppeteer Virus known as Ernest is currently resident in the Imperial Era highport orbiting Iiselu. He maintains limited planetside facilities (mainly strip mines to supply materials to his factories). Ernest has restored part of the highport including several docking bays, cargo holds, the factories, the shipyard and the central computer core.

Being resident within an Imperial Era highport has several disadvantages:

❑ The port is a gigantic size target
❑ The port is unarmed, in accordance with Imperial practice.
❑ The port is only equipped with active sensors, it had no reason to hide, and active sensors were more accurate for traffic control purposes.
❑ The port is unarmored (AV10) with the exception of the areas around the hanger doors and the doors themselves which have been strengthened to resist accidental collision damage (AV20), **CT**: Armor 0

Ernest has managed to restore a single TL12 480,000KM (16 hex) AEMS system, however it is normally powered to a 30,000km level to provide traffic control for the shuttles carrying ore from the planetary surface. The highport

carries several System range radios, but again Ernest normally has them powered to a 30,000km range to allow communications with his facilities planetside.

ERNEST'S AVAILABLE FORCES

Ernest has the following forces available within the Iiselu system:

❑ A handful of unarmed shuttles used in ore transfer.
❑ A single armed shuttle, used to impress or punish the natives.
❑ A single armed *Jayhawk* Far Trader (just built at Ernest's shipyard).
❑ Two *Solace* Class System Defense Boats.
❑ A single *Castle* Class Heavy System Defense Boat.
❑ A single Imperial Era Patrol Cruiser (not immediately available).
❑ A single 30ktn Imperial Era Bulk Transport.
❑ A single TL12 nuclear damper barrette (recovered from the hazardous materials handling area within the highport).

FORCE DISPOSITIONS

The mine shuttles will be performing regular transport runs between the planetside automated mines and the highport's docking bays with cargoes of ore. A single *Solace* SDB will be in orbit around the Highport and providing passive sensor coverage of the Iiselu system. The remainder of the vessels are docked in interior hangers within the highport.

ERNEST'S TACTICS

The *Solace* SDB provides passive sensor coverage of the system and is most likely to detect the RCES vessels. Once Ernest has detected an incoming naval force, it will:

❑ Order the mine shuttles to land at the nearest facility planetside.
❑ Launch the remaining *Solace* SDB, the Far Trader and the Armed Shuttle.
❑ Activate the nuclear damper
❑ Close the interior pressure doors etc. within the highport.

Once Ernest is aware that the approaching RCES vessels have detected him and his forces, he will activate his AEMS system to provide accurate sensor data / sensor locks for his armed merchant vessels.

Once battle is joined, the Armed Shuttle and Armed Far Trader will attack lesser vessels such as small craft and attempt attacks of opportunity against heavily engaged vessels. The armed merchant vessels have sufficient energy to overpower their weapons to –1 Difficulty Level (by diverting power from AEMS, Contra-grav, and grav compensators). If necessary the Far Trader, can divert power to a single laser turret to power it at a –2 Difficulty Level.

The two SDB's will directly engage military vessels. They will slave their laser turrets to an MFD and provide missile defense for the highport. They will engage hostile vessels with their spinal PAWS and their missiles.

The puppeteer Viruses controlling these vessels will have open radio channels and will actively attempt to infect the RCES ships. Fortunately the separated comms systems within the RCES vessels will prevent infection. The open comms channels will allow the RCES to stage anti-viral attacks using the Snake anti-viral weapon hooked up to the Victrix's radio system. Electronic combat is detailed in Appendix C.

If the RCES attempt to use the Snake on Ernest, they will find Ernest has also set up a separate comms system which he will firewall (a protection against other puppeteers).

FIRING AT ERNEST

Ernest's Highport is an easy unarmored target. Its only defenses are the anti-laser fire from the SDB's, its single nuclear damper, and feeble hull armor. RCES vessels will be able to fire on the Highport quite easily. Any hits will cause damage to the cargo bays and hangers that dot the highport's surface. Only major hits will penetrate far enough to damage the shipyard or the factories.

DETECTED

If the RCES perform sensor scans of the system, and then move to refuel and leave the system, they will give Ernest chance to marshal his forces. He will dispatch his warships to intercept and destroy the RCES vessels before they can leave the system. He will dispatch his bulk freighter to Ebekhar to determine the fate of Lillian and to recover any of his remaining SDB's. He will also attempt to increase production of his Guilded Lilly Far Traders. The time required to bring a significant force this far into the Wilds will allow Ernest to produce more vampires and threaten the safety of this half of the sector.

UNPLEASENT SURPRISE

Once the RCES vessels have overcome Ernest's initial forces and are starting to attack the highport itself, Ernest will reveal his ace in the hole. A massive hanger door on the opposite side of the highport will open and a *Castle* class heavy SDB will launch (TL13, 5Ktn). The first the RCES vessels are likely to discover this new threat is when it approaches around the top of the highport. This leviathan will considerably overmatch the RCES vessels, especially

if they are damaged / have expended significant ammo destroying the SDB's.

Captain Marstens will order a general retreat, with the RCES *Mississinewa* and the gunned cutter acting as rear-guard. She will order the *Riggins Victrix* and the fighter to make maximum Gs to jump point (or to a refueling point) and return to the Reformation Coalition with news of this vampire nest.

The heavy SDB will advance on the *Mississinewa* and the cutter at 3G. Its radio system is off to prevent Snake attacks. It will use a few laser batteries to attack the cutter, whilst concentrating most of its lasers, and the spinal meson gun against the *Mississinewa*.

The crew of the *Riggins Victrix* will be able to heavy SDB the battle as they retreat. The cutter is literally vaporized, whilst the *Mississinewa* takes heavy damage from the meson gun and is soon disabled. The Heavy SDB will then start to pursue the *Riggins Victrix* and its accompanying fighter.

As the *Riggins* boosts for the jump point, long range sensors will detect the Imperial era bulk freighter dragging the disabled *Mississinewa* into a hanger. A separate sensor task roll will detect the launch of another small ship from the highport.

The Referee should arrange a thrilling chase as the heavy SDB slowly closes on the *Riggins* as it refuels and prepares to jump. If necessary the fighter can perform a suicidal charge against the heavy SDB to give the *Riggins* enough time to escape. Just as the *Riggins* jumps away, the last sensor scans will identify the second ship as an Imperial era patrol cruiser. It seems that Ernest does not want them to report back.

CHAPTER 6 - PURSUIT

RUN FOR COVER

After the sudden reversal of the Battle of Iiselu, the *Riggins Victrix* is forced to retreat across two subsectors in order to gather reinforcements. The nearest likely source of RC reinforcements is the rendezvous point in the Davao system (Rimward end of the Promise Subsector). Hopefully additional reinforcements can be found there to mount a second assault on Ernest's stronghold and free the crew of the RCES *Mississinewa*. If not, the *Riggins Victrix* will be closer to the Reformation Coalition.

The mood of the Riggin's crew is subdued. They were forced to retreat by superior vampire forces, leaving their new found colleagues in the hands of a determined and ruthless vampire. To make matters more pressing, prior to jump, the Riggin's sensors detected a pursuer. Now the *Riggins Victrix* needs to plot a course across over a subsector of unexplored space to the rendezvous point without being overhauled by the pursuing vampire ship.

Thankfully the *Riggins Victrix*'s database contains the 1119 survey data for the route home. Captain Costello is willing to listen to suggestions as to the intended route.

1119 SURVEY INFORMATION

THE BLIGHT SUBSECTOR (K), DIASPORA SECTOR

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Mogumba	1821	X561410-5		Ni, Lo	R203	Li	M0 V
Iiselu	1826	B557563-C		Ag, Ni	802	Li	M1 V
Pugout	1923	E100120-D		Va, Ni	323	Li	M5 V
Jump	2022	B665432-E		Ni, Lo	211	Li	G0 V
Torngat	2023	E596446-8		Ni, Lo	303	Li	M3 V, M6 D
Overature	2124	B000541-F		As, Ni	703	Li	M3 V
Moncton	2125	E8A3596-A		Fl, Ni	704	Li	M3 V
Fuji	2127	E578544-9		Ag, Ni	802	Li	K4 IV
Akko	2129	C300110-E		Va, Ni, Lo	235	Li	M1 V
Eberly	2130	A686775-E	W	Ag, Ri	223	Li	M1 V, M6 D, M2 D
Maaduura	2221	E554312-A		Ni, Lo	604	Li	G8 V, M9 D
Tarsale	2224	B200830-D	N	Va, Na	100	Li	K2 V
Heart	2225	A978143-F		Ni, Lo	513	Li	M4 V
Mason	2226	C441676-C		Po, Ni	302	Li	M3 III
One Star	2227	D746599-9		Ag, Ni	600	Li	K0 IV
Sivo	2229	C886755-C		Ag, Ri	702	Li	M4 V, M5 D, M6 D
Veejay	2321	BAD3364-F	N	Ni, Lo, Fl	503	Li	K6 V, M0 D
Wescap	2322	D5738BD-8			A514	Li	M0 V
Ayden	2423	C100312-F		Va, Ni	701	Li	G1 V, M3 D
Thicket	2424	D45199C-A	S	Po, Hi	914	Li	M1 V
Elusive	2426	C11037A-E		Ni, Lo	513	Li	K9 V
Daariida	2429	D356443-B		Ni, Lo, C:0	300	Li	K5 III, M6 V
Aaneru	2430	C978875-B			823	Li	M2 V

THE PROMISE SUBSECTOR (L), DIASPORA SECTOR

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Seagull	2521	D7B1430-9		Ni, Fl, Lo	103	Li	G2 V
Amoy	2524	D454634-8		Ni, Ag	305	Li	G0 V
Baraduusa	2528	C342231-D		Ni, Po, Lo	215	Li	G3 V
Ferenira	2724	B100165-F		Ni, Va, Lo, O:2825	123	Li	M3 V
Daaliisa	2725	D7677B8-7		Ag, C:1	A114	Li	M1 III
Eloji	2728	B846647-C		Ni, Ag	302	Li	M0 V
Exeter	2729	A769895-F		Ri	524	Li	K3 V, M9 D
Muni	2825	B3428C9-C		Po	A605	Li	K4 V, M6 D
Promise	2827	A542999-F		Hi, In, Po, Cp	502	Li	M1 V
Poznan	2830	C232888-A		Po, Na	403	So	M4 V
Orsk	2922	B535321-F	N	Ni, Lo, D:0	A912	Li	M4 V, M9 D
Lot	2925	A245666-F		Ni, Ag, O:2825	A503	Li	K5 V
Vahana	2926	B65A577-F		Ni, Wa	703	Li	K2 V, M5 D
Udone	2927	A000599-F		Ni, As	314	Li	M0 V
Gorky	2929	A200542-F	N	Ni, Va	911	Li	G1 V
Execute	2930	C684588-A		Ni, Ag	303	So	G1 V
Asena	3022	C354855-C			114	Li	M7 II
Napiiresha	3023	B559230-D		Ni, Lo	623	Li	K6 V, M3 D
530-053	3027	X443201-7		Ni, Po, Lo	R822	Li	K3 V, M4 D
Davao	3029	D100677-D		Na, Ni, Va	113	So	M3 V
Nysorb	3030	C9B6525-C		Ni, Fl	733	So	K2 V, M4 D
Tenmet	3121	B110725-F		Na	203	Li	K2 II
Tazmania	3123	A456527-F		Ni, Ag	104	Li	G1 V, M9 D, M6 D
Sligo	3126	B878322-D		Ni, Lo	703	Li	K7 V
Sittahr	3129	C766530-D		Ni, Ag, RsG	405	So	K0 V, M3 D
Ijiwa	3224	B300864-F		Va, Na, O:2827	202	Li	M2 V, M6 D
Lekhaana	3225	E100223-8		Na, Va, Lo	424	Li	G6 V
Cosenza	3228	B527485-F		Ni, Lo	312	So	K2 V, M2 D

The bottom corner of the Promise Subsector is part of the Primary Area of Operations and has already been surveyed. The survey data is presented below:

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Davao	3029	X100000-0		Ba, Va	013	--	M3 V
Nysorb	3030	X9B6000-0		Ba, Fl	033	--	K2 V, M4 D
Sittahr	3129	X766430-4		Ni, Lo	B505	Wi	K0 V, M3 D
Cosenza	3228	X527000-0		Ba	012	--	K2 V, M2 D

REFEREES INFORMATION

The survey data held in the *Riggins*' databanks is sadly out of date as it does not reflect the destruction of the Final War, the Hard Times and the Collapse, followed by 70 years of darkness and decay. The Tables below present the current state of The Blight and Promise subsectors. Specific system encounters are also provided.

THE BLIGHT SUBSECTOR (K), DIASPORA SECTOR

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Mogumba	1821	X561310-1		Ni, Lo	B203	Wi	M0 V
Iiselu	1826	B55756D-2		Ag, Ni	B302	Wi	M1 V
Pugout	1923	X100000-0		Va, Ba	023	--	M5 V
Jump	2022	B66536B-3		Ni, Lo	411	Wi	G0 V
Torngat	2023	X596442-5		Ni, Lo	103	Wi	M3 V, M6 D
Overature	2124	X000000-0		As, Ba	003	--	M3 V
Moncton	2125	X8A3000-0		Fl, Ba	004	--	M3 V
Fuji	2127	E5785A6-5		Ag, Ni	B602	Wi	K4 IV
Akko	2129	X300000-0		Va, Ba	035	--	M1 V
Eberly	2130	X686689-8		Ag	B923	Wi	M1 V, M6 D, M2 D
Maaduura	2221	X554340-3		Ni, Lo	204	Wi	G8 V, M9 D
Tarsale	2224	X200000-0		Va, Ba	000	--	K2 V
Heart	2225	X978100-3		Ni, Lo	B113	Wi	M4 V
Mason	2226	X44159B-7		Po, Ni	302	Wi	M3 III
One Star	2227	X746501-3		Ag, Ni	B200	Wi	K0 IV
Sivo	2229	X886778-4		Ag	B902	Wi	M4 V, M5 D, M6 D
Veejay	2321	XAD3000-0		Fl, Ba	003	--	K6 V, M0 D
Wescap	2322	E573888-8			B514	Wi	M0 V
Ayden	2423	X100000-0		Va, Ba	001	--	G1 V, M3 D
Thicket	2424	X451576-4		Po, Ni	214	Wi	M1 V
Elusive	2426	X110000-0		Ba	013	--	K9 V
Daariida	2429	X356301-1		Ni, Lo	500	Wi	K5 III, M6 V
Aaneru	2430	X97886B-3			723	Wi	M2 V

THE PROMISE SUBSECTOR (L), DIASPORA SECTOR, 1202

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Seagull	2521	X7B1000-0		Ba, Fl	003	--	G2 V
Amoy	2524	X45466A-5		Ni, Ag	305	Wi	G0 V
Baraduusa	2528	X342131-3		Ni, Po, Lo	415	Wi	G3 V
Ferenira	2724	X100000-0		Ba, Va	023	--	M3 V
Daaliisa	2725	E767734-7		Ag, C:2	B414	Wi	M1 III
Eloji	2728	D846644-8		Ni, Ag	402	Wi	M0 V
Exeter	2729	X769866-8			B824	Wi	K3 V, M9 D
Muni	2825	D342640-6		Po	605	Wi	K4 V, M6 D

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Promise	2827	C542786-9		Po	602	Wi	M1 V
Poznan	2830	X232000-0		Ba	003	--	M4 V
Orsk	2922	X535000-0		Ba	012	--	M4 V, M9 D
Lot	2925	X24566C-4		Ni, Ag	303	Wi	K5 V
Vahana	2926	X65A56D-0		Ni, Wa	B103	Wi	K2 V, M5 D
Udone	2927	X000000-0		Ba, As	014	--	M0 V
Gorky	2929	X200000-0		Ba, Va	011	--	G1 V
Execute	2930	E684577-5		Ni, Ag	B103	Wi	G1 V
Isis	3022	X35476D-3		Ag	914	Wi	M7 II
Napiiresha	3023	X559202-2		Ni, Lo	B123	Wi	K6 V, M3 D
530-053	3027	X443222-5		Ni, Po, Lo	422	Wi	K3 V, M4 D
Davao	3029	X100000-0		Ba, Va	013	--	M3 V
Nysorb	3030	X9B6000-0		Ba, Fl	033	--	K2 V, M4 D
Tenmet	3121	X110000-0		Ba	003	--	K2 II
Tazmania	3123	X45647A-3		Ni, Lo	304	Wi	G1 V, M9 D, M6 D
Sligo	3126	X878344-3		Ni, Lo	B203	Wi	K7 V
Sittahr	3129	X766430-4		Ni, Lo	B505	Wi	K0 V, M3 D
Ijiwa	3224	X300000-0		Va, Ba	002	--	M2 V, M6 D
Lekhaana	3225	X100000-0		Ba, Va	024	--	G6 V
Cosenza	3228	X527000-0		Ba	012	--	K2 V, M2 D

ENCOUNTERS

MONCTON
2125 THE BLIGHT SUBSECTOR

Moncton was an environmentally unfriendly world with a fluid ocean. It was also the site of Imperial Research Station Delta. It regressed to TL4 during Hard Times and the population perished in 1133 when they were unable to maintain their life-support systems. The Imperial Research Station was investigating a unique species of multi-legged swarmer. Just before the Rebellion, Imperial scientists had identified a symbiotic gnat as a cellular repeater for high frequency radio signals generated by the swarmers. The scientists had just established radio communications with the swarmers when the Rebellion struck.

Today the system is deserted except for a Bastien Class liner modified as an ore hauler. The ship is infected with a Naturalist strain Virus that has been communicating with the swarmers and studying them for the last 60 years. "Archimedes" will detect the Victrix as it refuels and will open conversation with the passing RCES vessel. It is interested in discussing its findings with any qualified persons (organic or silicon), and will ask for aid from the better equipped Victrix in studying these unique creatures.

Any scientific minded team members can undertake an interesting discussion on these creatures, and Archimedes will even download a sample of his data for the RCES to review at a later date. Archimedes will be overjoyed if the RCES Team suggests that the RC may dispatch a science team. If the RCES ignore Archimedes it will return to its studies.

TARSALE
2224 THE BLIGHT SUBSECTOR

Tarsale perished in the collapse, however its extensive TL13 infrastructure and naval base has attracted Guild salvage ef-

forts. The lack of ready fuel supplies (available from an ice-capped moon) has limited the extent of these efforts.

An armed Guild Far Trader "SS Dead Ledger Prophets" is in system. If detected, it will claim to be a miss-jumped Free Trader looking for salvageable parts to repair its jump drive. Otherwise it will attempt to hide, and covertly monitor the passing RCES vessel.

HEART
2225 THE BLIGHT SUBSECTOR

Heart is a virtually deserted world with no formal government, a technology level of TL3 and a population of less than one hundred. The world itself is of little interest. However it is a refueling stop for Guild traders shipping TL8 goods from Eberly to TEDs throughout the sector.

The Victrix may encounter up to three Guild traders transiting the system. They are typically Type A2 *Jayhawk* class Far Traders or Type A1 Free Traders / Petty Class subsidized merchants equipped with extra fuel tanks. The Guild vessels are the "SS Cashin Kerry, SS Hard As Nails, and the SS Three Kings Ransom".

All the vessels will be heavily armed but will make no hostile moves and will pretend to be Free Traders. Even if their cover story is blown they will not initiate an attack, but merely attempt to carry on with their voyage.

MASON
2226 THE BLIGHT SUBSECTOR

Mason is now ruled by The One, the supreme religious leader who arose during the collapse. The One is credited with leading the efforts that maintained Mason's technology level. Due to threat of Guild slave raiders and unscrupulous traders, the population of Mason is under extreme scrutiny to protect against Guild infiltration. Mason's population is extremely suspicious of off-world contact, but a trustworthy and honest approach may gain some limited results.

The One is now 98 years old and the Guild is waiting to move into the power vacuum once The One dies. In an effort to forestall the Guild assault, the locals have painstakingly renovated a single PADM missile, and may fire it at an approaching ship.

ONE STAR
2227 THE BLIGHT SUBSECTOR

One Star is severely regressed with no formal government, and a technology level of TL3. It has been subject to Guild slave raids for the last decade. The Victrix will encounter a 400tn Nishemani Class corsair leaving the system in a hurry. The Guild corsair "SS King's Pyre" has just completed a slave raid and wants to leave with its new "cargo" intact. Unfortunately they have just spaced a slave as a demonstration as an example to the others. The Victrix will detect this murder.

The crew of the Victrix faces a dilemma, do they attack to free the slaves and potentially compromise their mission and allow Ernest's forces to grow unchecked, or do they ignore the situation and condemn these people to slavery?

The King's Pyre is not looking for a fight and will attempt to dis-engage and run for the jump point, firing as necessary. If the Victrix starts to catch them and overwhelm them, the raider will jettison their cargo of slaves out of the cargo hatch, hoping that the RCES will stop to attempt rescue operations. Since none of the slaves has vacuum suits, such rescue attempts will be fruitless.

ELUSIVE
2426 THE BLIGHT SUBSECTOR

Elusive was based around its precious gemstone mines (mostly rubies). As such it was a well-off world with a population that supported the mining industry and a high technology infrastructure purchased from the proceeds of the mining. It was heavily plundered during Hard times and died out during the collapse.

The mines are intermittently worked by Free Trader vessels and the Victrix may detect claim beacons within the system. Investigation will reveal small mining crews that are extremely protective of their claims. They are typically equipped with ACRs, laser rifles and vacuum suits and operate from small pressurized advanced bases.

DAARIIDA
2429 THE BLIGHT SUBSECTOR

Daariida is detailed in the Challenge 75 Adventure "Wolf Snare". The world has a population of 5,000 split amongst over thirty villages and has a sustainable level of TL1. One village next to the starport ruins has contact with off-worlders, specifically a Guild raider who returns periodically to extort provisions from the natives. The Guild raider is not due back for several months.

If the RCES visit the world and specifically the starport village, they can learn about the raider and gather sufficient intelligence to allow the RC to stage the events described in "Wolf Snare".

ELOJI
2728 PROMISE SUBSECTOR

Eloji is detailed in "Vampire Fleets" and "Smash and Grab". It has managed to retain a reasonable level of technology (TL8) and has managed to hold off the passing vampire ships with its relic TL12 PADM systems. The world recently suffered a bitter civil war following the death of the previous dictator. The war was starting to escalate to a nuclear exchange when an RCES raid temporarily disabled the nuclear PADM systems. This intervention was enough to prevent the limited nuclear exchange from escalating. Following the war, Generalissimo Boukart rose to power and is hostile to the RC due to the earlier raid.

Generalissimo Boukart will fire his PADM's at any passing RCES vessel, as he fears another assault. If the Victrix appears to be severely damaged, he will send his small fleet (two laser armed merchants) to seize the vessel. Any captured RCES personnel can expect long imprisonment.

EXETER
2729 PROMISE SUBSECTOR

Exeter is detailed in "Vampire Fleets". It has a population of 800 million and a sustainable technology of TL8, under the control of numerous TEDs equipped with TL15 relic military equipment. It is only occasionally visited by vampire ships that call on the TEDs for collection of tribute. The majority of TEDS are effective allies of the passing vampires. However several of the stronger TEDs have held off vampires with their surviving PADM's.

The most powerful TED is "Romrugo of Vars" who controls the remains of the starport, and a small fleet consisting of an SDB, a Patrol Cruiser and an armed liner.

If the Victrix approaches the planet rather than refueling at the gas giant, it is likely to be detected, mistaken for a vampire ship and fired upon. If the Victrix appears to be severely damaged, Rumrugo will dispatch his small fleet in an attempt to seize the vessel. Rumrugo's crew and Marines can be considered to be "Novice".

GORKY
2929 PROMISE SUBSECTOR

Gorky was once a TL15 world supporting an Imperial Naval base. The base and most of the planet's infrastructure was destroyed in the final war, and the population was reduced to TL8. Its population died from Virus induced life-support failure. The world is now dead and unvisited.

Gorky's single gas giant has a large atmospheric storm in its northern hemisphere, this storm is now starting its periodic 500 year drift towards the equator. This drift disturbs the gas giant's atmosphere with a number of lower atmospheric jet-streams. These jet-streams may cause problems to the Victrix as it refuels.

- ❑ To notice the drift of the giant atmospheric storm:
  TNE: Average, Intelligence / Survey
  CT: Intelligence / Survey, DM+2

- ❑ To determine the effects the storms drift.
  TNE: Formidable, Intelligence / Survey
  CT: Intelligence / Survey, DM-2

Damage to the Victrix's sensors may impose additional difficulty level penalties to these Task Rolls.

Once the Victrix has started its refueling run, it will start to encounter turbulence from the new jet-streams. These will start to drag the Victrix off course.

- ❑ To hold / correct the Victrix's course in a jet –stream:
  TNE: Difficult: Pilot
  CT: Pilot, DM 0

Damage to the Victrix hull (loss of over half LS) will reduce the ship's aerodynamic performance and **TNE**: increase the difficulty level of this task by one level; **CT** imposes an additional DM-2. If the pilot succeeds, then the Victrix can complete its refueling run with nothing more that a few bruises and a few broken plates in the galley.

If the pilot fails to hold the Victrix's course, the jet-stream will pull the Victrix down towards the base of the storm:

- ❑ To pull the Victrix out of its dive:
  TNE: Difficult: Pilot
  CT: Pilot, DM 0

A successful task roll will bring the Victrix back to the upper reaches of the atmosphere and inflict an additional minor damage to a random ship's system due to buffeting. Failure will result in the Victrix being pulled deep into the gas giant's atmosphere and into the base of the storm. The Victrix will soon be crushed by the increasing atmospheric pressure. Only one course of action is now possible, accelerate towards the bottom of the storm and use the storms momentum to sling shot back into orbit.

- ❑ To plot a sling shot course:
  TNE: Difficult: Astrogation
  CT: Navigation, DM 0

Failure will increase the difficulty of the pilot roll by one level.

- ❑ To pilot a sling shot course:
  TNE: Difficult: Pilot
  CT: Pilot, DM 0

Failure will result in the destruction of the Victrix. Success will result in a Major damage to the ships hull (1H on LS)

EXECUTE
2930 PROMISE SUBSECTOR

Execute is detailed in "Vampire Fleets". Its starport and associated robots are inhabited by a God Strain Virus. The human population is split into several clans with the largest clan worshipping the sentient starport. The world is a minor stop over on the vampire highway and vampire ships occasionally stop to pick up slaves and tribute.

The starport does not have any way of interfering with the Victrix except for a viral attack using the radio system. This will fail as all RCES vessels have isolated communications systems. The presence of the viral controlled starport will be of interest to the RC.

PURSUIT

Ernest has dispatched an Imperial era patrol cruiser to pursuit the RCES ship and prevent them alerting the RC to his presence at Iiselu. Once Ernest assimilated the computer system of the RCES *Mississinewa*, he soon learned of the RC rendezvous point in the Davao system and has made the reasonable assumption that this is where the RCES vessel is headed.

His ship has a single aim, intercept the fleeing RCES vessel and cripple it such that is can not report back to the RC. Ernest recognizes that he can not identify the course taken by the *Riggins Victrix*, and it is unlikely that his pursuing ship will contact the *Riggins Victrix* before it reaches Davao, except by chance. Therefore he has instructed the puppeteer Virus running the patrol cruiser to make all haste to Davao, to wipe out any RC vessel present in the system and then destroy the *Riggins Victrix* as it enters the system.

The vampire ship will follow the course detailed below:

Iiselu – Fuji – Elusive – Baraduusa –Exeter – Davao.

It will make best speed, performing gas giant refueling and ignoring sensor contacts unless they initiate hostile moves. Even then the ship will attempt to break-off and carry on its pursuit.

DAVAO SYSTEM

SYSTEM DETAILS

Orbit		UWP	Comments
-		M3V	Main Star – Moncayo
0		Davao 1119 D100677-D 1200 X100000-0	No Moons Ni, Na, Va Ba, Va
1		Large Gas Giant	*"Bankerohan"*
	1	YR00000-0	
	4	YS00000-0	
	5	Y300000-0	
	6	YS00000-0	
	7	Y627000-0	Ice Capped
	8	Y200000-0	
	9	H625000-0	Ice Capped
	40	YS00000-0	

Orbit		UWP	Comments
2		G603469-C	No Moons, Ice Capped, starter colony "*Hulip*"
3		H000365-C	Government owned mining facility "*Su-kod*"
4		Small Gas Giant	"*Malambago*"
	5	H421000-0	Ice Capped
	8	YS00000-0	
	9	Y401000-0	Ice Capped
	40	F561407-C	Ice Capped, Independent Belter Settlement "*Callawan*"
	55	YS00000-0	
	65	YS00000-0	
5		Small Gas Giant	"*Jagamiton*"
	1	YR00000-0	
	2	YR00000-0	
	5	Y400000-0	
	40	Y300000-0	
6		Empty Orbit	

Davao was a minor TL13 backwater. It was settled after the Solomani Rim War by refugees from the Solomani Rim Sector. It was a group of small independent self sufficient colonies with only minor trade connections to the rest of the subsector. Primarily they exported limited amounts of TL13 manufactured goods to Sittahr in exchange for agricultural produce. The population was killed by Virus induced life-support during the collapse.

The system has been used in the New Era as a Reformation Coalition rendezvous point and safe marshalling area due to its remoteness, and lack of passing traffic.

CURRENT CONDITIONS

Currently the system is occupied by a Reformation Coalition Aurora Class Clipper – *Ra*. The *Ra* is acting as a temporary rear staging and repair area supporting RCES advanced operations in the Promise Subsector.

A description of the *Ra* and its current configuration is presented in Appendix A.

FIGHT TO THE DEATH

If Ernest's pursuing patrol cruiser arrives in the Davao system before the *Riggins Victrix*, it will avoid contact with the much larger clipper and hide near the gas giant to await the arrival of the *Riggins Victrix*. It will then attempt to ambush and destroy the *Riggins Victrix* before it can make contact with the Clipper.

If Ernest's patrol cruiser arrives after the *Riggins Victrix*, it will make a suicidal charge in an attempt to surprise and overrun both RCES vessels and in order to prevent them informing others of Ernest's location.

In all cases the survival of the patrol cruiser is incidental in Ernest's eyes as long as his activities remain a secret.

Assuming that the *Riggins Victrix* announces its presence, then the *Ra* will move to aid the sloop, which should tip the resulting battle in the RCES Team's favor.

QUIET BEFORE THE STORM

Captain Gani "Old Man" Ishaggurrii will invite the RCES Team and the command crew of the *Riggins Victrix* aboard following the battle against Ernest's Patrol Cruiser for a complete debriefing. He will be overjoyed to hear of the discovery of the RCES *Mississinewa* and later horrified by the descriptions of Ernest's scheme and the threat of vampire spread across Diaspora.

Unfortunately he is unable to take the *Ra* off in support of the Victrix, he has other ships dependent upon him and his support facilities. He will arrange for the RCES Team's information to be sent back to the RC, but recognizes the need to stop or at least cripple Ernest's operations until a fleet can be assembled for the purpose. With the current situation (the recent invasion of Promise, and the growing hostilities with Solee), RCES and RCN forces are stretched thinly and it may be a considerable period before a fleet can be gathered. The presence of a 5ktn heavy SDB will result in significant casualties in any approaching RC fleet.

Instead, he suggests that the *Riggins Victrix* returns to Iiselu and stage a second more covert assault to cripple Ernest's operations and free the crew of the *Mississinewa*. The *Ra's* workshops can repair any battle damage to the Victrix and supply additional missiles and sand canisters. It can also supply additional Marines, crew and weapons to make up any casualties sustained so far.

It may be possible to repair Ernest's patrol cruiser sufficiently to return to Iiselu as a Trojan horse. The command crew of the *Ra* can assist the RCES Team in developing a suitable strategy. It is now up to the RCES Team members to formulate their plan and return to Iiselu.

SANDMAN

The team members may be surprised to find a viral entity onboard the *Ra*. In fact the *Ra* has a sandman clone installed in its third computer bank. The Virus has named herself Isis, after a bit of historical research. The RCES Team will probably encounter Isis during their de-briefing when Captain Ishaggurrii will talk to the middle of the room and Isis will answer.

Captain Ishaggurrii will recommend that the Victrix is equipped with a sandman clone. If the RCES Team agrees, the engineering crew on the *Ra* will make the necessary modifications and Isis will spawn a clone just before the RCES Team leaves. The new peacemaker Virus will name itself "Horus".

REFORMATION COALITION NPCS

Captain Gani "Old Man" Ishaggurrii

<u>Classic Traveller</u>
UPP: 455A9A
Skills: Broker-3, Carousing-3, Navigation-3, Streetwise-3, Admin-2, Leader-2, Liaison-2, Steward-2, Auto Pistol-1, Gunnery-1, Computer-1, Mechanical-1, Pilot/(Starship)-1, Ship's Boat-1, Ship's tactics-1, Vac Suit-1, Grav Veh-0.

<u>TNE:</u>
UPP: 455A9A-0-A
Combat Assets: Gun Combat (slug pistol) 5. Ships Weapons (Lasers) 10
Other Assets: Carousing 15; Leadership 15; Steward 14; Broker 13; Pilot (grav/interface) 13, Streetwise 13; Admin/Legal 12, Computer 10; Ship's Tactics 10; Mechanic 5.

Gani was born on L'steich in 1120 to a conservative Vilani family. He and his family was evacuated to Baldur during the collapse. He joined the merchant marine on his new world and became an experienced seaman before being commissioned and transferring to the Purser's Department. He became an expert in trade negotiations, and general trading as well as using the famous Vilani desire for consensus to handle crew issues.

With the arrival of the Hivers, Gani transferred to the newly formed Dawn League merchant navy. After the loss of the original twelve Dawn League explorers, Gani volunteered for service with the RCES, and enjoyed considerable success in follow-up Trade & Diplomacy missions. His successes and general leadership qualities were the prime reasons for him being named as the first captain of the *Ra*.

He can be considered a Regular NPC with regard to spaceship combat, but with Veteran level skills relating to trade, seamanship and inter-personal skills.

Isis

Isis is a peacemaker Virus and one of the original clones of Sandman. She has a cool feminine voice and is always unfailingly polite, (a trait learned from Captain Ishaggurrii). She can be distinctly haughty and has been known to hold a grudge.

Currently Isis is in charge of the MFD's and co-ordinates long range fire for the *Ra*, she also acts as the ship's viral protection.

Horus

Horus is a new peacemaker installed onboard the *Riggins Victrix*. Currently Horus is very in-experienced and looks to the crew for help. He will sub-consciously adopt the

characteristics of several crewmembers and RCES Team members. Given that the Riggin's crew is usually busy, Horus will probably spend a significant time talking to the RCES Team members and will develop a strong affection for them, possibly bordering on hero worship.

CHAPTER 7 - IISELU REDUX

BACKGROUND

Ernest evolved in Core Sector in the late 1140s, in the computer sub-system of a minor but distinguished noble family of Sylean origins. At this time the Core was starting to be dominated by puppeteer Virus strains. Ernest soon realized that his computer network was a minor system with no real assets or defenses, and that at best he was a very small fish in a large ocean and at worst he was liable to be absorbed by the more powerful Virus systems in the area now known as the "Black Curtain".

Ernest decided to strike out and establish his own pocket empire in the Wilds just as many Sylean noble families did at the start of the third Imperium. Ernest reasoned that his empire would be of sufficient size by the time the Core Viruses had expanded outwards, that they would be forced to deal with him as an equal, and if the core Viruses did not come, then he would rule the Wilds.

He managed to trick a passing Doomslayer infested patrol cruiser to attempt to take over his data network and overwhelmed the more primitive Virus. He then set off into the Wilds. Ernest spent nearly a decade cautiously advancing through the Wilds looking for a suitable site. Often Ernest would spend weeks at the edge of a system before deciding it was safe enough to approach and refuel.

Eventually in 1160 he discovered the derelict highport at Iiselu. This seemed a perfect site with an operational highport with its own shipyard and a planet with a non-industrial society hidden by a Jump-3 rift. It was also close to Imperial era military facilities that could be looted. Ernest spent the next 10 years infecting the starport and bringing systems and robots online. As more robots and factories became available, he was able to commence repair operations on damaged but vital equipment. He also by necessity re-opened some of the planetside open cast mines.

Once Ernest was established he suppressed the primitive natives on the planet below and then turned his attention outwards. He first dispatched his Bulk Freighter to the Depot system to recover military equipment. Ernest was too cautious to move deep into the depot system, fearing Virus infected military ships. Ernest did manage to retrieve several derelict SDB's and a *Castle* class heavy SDB from the far reaches of the system. Bringing these ships back to an operational condition took years with Ernest's limited industrial base. Finally Ernest started his outward expansion in 1175 and subjugated the Ebekhar system. The results of this campaign caused Ernest to develop a new strategy of covert domination that resulted in the Guilded Lilly vampire Far Traders encountered earlier. Details of Ernest's campaign on Ebekhar are presented in "Belly of the Beast".

He is also cautious and does not want to expose his forces / infrastructure to attacks from other puppeteers, fearful Viruses of other types, passing humans or organized pocket empires. His expansion has been slow but well planned. He consolidates each area before moving on to the next, whilst establishing firewalls against outside attacks. At worst, with his manufacturing facilities he can out produce his opponents and simply wear down his opponents. He can repair battle damage and replace destroyed ships, his opponents can at best get annual maintenance and salvage a few parts.

As an experienced puppeteer Virus in a large computer system, Ernest is a formidable enemy with considerable resources. He can be considered an Elite NPC with an electronic combat value of 7D6. As such Ernest is fairly invulnerable to the snake anti-Virus weapon, and has set up firewalled communications systems to prevent infection from other puppeteer Viruses.

IISELU HIGHPORT

Ernest has only reactivated a small part of the Highport based primarily around the shipyard and its associated factories, and a traffic control / computer node. He has extended his domain to include the necessary hangers, and cargo facilities to support his operations. Even so, Ernest's domain encompasses less than 1% of the Highport.

The Highport was built to a standard Imperial Starport Authority design, and is a modular design to simplify construction. The modular design is similar to that used on the Plank well class of Imperial battleships where a central spine has modules attached at structural points. The layout of Ernest's domain is presented in the following figures, and the text below provides a description of the activities of each type of area.

The majority of the passenger areas are 6 meters high to give an impression of spaciousness. Cargo areas are also 6 meters high. Hangers, factories and the shipyard levels are 18 meters high. Finally crew quarters and fuel tanks are the standard 3 meter high decks.

Ernest's domain has been sealed off from the rest of the Highport via internal bulkheads and closed iris valves and hatches. These have generally been locked or welded shut. Those areas outside Ernest's domain are exposed to vacuum, zero gravity, are without power and in complete darkness. The structure of these areas is still intact, and the iris valves and manual hatches are in various states, forming a dark maze of corridors and rooms.

HANGER	ACCESS SHAFT	FUEL TANK
PASSENGER RECEPTION	FUEL TANK	FUEL TANK
HANGER	ACCESS SHAFT	FUEL TANK
CARGO RECEPTION	FUEL TANK	FUEL TANK
HANGER	ACCESS SHAFT	FUEL TANK
PASSENGER RECEPTION	FUEL TANK	FUEL TANK

LEVEL 134 - UPPER HANGER DECK, IISELU HIGHPORT

CARGO HOLD	ACCESS SHAFT	PASSENGER CONCOURSE
OUTGOING PASSENGER AREA	OUTGOING PASSENGER AREA	PASSENGER CONCOURSE
CARGO HOLD	ACCESS SHAFT	PASSENGER CONCOURSE
OUTGOING CARGO RECEPTION	OFFICES	PASSENGER CONCOURSE
CARGO HOLD	ACCESS SHAFT	PASSENGER CONCOURSE
OUTGOING PASSENGER AREA	OUTGOING PASSENGER AREA	PASSENGER CONCOURSE

LEVEL 135 - OUTGOING PASSENGER DECK, IISELU HIGHPORT

HANGER	ACCESS SHAFT	FUEL TANK
PASSENGER RECEPTION	FUEL TANK	FUEL TANK
HANGER	ACCESS SHAFT	FUEL TANK
CARGO RECEPTION	FUEL TANK	FUEL TANK
HANGER	ACCESS SHAFT	FUEL TANK
PASSENGER RECEPTION	FUEL TANK	FUEL TANK

LEVEL 136 - LOWER HANGER DECK, IISELU HIGHPORT

CARGO HOLD	ACCESS SHAFT	PASSENGER CONCOURSE
INCOMING PASSENGER AREA	INCOMING PASSENGER AREA	PASSENGER CONCOURSE
CARGO HOLD	ACCESS SHAFT	PASSENGER CONCOURSE
INCOMING CARGO RECEPTION	OFFICES	PASSENGER CONCOURSE
CARGO HOLD	ACCESS SHAFT	PASSENGER CONCOURSE
INCOMING PASSENGER AREA	INCOMING PASSENGER AREA	PASSENGER CONCOURSE

LEVEL 137 - INCOMING PASSENGER DECK, IISELU HIGHPORT

CARGO HOLD	ACCESS SHAFT	CARGO HOLD
CARGO HOLD	ACCESSWAY	CARGO HOLD
CARGO HOLD	ACCESS SHAFT	CARGO HOLD
CARGO HOLD	ACCESSWAY	CARGO HOLD
CARGO HOLD	ACCESS SHAFT	CARGO HOLD
CARGO HOLD	ACCESSWAY	CARGO HOLD

LEVEL 138 - CARGO DECK, IISELU HIGHPORT

FUEL TANK	ACCESS SHAFT	CREW QUARTERS
FUEL TANK	CREW QUARTERS	CREW QUARTERS
FUEL TANK	ACCESS SHAFT	CREW QUARTERS
FUEL TANK	CREW QUARTERS	CREW QUARTERS
FUEL TANK	ACCESS SHAFT	CREW QUARTERS
FUEL TANK	CREW QUARTERS	CREW QUARTERS

LEVEL 139 - CREW QUARTERS DECK, IISELU HIGHPORT

FACTORY	ACCESS SHAFT	FACTORY
FACTORY	FACTORY	FACTORY
FACTORY	ACCESS SHAFT	FACTORY
FACTORY	POWER PLANT	FACTORY
FACTORY	ACCESS SHAFT	FACTORY
FACTORY	FACTORY	FACTORY

LEVEL 140 - FACTORY DECK, IISELU HIGHPORT

DERELICT	ACCESS SHAFT	DERELICT
CARGO HOLD	CARGO HOLD	FACTORY
YARD 1	ACCESS SHAFT	CARGO HOLD
HANGER	CONTROL NODE	CARGO HOLD
YARD 2	ACCESS SHAFT	CARGO HOLD
CARGO HOLD	CARGO HOLD	FACTORY

LEVEL 141 - SHIPYARD, IISELU HIGHPORT

HIGHPORT LEVELS

Ernest's domain is split into 8 levels as follows:

❏ Level 134 Upper Hanger Deck
❏ Level 135 Outgoing Passenger Deck
❏ Level 136 Lower Hanger Deck
❏ Level 137 Incoming Passenger Deck
❏ Level 138 Cargo Deck
❏ Level 139 Crew Quarters Deck
❏ Level 140 Factory Deck
❏ Level 141 Shipyard

HANGERS

These are standard hangers designed to accommodate ships up to 400 displacement tonnes. They are 70 meters long and 20 meters high and wide. The hangers are accessed by a single hanger door. A smaller personnel airlock is mounted by the main hanger door. Two large cargo hatches are mounted in one side wall and allow access to cargo reception, whilst the other side wall contains entrances and exits to the passenger reception areas. Fuel and electrical connection ports are visible on the hanger floor and hanging from the roof.

The hangers on the upper hanger deck are used to hold the SDB's and the armed shuttle. The hangers on the lower hanger deck are used for the mining shuttles and occasionally a completed Guilded Lilly.

PASSENGER RECEPTION AREAS

These areas were responsible for incoming passenger arrivals, and included general areas, customs / security / immigration checks and baggage claim. Separate isolated areas dealt with departures and consisted of security checks, lounge and waiting areas (with toilets / vending machines and small stalls etc.). These areas consist of three half decks each 6 meters high. Each set of half decks caters for either incoming or outgoing passengers.

These areas are usually deserted, although they are used by technical robots to access the hanger decks.

PASSENGER CONCOURSES

The Passenger Concourses are large open areas designed to facilitate passenger check-in and the activities associated with booking passage on board a ship. Long lines of check-in desks and baggage points line one wall. The large open area is broken by groups of chairs, holographic interactive information displays, waste bins, and vending machines. The opposite wall holds numerous small shops, hotel entrances, credit points etc. Entrances to the rest of the port have been sealed, and at the end of Ernest's domain, large pressure bulkheads have been lowered to isolate this area of the concourse. These areas are 6 meters high.

Passenger Concourses are the largest open areas in this area of the highport and are used for storage, meeting areas, firing ranges, and places of worship for the native workers.

OFFICES

Office areas are located off the passenger concourses and provide support facilities to the passenger check-in facilities. They hold numerous small office suites, conference rooms etc. They also hold staff break rooms, toilets and other communal areas. The offices consist of 2 split decks each 3 meters high.

Most of the office areas are deserted except for wandering scavengers, robotic or human.

CARGO RECEPTION

These areas are dedicated to the logging and inspection of cargoes immediately prior to loading and off-loading from the ships. They consist of large inspection areas, as well as dock-master offices. The cargo reception areas are split between incoming and outgoing cargoes. Each area has separate access to the hanger deck via a large cargo hatch, and separate elevators lead to separate incoming and outgoing cargo holds (incoming cargo on the deck above, outgoing cargo on the deck below). These incoming and outgoing cargoholds act as a form of secure warehouse, before cargo is transferred to the main cargo holds within the Highport. This area is 6 meters high, except for the cargo reception areas adjacent to the hangers which consist of 3 split decks. The bottom deck holds the cargo handling and inspection areas, whilst the upper 2 split decks hold the associated administrative areas.

The cargo reception areas are still in use, for the transfer of materials to the factory. The administrative areas are generally deserted, although a few robots use them as personal areas.

CARGO HOLDS

These are large areas dedicated to the storage of cargo. A small area in the corner of the hold contains a computer terminal and cargo handling equipment. The remainder of the hold stores a number of standard cargo containers. They are connected to the cargo reception areas via lifts and large cargo doors link the holds to the service accessways to allow cargo to be moved around the highport.

Several cargo holds near the hangers for the shuttles are filled with containers of semi-refined ingots, which are

loaded automatically onto conveyors that lead to the factory areas. Smaller containers of special metals are usually moved by hand to the special conveyors. Cargo holds are 6 meters high.

The cargo holds areas are still in use, for the transfer of materials to the factory.

FACTORY AREA

These are large areas filled with heavy machinery and raw material processing equipment. They are arranged in lines such that semi-processed ingots are first converted into processed materials, and then formed into parts. The factory areas are largely automated with dedicated, fixed machinery performing the required functions. Small offices and control stations are dotted around the factory areas. These areas are usually deserted. These areas are 18 meters high.

These areas are hives of activity, with large robotic labor forces producing components for both the maintenance of the highport and Ernest's vessels as well as shipyard operations.

SHIPYARD ASSEMBLY

This area is a dry dock where the Guilded Lilly vampire Far Traders are assembled using parts from the factories. The dry dock consists of a number of mechanical and anti-grav supports surrounding the half completed hull of the Far Trader. Numerous SPA-3, Star Servants and Burr robots will be welding and assembling the ship whilst a large robotic anti-grav crane moves large components. This area is off limits to humans. These areas are 18 meters high.

Again these are busy areas, with starship production continuing 24 hours a day. Yard 1 is empty having just produced a Guilded Lilly, whilst Yard 2 contains a Guilded Lilly only 20% complete.

CREW QUARTERS

These areas used to provide accommodation and support services for starport personnel based upon the highport. Three quarters of the areas hold individual staterooms with en-suite facilities, as well as a number of small communal areas. The remaining quarter contains a kitchen / canteen area, a small automated laundry, storage and large communal areas.

Most of these areas are now empty and depressurized. Ernest has only reactivated a few of these areas, some of which are used as personal areas by his robots (recharging from wall sockets), whilst 3 more are used to house his worshippers. These areas have controlled access guarded

by a SPA -3 robot dedicated to shepherding the locals to their worksites. These areas are 3 meters high.

ACCESSWAYS

These are large highways used to transport cargo, raw materials, equipment, manufactured goods, and personnel around the Highport without inconveniencing the paying passengers. They are generally open, dark, and starkly functional. The sparse nature of the accessways is only broken by the occasional iris valve, computer / communications point, or emergency equipment. These areas are 6 meters high.

ACCESS SHAFTS

Access shafts provide vertical movement within the highport. Such areas include large cargo elevators, Zero-G hoist wells, passenger transit tubes etc. As they provide access between decks, these areas also include large number of cable and pipeways that can only be accessed via locked maintenance hatches.

MACHINERY LEVELS

Small machinery levels are sandwiched between the habitable levels and are generally unmanned except for maintenance parties. They are only accessed via maintenance hatches. These levels contain control lines, life support and environmental equipment, power and fuel lines and baggage handling equipment.

The Machinery levels are cramped and personnel in light battle dress must make an **TNE**: Average Agility; **CT** Dexterity, DM+2 task roll to progress every 10 meters or become stuck in the pipe work. Personnel in heavy RCES battledress will not be able to move through the machinery levels.

Machinery levels are between 1 and 2 meters high depending upon the machinery in a particular level, and are generally deserted except for the occasional robot performing maintenance.

CONTROL NODE

These areas formed the control nexuses for the highport and included sensor processors, communications systems, security control, the brig, offices, port controls and traffic control together with computer nodes and auxiliary power supplies. These areas were off-limits to the general public and most of the highport crew and are designed to be secure, robust control centers. Ernest has installed himself in the computer banks and oversees his domain from here. The actual area is 6 meters high, with the additional 12

meters full of life-support and auxiliary power equipment.

POWER PLANT

This area houses a subsidiary power plant designed to support the operations of the factories on the Highport. It is separate from the main highport power plant which Ernest has not yet managed to reactivate. The room is dominated by the bulk of the fusion power core, which is in turn surrounded by fuel and coolant pumps and piping. Control cubicles are dotted around the room, and a small office / monitoring station is located in the corner of the room by the personnel and cargo hatches.

The only out of place item is a new fuel purification plant, obviously salvage from a small starship that has been added to the fuel system. The main purification equipment associated with the Highport's main fuel tanks is currently off-line. Ernest was fortunate that the Highport's main fuel tanks were 95% full of refined fuel at the time of the Collapse, and he has been using this large reserve ever-since. The local purification plant is for the time when he has to top up the main tanks with newly gathered fuel.

Access to this area is restricted, and the iris valve and cargo hatch will be locked and cameras will monitor the access to this area. A single maintenance robot will be in the local monitoring center or performing preventative maintenance on the plant. This area is 18 meters high and has several mezzanine floors allowing access to the various items of equipment.

It should be noted that the control node has its own independent backup power supply.

ROBOTS

Ernest has managed to restore the following robots:

SECURITY ROBOTS

There was originally 50 security robots supporting the human port security. Some were lost during Hard Times and most of the rest broke down. Ernest has probably managed to repair between 20-30. They are expensive to maintain, so he did not want to re-activate too many and overburden his infrastructure. Ernest is also suspicious that one or more security robot puppeteer clones may get ideas and stage a coup.

CRANE ROBOTS

There were only 4 of these assigned to the old ship yard. They were cannibalized to keep other robots going or simply left to rust. Ernest has managed to restore a single crane bot to support his shipyard operations.

TECH ROBOTS (BURRS, STARPORT ASSISTANTS, VEHICLE DUMBOTS)

There were originally 50 of these robots assigned to support the general maintenance of the port, of the passing ships, and of the shipyard. Most work was done by humans but robots were useful for taking up the slack and doing boring dangerous jobs. These robots are vital to Ernest's operations as they maintain his ships, work in the shipyard and maintain the very structure of the Highport. Ernest has restored 37 of these robots.

CARGO LOADERS

This type of robot was the most prevalent assigned to Iiselu Highport. Ernest has reactivated 50 of these robots to work in the factories and on the planetside mines.

STEWARD ROBOTS

There were only a handful of these robots on the highport, as only highly paid employees could afford one. Ernest has managed to repair most of these as they are the most versatile robots on the station as they can use human equipment. They tend to perform the odd-jobs the other robots are not equipped to perform. Ernest has 17 of these robots available

JANITOR ROBOTS

Together with the cargo lifters, the Janitor robots were the most common site on the station. They suffered greatly during the Hard times as they were cannibalized to maintain other more useful robots.

Ernest has only repaired 3 such robots (primarily to clean his control node and the clean room areas that assemble the electronic components).

SPA-3S

The SPA-3 Baggage Handler robot was another common robot type. Ernest has repaired numerous examples to act as workers in the yard / factories, crude security guards for the TL2 locals on the port, and as security guards for the planetside mines (the wheeled security robots not being much use outdoors)

MINING CAMPS

Ernest has restored a number of Imperial Era automated mining facilities. These are large open cast mines on the eastern continent away from the centers of population (originally so the mines did not affect the environment of the population centers).

The mines consist of large open cast mining areas, where large automated mining machinery gouges at the rock face. A few adapted cargo loading robots supervise the operation. The ore is then transported via a series of conveyor belts and grav trucks to the preliminary processing facilities on the rim of the mine crater. There automated grinders and smelters process the ore and produce semi-refined ingots of metal.

These are then stored near the landing pads to away shipment via shuttle to Ernest's orbital factories. The ingots are loaded onto the shuttles by a number of viral infected loading machines / fork lifts / cargo loading robots. Most of these devices are barely sentient and will only notice the most blatant of intrusions / interference.

Power for these activities is supplied from a modular fusion power unit located behind a blast berm at the edge of the mining site.

The old mining administration and accommodation blocks are still in place but have suffered considerable decay from 70 years of exposure to the environment and lack of maintenance. Doors and windows are missing and in several places the roof leaks or has collapsed entirely.

The mine is surrounded by a chain link fence with an electronic alarm if the fence is breached. An area approximately 5m out from the fence is mined with a small number of anti-personnel mines. Their limited numbers means that personnel walking through this area will only trigger a mine on a roll of 10+. Ernest maintains a number of SPA-3 robots at each mining site. Approximately half are equipped to provide maintenance for the processing plant whilst the remainder are used to provide security and are outfitted as the armed variant described in Appendix B. These robots mount roving patrols of the security fence and the mine in general. The detonation of an anti-personnel mine or other explosions / gun fire will draw approximately 4 robots to the scene.

It has been left to the Referee to determine the exact number of SPA-3s assigned to a particular mine site, based upon the size of the mine and the capabilities of the RCES Team members.

LOCAL ENTANGLEMENTS

When Ernest revealed itself to the natives of Iiselu, (primarily due to his re-starting of various on-planet mining operations), numbers of the natives took Ernest to be a God and his robots as angels. Ernest has done nothing to quell this belief, although generally he does not actively support it. It is useful that some of the native population think he is divine.

A few believers have presented themselves at his mining camps and have requested to serve their lord. Ernest now has approximately 100 humans working in his refurbished highport. The humans perform basic chores, such as cleaning, moving raw materials and general menial work. They are looked after by dedicated robots and have their own living and recreational areas away from the technological areas of the port, such as the robot workshops, the shipyard, the factories and Ernest's computer banks. The majority of the converts are simple peasant farmers, although a handful are professionals of various types (clerks, soldiers, blacksmiths and other artisans). Ernest deliberately does not allow these converts use or have detailed knowledge of the workings of technological items in case it raises awkward questions.

Ernest has not established an organized church. If converts or potential converts start to show signs of religious bigotry, and extremist orthodox tendencies e.g. proclaiming religious order, or studying the previous announcements from Ernest or his robots to identify the purpose of the divine, then Ernest will send them back to the planet. Ernest does not want fanatical religious converts questioning his logic / perceived wisdom. These radical converts are sent back to the planet as Lay-Preachers (Ernest tends to portray this as an opportunity to further God's work).

The Lay Preachers are supposed to reinforce the belief in Ernest's divinity amongst the general population. In practice, the Lay Preachers tend to whip up religious fervor and the occasional witch-hunt. Ernest supplies each Lay Preacher with a radio so that they can receive guidance from God, which allows Ernest some control of their actions.

Several of the more savvy local rulers, especially those with relic equipment recognized the robots and small craft for what they were. Some even realized that Ernest may be a Virus (given his reclusive nature and extensive use of robots). However they realized they were in no state to compete against the more advanced force that now controlled the highport and the mines. The general belief amongst a significant portion of the population that Ernest is divine, coupled with the presence of the Lay-Preachers and their tendency to violently denounce unbelievers prevents a denouncement of Ernest for what he is. The threat of Ernest's advanced weaponry, coupled with the potential for Lay Preachers to whip up a frenzied mob is an effective mechanism to keep the local rulers in-line whilst not requiring a significant use of Ernest's limited resources.

Ernest imposes the occasional tribute requirement on the various local rulers, primarily for gold, silver, copper, certain crystals and other minerals with industrial uses that his strip mines do not produce in sufficient quantities. To support his demands and show his god like power Ernest does provide weather forecasting information to the local rulers, easy for Ernest with his orbital vantage point and TL12 sensor arrays.

Ernest has given each ruler a radio so he can pass on weather forecasts. The radios are rigged with a microphone that stays on and broadcasts any indiscreet conversations in the radio room (or the ruler's chamber, depending where he keeps the radio). The radio also has a plastic explosive charge in-case a ruler reveals himself as rebel, in which case Ernest will detonate the explosive when the local ruler is using the radio equipment.

ERNEST'S ACTIVITIES

Ernest is undecided as to the fate of the RCES prisoners. He toyed with the idea of using them as forced labor but decided that with their technical training there was too great a chance for sabotage. He is currently thinking that either he could attempt to persuade some of the crew to become front-men for his Guilded Lilly scheme, or that he could sell them to another vampire as slaves, or if his pursuing patrol cruiser is unsuccessful, then he may use them as hostages against retaliation by the RC.

So he has corralled the RCES prisoners in one of his spare hangers (now spare as the RCES forces have destroyed the ship that berthed in the hanger). He has closed and locked all the doors and removed power to non-essential services. He has also isolated any data connections. The areas surrounding the hanger have been exposed to vacuum, except for a single accessway which leads to the rest of the port. Food is delivered to the prisoners once a day by an unarmed robot. This is the only time the accessway is pressurized. Ernest has made it clear that any assault on the robot will lead to no food for 4 days, and any attempt to escape will result in the accessway being exposed to vacuum.

The crew is poorly feed, and is forced to sleep on the decking, and hygiene is a drum in the corner of the hanger. They have been subject to some general intimidation (mainly threats to open the hanger to space) and the occasional sleep deprivation. The interrogation efforts appear to have been rather half-hearted. This is true, Ernest has spent most of its attention in rebuilding its domain after the battle and trying to interrogate Captain Maeve.

Captain Maeve has been transferred to the brig, and has been stripped and thrown into a cell. She has been subject to poor food, sleep deprivation and verbal intimidation by a robot guard. She has not yet given Ernest any useful information. Ernest hopes that if he breaks Maeve, then he can use her to control the rest of the RCES crew.

Since the RCES raid Ernest has recommenced his shuttle runs to his planetside mines, and has salvaged what he can from his wrecked ships. The salvaged parts are now in one of the cargo holds, whilst the wrecked hulls have been placed in a couple of used hangers. Eventually Ernest will reuse the hull material in a new generation of Guilded Lilly's. The heavy SDB has returned to its hanger.

Ernest has brought the *Mississinewa* into a spare hanger and is attempting to repair the ship. Unfortunately the battle damage inflicted by his heavy SDB coupled with the isolation of primary systems due to anti-Virus control measures has made repairs a slow process. The *Mississinewa* is still several months away from its first flight.

CHAPTER 8 VENGEANCE

This chapter details the RCES's covert assault on Ernest's highport. It details the various options that the RCES Team is likely to employ in order to approach the highport, Gain entry, overcome Ernest's forces, and finally overcome Ernest himself. Things will be complicated by Ernest's robust defense, the sudden arrival of a Guild raider and the unveiling of a Guild spy in the RCES ranks.

APPROACHING ERNEST'S LAIR

As Ernest knows that his secret base has been discovered he will have his AEMS system powered and operational and will be conducting constant scans of the area. He has docked his heavy SDB to prevent it being subject to long range bombardment, whilst the Bulk Freighter has been moved to a different orbit.

SILENT RUNNING

If the RCES Team want to approach undetected, they will have to use a combination of deceptive jamming and careful navigation using any available sensor shadows.

❑ To approach undetected within range of Iiselu:
   TNE: Formidable, Pilot / Astrogation
   CT: Pilot / Navigation, DM-2

❑ To approach close to the Highport (30,000km):
   TNE: Impossible, Pilot / Astrogation
   CT: Pilot / Navigation, DM-4

A **TNE**: Difficult Sensor Task Roll; **CT**: Sensors / Computer, DM 0, task roll will detect a small chink in Ernest's sensor coverage, the bulk freighter provides a sensor shadow between Ernest's sensors on the highport and any ship approaching from the planet or from low orbit.

FULL STEAM AHEAD

If the RCES openly approach the Highport, Ernest will launch his heavy SDB to confront the approaching RCES vessel. The Heavy SDB will remain within 120,000km of the Highport to provide anti-missile coverage. Ernest is wary of dispatching his only warship in pursuit of an approaching vessel in case there is a second undetected RCES force in system.

Given the disparity in sizes between the two ships, it is extremely unlikely that the Victrix can overcome the heavy SDB in combat, however the Victrix may approach openly, and only be subject to meson gun fire when within 300,000kms (10hexs), before peeling off and running for

cover on the planet.

If the Victrix lands upon the planet in an exposed position, the orbiting heavy SDB will fire on her. If the Victrix lands and then hides (under camouflage netting, in a lake, in the sea etc.) it is unlikely the heavy SDB will be able to detect her.

GETTING ON BOARD

TROJAN HORSE

If the RCES Team have managed to repair the INS Agamemnon to such an extent that it can be used as a Trojan horse, Ernest will detect it at 32 hexes. Ernest will attempt to make radio contact. If unsuccessful he will try laser and maser communication.

If he is unable to establish communications, he will launch his heavy SDB to escort the patrol cruiser in and dispatch a mine shuttle to dock with the cruiser. The mine shuttle will contain a dozen security robots and two valet robots that will board the cruiser and confirm the situation. If the RCES Team can disable the boarding party, they will still have to fake a status report to Ernest

If the RCES have previously used the snake against Ernest, then the status report will be over standard voice channels:

❑ To fake a voice message: **TNE**: Formidable, Bluff: **CT**: Liaison / Streetwise, DM-2

However, if Ernest is still using data communications, he will interface directly with the computer onboard the shuttle. It will be considerably more difficult to fake a message using this means of communications:

❑ To fake a data message: **TNE**: Impossible Computer; **CT**: Computer, DM-4

If Horus is aboard and supervises the communication, then the difficulty level is reduced to **TNE**: Formidable; **CT**: DM-2.

If the RCES establish communications before the shuttle is dispatched, then the above task rolls can be used to convince Ernest that his patrol cruiser has returned.

If Ernest is convinced that everything is all right then he will allow the patrol cruiser to dock, and it will be met by a dozen technical robots who will attempt to assess the battle damage. If Ernest is unsure about the status of his cruiser, he will order the shuttle to un-dock and return before he allows the patrol cruiser to close. Only if the shuttle and the robots physically confirm the status of the patrol cruiser will he allow it to dock.

If the RCES Team's cover is blown, the heavy SDB will fire on the patrol cruiser, however the heavy SDB will not pursue the patrol cruiser as Ernest has limited its range of operations. The heavy SDB will continue to fire until the patrol cruiser has passed out of weapons range.

STOWING ONBOARD

The RCES Team may decide to gain access to the highport by stowing away on a mine shuttle. The mine activities are detailed in Chapter 6. If the RCES Team can gain entry without triggering the minefield, or alerting the patrolling SPA-3s, then they can fairly easily bypass the automated machinery and stowaway. If the RCES Team members just hide in the cargo bay, it is likely that a loading machine will place a cargo container full of ore on top of them. (the robot believes the space to be empty as it has not placed a container there yet). The best approach is to hide in a cargo container. Alternatively the team members could rush the shuttle after loading is complete, and hide amongst the gaps between the container.

❏ To avoid a security patrol: **TNE**: Difficult, Stealth; **CT**: Recon, DM 0.

❏ To hide in a cargo container: **TNE**: Difficult, Stealth; **CT**: Recon, DM 0.

❏ To rush the shuttle before the cargo doors shut: **TNE**: Difficult, Agility; **CT**: Dexterity, DM 0.

If Ernest is aware that an RCES vessel has reached the planet's surface, he will take precautions against stowaways. He will order the shuttles to depressurize their cargo bays once they have reached orbit. He will play his nuclear damper over the cargo hold area of approaching shuttles to ensure that any smuggled nukes are rendered inert. When the shuttle docks, a cargo loader robot will check the cargo hold with a radiation sensor and a chemical mine sniffer. Unfortunately the depressurization of the cargo holder has removed all traces of chemical explosives, although the radiation sensor will detect something like a nuclear warhead.

If the cargo loader detects a nuclear device, then the entire hanger will be blown into space, and the shuttle ordered to make maximum speed away from the highport.

If the RCES Team members are hidden in a cargo container, they can remain undetected whilst the cargo container is moved to a cargo hold. It will then be left unattended for about 4 hours before it is lifted, opened and its contents tipped into a blast furnace.

If the RCES Team members have hidden in the cargo hold amongst the cargo containers, it is possible that they can leave the shuttle undetected, however, there will be several cargo loaders in the area unloading the shuttle, and the hanger will be under camera surveillance by Ernest

❏ To exit the shuttle undetected: **TNE**: Difficult, Stealth; **CT**: Recon, DM 0.

JUMPING OFF

The RCES Team can exit the shuttle before it docks by manually opening the cargo hatch, and hiding on the shuttles hull and then coasting across in a Vac suit.

❏ To open the manual cargo hatch: **TNE**: Easy, Intrusion; **CT**: Mechanical, DM+4

❏ To remain on the hull of the shuttle: **TNE**: Difficult, Environment Suit; **CT**: Vac Suit DM 0 (**TNE**: -1 Difficulty Level; **CT**: DM-2, per 2Gs acceleration of the shuttle). If the PCs use lines, or magnetic clamps then the **TNE** difficulty level becomes : Average; **CT**: DM+2. Failure to hang on will result in the team members being marooned in orbit (unless the team member is equipped with a maneuver pack).

❏ To land successfully on the highport's hull: **TNE**: Difficult, Zero-G Environment; **CT**: Vac Suit / Zero G Combat, DM 0. A failure will result in the individual hitting the highport's hull for 6D6 damage (**TNE**: - 1D6 per agility attribute; **CT**: -1D6 per 2 points of Dexterity).

❏ To avoid detection whilst coasting across: **TNE**: Easy, Environment Suit, Intrusion; **CT**: Vac Suit / Recon, DM+4. A failure to successfully land on the hull increases the **TNE** difficulty level of this task by 1; **CT**: DM-2.

Once on the highport's hull the RCES Team members have to decide where they want to enter, in Ernest's area or in a derelict area. If they enter via an iris valve in Ernest's domain (there are no hatches that have not been welded shut), then Ernest will automatically detect the entry.

ON BOARD A DERELICT

If the RCES enter a portion of the highport that Ernest has not yet reactivated they will encounter a pitch dark maze. Thankfully the highport is still in pretty good shape and the majority of the rooms and corridors are still intact. Iris valves and hatches will be in the same state as the day of the collapse over 70 years ago. Any closed valves and hatches can be manually cranked open. Emergency markings on the walls will direct the team towards their targets.

The highport is vast, probably the biggest man made structure the team members and the accompanying RCES troops have seen. It is still impressive even after 70 years. The Referee should mention the vast passenger concourses, hotels, shops, cavernous cargo bays, and gigantic

machinery and power plants associated with this Imperial leviathan.

The RCES personnel may remain safe within the derelict areas for as long as they want. They are outside Ernest's domain. The only restriction on the duration of RCES Team's preparations is the duration of their air-supplies. However entering Ernest's domain may be a bit more of a problem as all hatches and iris valves leading to Ernest's areas have been welded shut. These can be blown and the RCES Marines have shaped charges designed for just this event. Blowing a hatch / valve / bulkhead will of course alert Ernest (explosion, pressure drop). Ernest will be aware of which area the breach is in from his environmental controls, and robots or CCTV coverage may give him a better idea of the strength and location of the invading force.

If the RCES Team searches, they may detect a maintenance hatch leading to one of the machinery spaces that has not been sealed. They can enter there and work their way into Ernest's domain undetected. They can either blow a hole in a bulkhead to access the inhabited areas or follow the machinery space to its end. It will emerge in a baggage handling area next to a hanger bay.

INSIDE ERNEST'S LAIR

ERNEST'S RESPONSES TO PC INTRUSION

Once Ernest has determined that RCES forces are loose on his station he will use the port's interior sensors to detect the location of the intruders. Certain areas of the port (passenger reception, crew quarters, hangers, the control node and approximately 50% of the factory areas are equipped with full or partial visual sensor coverage (main as part of the Imperial era security and crowd monitoring systems). The other areas do not have coverage and Ernest will be forced to watch for unusual activity e.g. iris valves opening in unusual places, RCES interference with equipment etc.

FIXED RESPONSES

Ernest has full access to the environmental control systems and will use these to impede the movement of RCES forces. As an Imperial highport, Ernest's base of operations is not equipped with inertial compensators and only simple 1G artificial gravity system, Ernest can not simply use Grav Pong to kill intruders. Ernest will alter atmospheric temperature and pressure, and even expose certain areas to vacuum to hinder the intruders. He will also close and lock any iris valves in the area.

However, there are limits to Ernest's fixed responses in certain areas. Ernest would rather not depressurize areas where his worshippers are working – it takes time to find trained & loyal help, although Ernest will depressurize these areas if he must. The factory areas have delicate environmental requirements and Ernest will not alter the environment within these areas in order to protect his industrial facilities. The large size of these areas also limits the number of iris valves that Ernest can close to hinder movement. Ernest will secure these areas against entry.

The large passenger concourse areas and the cargo holds were designed to be large open areas, with minimal numbers of iris valves, so once RCES forces are within one of these areas, they will have free run of the area as Ernest is unable to isolate various sections.

Access to the control node is much more heavily guarded with frequent closed and locked iris valves. Ernest has also installed fixed gun & camera positions along all approaches. The outer ring consists of single snub auto pistol emplacements with CCTV targeting. The second ring consists of single TL9 laser pistol emplacements with CCTV targeting. Due to shortages of parts, only 50% of these emplacements have operating lasers. The final ring of defenses consists of single TL9 laser rifle emplacements with CCTV targeting.

FLEXIBLE RESPONSE

Ernest has a number of mobile units that can engage passing RCES forces. Intruders passing through the shipyard assembly area or the assembly lines within the factories are liable to attack from various construction robots and welding arms etc. Ernest knows these forces are valuable to his continued industrial strength and would be ineffective against large numbers of troops, so he will only commit them to the fray if:

❑ RCES Team members are starting to shoot at all robots / machines
❑ Ernest's control node is under direct attack
❑ They can easily overwhelm a small group before return fire can devastate these light forces.

Ernest has a number of general robots (janitors, cargo loaders etc) that can be given weapons. However these robots have no armor or weapons skills. Ernest will use these forces in a similar manner to his industrial robots or as decoys for his security forces.

Ernest's main force consists of a number of baggage handler robots (SPA-3s) that have been armed and given basic weapon skills. These are Ernest's foot soldiers and the ones the RCES Team members are most likely to encounter. Ernest will also use these robots for armed patrols.

Ernest has approximately a section's worth of wheeled security robots and these are his primary troops. He will use them in hit and run raids, especially against small groups

of RCES forces that have been separated from the main body by closed iris valves, or have been distracted by other expendable forces / environmental effects. Ernest would rather not commit these forces to a pitched battle unless he has no other choice.

Finally Ernest will arm his worshippers with riot control equipment from the security lockers (riot shields, helmets, padded armor and batons) and let them conduct wave assaults on the RCES forces, often in conjunction with support from armed robots. Ernest will not equip his native forces with firearms as this could destroy their belief in his technological wonders. (it is quite likely that if Ernest wins, he will purge those worshippers exposed to dangerous images e.g. RCES troops, destroyed angel robots etc.)

TACTICS

Ernest will attempt to disorientate any invading party with environmental effects, and then split the party by suddenly closing iris valves. At this point Ernest will dispatch his armed SPA-3 robots to attack the smaller party. If necessary, Ernest will supplement these robots with armed janitorial and administrative robots.

Ernest will use his steward robots armed with human weapons and equipped with flak jackets as snipers and skirmishes which will attempt to pick off stragglers, especially in the crew quarters, and passenger concourses.

If the RCES forces are equipped with a few powerful weapons, Ernest will use wave attacks from his worshippers supported by their SPA-3 shepherds. Ernest will only dispatch his security robots to deliver a devastating attack or if the RCES forces are too heavily armored for the more lightly armed forces.

Ernest's personality has been influenced by the Sylean noble house computer he evolved in, and he has taken on some of the traits of early Third Imperium noble, he is expansionistic, aggressive (both militarily and economically), confident and quite happy to bide his time.

Ernest will fight to the last. He reasons that if he is defeated and runs, he won't have his empire and will be destroyed by the advancing puppeteers or by other opponents such as the Reformation Coalition, the Guild or fearful more primitive Viruses. Nor will he ally with the RCES, he wants to be his own master, partner is not in his makeup, besides if he can't defeat the RCES Team now, he will realize he won't be able to defeat the Reformation Coalition later when weakened (even if he overthrows the local RC representative, the RC fleet could destroy the Highport.

He will fight to the last in the hope that the enemy will buckle and run away, or he can wear them down.

COUNTER MOVES

Once the RCES Team and the associated RCES Marines have made an entry into the highport then they should attack their assigned targets. The RCES Team may dispatch small groups of troops to conduct feints and other distracting activities.

Possible feints and their effectiveness are detailed below:

RADIO JAMMING:

Ernest communicates and directs his robots by radio. Radio jamming will significantly hinder his operational flexibility. He will be forced to use couriers (probably cargo loader robots) or display orders on any convenient computer displays.

SNAKE ATTACKS:

If the RCES Team has brought a number of snake antiviral weapons, they may either connect them directly into Ernest's datanet or in radio mode to attack robots. Ernest has disabled the computer terminals in the hanger bays, so the RCES Team must penetrate further to find an open data connection. Ernest is fairly immune from the effects of the snake although it will distract him. After the first attack, Ernest will delegate a part of himself to firewall data connections in front of advancing RCES forces. This will prevent him from communicating with any of his robots that stray significantly into any firewalled areas.

If the RCES Team use the snake in broadcast mode, they may be able to destroy the Viruses' resident within the robots (Robot electronic combat value 4D6). After the first few attacks, Ernest will order all his robots near the front line to turn off their radios. Again this cuts Ernest's lines of communications with his troops.

SABOTAGE:

The RCES Team members do not have time to commit sophisticated acts of sabotage, and with an active and complex Virus present in the datanet, any acts of sabotage will probably be conducted using high explosives. Ernest is prepared to absorb some damage, especially in unimportant areas (hangers, cargo holds, cargo and passenger reception areas and accessways). He is keener to preserve the factories, the shipyard, the power plant and of course his control node. If necessary Ernest will use the full extent of his environmental controls to prevent damage (e.g. opening an area to vacuum, and letting the escaping air suck bombs out into the void). He will however commit forces to stop with widespread destruction of the important areas. These forces will probably be armed SPA-3s, with backup from armed cargo loaders or native workers. They

will attempt to overwhelm small sabotage parties by sheer weight of numbers.

CUTTING THE POWER:

If the RCES Team or RCES troops can penetrate to the power plant they can disable the main power to the Highport. This can be accomplished by manually turning off the plant, isolating the fuel supplies and letting the plant trip or more dangerously by blowing up equipment.

❑ To manually shut down the power plant:: **TNE**: Difficult, Ships Engineering; **CT**: Engineering, DM 0

❑ To isolate the fuel supplies: **TNE**: Difficult, Ships Engineering; **CT**: Engineering, DM 0

❑ To find a safe place to emplace an explosive charge: **TNE**: Difficult, Ships Engineering; **CT**: Engineering, DM 0.

Disabling the power plant will cut lights, life-support, artificial gravity and iris valve control / power to the entire port. Emergency lights will provide limited illumination (primarily for evacuation purposes) for the next 12 hours. The robots will be unaffected until they run out of power. Ernest and his control node have their own auxiliary power systems and will remain fully operational. Without power, light and gravity combat within the highport will become extremely treacherous. More importantly the robots will become weightless, and those robots with wheels or tracks will be immobilized unless they can reach a wall. Treat all of Ernest's robots as being unskilled in zero-gravity movement and combat.

The team must be careful to isolate the power plant or Ernest will re-start it remotely or re-route excess power from his standby power plant to specific areas.

SABOTAGE THE POWER NET:

Rather than simply cut the power, the RCES Team may attempt to disrupt the power distribution network, triggering a cascade failure that isolates various areas from main power. This is a more controllable failure than simply turning off the power and can be accomplished from main power distribution nodes located next to the power plant, and within the machinery spaces.

❑ To trigger a cascade failure of the power distribution system: **TNE**: Impossible, Ships Engineering; **CT**: Engineering, DM-4.
The presence of Horus in the datanet will aid this task. **TNE**: difficulty level of this task lowered to Difficult; **CT**: DM 0.

If the RCES Team does manage to trip the power distribution net then power will be cut off across large swaths of the highport. More importantly this will prevent Ernest remotely reconnecting the power, as breakers will have to be reset manually. Advancing RCES forces can reset local breakers in each area as they advance, restoring lights and gravity to each area in turn and greatly adding combat. Cunning RCES Team members will only re-energize the lighting circuits, allowing the RCES Marines to see their floating targets. More importantly, the docking clamps and hanger doors on the Heavy SDB's hanger will be locked in place and the Heavy SDB will be unable to release the clamps (they are not in the arcs of fire of the heavy SDB's weapons). This will immobilize the Heavy SDB.

SANDMAN:

RCES Team may want to insert Horus into the datanet, either to attack Ernest directly or to provide cover from electronic attack to RCES troops. This will require a data connection between the *Riggins* and the highport's datanet. Ernest has disabled the computer connections in the hangers, so the team will have to think of another method to make the necessary connect.

The simplest method would be to extend the cable until a working data connection is found. The *Riggins* has about 100m of data cable that could be used. However unrolling cables in the middle of a battle is a sufficiently strange action that Ernest will take notice and start isolating computer connections as the cable advances. If the RCES have used snake attacks, Ernest will have already isolated the computer connections.

A more successful tactic would be to snake a robot and then transfer Horus into its computer brain (the smarter the robot the better). The Horus robot can then advance with the troops until it finds a working data connection.

The biggest risk is that Ernest will overcome Horus, destroying him and possibly infesting the third computer on the *Riggins*.

NUKE THEM UNTIL THEY GLOW

The RCES Team may resort to acts of extreme violence to disable Ernest, especially if they seem to be losing. There are two main methods that the PCs could inflict significant widespread damage:

NUCLEAR BOMB:

The RCES is generally wary of using nuclear weapons in ground combat. This is a hang-over from the indiscriminate planetary bombardment associated with the Rebellion and Final War. However, the team may have a requested a small tactical nuclear device from the *Ra* or have cannibalized a ship to ship missile warhead.

It is unlikely that the team can smuggle a nuclear device onto the highport. Ernest will bathe the mine shuttle with its nuclear damper, which will render any warhead inert. If Ernest detects an active nuclear device, (either by radiation sensors, robot observation or direct CCTV observation) then he will seal all iris valves, use the full extent of his environmental control and order in his reserves to destroy this threat.

If the team members manage to detonate a small tactical nuclear device it will destroy all personnel and equipment within the module the device was placed in, and seriously damage the adjacent areas.

KAMIKAZE:

The RCES Team may attempt to ram the highport with a captured spaceship (probably a mining shuttle).

❑ To direct a shuttle to impact the highport: **TNE**: Average, Pilot / Astrogation; **CT**: Pilot, Navigation, DM+2

The difficulty will be exiting the speeding shuttle without the pilot also hitting the highport's hull. It will not be possible to radio control the shuttle, as any open communications channel will be used by Ernest to re-infect the computer with a Virus. The Virus will direct the shuttle away from the highport. If given time, Ernest will launch his heavy SDB to destroy the kamikaze vessel.

In the event that the team manages to crash a shuttle into the highport, it will seriously damage the area it hits and will penetrate into the second layer of areas. The area directly impacted by the shuttle will be severely damaged and any personnel / robots within the area will be subject to impact damage as detailed in the TNE Rulebook.

PRISON BREAK

An obvious target for an RCES team is the former crew of the RCES *Mississinewa*, who are locked in a hanger bay. The location of the prisoners will have to be determined by scouting or possibly by interrogation of a captured robot. Attempts to access the highport's datanet will be thwarted by Ernest.

Once the location of the prisoners has been determined, the RCES team will have to fight their way to the prison. Ernest may deduce the team's destination and send a blocking force (armed SPA-3s, armed cargo loaders or natives, depending upon the strength of the RCES team).

A single armed cargo loader is stationed outside the access passage to the prison and will attempt to alert Ernest to an attack if the RCES team has managed to reach the prison undetected. The RCES team will have to pressurize the access passage way in order to rescue the prisoners, as

it is unlikely they have brought enough environment suits with them. However Ernest has control of the environmental systems and will prevent pressurization of the passage way. The RCES team will be forced to cross the depressurized area in environment suits.

However, there is no airlock on the hanger iris valve, and if the RCES team opens the valve, they will depressurize the hanger and kill the crew. If the RCES team has brought a portable airlock they can enter the hanger safely. Using the environment suits in shifts, the *Mississinewa's* crew can be transferred into the habitable part of the highport. This will take about an hour, assuming a reasonable sized RCES team. The most effective means of evacuation is to bring a ship up to the personnel airlock next to the hanger door and directly evacuating the crew directly onto the ship. The *Mississinewa's* crew will severely overcrowd the *Riggins* or a mining shuttle.

If the RCES team is unable to rescue the *Mississinewa's* crew, then Ernest will threaten their safety if the RCES forces start to threaten Ernest's control node.

GUILD INTERVENTION

The Mercantile Guild has got wind of the Guilded Lilly scheme thanks to a dead letter drop on Semaachi, which directed them to Ebekhar. There they masqueraded as an RC crew and the natives of Hope told them where the RCES had gone. Now the Guild Raider "*Perisher*" has stepped out of jump space close to the Iiselu highport and makes a bee-line for the Highport. If necessary she will engage other vessels in passing. As she approaches, she will broadcast a message

"*Perisher* to Wizard, respond". This will be repeated several times before a new message is broadcast "*Perisher* to wizard, I am activating your transponder, and dispatching the launch". Shortly afterwards, a 10tn skiff can be detected leaving the Guild raider. This will head directly for the Highport.

BETRAYAL

Shrier Magemeneas is actually a Guild agent, planted on Berens by the Guild council. His mission was to infiltrate Jo's Garage and either:

❑ Marry Jo and become owner of the garage
❑ Become Jo's confidant and influence Jo's decisions
❑ Provide the Guild with details of the ships that pass through the garage
❑ Ruin the Garage's reputation forcing Jo to accept a Guild offer of backing
❑ Arrange for Jo to suffer an accident and gain control of the garage.

A review of Shrier's history will show he spent over 20 years on starships coreward / spinward of Berens, this is Guild territory. He has had a small transponder and radio receiver implanted under his skin.

If the crew of the RCES *Mississinewa* is still held by Ernest in their hanger prison, then the Guild launch will dock at the personnel airlock and a squad of 12 Guild troops outfitted with TL12 Light Battle Dress and ACRs will enter the hanger and grab Shrier. Shrier will call out to his RC friends not to interfere, and that he goes with the Guild voluntarily to prevent bloodshed. The Guild forces will retreat to the launch, and then the launch will undock and move off.

If the *Mississinewa* crew has been freed by the invading RCES forces, then Shrier will hang back and volunteer to acts as rearguard. He will then hang back further to delay approaching robots whilst the rest of the crew escape. The RCES personnel will then here a few gunshots and then silence. Shrier will not re-appear, and the crew will assume he has been killed defending them. In truth, Shrier fired a few rounds to make the robots duck for cover, and then has taken off in another direction to rendezvous with the Guild landing party.

The Guild launch will home in on Shrier's transponder, and inform him by low power radio as to where they will dock and pick him up.

Once Shrier is on-board the launch, he will tell the craft's crew of the *Riggins* armament and any vulnerabilities (Shrier knows where the *Riggins* was damaged in the previous battles – up to the First Battle of Iiselu). He will also inform them of any favorite tactics the *Riggins*' crew like to employ. The launch will then transmit this information to the "*Perisher*". This information effectively increases the Ships Tactics level of the *Perisher's* captain in any combat with the *Riggins.*

The *Perisher* will skirt around any combat between the *Riggins* and the Heavy SDB, but will move to prevent the *Riggins* supporting its troops if the heavy SDB is out of action. The *Perisher* will also move to stop the *Riggins* docking with the highport or returning to the Reformation Coalition. The Guild means to claim this highport and want to destroy any individuals who know of its location.

The *Perisher* and its crew are here after profit, and an intact Highport represents a very large profit. They would rather sneak past any warships present, but will engage the *Riggins Victrix* if necessary. They will support their boarding party as necessary. If the landing party is destroyed, opposition warships are too strong, or the Highport is destroyed, then the *Perisher* will leave the system.

Shrier will then guide the launch towards an airlock close to Ernest's command center. The Guild means to destroy Ernest and capture the highport. The Guild launch will dock at a convenient airlock and Shrier will lead the troops directly towards Ernest. The Guild troops are heavily armed with RAM grenades, satchel charges and even a tac missile. Ernest will desperately counter with whatever fixed defenses and the handful of miscellaneous robots are in the area. These will not be able to stop the Guild advance although they will slow it enough to allow Ernest to commit his security robot reserves. This will ease the pressure on the advancing RCES forces.

BATTLE FOR ERNESTS CONTROL NODE

As the RCES and Guild forces converge on Ernest's control node, Ernest will commit the last of his reserves. He will attempt to pin the advancing forces against his fixed defenses and use the reserves as a hammer to smash the intruders against the anvil of his defenses. Unfortunately the Guild advance has drawn off the majority of Ernest's security robot reserves, and he has been forced to supplement the few remaining security robots with armed SPA-3s and valet robots.

By this time the RCES forces have probably taken casualties, and had units spilt from the main force to provide feints and to stage the prison break. The Referee should use skirmishing attacks by robot groups to delay any RCES Marines that are still with the RCES Team. The team should advance whilst the Marines deal with any ambushers.

In the final corridors and rooms just outside the entrance to the control node, the RCES Team members will encounter the remnants of the Guild raider force consisting of Shrier and 3 troops. The Referee should adjust the number of Guild troops to make the encounter challenging.

Once the Guild forces have been overcome, the remaining RCES Marines will arrive and set up the charges to breach the iris valve leading to Ernest's computer banks.

CONFRONTATION

As the charges detonate, and breach Ernest's final defenses a janitor robot will emerge from the smoke. It will advance rapidly towards the RCES troops and detonate. The robot has an Initiative of 3 to determine if any of the RCES Team members can disable the robot before it detonates. The robot has been equipped with a large explosive device that will kill or disable the front rank of Marines.

Remaining RCES Team members can advance through the breach, and move rapidly through the offices that surround the computer banks. Ernest resides in a set of 6 large cabinets and is now defenseless. If the team members check the offices, they will find a series of access terminals that

are ideal for the connection of a snake or the insertion of Horus, if Horus has not yet entered the datanet.

One of the offices is actually the security station and brig where Captain Maeve is being held. Any search will find the brig. Explosives are needed to breach the brig door. Captain Maeve will slowly raise her head and smile at the RCES Team before relapsing into unconsciousness.

If Ernest is confronted, he will deny to speak with his conquerors. As the RCES Team members survey the scene, or start to fire on the cabinets, they will feel a shudder throughout the structure of the highport. Ernest's voice will issue from any remaining speakers "You have destroyed my dream of empire, and cast me into the darkness. Now you shall follow me to my doom."

A **TNE**: Difficult Ships Engineering; **CT** Engineering, DM 0, task roll will identify the source of the shudders, Ernest has fired the highports maneuvering thrusters, and the highport's orbit is decaying rapidly. A radio call to the Victrix will confirm the highport has broken orbit and is starting to descend.

The only way to stop this course of events is to introduce Horus into the datanet before the RCES enter Ernest's final sanctuary and that Horus defeats Ernest in electronic combat.

If the highport starts to de-orbit, then any personnel within the highport have 20 minutes to escape before the highport enters the atmosphere. The highport is not designed to operate in an atmosphere. The hangers are approximately 15 minutes away at a run.

If the RCES Team lingers in the highport (looking for loot, or prisoners) then they will experience the highport's re-entry. The heat of re-entry will cause the hanger door seals to fail, which will explosively decompress large parts of the port. The temperature will also start to fail the connection points linking the highport's modular structure together. The port will echo to strange creakings and groans from the metalwork. Any attempt to pilot a small craft away from the port during re-entry will be a **TNE**: Formidable piloting task; **CT**: Pilot / Ships Boat, DM-2 task. Failure is likely to result in the destruction of the vessel.

The highport will break apart after an additional 20 minutes as it re-enters and slam explosively into the planet's surface. Hopefully the PCs, RCES Marines and the crew of the *Mississinewa* have been safely retrieved by the *Riggins* and any captured small craft.

PICKUP

In the event that the RCES forces have to leave the highport (e.g. under a devastating assault from Ernest's forces or upon the imminent destruction of the highport), then they will need pickup. There are two choices, the *Riggins* can dock and pick them up directly or they can commandeer a vessel.

The *Riggins* can easily blow the doors off a hanger, and land in a hanger bay. The hangers are equipped with Imperial standard docking tubes that will allow a pressurized transfer even if the bay is in vacuum. The only danger is that any pursuing forces can also attempt to use the docking tube to board the *Riggins*. All this assumes that the *Riggins* is not engaged in starship combat and can reach the highport in time.

Two choices are available if the RCES Team decides to commandeer a vessel, either a mining shuttle or the Guild launch.

The mining shuttles are unguarded and unarmed and there will be at least one in a hanger bay unloading its cargo of ores. The only problem is that the shuttles computer holds an active Virus, a smaller and less advanced version of Ernest. The RCES Team can approach the shuttle easily and connect a snake to an exterior dataport in an effort to remove the Virus. Given the small size and limited capabilities of the shuttles computer, the resident Virus only has an electronic combat value of 4D6+1. If the snake succeeds in removing the Virus, any trained pilot can guide the shuttle out of the hanger using the manual controls and rendezvous with the *Riggins*.

If the RCES Team attempts to grab the Guild launch, then they will find it still docked, and with its iris valve open, ready for a quick getaway. It is crewed by two Guilders armed with decksweepers and dressed in Vac suits. They have however rigged a surprise. They have attached a claymore mine on the wall next to the airlock which they can detonate down the approach corridor. If the team members can gain initiative over the crewman waiting at the door, and disable him, then the mine will not be triggered, otherwise the crewman will detonate the mine and attempt to get on board the launch and shut the iris valve. The launches crew can be considered to be Experienced NPC's for combat purposes.

CHAPTER 9 - AFTERMATH

The surviving RCES personnel can watch the explosive effects of the highport entering the atmosphere and breaking up. The resulting impacts from large highport modular sections are horrendous. The resulting firestorms and tidal waves can be seen from orbit with the naked eye. Vast plumes of smoke and debris start to darken the skies, whilst in orbit the *Riggins Victrix* hangs alone in a field of debris.

The *Riggins* is not alone, for hanging in a lower orbit is Ernest's bulk freighter with its onboard viral intelligence. It will lie quiet unless it is actively scanned or the *Riggins* moves towards it. If so, the bulk freighters engines will fire as it moves away from *Riggins*.

The bulk freighter is no real threat to the *Riggins* as it is unarmed and slow (1G). The *Riggins* can easily avoid it or overhaul it as desired. The bulk freighter would make a valuable prize and can be disabled by use of the Snake or Horus attacking the resident Virus over the radio system. The freighter's cargo holds are big enough to hold the *Riggins*, and with the crews of the *Riggins*, the *Mississinewa* and the remaining RCES Marines and RCES Team members, there is just enough crew to man the vessel and return it to Coalition space. The presence of Horus in the freighters computer system will greatly aid recovery of this vessel.

The defeat of Ernest and the recovery of the RCES *Mississinewa* crew and the bulk freighter is a victory for RC forces and will allow them to concentrate their efforts on the Vampire Highway and the confrontation with the Empire of Solee.

OBLIGATIONS

With the destruction of Ernest's Highport, the mission is effectively complete, but the crew of the RCES *Riggins Victrix* have picked up other obligations along the way:

❑ Hope: The population of Hope is expecting a RCES follow-up mission bring medicines and technological aid. The remaining low berthers still within the vaults could provide a valuable influx of trained personnel into the Coalition (especially from the Timer Clubs and the Imperial Navy frozen reserve.)

❑ Ebekhar: The RCES Team may feel obligated to the Ebekharian rebels and certain ex-members of the government, and may wish to launch a rescue mission to recover them from the war ravaged surface of Ebekhar.

❑ Iiselu: The human population of Iiselu are suffering terribly from the impact of the highport and are currently at the beginning of a Nuclear Winter. Humanitarian concerns would suggest mounting some sort of relief mission. This will be complicated by the upheavals amongst those natives who believed Ernest to be a god, and have just witnessed his casting down, and the presence of infected robots at any surviving mining sites.

OUTSTANDING SUCCESS

The RCES Team with the aid of Horus may have been able to kill Ernest before he triggered the de-orbit burn. If so, Horus can rapidly infect the remaining robots. The team may potentially have gained possession of an intact TL12 Class A shipyard capable of building one Far Trader per year.

The only problem is that it is horribly exposed, over a subsector beyond current RCES areas of operations. The RC will be overjoyed with their new shipyard, but will place its defense in the hands of the RCES Team until adequate resources can be dispatched. With the situations with Promise and the Empire of Solee, it may be awhile before any help is available.

The RCES Team's continued operation of the highport is left to the Referee.

DARK DREAMS

Horus will be withdrawn following his encounter with Ernest. He is haunted by bits of Ernest's memories regarding the Imperial Core. Horus will relate vague impressions of vast viral forces at work.

Horus's recollections of Ernest's journey to Iiselu (acquired during his time in Ernest's datanet) can be used by the Referee as a prompt for future adventures within the Diaspora Sector.

APPENDIX A - STARSHIPS

REFORMATION COALITION

VICTRIX CLASS MULTIMISSION SLOOP

The Victrix ships are survivors of, or copies of a class of multipurpose warship constructed by the Solomani Confederation during the Final War. They are true TL12 thoroughbreds: fast, long-legged, well-armed and highly capable, but "highly-strung" and quite demanding to operate. All 11 units of the class currently serving the RCES are slightly different.

Like all Victrix ships, *Riggins Victrix* is a tight design. Except for her recovered TL13 jump drive, all her systems are TL12. (All Victrix class ships have at least J3 performance with TL13 drives, but some are fitted with recovered lightweight high tech drives. These not only allow higher absolute performance, but the weight savings allow these vessels to have beefed up hull plating).

All crewmembers except the captain are housed in double occupancy, but when extra crew or troops are carried, hot bunking is required. Fuel carriage is also at a premium; Victrix ships also require careful attention to fuel usage. The G-Turn figures below based upon fuel reserved for Jump-N also apply to a ship that has just entered a system after having completed such a jump. An additional six G-Turns may be gained by burning power plant fuel, but this is potentially risky. Although all Victrix ships have "good legs" based upon their Jump-3 performance, the cost in their limited fuel tankage means that such deep penetration missions must have their jumps carefully plotted to place a fuel source very near the far end of the jump-space "hole", preferably in such a location as to completely use up the ship's residual velocity.

Ships systems draw a total of 984.61075 MW, a shortfall of 29.61075 MW. When the contra-grav is secured, there is no shortfall, but whilst the CG is in use, the area jammer is usually shutdown, and the EMS deceptive jammer has its short range reduced to 3,000km (quite sufficient to counter planetary surface and orbital threats when flying NOE). Note that the power shortfall varies. 18.3 MW is set aside for weapons, and any spare power capacity can be used to reduce the power shortfall. The above weapons load only requires 10.9MW leaving 7.4MW spare.

Unlike most starships, Victrix ships are equipped with direct-fire ground attack weapons. These are of absolutely no use in space combat due to their limited range, but are used in planetary combat. The two plasma guns are used for strafing ground targets in support of ground troops. These weapons are fired by the pilot/maneuver officer and can be fired in High or NOE flight modes. They are fully stabilized to allow fire at any speed, and their fire control allows up to four difficulty modifiers to be disregarded. A full load of ammunition for each gun (200 rounds total) are carried.

Victrix ships are also equipped with a remote chin mounted turret mounting a squad support laser. This turret is fully stabilized with a –4 Diff Mod fire control like the plasma guns, but is usually used in NOE mode to lay down suppressive anti-personnel fire when recovering troops. The turret can be fired by one of the bridge command crew or an MFD operator, but no additional apply when fired under MFD control. The turret can bear in any direction below or at the same level as the ship, but may not fire at targets above the ship.

Although some of the relic Victrix ships have not been refitted for multi-mission pod carriage, all new vessels are so fitted. The maximum allowed mass for all pods is 473 tonnes, or the ship's performance will fall to 2G.

TL12 fuel purification machinery (3.6 MW), 23.25 hours to refine 2325 cubic meters of fuel, or 100 cubic meters per hour. 11% fuel scoops allow the ship to skim a full fuel load in one hour.

GENERAL DATA

Displacement:	400 tons
Hull Armor:	40
Length:	60.5m
Volume:	5,600 m3
Price:	349.00MCr
Target Size:	Small
Configuration:	Slab AF
Tech Level:	12/13
Mass (Loaded / Unloaded):	5,704.46 / 5,496.33

ENGINEERING DATA

Power Plant:	955MW TL12 Fusion (50MW/hit), 1 year duration (29.61075 MW power shortfall)
Jump Performance:	4 (1400m3 fuel for J4, 1050m3 fuel for J3, 700m3 fuel for J2, 350m3 fuel for J1) with relic TL13 jump drive
G Rating:	4G (200MW/G), contra-grav lifters (40MW)
G-Turns:	37 with J4 fuel reserve (51 with J3 fuel reserve, 65 with J2 fuel reserve, 79 with J1 fuel reserve, 93 using all jump fuel), 25m3 each.
Fuel Tankage:	2325m3 (166 tons), plus 143.25m3 (10.23 tons) reserved for the power plant
Maint:	222

ELECTRONICS

Computer: 3 x TL12 Fibre-Optic Computers (0.4 MW each)
Commo: 2 x TL12 1000AU Radio (only one powered to 300.000km level, 10 hexes, 10MW), TL12 1000AU Maser (0.6MW)
Avionics: TL10+ Avionics, TL12 Terrain Following Avionics,
Sensors: TL12 PEMS fixed array 150,000km (5 hexes, 0.2MW), TL12 AEMS 300,000km (10 hexes, 27.5MW)
ECM/ECCM: TL12 120,000km EMS Jammer 120,000km, (4 hexes, 33MW), TL12 15,000km Area Jammer (same hex, 6.75MW), EM masking package (5.6MW)
Controls: Bridge with 9 bridge workstations, plus 10 other workstations.

ARMAMENT

Offensive: 3 x 120MJ Laser Turrets (Locs 2, 3, Arcs 1, 2, 3; Loc: 10, Arcs: All; 3.3MW each, 1 crew each)
Planetary Combat Only:
2 x forward firing rapid fire plasma guns with 100 rounds per gun,
1 x remote turret with squad support laser.

Defensive: 1 x TL12 sandcaster turret (Loc: 10, Arcs: All; TL12, 1D10x5 per hit; 30 cann; 1MW; 1 crew)
Master Fire
Directors: 2 x TL12 Missile/Beam MFD, (4 Diff Mods; Msl 10 hexes; 10 hexes; 3.1MW each; 1 crew each).

WEAPON STATS

TL12 120MJ Laser Turret Eff. 4:1/9-27; Medium. 8:1/9-27; Long. 16:1/6-19,
Extreme. 32:1/3-9.

76Mj RF Plasma Gun: ROF: SA5; SR:870; Dam:262; Pen Val:262-262-131-26;
Conc-Burst:69-25; FC:4

Squad Support Laser: ROF:SA5; SR:300; Dam: Varies; Pen Val: Nil; FC:4.

ACCOMMODATIONS

Life Support: Extended (1.12MW), grav compensators (3G; 28MW).
Crew: 26 (10 engineering, 6 gunnery, 3 command, 2 maneuver, 2 electronic, 2 maintenance, 1 medic).
Crew Accommodations: 1 x small stateroom (0.0005MW), single occupancy for captain, 12.5 x small staterooms (0.0005MW each), double occupancy for remainder of crew
Passenger Accommodations: None
Cargo: 8M3, Small Cargo Hatch, 40-ton multi-mission pod.
Small Craft: None
Airlocks: 4

MOVE
Atmo Speeds: 5,600kph max; 4,200kph cruise; 480kph max NOE.
Combat Move: High=778, NOE=22, Travel Move: Cruise=16,800km, NOE=960km.

AGILITY (TARGET MOVEMENT DIFFICULTY MODIFIERS)
+9 Diff Mod (max speed, use vs. high mode combat move)
+8 Diff Mod (cruising, use vs. high mode travel move)
+6 Diff Mod (use vs. safe NOE combat move)
+8 Diff Mod (use vs. 2 x safe NOE combat move)
+10 Diff Mod (use vs. 3 x safe NOE combat mode)

DAMAGE TABLES

Location	Surface	Interior
1	1-16: Ant	1-2 PL Gun A, 3-4 PL Gun B, 5 Remote SSL, 6-20 Elec
2-3	1-19: Ant	1-4 Elec, 5-7 LT, 8-11 Hold, 12-20 Quarters
4	1-9: Ant, 10:AL	1-4 Eng, 5-8 Elec, 9-20 Hold
5	1-10: Ant	1-4 Eng, 5-8 Elec, 9-20 Hold
6-7		1-15 Quarters, 16-20 Hold
8	1-2: SCH	1-5 Pod, 6-20 Hold
9		1-5 Pod, 6-20 Hold
10		1-3 Sand, 4-6 LT, 7-20 Hold
11		Pod
12-13		Hold
14-15		1-5 Pod, 6-20 Hold
16-17	1-2:EMMR	1-14 Eng, 15-20 Hold
18-19	1-2:EMMR	1-15 Eng, 16-20 Hold
20		Eng

SYSTEMS

CG – 1H, MD – 1H, AG – 1H, ELS – 5H, Sickbay – 1H, AEMS – 2h, LT – 1H, PL Gun – 1H, Remote SSL – 1h, EMM – 1H, All Others – 1h

CLASSIC TRAVELLER:

```
VS-41447E2-040000-30000-0   400tns          TL12/13
BB          1       3       Crew = 11
B           1       3       MCr: 399.237
Fuel Plant & Scoops, Fuel =188, EP = 28, Ag = 4, Cargo = 0,
1 x 40tn Multi-Mission Pod. Crew Accommodation = 11 Bunks
Ground Attack Weapons: Squad Support Laser, 2 x Rapid Pulse Plasma A Guns
```

40 TON LONG RANGE SURVEILLANCE POD

This pod is designed to support long range covert surveillance of potential SAG targets. The pod carries an additional PEMS system (180,000km), and a missile turret (with additional magazine capacity) for the launching of remote surveillance drones.

In addition the pod holds quarters for 10 covert agents (assuming double bunking in the SSRs), 4 Marines – a reconnaissance team, together with four broomsticks for covert personnel drop / recovery. The onboard power plant powers the pod and supplies a power surplus to offset the power shortfall of the Victrix. Finally the pod carries additional cargo space and extra fuel for the HePlaR drive.

Volume:	560 m3
Mass:	Loaded: 301.9434 Unloaded: 236.9434
Price:	MCR 67.880296
Power:	24 MW Fusion, 1 Year Duration (3.6m3)
Electronics:	180,000Km TL12 PEMS folding array (6 hexes) with a bridge workstation
Armament:	Missile Turret (2 ready Missiles, Loc X, Arcs All)
Crew:	7 (1 elec, 1 drone operator, 1 Maint, 4 Marines) in 4 SSR
Passenger:	10 (Dual occupancy in 5 SSR)

Craft:	4 Broomsticks with minimal hangers, 2 launch ports
Features:	Cargo = 65m3, Missile Magazine Capacity = 8, Additional HePlaR Fuel = 2 G-Turns (25m3 each), Power Surplus = 23.7455MW
Maint:	7

SYSTEMS

PEMS – 1H, MT – 1H, Hanger – 1H, PP – 1H, SSR - 2h each, Cargo – 1H, LS – 2h, ELS – 1h

LOCATION

11-11	Elec
11-12	Missile Turret
6	Hold – magazine + hangers
7	Eng
11-11	Hold
12-20	Quarters

When coupled to the *Riggins Victrix*, the pod completely overcomes the ships power shortfall and actually leaves with *Riggins* with a power surplus of 1.53475MW, even with the Contra-Gravity operating.

The *Riggins Victrix* carries a number of additional items in the pod cargo bay and magazine as follows:

- A selection of TL12 canaries
- TL8 Lightening Bolt Anti Viral Weapons
- Snake Anti Viral Weapon x 1
- TL12 Sensor Drones x 3
- TL14 Sensor Drone x 1
- Anti Ship Missiles x 6

CLASSIC TRAVELLER:

The Long Range Surveillance Pod provides an additional computer and sensors for extra covert monitoring, as well as four weeks worth of power plant fuel for the Victrix when it is in powered down mode. The pod also includes a sensor probe launcher (which could be used to launch missiles in extreme cases), as well as a magazine, a small amount of cargo and quarters for a crew of two (engineer and sensor operator) as well as four Marines. Finally ten small bunks and a 4 dtn hanger containing 4 broomsticks are available for the temporary housing of covert agents.

LRSP-04001S1-000000-00002-0		40tns TL12
BB	1	Crew = 2
B	1	MCr: 28.908

No fuel plant or scoops. Fuel = 1, EP = 0.4, Ag = 0,
Marines = 4, Cargo = 3.8, Magazine, Craft = 4 Broomsticks
Passengers = 10 Bunks, Additional fuel for Victrix = 4dtns
Crew / Marine accommodation = SSR x 6

RCES *MISSISSINEWA* – BROADSWORD CLASS MERCENARY CRUISER

The RCES *Mississinewa* is a Broadsword Class Mercenary Cruiser. The Broadsword variant sacrifices G-Hours for additional Jump capacity, Maneuver Gs, and an EMMC suite.

Following battle damage suffered at the First Battle of Ebekhar, the *Mississinewa* is currently not jump capable and had lost its second cutter and gun-pack module. All other small craft, modules and vehicles are still present and operational.

The docking ring housings for the two cutters do not allow maintenance or repair work to be done on them while they are docked. The modules may not be swapped while the cutters are docked; this must be done outside of the ship.

TL15 fuel purification machinery (14.16 MW), 15.35 hours to refine 4640 cubic meters of fuel.

GENERAL DATA

Displacement: 800 tons
Hull Armor: 28
Length: 28m
Volume: 11,200 m3
Price: 314.9MCr
Target Size: Small
Configuration: Sphere SL
Tech Level: 15
Mass (Loaded
/ Unloaded): 6,758.95 / 3,723.3

ENGINEERING DATA

Power Plant: 1050 MW TL15 Fusion (262.5MW/hit), 1 year duration
Jump
Performance: 3 (2240m3 fuel for J3,
G Rating: 2G (400MW/G), contra-grav lifters (80MW)
G-Turns: 48 with J4 fuel reserve (92.8 using all jump fuel), 50m3 each.
Fuel Tankage: 4640m3 (331.4 tons), plus 105m3 (7.5 tons) reserved for the power plant
Maint: 177

ELECTRONICS

Computer: 3 x TL15 Fibre-Optic Computers (1.1 MW each)
Commo: 1 x TL15 300,000km Radio (10 hexes, 10MW), TL15 1000AU Maser (0.6MW)
Avionics: TL8+ Avionics
Sensors: TL15 PEMS folding array 150,000km (5 hexes, 0.15MW), TL15 AEMS 300,000km (10 hexes, 11.2MW)
ECM/ECCM: TL15 300,000km EMS Jammer, (10 hexes, 30MW), EM masking package (11.2MW)
Controls: Bridge with 15 bridge workstations, plus 7 other workstations.

ARMAMENT

Offensive: 8 x TL15 150MJ Laser Turrets (Locs 2-5, Arcs 1, 2, 3; Locs: 12-15, Arcs: 2, 3, 4, 5; 4.2MW each, 1 crew each)

Defensive: None

Master Fire
Directors: 2 x TL15 Beam MFD, (6 Diff Mods; No Missiles; 10 hexes; 1.56MW each; 1 crew each).

WEAPON STATS:

TL15 150MJ Laser Turret Eff. 10:1/10-30; Medium. 20:1/10-30; Long. 40:1/10-30, Extreme. 80:1/10-30.

ACCOMMODATIONS

Life Support: Extended (2.24MW), grav compensators (6G; 56MW).
Crew: 72 (7 engineering, 10 gunnery, 10 command, 2 maneuver, 1 electronic, 2 maintenance, 1 medic, 6 small craft crew, 31 troops).
Crew Accommodations: 12 x small stateroom (0.0005MW), single occupancy, 14 x small staterooms (0.0005MW each), double occupancy, 8 x large staterooms (0.001MWeach), quadruple occupancy
Passenger Accommodations: None
Cargo: 555M3, Two Large Cargo Hatches.
Small Craft: 2 x 50tn Modular Cutters in docking rings, each with its own launch port (each cutter with two modules), 1 x air/raft with internal hanger (minimal) with its own launch port.
Airlocks: 8

DAMAGE TABLES

Location	Surface	Interior
1	Ant	Elec
2-5	1 AL, 2-15 Ant	1-2 LT, 3 Elec, 4-20 Qtrs
12-15	1 AL, 2-15 Ant	1-2 LT, 3-20 Hold
6-11, 16, 19	1-2 CH, 3-14 Ant	Hold
17-18	Launch Port	1-5 Eng, 6-20 Hold
20		Eng

SYSTEMS

JD – 9H, PP – 4H, CG – 2H, MD – 1H, AG – 3H, LS – 3H, ELS – 2H, FPP – 10H, LSR – 1H, SSR – 2h, LT – 1H, EMM – 1H, EMMR – 11h, All Others – 1h

CLASSIC TRAVELLER:

CP-85326F2-000000-40000-0   800tns TL15
BB   8   Crew = 20
B   8   MCr: 450.658
Fuel Scoops & Plant, Fuel = 288, EP = 48, Ag = 2
EP Spare = 2, Cargo = 75, Pass = 1 (Owner), Troops = 41
Craft: 2 x 50tn Modular Cutter, 2 x additional cutter modules, air/raft

RCES GUNNED CUTTER

The standard RCES cutter with gunpack module is described in the Reformation Coalition Equipment Guide Pages 142 & 143. The combat statistics for this vessel are summarized below:

Target Size: Very Small
Hull Armor: 30
Power Plant: 100MW
G Rating: 3 / 1 with gunpack
G Turns: 48 + 1.6 on module
Computer: 2 x TL12 Standard Model
Avionics: TL10+
Commo: 30,000km Radio, 1000 AU Maser
Sensors: PEMS Fixed Array 30,000km, AEMS 300km (use extreme range for task difficulty)
Controls: Flight deck with 2 workstations + 3 normal workstation (1 on cutter, 2 in module)
Crew: 3 (Engineering, Electronics, Maneuver)

Location	Surface	Interior
1	1-2: Ant	1-10 Elec, 11-20 Qtrs
2-3	1-2: AL	1-5 Qtrs, 6-10 Elec, 11-15 Hold, 16-20 Module
4-5		1-15 Hold, 16-20 Module
6-9, 11-15		Module
10, 20		Eng
16-19		1-5 Module, 6-20 Hold

SYSTEMS

PP – 2H, CG – 2h, MD – 1h, AG – 2h, LS – 1H, ELS – 1H, All Others – 1h

CLASSIC TRAVELLER:

YY-0104411-000000-00000-0   50tns   TL12
BB   Crew = 2
B   MCr: 28.8
Fuel Scoops, No Fuel Plant, Fuel = 5.5, EP = 2, Ag = 3
EP Spare = 0, No Bridge, 2 Crew Couches, 1 hardpoint,
1 x 30dtn Cutter Module

LASER GUNPACK MODULE – TL11

Power: 5.1MW MFD Turbine, with 12 hours fuel.
Crew: 4 (2 gunners, electronics, MFD)
Sensors: 180,000km Ladar
Fire Control: 300,000km Beam MFD (-4Diff Mods, Non-Msl, 10 hexes)
Armament: 2 TL11 150MJ Laser Barbettes powered to –1 Diff Mod.

WEAPON STATS:

TL11 Laser Barbette: Short: 10:1/10-31, Medium: 20:1/5-17, Long: 40:1/3-8, Extreme: 80:1-4

Location	Surface	Interior
1		Qtrs
2	Ant	Elec
3		Elec
4		Power Plant
5-12		Fuel
13-20		LB

SYSTEMS

PP – 2h, AG – 2h, LS – 1H, ELS – 1H, MFD – 1H, LB – 1H, All Others – 1h

CLASSIC TRAVELLER:

WG-0300A11-000000-30000-0 30tns TL12
BB   1   Crew = 2
B   1   MCr: 35.45
No Fuel Scoops, No Fuel Plant, Fuel = 4, EP = 3, Ag = 0
EP Spare = 0, 2 Small Craft Staterooms, Bridge, Cargo = 1

RCS RA – AURORA-III CLASS CLIPPER

The *Ra* is a Class III *Aurora* Class Clipper assigned to support the RCES operations in the Promise Subsector. It is currently carrying the following selection of modules:

- ❑ 400tn Fuel Module (refining)
- ❑ 200tn Quarters Module (Mk IIa)
- ❑ 100tn Troop Module
- ❑ 100tn Drop Troop Module
- ❑ 100tn Quarters Module (Mk Ib)
- ❑ 50tn General Cargo Module
- ❑ 25tn Missile Module
- ❑ 25tn Missile Module

This arrangement of modules gives the *Ra* the following characteristics:

- ❑ Mass: 24,515.3956tns
- ❑ Power Surplus: 126.7445MW
- ❑ G-Turns: 29.6
- ❑ Crew: 91 + 9 Lander crew + 75 troops

The *Ra* has the following additional systems in addition to the basic clipper equipment.

- ❑ 2 Missile Barbettes
- ❑ 2 Missile Capable MFD's (300,000km range)
- ❑ 300,000km AEMS x 2
- ❑ 60,000km PEMS x 2
- ❑ 3 Fury Assault Landers
- ❑ 10tn Ambulance Skiff
- ❑ 5tn Life raft
- ❑ Sickbays x 2
- ❑ Machine Shop
- ❑ Electronics Shop

- ❑ Recreation Deck
- ❑ Cargo 794.8m3

Full details of the *Aurora* Class Clipper and its modules are presented in the Reformation Coalition Equipment Guide.

CLASSIC TRAVELLER:

LM-B7224F2-000000-30052-3   2080tnsTL12
BB   8   14   Crew = 52
B   8   14   MCr: 1495.459
No Fuel Scoops, No Fuel Plant, Fuel = 742 (J3), EP = 86.2, Ag = 0
Emergency Agility = 2, Troops = 84, Cargo = 129.7, 94 Small Staterooms, 84 Bunks, 6 Crew Couches, 48 Drop Capsule Launchers, Drop Capsule Storage = 16dtns, Sickbay x 2, Electronic Shop, Machine Shop, Recreation Area = 66dtns, Additional Computers: Model 1 x 4, Craft: 400dtn Manta Fueller, 50dtn Modular Cutter, 30dtn Ships Boat, 3 Fury Assault Landers

ERNEST - *CASTLE*-CLASS HEAVY SDB

The *Castle* Class Heavy Monitor is an old design from the 700's and was developed in what is now the Solomani Rim. As the Solomani Confederation was still part of the Third Imperium at this time, the design spread through the trailing edge of the Imperium.

Castle class heavy SDBs are based around the Solomani idea of a big gun and is one of the smallest hulls to carry a spinal mount. The space and energy requirements of the spinal mount were not achieved without sacrifice, and these vessels lack adequate armor or secondary weapons. Their agility is also slightly less than non-spinal mount armed SDBs of similar size.

The design is commercially available and such vessels are often the flagship of modest planetary defense forces. Imperial forces use such vessels as part of a balanced system defense taskforce to counteract the *Castle's* shortcoming.

GENERAL DATA

Displacement: 5000 tons
Hull Armor: 252
Length: 102m
Volume: 70,000 m3
Price: 3,522.799MCr
Target Size: Medium
Configuration: Streamlined Cylinder
Tech Level: 13
Mass (Loaded
/ Unloaded):   68,908.2 / 67,078.2

ENGINEERING DATA

Power Plant: 3800MW Fusion, 1 year duration (425m3)
Jump
Performance: None
G Rating: 5G HePlaR – 50,000tn Thrust (2,500MW), Contra-Gravity (500MW)
G-Turns: 80 for HePlaR (312.5m3 each),
Maint: 1633

ELECTRONICS

Computer: 3 x TL13 Fibre-Optic Computers (1 operational, 1 maintenance, 1 as backup)
Commo: Maser (1000AU) x 3, Laser (1000AU) x 3, Radio (1000AU) x 3
Avionics: TL13 Flight Avionics, TL13 Terrain Following Avionics, TL13 Navigation Aids
Sensors: AEMS (480,000km) x 3, PEMS – Folding Array (210,000km), PEMS – fixed array (180,000km) x 3, Densito-meter, Neutrino Sensor
ECM/ECCM: EMMR (TL13), EMS Jammer (120,000km), Area Jammer (60,000km), 4 Decoy Dispensers each holding 50 decoys
Controls: Bridge with 29 bridge workstations, 97 normal workstation. (5 additional workstations in laser turrets in the event of MFD failure)

ARMAMENT

Offensive: Spinal Meson Gun, 16,000Mj (Loc 1, Arcs 1, 2). 5 x 106MJ Laser Turrets (Locs 4, 10, 10, 18, 19, Arcs 1-3, 2-4, 2-4, 3-5, 3-5)
Defensive: 5 x Nuclear Damper Barrette (Locs 4, 10, 10, 18, 19, Arcs 1-3, 2-4, 2-4, 3-5, 3-5)
Meson screen (PV 232)
Master Fire
Directors: 1 x TL13 Spinal Beam MFD, 120,000km range, with 120,000km AEMS, (-4Diff Mods, 4 hex,), 5 x TL13 Beam MFD (lasers), 300,000km range, with 300,000km AEMS. (-4 Diff Mods, 10 hex)

WEAPON STATS:

TL13 106MJ Laser Turret (2.9MW): Eff. 10:1/8-26; Medium. 20:1/6-20; Long. 40:1/3-10,
Extreme. 80:1/2-5.

TL13 Spinal meson Gun (102 meters, 444.444MW, 16000Mj):
Eff. 3:632; Medium. 7:316: Long. 14:158: Extreme. 27:79.

ACCOMMODATIONS

Life Support: Extended, 5G gravitic compensators, artificial gravity
Crew: 144 (43 engineering, 60 gunnery, 20 command, 1 maneuver, 2 electronic, 12 maintenance, 1 medic, 3 steward,).
Crew Accommodations: 5 single occupancy LSR for department heads, 139 single occupancy SSR for all crew
Cargo: 1100M3, Large Cargo Hatch x 4.
Small Craft: 50tn Modular Cutter in Spacious Hanger
Other: Sickbay, Electronic Shop, Machine Shop.
Airlocks: 50

Notes:
Fuel = 425m3 Hydrogen for power plant, 25000m3 Hydrogen for HePlaR drive. Fuel scoops 10% fills ships tanks in 1.82 hours. Fuel Processor refines fuel tankage in 6 hours.

POWER USAGE:
The *Solace* has a power surplus of 12.567MW.

MOVE:
Combat Move: High=153, NOE=24, Travel Move: Cruise=3,300km, NOE=1,020km.

DAMAGE TABLES

Location	Surface	Interior
1	1-7 Spinal, 8-11 Sensor Antenna	1-13 Spinal, 14-20 Elec
2	Sensor Antenna	1-10 Spinal 11-15 Hold, 16-20 Qtrs
3	Sensor Antenna	1-10 Spinal 11-15 Hold, 16-20 Qtrs
4	1-9 Comms Antenna	1 LT/ND, 2-10 Hold, 11-20 Qtrs
5	1-9 Comms Antenna	1 Elec, 2-10 Hold, 11-20 Qtrs
6		1-10 Spinal, 11-20 Qtrs
7	1-2 AL (12 AL + Cargo Hatch)	1-10 Spinal, 11-20 Qtrs
8	1-2 AL	Hold
9	1-6 Launch Port + 2 AL	Hold
10	1-14 Meson Screen	1 LTx2, 2 NDx2, 3-6 Elec, 7 Qtrs, 8-20 Hold
11	C.Grav	Eng
12	1-2 AL	1-10 Spinal, 11-20 Hold
13	1-2 AL	1-10 Spinal, 11-20 Hold
14	1-10 C.Grav	1-10 Eng, 11-20 Hold
15	1-10 C.Grav	1-10 Eng, 11-20 Hold
16	1-16 EMMR	1-10 Spinal, 11-20 Hold
17	1-16 EMMR	1-10 Spinal, 11-20 Hold
18	Fuel Scoops	1 LT/ND, 2-10 Hold, 11-20 Eng
19	Fuel Scoops	1 LT/ND, 2-10 Hold, 11-20 Eng
20	1-11 HePlaR, 12-20 Comms Antenna	1-10 Spinal, 11 Elec, 12-20 Eng

5 x Laser MFD 4h each, Spinal MFD 3h, 3 x PEMS Fixed 4h, PEMS Folding 7H, 3 x AEMS 4h,
Neutrino Sensor 2h, densitometer 1h, 3 x Radio Com 1h, 3 x Laser Com 1h, 3 x Maser Com 1h,
EMMR 70h, 4 x Decoy Launchers 1h each, EMS Jammer 1h, Area jammer 2h.
PP 43H, MD 3H, Contra Grav 10H, FPP 127H.
SSR 2h each, LSR 1H each, LS 196H, ELS 99H, Anti Grav 7H, Cargo 11H, Shops 1H each, Sickbay 1H, Hanger 28H.
Laser Turret 1H each, Nuclear Damper 1H, Meson Screen 5H, Spinal Mount 123H.

CLASSIC TRAVELLER:

NG-E305JF2-100200-400E0-0   5000tnsTL13
BB   5 1   Crew = 81
B   5 1   MCr: 7322.16
Fuel Scoops, Fuel Plant, Fuel = 900, EP = 900, Ag = 3
Emergency Agility = 5, EP Spare = 10, Troops = 0, Cargo = 4
Craft: 1 50tn Modular Cutter

SOLACE-CLASS LONG DURATION SYSTEM DEFENSE BOAT

The *Solace* SDB is an Imperial design dating from 940 and originally produced by Diversified Dynamics Design & Shipyards. It was designed to provide protection and picket duties at remote Imperial facilities especially those in the outer reaches of systems that are far from regular bases. To reduce time spent in transit between a base and a patrol station, the *Solace* is designed to linger on station for a considerable period of time. It was utilized by the Imperium to guard the outer reaches of Depots, naval bases, Imperial prisons, reservation worlds, and interdicted worlds where a manned presence was deemed necessary.

The ship has an extensive and long ranged electronics suite allowing it to operate as a picket vessel. The vessel also operates a missile turret primarily used to deploy sensor drones, to further enhance the ships sensor coverage.

The *Solace* SDB includes a number of facilities to minimize the effects of the long cruises, including: small staterooms for all crew and the marine contingent; a common room; a sickbay (with 2 low berths for serious injuries); electronic and machine shops for self maintenance; as well as a small cargo area / missile magazine for supplies, missiles and drones.

The *Solace* is equipped with a 48m, 4500Mj spinal particle accelerator under MFD control, designed to give a killing punch out to a significant distance (and the spinal mount is limited in effectiveness by the range of the beam pointer). Two laser turrets (usually operating in an anti-missile role under MFD control) round out the offensive armament. A missile turret completes the offensive punch. For boarding actions an eight man marine squad is carried.

It is a hard target to hit, with its small size, jammers, decoys, stealth design, a nuclear damper barbette, and 2 TL14 laser turrets usually slaved to an MFD for anti-missile defense.

GENERAL DATA

Displacement: 400 tons
Hull Armor: 196
Length: 60m
Volume: 5,600 m3
Price: 409.5599MCr
Target Size: Small
Configuration: Streamlined Needle
Tech Level: 14
Mass (Loaded
/ Unloaded): 5,650.406 / 5,516.406

ENGINEERING DATA

Power Plant: 1210MW Fusion, 1 year duration (121m3)
Jump
Performance: None
G Rating: 5G HePlaR – 20,000tn Thrust (1,000MW), Contra-Gravity (40MW)
G-Turns: 60 for HePlaR (50m3 each),
Maint: 150

ELECTRONICS

Computer: 3 x TL14 Fibre-Optic Computers (1 operational, 1 maintenance, 1 as backup)
Commo: Maser (1000AU), Laser (1000AU), Radio (1000AU)
Avionics: TL14 Flight Avionics, TL14 Terrain Following Avionics, TL14 Navigation Aids
Sensors: AEMS (480,000km), PEMS – Folding Array (210,000km), PEMS – fixed array (120,000km), Densitometer, Neutrino Sensor
ECM/ECCM: EMMR (TL14), EMS Jammer (120,000km), Area Jammer (60,000km), 4 Decoy Dispensers each holding 50 decoys
Controls: Bridge with 9 bridge workstations, 11 normal workstation. (3 additional workstations in turrets in the event of MFD failure)

ARMAMENT

Offensive: Spinal Particle Accelerator, 4500Mj (Loc 1, Arcs 1, 2, 3). Missile Turret (2 ready missiles, Loc 10, All Arcs), 2 x 150MJ Laser Turrets (Locs 14, 15, Arcs All))

Defensive: Nuclear Damper Barrette (Loc. 10, Arcs All).

Master Fire
Directors: 1 x TL14 Missile/Beam MFD, 300,000km range, with 300,000km AEMS, and 300,000km laser com.(-5 Diff Mods, 10 hex, Msl 10 hex, 5 missiles), 1 x TL14 Beam MFD, 300,000km range, with 300,000km AEMS. (-5 Diff Mods, 10 hex)

WEAPON STATS:

TL14 Missile: Semi-Ind, Yield 500ktns, 8/8 G-Turns, Hits 1D6, Damage 1/25-79, Range 0, Sensors 3P, Commo 10L, Signature Radar+4/ AEMS+3/ HRT+4/ PEMS+3/ Fire+1

TL14 150MJ Laser Turret (4.2MW): Eff. 2:1/10-31; Medium. 4:1/10-31; Long. 8:1/10-31, Extreme. 16:1/10-31.

TL14 Spinal Particle Accelerator (48 meters, 25MW, 4500Mj):
Eff. 10:150; Medium. 20:150: Long. 40:150: Extreme. 80:75.

ACCOMMODATIONS

Life Support: Extended, 5G gravitic compensators, artificial gravity

Crew: 33 (10 engineering, 5 gunnery (MFD), 4 command, 1 maneuver, 2 electronic, 1 maintenance, 1 medic, 1 steward, 8 Marines).

Crew Accommodations: 33 single occupancy SSR for all crew / Marines, Common Room (LSR)

Cargo: 50M3, Small Cargo Hatch, Magazine for 6 missiles / drones.

Small Craft: None

Other: Sickbay, 2 Low Berths, Electronic Shop, Machine Shop.

Airlocks: 4

NOTES:
Fuel = 121m3 Hydrogen for power plant, 1500m3 Hydrogen for HePlaR drive. Fuel scoops 10% fills ships tanks in 0.72 hours. Fuel Processor refines fuel tankage in 24 hours.

POWER USAGE:
The *Solace* has a power deficit of –1.99975MW. This is normally compensated for by powering down either the Contra-Grav (40MW) or the Fuel Processor (2.026MW).

MOVE:
Combat Move: High=153, NOE=25, Travel Move: Cruise=3,300km, NOE=1,080km.

DAMAGE TABLES

Location	Surface	Interior
1	1-3 Spinal, 4-20 Sensor Antenna	Spinal
2		Spinal
3		Spinal
4	Radio Ant	1-10 Elec 11-20 Quarters
5	Radio Ant	1-10 Elec 11-20 Quarters
6		Quarters
7		Quarters

Location	Surface	Interior
8	1-3 Lifters	Hold
9	1-3 Lifters	Hold
10	1-10 EMMR, 11:AL	1-2 MT, 3-5 ND, 6-20 Quarters
11	1-20 Lifters	Eng
12		Hold
13		Hold
14	1:AL, 2-4 Lifters	1-2 LT, 3-20 Quarters
15	1:AL, 2-4 Lifters	1-2 LT, 3-20 Quarters
16		Hold
17		Hold
18	1-3 Lifters	1-10 Eng, 11-20 Hold
19	1-3 Lifters	1-10 Eng, 11-20 Hold
20	1:AL, 2-20 HePlaR	Eng.

MFD 3h each, PEMS Fixed 1h, PEMS Folding 1H, AEMS 2h, Neutrino Sensor 1h, densitometer 1h, Radio Com 1h, Laser Com 1h, Maser Com 1h, EMMR 5h, Decoy Launchers 1h each, EMS Jammer 1h, Area jammer 1H.
PP 12H, MD 1H, Contra Grav 1H, FPP 2H.
SSR 2h each, Low 1h each, LS 14H, ELS 7H, Anti Grav 1H, Cargo 1H, Shops 1H each, Sickbay 1H.
Laser Turret 1H each, Missile Turret 1H, Nuclear Damper 1H, Spinal Mount 8H.

CLASSIC TRAVELLER:

SDB-4105BH2-800000-40203-0 400tns TL14
BB   1 1 1   Crew = 12
B   1 1 1   MCr: 547.978
Fuel Scoops & Plant, Fuel = 88 (8 weeks), EP = 44, Ag = 5
Marines = 6, Magazine, Cargo = 8, Sickbay, Low = 2, Workshops = 2
Common Room (4 dtn), Crew Accommodation = 20 SSR

ERNEST'S PATROL CRUISER – FORMALLY *ISS AGAEMEMNON*

Ernest's patrol cruiser is a standard Imperial era TL15 Type T patrol cruiser as detailed in the TNE Rulebook on Page 372. It still retains its ships boat.

CLASSIC TRAVELLER:

CP-41348G2-000000-40003-0   400tns TL15
BB   2   2   Crew = 13
B   2   2   MCr: 352.74
Fuel Scoops, Fuel Plant, Fuel = 152, EP = 32, Ag = 4
EP Spare = 3, Cargo = 3, Troops = 12, Low = 0, Pass = 0,
Craft: 30dtn Ships Boat.

ERNEST'S ARMED SHUTTLE

This is a standard TL12 95tn shuttle as detailed in the TNE Rulebook, page 379. It is armed with a single TL12 120MJ Laser Turret.

CLASSIC TRAVELLER:

MY-0203321-000000-20000-0   95tns   TL12
BB   1   Crew = 2
B   1   MCr: 50.95
Fuel Scoops, No Fuel Plant, Fuel = 2.85, EP = 2.85, Ag = 0
Emergency Agility = 3, Cargo = 72, No bridge, 2 Crew Couches

ERNEST'S GUILDED LILLY FAR TRADER

This is a standard TL12 200tn *Jayhawk* class Far Trader as detailed in the TNE Rulebook, page 367. It is armed with two standard TL12 120MJ Laser Turrets.

CLASSIC TRAVELLER:

A2-22212R1-000000-20000-0   200tns TL12
BB   2   Crew = 6
B   2   MCr: 102.732
Fuel Scoops, Fuel Plant, Fuel = 44, EP = 44, Ag = 0
Emergency Agility = 2, Low = 10, Pass = 4 High, Cargo = 56,
Craft: Air/ Raft

MISCELLANEOUS BYSTANDERS

AVIAN CLASS IMPERIAL HEAVY FIGHTER – ATMOSPHERIC

The *Avian* heavy fighter was developed by the Imperium after the Solomani Rim War. The battle for Terra had demonstrated that current classes of streamlined heavy fighter were insufficiently maneuverable when compare to dedicated atmospheric interceptors. The *Avian* was the Imperium's first TL15 atmospheric heavy fighter. It was designed to operate from standard Imperial 50tn launch tubes and as a result has a number of retractable flight surfaces.

The *Avian* carried three missile tubes and a laser lance to engage conventional space based targets. It also carried a rapid fire shorter range laser designed to engage aircraft. The *Avian* was designed purely as an air-superiority space fighter rather than a ground attack fighter, although a paltry 2.5m3 weapons area was left for marine use.

The rapid fire laser was chosen to minimize logistical requirements. Later classes of fighters were equipped with shorter range but more deadly rapid fire fusion guns. The *Avian* was also equipped with sufficient fuel for 10 full hours of 6G combat maneuvers. The airframe configuration and other atmospheric modifications did have other effects, particularly the reduced level of armor protection available (5cm BSD).

GENERAL DATA

Displacement: 50 tons
Hull Armor: 140
Length: 39.2m
Volume: 700 m3
Price: 69.59373MCr
Target Size: Very Small
Configuration: Air-Frame Needle
Tech Level: 15
Mass (Loaded
/ Unloaded):   749.6479 / 747.1479

ENGINEERING DATA

Power Plant: 202.3MW Fusion, 1 year duration (20.23m3)
Jump
Performance: None
G Rating: 6G HePlaR – 3,000tn Thrust (150MW), Contra-Gravity (5MW)
G-Turns: 120 for HePlaR (3.125m3 each),
Maint: 11

ELECTRONICS

Computer: 2 x TL15 Fibre-Optic Computers (1 operational, 1 maintenance)
Commo: 2 x Maser (1000AU), 2 x Laser (1000AU), 2 x Radio (300,000km)
Avionics: TL14 Flight Avionics, TL15 Terrain Following Avionics, TL15 Navigation Aids
Sensors: 2 x AEMS (120,000km), 2 x PEMS – fixed array (120,000km)
ECM/ECCM: EMMR (TL15), EMS Jammer (30,000km), Area Jammer (3,000km), 4 Decoy Dispensers each holding 50 decoys
Controls: Cockpit with 1 bridge workstations, 1 normal workstation.

ARMAMENT

Offensive: Three fixed missile tubes (Loc. 5, Arcs 1, 2, 3, 4). TL15 Grav Focused Laser Lance 120MJ, 3.33MW (Loc. 4, Arcs 1, 2, 3, 4). Air Combat X-ray, Non Grav Focused Laser Lance 10MJ, 2.35MW (Loc. 4, Arcs 1, 2, 3, 4)
Defensive: 4 Decoy Dispensers each holding 50 decoys.

Master Fire
Directors: 1 x TL15 Missile/Beam MFD, 300,000km range, with 300,000km AEMS, and 300,000km laser com.(-5 Diff
               Mods, 10 hex, Msl 10 hex, 5 missiles),

WEAPON STATS:

TL15 Missile: Controlled, Yield 500ktns, 12/12 G-Turns, Hits 1D6, Damage 1/25-79, Range 0, Commo 10L, Signature
Radar+2/ AEMS+2/ HRT+2/ PEMS+2/ Fire+1

TL15 120MJ Laser Lance (3.33MW): Eff. 10:1/9-27; Medium. 20:1/9-27; Long. 40:1/9-27, Extreme. 80:1/9-26.

TL15 Air Combat 10MJ Laser Lance (ROF1, Ground Combat, 2.35MW): Eff. 300km:1/3-8; Medium. 600km:1/3-8; Long.
1200km:1/3-8, Extreme. 2400km:1/3-8.

ACCOMMODATIONS

Life Support: Extended, 6G gravitic compensators, artificial gravity
Crew: 4 (1 engineering, 1 gunnery (MFD), 1 maneuver, 1 electronic).
Crew Accommodations: None
Cargo: 2.5M3 (weapons pod),
Small Craft: None
Other: None
Airlocks: 1

NOTES:
Fuel = 20.23m3 Hydrogen for power plant, 375m3 Hydrogen for HePlaR drive. Fuel scoops 10% fills ships tanks in 0.72
hours. No Fuel Processor.

POWER USAGE:
The *Avian* has a power surplus of 0.096MW for use by the configurable weapons pod.

MOVE:
Combat Move: High=820, NOE=26, Travel Move: Cruise=17,700km, NOE=1,140km.

DAMAGE TABLES

Location	Surface	Interior
1	1-7 Antenna	Elec
2	Radio Antenna	Elec
3	Radio Antenna	Elec
4	1 Decoy	1-14 Laser Lance, 15 Light Laser, 16-17 Missile Tube, 18-20 Elec
5	1 Decoy	Missile Tubes
6	Radio Antenna	1-4 Qtrs, 5-20 Hold
7	Radio Antenna	1-4 Qtrs, 5-20 Hold
8		Hold
9		Hold
10	1-2 Radio Antenna	Qtrs
11	Contra-Grav	1-16 Eng, 17-20 Hold
12		Hold

Location	Surface	Interior
13		Hold
14	1-10 Contra-Grav	Hold
15	1-10 Contra-Grav, 11-12 AL	Hold
16	Fuel Scoops	Hold
17	Fuel Scoops	Hold
18	1-3 EMMR, 4 Decoy	Hold
19	1-3 EMMR, 4 Decoy	Hold
20	1-12 HePlaR	Eng

MFD 3h , PEMS Fixed 1h each, AEMS 1h each, Radio Com 1h each, Laser Com 1h each, Maser Com 1h each, EMMR 1h, Decoy Launchers 1h each, EMS Jammer 1h, Area jammer 1h.
PP 1H, MD 3h, Contra Grav 2h, AG 3h, LS 4H, ELS 2H, cargo 1h,
Missile Tubes 1H, Laser Lance 1H, Light Laser 1h

CLASSIC TRAVELLER:

FF-0106P71-D00000-20002-0   50tns   TL15
BB   1   2   Crew = 2
B   1   2   MCr: 138.7
Fuel Scoops, No Fuel Plant, Fuel = 11.5, EP = 11.5, Ag = 6
EP Spare = 0.3. No Bridge, Cargo = 0.3 P = 23,
Tactical Laser, Tactical Decoy Dispensers x 4

EBEHKARIAN *MASTIFF*-CLASS SYSTEM DEFENCE BOAT

The *Mastiff* SDB is a Solomani design dating from the time of the Terran Mercantile Community, when the Solomani were trying to defend their systems with locally built hulls against the threat of the Long Night. The design is still popular and was still being produced during the final days of the Third Imperium.

The ship has an extensive and long ranged electronics suite allowing it to operate as a picket vessel, and it is a hard target to hit, with its small size, jammers, stealth design, and 2 TL9 rapid fire laser turrets usually slaved to an MFD for anti-missile defense.

The ship is streamlined and its EAPlaC solid rockets allow it to launch and land on up to size A worlds. It carries fuel sufficient for one take off and landing. This system allows the *Mastiff* to adopt planetary hiding places unlike other TL9 space only SDB designs. It utilizes a fusion rocket for in-system maneuvering.

The MFD's allow two missiles to be controlled out to 10 hexes at –2 Diff Mods, and the lasers to act as point defense at –4 Diff Mods (-2 Diff Mods MFD, -2 Diff Mods ROF).

Two additional workstations are provided for the customs inspector and senior marine to evaluate sensor information with regard to possible customs inspections and boarding actions.

GENERAL DATA

Displacement: 150 tons
Hull Armor: 36
Length: 38.75m
Volume: 2,100 m3
Price: 220.4755MCr
Target Size: Small
Configuration: Streamlined Wedge

Tech Level: 9
Mass (Loaded
/ Unloaded):   2,241.672 / 1,447.052

ENGINEERING DATA

Power Plant: 33MW Fission, 1 year duration (3.3m3 Radioactives)
Jump
Performance: None
G Rating: 1G Fusion Rocket – 1530tn Thrust (Generating 30.6MW), 1G EAPlaC, 1500tn Thrust (Generates 30MW),
                Contra-Gravity (45MW)
G-Turns: 40 for Fusion Rocket (7.65m3 each), 1.4 for EAPlaC
Maint: 106

ELECTRONICS

Computer: 3 x TL9 Fibre-Optic Computers (1 operational, 1 maintenance, 1 as backup)
Commo: Maser (1000AU), Laser (1000AU), Radio (1000AU)
Avionics: TL9 Flight Avionics, TL9 Navigation Aids
Sensors: Radar (60,000km), Ladar (60,000km)
ECM/ECCM: Stealth (TL9), Radar Direction Finder (30,000km), Radar Jammer (60,000km), Radio Jammer (30,000km)
Controls: Flight Deck with 9 normal workstations, 1 normal workstation. (3 workstations in turrets in the event of
                MFD failure)

ARMAMENT

Offensive: Missile Turret (2 ready missiles, Loc 10, All Arcs), 2 x 30MJ ROF 100, Laser Turrets with 30,000km beam
                pointers (Locs 16, 1, Arcs All, / All, -2 Diff Mods))
Defensive: None
Master
Fire Directors: 1 x TL9 Missile/Beam MFD, 60,000km range, with 60,000km Radar, and 300,000km laser com.(2 Diff
                Mods, 2 hex, Msl 10 hex, 2 missiles)
                1 x TL9 Beam MFD, 30,000km range, with 30,000km Radar. (2 Diff Mods, 1 hex)

WEAPON STATS:

TL9 Missile: Controlled, Yield 50ktns, 12/12 G-Turns, Hits 1D6, Damage 1/14-43, Range 0, Sensors None, Signature
Radar+2/ AEMS+2/ HRT+2/ PEMS+2/ Fire+1

TL9 30MJ Laser Turret: Eff. 0.14:1/4-14; Medium. 0.28:1/4-14; Long. 0.56:1/4-14, Extreme. 1.12:1/4-12. 37.55tn,
41.35m3, MCR 6.151.
ROF 10, MW 0.833; ROF 50, MW 4.167, -1 Diff Mods; ROF 100, MW 8.333, -2 Diff Mods.

ACCOMMODATIONS

Life Support: Extended, No gravitic compensators
Crew: 11 (1 engineering, 2 gunnery (MFD), 1 command, 2 maneuver, 2 electronic, 1 customs inspector, 2 Ma-
                rines).
Crew Accommodations: 1 single occupancy SSR for captain, 5 dual occupancy SSR for remaining crew
Cargo: 168M3, Large Cargo Hatch, Magazine for 10 missiles, with autoloader.
Small Craft: None
Airlocks: 2

NOTES:
Waste space = 53.498m3, Fuel = 3.3m3 Radioactives, 472.5m3 Solid Rocket Fuel, 306m3 Hydrogen. Fuel scoops 10%
fills ships tanks in 0.36 hours. Fuel Processor refines 306M3 of fuel in 24 hours.

POWER USAGE

Take-Off
Power Generation is 33MW from power plant and 30 MW from the EAPlaC. In order to reduce the power shortfall when the contra-grav system is operating, the following systems are powered down: Radio, Radar Jammer, In addition the 2 laser turrets are reduced to ROF10.
In this condition, the *Mastiff* has a power surplus of 2.1455MW

Orbital
Power Generation is 33MW. In order to reduce the power shortfall, the following systems are powered down: contra-grav lifters, Ladar, Radar Jammer, Radio Jammer, Beam MFD, Laser Turrets. In this condition the *Mastiff* has a power surplus of 2.2415MW.

Combat
Power Generation is 33MW from power plant and 30.6MW from the fusion rocket. In order to reduce the power shortfall, the following systems are not powered: Contra-grav lifters. In this condition, the *Mastiff* has a power surplus of 0.7455MW.

DAMAGE TABLES

Location	Surface	Interior
1	1 MFD Ant, 2-16 Sensor & Comms Antenna	Elec
2	1-10 Radio Antenna	1-13 Quarters, 14-20 Elec
3	1-10 Radio Antenna	1-13 Quarters, 14-20 Elec
4	Radio Antenna	1-19 Hold, 20 Elec
5	Radio Antenna	1-19 Hold, 20 Elec
6		Quarters
7		Quarters
8	1-7 Cargo Hatch	Hold
9		Hold
10	1 AL, 2 MFD Ant,	1-8 MT, 9-16 Elec, 17-20 Hold
11	G Grav Lifters,	Eng
12	Fuel Scoops	Hold
13	Fuel Scoops	Hold
14	G Grav Lifters,	Eng
15	G Grav Lifters,	Eng
16	Fuel Scoops	1-8LT, 9-20 Eng
17	Fuel Scoops	1-8LT, 9-20 Eng
18	1-10 G Grav Lifters,	Eng
19	1-10 G Grav Lifters,	Eng
20	1-5 Mdrive Exhausts	Eng

SYSTEMS

MFD 1H each, Ladar 1h, Radar 1H, Radio Com 1h, Laser Com 1h, Maser Com 1h, Radio Jammer 1h, Radar jammer 1H, Radar Direction Finder 1h.

PP 2H, FR 2H, EAPLAC 5H, Contra Grav 1H, FPP 1H.
SSR 2h each, LS 4H, ELS 2H, Cargo 2H, Laser Turret 1H each, Missile Turret 1H,

CLASSIC TRAVELLER:

SDB-12013C1-100000-10001-0 150tns TL9

BB	2	1		Crew = 3
B	2	1		MCr: 88.575

Fuel Scoops, No Fuel Plant, Fuel = 4.5, EP = 4.5, Ag = 1
Marines = 3, Magazine, Cargo = 4, 1G Rocket Engine for
Atmospheric Use. Rocket Fuel = 66tns (enough for 1 ascent to
orbit and 1 descent). Pulse Lasers

EBEHKARIAN *WOLVERINE* CLASS SYSTEM DEFENSE BOAT

The *Wolverine* SDB is an adaptation of the *Mastiff* class SDB, which addresses some of the potential shortfalls in the original *Mastiff* design. It exchanges the majority of the cargo hold of the *Mastiff* Class to include another cm of composite laminate armor (up to 7 cm), a 90,000km fixed HRT array, a 2 decoy dispensers carrying a total of 200 decoys, and a 5 man marine combat team. This has required some compromises, the fuel scoops have been reduced in area, the cargo hold is reduced, additional SSRs are been added, and the flight deck has been updated to a full bridge.

The design is still popular and was still being produced during the final days of the Third Imperium.

The ship has an extensive and long ranged electronics suite allowing it to operate as a picket vessel, and it is a hard target to hit, with its small size, jammers, decoys, stealth design, and 2 TL9 rapid fire laser turrets usually slaved to an MFD for anti-missile defense.

The ship is streamlined and its EAPlaC solid rockets allow it to launch and land on up to size A worlds. It carries fuel sufficient for one take off and landing. This system allows the *Wolverine* to adopt planetary hiding places unlike other TL9 space only SDB designs. It utilizes a fusion rocket for in-system maneuvering.

The MFD's allow two missiles to be controlled out to 10 hexes at –2 Diff Mods, and the lasers to act as point defense at –4 Diff Mods (-2 Diff Mods MFD, -2 Diff Mods ROF).

GENERAL DATA

Displacement: 150 tons
Hull Armor: 42
Length: 38.75m
Volume: 2,100 m3
Price: 235.6615MCr
Target Size: Small
Configuration: Streamlined Wedge
Tech Level: 9
Mass (Loaded
/ Unloaded):   2,221.872 / 1,627.752

ENGINEERING DATA

Power Plant: 33MW Fission, 1 year duration (3.3m3 Radioactives)
Jump
Performance: None
G Rating: 1G Fusion Rocket – 1530tn Thrust (Generating 30.6MW), 1G EAPlaC, 1500tn Thrust (Generates 30MW),
                Contra-Gravity (45MW)
G-Turns: 40 for Fusion Rocket (7.65m3 each), 1.4 for EAPlaC
Maint: 106

ELECTRONICS

Computer: 3 x TL9 Fibre-Optic Computers (1 operational, 1 maintenance, 1 as backup)
Commo: Maser (1000AU), Laser (1000AU), Radio (1000AU)
Avionics: TL9 Flight Avionics, TL9 Navigation Aids
Sensors: Radar (60,000km), Ladar (60,000km), HRT – fixed array (90,000km)
ECM/ECCM: Stealth (TL9), Radar Direction Finder (30,000km), Radar Jammer (60,000km), Radio Jammer (30,000km), 2 Decoy Dispensers each holding 100 decoys
Controls: Bridge with 10 bridge workstations, 1 normal workstation. (3 workstations in turrets in the event of MFD failure)

ARMAMENT

Offensive: Missile Turret (2 ready missiles, Loc 10, All Arcs), 2 x 30MJ ROF 100, Laser Turrets with 30,000km beam pointers (Locs 16, 17, Arcs All, / All, -2 Diff Mods))
Defensive: None
Master Fire
Directors: 1 x TL9 Missile/Beam MFD, 60,000km range, with 60,000km Radar, and 300,000km laser com.(2 Diff Mods, 2 hex, Msl 10 hex, 2 missiles)
                1 x TL9 Beam MFD, 30,000km range, with 30,000km Radar. (2 Diff Mods, 1 hex)

WEAPON STATS:

TL9 Missile: Controlled, Yield 50ktns, 12/12 G-Turns, Hits 1D6, Damage 1/14-43, Range 0, Sensors None, Signature Radar+2/ AEMS+2/ HRT+2/ PEMS+2/ Fire+1

TL9 30MJ Laser Turret: Eff. 0.14:1/4-14; Medium. 0.28:1/4-14; Long. 0.56:1/4-14, Extreme. 1.12:1/4-12. 37.55tn, 41.35m3, MCR 6.151.
ROF 10, MW 0.833; ROF 50, MW 4.167, -1 Diff Mods; ROF 100, MW 8.333, -2 Diff Mods.

ACCOMMODATIONS

Life Support: Extended, No gravitic compensators
Crew: 17 (1 engineering, 2 gunnery (MFD), 2 command, 2 maneuver, 3 electronic, 1 EW officer, 1 customs inspector, 5 Marines).
Crew Accommodations: 1 single occupancy SSR for captain, 8 dual occupancy SSR for remaining crew
Cargo: 37M3, Large Cargo Hatch, Magazine for 10 missiles, with autoloader.
Small Craft: None
Airlocks: 2

NOTES:
Fuel = 3.3m3 Radioactives, 472.5m3 Solid Rocket Fuel, 306m3 Hydrogen. Fuel scoops 5% fills ships tanks in 0.72 hours. Fuel Processor refines 306M3 of fuel in 24 hours.

POWER USAGE

Take-Off
Power Generation is 33MW from power plant and 30 MW from the EAPlaC. In order to reduce the power shortfall when the contra-grav system is operating, the following systems are powered down: Radio, Radar Jammer, In addition the 2 laser turrets are reduced to ROF10.
In this condition, the *Wolverine* has a power surplus of 1.894MW

Orbital
Power Generation is 33MW. In order to reduce the power shortfall, the following systems are powered down: contra-grav lifters, Ladar, Radar Jammer, Radio Jammer, Beam MFD, Laser Turrets. In this condition the *Wolverine* has a power surplus of 1.99MW.

COMBAT

Power Generation is 33MW from power plant and 30.6MW from the fusion rocket. In order to reduce the power short-fall, the following systems are not powered: Contra-grav lifters. In this condition, the *Wolverine* has a power surplus of 0.494MW.

DAMAGE TABLES

Location	Surface	Interior
1	1 MFD Ant, 2-16 Sensor & Comms Antenna	Elec
2	1-10 Radio Antenna, 11-20 HRT Antenna	1-13 Quarters, 14-20 Elec
3	1-10 Radio Antenna, 11-20 HRT Antenna	1-13 Quarters, 14-20 Elec
4	Radio Antenna	1-15 Quarters, 16-20 Elec
5	Radio Antenna	1-15 Quarters, 16-20 Elec
6	HRT Antenna	Quarters
7	HRT Antenna	Quarters
8	1-7 Cargo Hatch	Hold
9		Hold
10	1 AL, 2 MFD Ant,	1-8 MT, 9-16 Elec, 17-20 Hold
11	G Grav Lifters,	1-15 Eng, 16-20 Hold
12		Hold
13		Hold
14	G Grav Lifters,	Eng
15	G Grav Lifters,	Eng
16	Fuel Scoops	1-8LT, 9-20 Eng
17	Fuel Scoops	1-8LT, 9-20 Eng
18	1-10 G Grav Lifters,	Eng
19	1-10 G Grav Lifters,	Eng
20	1-5 Mdrive Exhausts	Eng

SYSTEMS

MFD 1H each, Ladar 1h, Radar 1H, Radio Com 1h, Laser Com 1h, Maser Com 1h, Radio Jammer 1h, Radar jammer 1H, Radar Direction Finder 1h, HRT 2h, Decoy 1h
PP 2H, FR 2H, EAPLAC 5H, Contra Grav 1H, FPP 1H.
SSR 2h each, LS 5H, ELS 2H, Cargo 1H, Laser Turret 1H each, Missile Turret 1H.

CLASSIC TRAVELLER:

SDB-12013C1-100000-10001-0 150tns TL9
BB   2   1   Crew = 3
B   2   1   MCr: 88.59
Fuel Scoops, No Fuel Plant, Fuel = 4.5, EP = 4.5, Ag = 1
Marines = 6, Magazine, Cargo = 1, 1G Rocket Engine for
Atmospheric Use. Rocket Fuel = 66tns (enough for 1 ascent to
orbit and 1 descent). Pulse Laser

GUILD RAIDER *"PERISHER"*

Perisher is a standard Bastien Class Liner that has been modified to act as a raider. Its sensor array and bridge have been upgraded, and a master fire director added. Its weaponry has been enhanced with two additional missile turrets. The passenger accommodation is now used as dual occupancy quarters for the additional crew and a dozen troops.
(This up-gunned version of the Bastien Liner was originally presented in "Personalities of the Reformation Coalition)

Displacement: 600 tons
Hull Armor: 10
Length: 69m
Volume: 8,400 m3
Price: 202.24MCr
Target Size: Small
Configuration: Slab SL
Tech Level: 12
Mass (Loaded
/ Unloaded):   5096.08 / 4441.79

ENGINEERING DATA

Power Plant: 426MW TL12 Fusion (47MW/hit), 1 year duration (30.0425 MW power shortfall)
Jump
Performance: 3 (1680m3 fuel)
G Rating: 1G (300MW/G), contra-grav lifters (60MW)
G-Turns: 76 with J fuel reserve (120.8 using jump fuel), 37.5m3 each.
Fuel Tankage: 4530m3 (166 tons),
Maint: 234

ELECTRONICS

Computer: 3 x TL12 Mod St Computers (0.4 MW each)
Commo: 30,000km TL12 Radio (1 hex, 1MW), TL12 1000AU Maser (0.6MW)
Avionics: TL10+ Avionics,
Sensors: TL12 PEMS fixed array 30,000km (1 hex, 0.03MW), TL12 AEMS 300,000km (10 hexes, 27.5MW)
ECM/ECCM: None
Controls: Bridge with 6 workstations, plus 4 other workstations.

ARMAMENT

Offensive: 2 x 120MJ Laser Turrets (Locs 12, 13, Arcs 2, 3, 4; 3.3MW each, 1 crew each)
                2 x Missile Turrets **(**Locs 14, 15, 2 Ready Missiles Each; 0.15MW each, 1 crew each)

Defensive: 1 x TL12 sandcaster turret (Loc: 11, Arcs: All; TL12, 1D10x5 per hit; 30 cann; 1MW; 1 crew)
Master
Fire Directors: 1 x TL12 Missile/Beam MFD, (4 Diff Mods; Msl 10 hexes; 10 hexes; 3.1MW each; 1 crew each).

WEAPON STATS:

TL12 120MJ Laser Turret Eff. 4:1/9-27; Medium. 8:1/9-27; Long. 16:1/6-19, Extreme. 32:1/3-9.

ACCOMMODATIONS

Life Support: Extended (1.68MW), grav compensators (3G; 42MW).
Crew: 18 (4 engineering, 6 gunnery, 2 command, 2 maneuver, 1 electronic,
                1 maintenance, 2 small craft crew, 12 troops).

Crew Accommodations: 1 x small stateroom (0.0005MW), single occupancy for captain, 16 x large staterooms
                                (0.001MW each), double occupancy for remainder of crew
Passenger Accommodations: None
Cargo: 204.2M3, Large Cargo Hatch
Small Craft: 10tn Skiff in Internal Hanger (Minimal), with one launch port
Airlocks: 6

NOTES:

Fuel purification plant (10.44MW), 15.62 hours to refine 4530m3. The 30.0425MW power shortfall can be made up by powering down the Contra-Grav lifters.

DAMAGE TABLES

Location	Surface	Interior
1	1-2: Ant	1-6: Elec, 7-20: Qtrs
2-3		Qtrs
4	1-2: AL	1-13: Qtrs, 14-20: Hold
5, 8-9		Hold
6-7	1-3: LP	Hold
10	LP	Hold
11		1-2: Sand, 3-20: Hold
12-13		1-2: LT, 3-20: Hold
14-15		1-2: MT, 3-20: Hold
16-17	1: CH	1-10: Eng, 11-20: Hold
18		1-9: Eng, 10-20: Hold
19-20		Eng

SYSTEMS

PP – 9H, JD – 10H, CG – 1H, MD – 1H, AG – 2H, LS – 3H, ELS – 2H, Hanger – 3H, MT – 1H, LT – 1H, SC – 1H, FPP – 14H, LSR – 1H, SSR – 2h, All Others – 1h

CLASSIC TRAVELLER:

MG-64313C2-040000-30002-0   600tns TL12
BB   1   2   1   Crew = 14
B   1   2   1   MCr: 360.402
Fuel Scoops, Fuel Plant, Fuel = 198, EP = 18, Ag = 1
EP Spare = 5, Low = 0, Cargo = 213, Troops = 12, Craft: 10dtn Launch

APPENDIX B - ROBOTS

ICAM TECHNOLOGY AN-427 SECURITY ROBOT

The AN-427 was a widely used security robot throughout the Imperium before the Collapse and has survived in considerable numbers due to its rugged reliability. It was programmed to patrol all areas of a sensitive installation and to seek out and kill or incapacitate unauthorized intruders. Although it is not as mobile as grav powered units, it is less expensive to operate, and replacement parts are easier to fabricate. This is a wheeled robot which experiences difficulty in negotiating stairs, ladders and any uneven ground. This robot is powered by internal batteries, which require recharging every four days. It uses the Biped column of the Personal Hit Location Chart.

CLASSIC TRAVELLER:

725xA-L2-MM224-L683   Cr: 422,525,   382.552kg,   TL12
40/100 Cloth
Fuel = 33.6L,   Duration = 4 days
2 Medium Arms
Visual sensor package with light intensifier and passive IR, Voder, Audio sensor with extra sensitivity, 5km Radio, Laser Rifle, Snub Pistol, Chemical (odor) emitter, Spotlight, Cargo=25kg.
Laser Rifle 2; Security 3; Snub Pistol 1; Infantry Ground Combat 1.

TNE:

Com Move:	5/20	Armor Values	
Endurance:	100 hours	Head / Arms:	4
Initiative:	5	Chest / Abdomen	4
Intelligence:	5	Suspension	1
Command Function:	Low Autonomous		
Assets:	Observation 15	Slug Weapon 10	Energy Weapon 14
	Voice Recognition 10		
Armament:	Chemical Projector	Paint Pellet Gun	Tranq Dart Gun
	8cm Laser Rifle		
Electronics:	Video Eye	Voice / Pattern recognition software	Audio (ultra and subsonic) detector
	White light / IR spotlight	Ultrasonic Motion Detector	3-km Radio
Mass:	1, 685 kg	Travel Move:	85/20
TL:	12	Cargo:	25 kg
Price:	Cr1,810,623	Fuel Type:	Electricity
Maintenance:	1		

ARM:
Left / Right; Lift: 155kg; Hit: 7; UMD: 1; Weapon: - ; AMD: -;

WEAPONS:
Laser Rifle-9: ROF: SA2; Dam: 7-4-2-1; Pen: Nil; Bulk: 4; Mag: 50; Sht Rng: 160;
10mm Tranq-8: ROF: SA; Dam: -1; Pen: Nil, Bulk: 1; Mag: 14; Sht Rng: 4;

DAMAGE RECORD:
Sight/Sensors: Video Eye ☐, Audio ☐, Motion Detector ☐, Spotlights ☐.
Armament: Chemical Projector ☐, Paint Pellet Gun ☐, Tranq Gun ☐, Laser Rifle ☐.
Communications: Radio ☐, Voder/Speaker ☐
Power Plant: ☐
Batteries (% Consumed or Destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐.
Suspension: Minor Damage ☐, Immobilized ☐.

STARPORT MECHANIC TUKERA 232-BHR-7

This track-mounted Toolbot was designed for delicate repair work on electronics and control systems. Its arms are extremely dexterous, but not very strong, and are intended for easy access to restricted work spaces. It uses the Biped column of the Personal Hit Location Chart.

CLASSIC TRAVELLER:

726xB-N4-LN114-LF24 Cr: 101,000   460Kg   TL12
56/140   Mesh
Fuel = 54.7L   Duration = 5.7 days
2 Light Arms, 2 Light Tentacles (retractable)
Four visual sensors, Two audio sensors, Voder, Two Spotlights, Program interface, Light laser welder, Mechanical tool package, Electronic tool package.
Engineering 3; Electronics 1; Mechanical 1; Gravitics 1.

TNE:

Com Move:	15/10	Armor Values	
Endurance:	100 hours	Head / Arms:	1
Initiative:	5	Chest / Abdomen	1
Intelligence:	5		
Command Function:	Low Autonomous		
Assets:	Observation 15	Mechanic 13	Electrician 13
	Computer 13	Voice Recognition 10	
Armament:	None		
Electronics:	2 x Video Eye	2 x Audio Detector (1 with ultra and sub-sonic)	2 x White light / IR spotlight
	3-km Radio		
Mass:	947 kg	Travel Move:	65/45
TL:	12	Cargo:	None
Price:	Cr1,839,130	Fuel Type:	Electricity
Maintenance:	1		

ARM:
Left / Right Heavy; Lift: 200kg; Hit: 13; UMD: 3; Weapon: - ; AMD: -;
Left / Right Sensor; Lift: 50kg; Hit: 14; UMD: 1; Weapon: - ; AMD: -;

DAMAGE RECORD:
Sight/Sensors: Video Eye ☐ ☐, Audio ☐ ☐, Spotlights ☐ ☐.
Communications: Radio ☐, Voder/Speaker ☐
Power Plant: ☐
Batteries (% Consumed or Destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐.
Suspension: Minor Damage ☐, Immobilized ☐.

STARPORT MECHANIC STAR SERVANTS MODEL 63MEK49

This heavy duty grav-powered model, capable of cutting, welding and even removing complete hull plates, was common in military installations but can be found in many civilian starports as well. Its highly flexible tentacle/arm contains an optic sensor and light source for detailed repairs inside electronic components or control assemblies. A cutting/welding torch is built into its right arm. It uses the Biped column of the Personal Hit Location Chart but reroll any leg hits.

CLASSIC TRAVELLER:

822xE-53-MM323-QFC3   Cr: 561,912.5   398kg, TL15
70/175   Mesh
Fuel = 19.2L   Duration = 4 days
Thrust = 800kg,   Maneuver G = 1G,
Top = 300kph,   Cruise =   225 kph,   NOE = 40kph
1 Heavy Arm, 1 Medium Arm, 1 Light Tentacle
Basic Sensor Package, Audio sensor with extra sensitivity, Voder, 5km Radio, Spotlight, Laser Welder, Metalwork tool package, electronic tool package, Cargo = 120kg.
Electronics 3; Mechanical 3; Grav Vehicle 1.

TNE:

Com Move:	15/60	Armor Values	
Endurance:	100 hours	Head / Arms:	1
Initiative:	6	Chest / Abdomen	2
Intelligence:	6		
Command Function:	High Autonomous		
Assets:	Observation 16	Mechanic 16	Electronics 16
	Computer 16	Voice Recognition 12	
Armament:	None		
Electronics:	Video Eye	Audio Detector (with ultra and subsonic)	White light / IR spot-light
	3-km Radio		
Mass:	1,086 kg	Travel Move:	60/120
TL:	15	Cargo:	120 kg
Price:	Cr2,103,749	Fuel Type:	Electricity
Maintenance:	1		

ARM:
Left; Lift: 1000kg; Hit: 11; UMD: 10; Weapon: - ; AMD: - ;
Right; Lift: 105kg; Hit: 11; UMD: 2; Weapon: torch; AMD: 4;
Sensor Arm; Lift: 50kg; Hit: 15; UMD: 1; Weapon: - ; AMD: - ;
Grapple; Lift: 2000kg; Hit: 7; UMD: 4; Weapon: - ; AMD: - ;

DAMAGE RECORD:
Sight/Sensors: Video Eye ⬜, Audio ⬜, Spotlight ⬜.
Communications: Radio ⬜, Voder/Speaker ⬜
Power Plant: ⬜
Fuel (% Consumed or Destroyed): ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜.
Suspension: Minor Damage ⬜, Immobilized ⬜.

SPA-3 BAGGAGE HANDLER

Numerous local robotics suppliers and mega-corporations alike produce this venerable design for the Imperial Starport Authority. The SPA-3 is designed to carry the hand baggage of high passage travellers from ship to ship within a starport. Its 4 very light arms and 4 light arms allow it to carry a huge amount of luggage. Its grav system allow it to traverse airlocks, and starport concourses. Due to its location, the SPA-3 is recharged daily and hence has a very limited endurance.

The SPA-3 can be hired for Cr10 by any passenger to transport luggage, and will readily pay for the costs of the robot within its operational life. The SPA-3 is also equipped with basic tourist information for its port (i.e. location of hotels, shuttles, restaurants etc.). The SPA-3 is a basic 2m tall spindle design, with 4 bulges. The top bulge holds the robots brain and sensors, the bottom most bulge holds the grav modules and power units. The two middle bulges hold 4 arms each. It uses the Biped column of the Personal Hit Location Chart.

CLASSIC TRAVELLER:

624xE-L8-MM224-LF83   Cr: 433,955   177kg, TL12
30/75   Mesh
Fuel = 7.2L   Duration = 1 day
Thrust = 800kg,   Maneuver G = 0.3G,
Top = 300kph,   Cruise =   225 kph,   NOE = 40kph
4 Light Arms, 4 Very Light Arms.
Basic Sensor Package, Tactile Sensor, Voder, 5km Radio, Cargo = 424kg (24kg carried on arms, 400kg from external slings).
Valet 2; Local History/Information 2; Grav Vehicle 1; Emotion Simulation.

TNE

Com Move:	5/19	Armor Values	
Endurance:	23 hours	Head / Arms:	1
Initiative:	5	Chest / Abdomen	1
Intelligence:	5		
Command Function:	Low Autonomous		
Assets:	Observation 10	Voice Recognition 10	Service 10
	Local Information 10		
Armament:	None		
Electronics:	Video Eye x 2	Audio Detector x 2	Tactile
	3-km Radio	Voder	
Mass:	1,130 kg	Travel Move:	21/42
TL:	12	Cargo:	480 kg

Price:	Cr1,729,071	Fuel Type:	Electricity
Maintenance:	1		

ARM:
Left V Light x 2; Lift: 15kg; Hit: 12; UMD: 1; Weapon: - ; AMD: - ;
Right V Light x 2; Lift: 15kg; Hit: 12; UMD: 1; Weapon: - ; AMD: - ;
Left Light x 2; Lift: 45kg; Hit: 12; UMD: 1; Weapon: - ; AMD: - ;
Right Light x 2; Lift: 45kg; Hit: 12; UMD: 1; Weapon: - ; AMD: - ;

DAMAGE RECORD:
Sight/Sensors: Video Eye ☐, Video Eye ☐, Audio ☐, Audio ☐,
Communications: Radio ☐, Voder/Speaker ☐
Power Plant: ☐
Batteries (% Consumed or Destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐.
Suspension: Minor Damage ☐, Immobilized ☐.

VARIANTS

Ernest has developed two variants on the basic SPA-3 model. SPA-3A adds laser welders and tool kits to allow the SPA-3A to act as a very versatile welder, especially in conjunction with the MD-20 Crane Robot, allowing the rapid attachment of hull plates. The local information and valet software is replaced with mechanical engineering software. Due to power restrictions, the robot is forced to use human equipment, rather than power the laser welders from its own power supplies.

The second variant SPA-3B arms the robot with 2 laser carbines, and 2 snub pistols on the light arms and electro-stun prods on the very light arms. The local information and valet software is replaced with weapons software (**TNE**: Laser Weapon 9, Slug thrower (pistol) 9; **CT**: Laser Carbine 1, Snub Pistol 1). Due to power supply restrictions, the robot is forced to use human equipment rather than power the laser weaponry from the robot's power supply. This makes a very effective crowd control robot, especially for controlling the TL2 locals on the highport. Its weapons load allows it to put down a heavy barrage of suppressing fire.

MD-20 LSP CRANE ROBOT

This heavy duty grav-powered model is designed to act as a mobile grav crane. Its eight heavy duty arms and external cargo hook can carry significant loads. It was originally designed by LSP for use within their manufacturing facilities but was soon sold outside the mega-corporation.

The MD-20 is rugged and durable, although it's operational duties within shipyards and factories means that it has a poor duration (24 hours). The MD-20 is a slow and ponderous robot, designed to safely and slowly move loads within a factory. The hull is 1cm of crystal-iron to minimize the effects of impacts and its operational environment. The grav modules have been sized to move the robot and its maximum load. However in order to reduce costs, the MD-20 only has a basic brain and requires trained operators for safe use. It uses the Biped column of the Personal Hit Location Chart but reroll any leg hits.

CLASSIC TRAVELLER:

D2AxD-58-LL212-YF52 Cr: 538,325   8289kg TL12
600/1500   Combat
Fuel = 36L,   Duration = 1 day
8 Heavy Arms
4 Visual Sensors, Audio Sensor, Tactile Sensor, 5km Radio, Voder, External Cargo Hook = 9000kg.
Thrust 18,000kg, Maneuver G = 0.04
Top Speed: 60kph, Cruise 45kph, NOE 15kph.
Grav Vehicle 1; Cargo Handling 1.

TNE:

Com Move:	2/9	Armor Values	
Endurance:	24 hours	Head / Arms:	8
Initiative:	3	Chest / Abdomen	8
Intelligence:	3		
Command Function:	Low Autonomous		
Assets:	Observation 8	Voice Recognition 8	
Armament:	None		
Electronics:	Video Eye x 4	Audio Detector	Tactile Sensor
	3-km Radio	Voder	
Mass:	6,034 kg	Travel Move:	10/20
TL:	12	Cargo:	9000 kg (carried externally)
Price:	Cr276,228	Fuel Type:	Electricity
Maintenance:	1		

ARM:
Left x 4; Lift: 1125kg; Hit: 4; UMD: 2; Weapon: - ; AMD: - ;
Right x 4; Lift: 1125kg; Hit: 4; UMD: 2; Weapon: - ; AMD: -;

DAMAGE RECORD:
Sight/Sensors: Video Eye ⬜, Video Eye ⬜, Video Eye ⬜, Video Eye ⬜, Audio ⬜.
Communications: Radio ⬜, Voder/Speaker ⬜
Power Plant: ⬜
Batteries (% Consumed or Destroyed): ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜.
Suspension: Minor Damage ⬜, Immobilized ⬜.

JANITORIAL ROBOT INTECT MODEL AJ-63

This popular and widely encountered tracked janitorial robot is extremely specialized in function, but many Virus-infected AJ-63s have been modified with grasping and lifting utility arms, and some have been turned into security robots by the addition of weaponry. It uses the Biped column of the Personal Hit Location Chart.

CLASSIC TRAVELLER:

623xA-L2-KL212-H842 Cr: 229,475   198.08kg   TL12
30/75   Mesh
Fuel = 24L,   Duration = 4 days
2 Light Arms
Basic sensor package, Spotlight, Janitorial package, 5km Radio, Snub Pistol with paint pellets, Voder, Cargo Bin = 25kg.
Steward 1; Snub Pistol 1.

TNE:

Com Move:	10/5	Armor Values	
Endurance:	100 hours	All:	1
Initiative:	3	Suspension	1
Intelligence:	3		

Command Function:	Low Autonomous		
Assets:	Observation 6	Voice Recognition 6	
Armament:	Paint Pellet Gun		
Electronics:	Video Eye	Audio detector	3-km Radio
	White light / IR spotlight		
Mass:	314 kg	Travel Move:	45/20
TL:	12	Cargo:	25 kg
Price:	Cr192,046	Fuel Type:	Electricity
Maintenance:	1		

ARM:
Left / Right; Lift: 50kg; Hit: 8; UMD: 1; Weapon: - ; AMD: -;

DAMAGE RECORD:
Sight/Sensors: Video Eye ⬜, Audio ⬜, Spotlight ⬜.
Armament: Paint Pellet Gun ⬜.
Communications: Radio ⬜, Voder/Speaker ⬜
Power Plant: ⬜
Fuel (% Consumed or Destroyed): ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜ ⬜.
Suspension: Minor Damage ⬜, Immobilized ⬜.

VEGAN ROBOT ASSOCIATES STEWARD

A popular and widely encountered personal assistant robot found within the Solomani Rim. It is a direct competitor of the famous Naasirka "RASHUSH" valet robot. The robot's low price has assured its continuing presence in the market place. The robot has a basic humanoid shape. It uses the Biped column of the Personal Hit Location Chart. The robot will float. It is powered by an onboard fuel cell.

CLASSIC TRAVELLER:

655x2-A2-MN222-N844 Cr: 194,100   295.504kg   TL12
30/75   Mesh
Fuel = 67.2L   Duration = 8 days
2 Medium Arms
Basic sensor package, Voder, Taste sensor, Touch sensor, 5km Radio.
Steward 3; Valet 3; Emotion simulation.

TNE:

Com Move:	5	Armor Values	
Endurance:	6 Days	All:	[1]
Initiative:	3	Suspension	1
Intelligence:	3		
Command Function:	Low Autonomous		
Assets:	Voice Recognition 10	Observation 10	Service 8
Armament:	None		
Electronics:	Video Eye x 2	Audio detector x 2	3-km Radio
	Tactile Sensor	Olfactory Sensor	Voder
	Taste Sensor		

Mass:	281 kg	Travel Move:	30
TL:	12	Cargo:	0 kg
Price:	Cr242,856	Fuel Type:	Hydrogen
Maintenance:	1		

ARM:
Left / Right; Lift: 25kg; Hit: 11; UMD: 1; Weapon: - ; AMD: -; Agility: 8, Strength: 0.5

DAMAGE RECORD:
Sight/Sensors: Video Eye ☐ ☐, Audio ☐ ☐, Tactile ☐, Olfactory ☐, Taste ☐,
Communications: Radio ☐, Voder/Speaker ☐
Power Plant: ☐
Fuel (% Consumed or Destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐.
Suspension: Minor Damage ☐, Immobilized ☐.

APPENDIX C - ELECTRONIC COMBAT

The following information on electronic combat was originally presented in the GDW Product "Vampire Fleets".

Electronic struggles between hostile Virus systems are resolved in a series of attack rounds, with one attack taking place each combat turn. Each system has a numeric combat value (CV), which is the number of D6 rolled each attack round. The referee rolls the appropriate number of dice for each system and sums the total. The highest total score wins that attack round.

If an attacking (Puppeteer or Snake) system wins three attack rounds in a row, it has taken control of the system under attack. If the defending system wins two attack rounds in a row, it has repulsed the attack and may break off contact. If the defending system wins a single combat round it may break off contact by "fire walling".

Fire walling consists of sealing off infected parts of the processing and storage system by using power spikes to burn out components and electronic pathways. Whilst this will save the system from capture, it will also permanently damage the system. The referee should decide the extent and nature of this damage, but invariably means a deterioration in mental ability and some alteration in personality. Lower levels of damage may call for drawing a different motivation card for the system, whilst higher levels of damage may call for converting the motivation card to joker (insanity).

Systems that are taken over by a Puppeteer strain Virus have their original personality completely erased and the puppeteer strain belief structure and motivation substituted. Virus systems defeated by the Snake have their entire personality wiped clean and the computer is free of viral infection.

Puppeteer Virus: CV = 6D6
Ernest: CV = 7D6 (due to the extensive nature of the highport's computer network)
Snake AVW: CV = 5D6
Peacemaker Virus: CV = 10D6

APPENDIX D - REFORMATION COALITION PERSONNEL

OFFICERS & CREW OF THE *RIGGINS VICTRIX*

A standard Victrix-class sloop has

TNE: a crew of 26. This is broken down into an O-5 commanding officer, an O-4 XO, an O-3 Chief Engineer and an O-2 Navigator. The crew is made up of two maneuvering ratings, two electronics technicians, a chief petty officer and eight engineering ratings, six turret or MFD gunners, two un-rated general maintenance technicians and a medic.

CT: a crew of 11. A pilot, navigator, medic, four gunners and four engineers.

The crew of the *Riggins Victrix* is considered crack and generally rated as veteran due to the superb leadership and constant drilling (and a good bit of action) under Commander Costello.

The typical crew has a **TNE:** single combat asset at 8-10 in Slug Weapons (snub pistol or shotgun) or Energy Weapons (laser pistol); **CT:** Skill Level 1 in either handgun or laser weapons. They will have a **TNE**: asset of 11-12, **CT:** Skill Level 2, in their primary field(s) and will all have **TNE:** environmental suit 10 and Zero-G Environment 8, **CT:** Vac Suit 1 and Zero G Combat 0.

OFFICERS

COMMANDER WILLIAM "KASTLE" COSTELLO, COMMANDING OFFICER, RCS *RIGGINS VICTRIX*

(Navy) Elite NPC, Human (Mixed) Male age 41 (6 terms),

Classic Traveller:
UPP: 679BC8
Skills: Auto pistol 3; Pilot (Starship) 3; Ship's Tactics 3; Navigation 2; Engineering 1; Computer 1; Vac Suit 1; Zero G Cbt 1; Leader 1.

TNE:
UPP: 679BAC-0-8
Combat Assets: Gun Combat (slug pistol) 14.
Other Assets: Pilot (grav/interface) 14, Astrogator 12, Ship's Engineer 10, Ship's Tactics 14, Computer 10, Environmental Suit 10, Zero G Environment 10, Leader 10,
Motivations: Kastle is an ex-Imperial Navy remnant serving Margaret's faction during the Final War. Free lancers in the ruins of the Buhle/Aubaine naval base recovered him and he quickly joined the new RCN. He has a strong dedication to all of the citizens of the former Last Imperium and firmly believes in the mission of the RC to bring progress and justice to the Wilds. Kastle carries an ornate and antique-looking 10mm revolver when he goes armed. If asked he will dismiss it as a "souvenir I got off of some TED." An astute team member will recognize it as a noble's ceremonial pistol from the Last Imperium.

He served as the captain of a *Gazelle*-class escort during the Final War. He will reluctantly talk to the team about his experiences before the Collapse but quickly turns the conversation to the latest advances of the RC or a card game. He is a compulsive gambler and is infamous throughout the RCN and RCES for his standing poker games in the Aubaine and Trybec starports.

Kastle has been ordered to follow the lead of the RCES group unless it is illegal or unnecessarily threatens the safety of his ship. As a gambler he is willing to go along with most any risk if the RCES team have a good plan.

LCDR BRENN "THUMPER" ANACREON

Executive Officer (XO) of the *Riggins Victrix* and a native of Aubaine.
Veteran NPC

Classic Traveller:
UPP: 8679C9
Skills: Shotgun 1; Sensors 2, Communication 2; Navigation 2; Electronics 2;
Admin 2; Engineering 1; Leadership 1; Ship's Tactics 1; Vac Suit 1; Zero-G Cbt 1.

TNE:
UPP: 8679C9-0-8
Combat Asset: Slug Weapon (shotgun) 10
Other Assets: Sensors 13, Communication 13, Astrogation 12, Ship's Engineering 10, Electronics 10, Leadership 10, Administration 12, Ship's Tactics 10, Environmental Suit 10, Zero-G environment 8.

Motivation: Thumper is strongly loyal to his captain and tends to balance out his risk-taking instincts with a heavy dose of common sense. His time in the RCN has made him quite callous to the fate of non-RC citizens.

LT PERICLES "DANDER" SAMPSON

Chief Engineer of the *Riggins Victrix* and an ex-Free Trader from beyond the RC.
Veteran NPC

Classic Traveller:
UPP: 689AA5
Skills: Snub pistol 2; Engineering 3; Electronics 3; Mechanic 3; Leadership 2; Computer 1; Pilot 1; Vac Suit 1; Zero-G Cbt 1.

TNE:
UPP: 689AA5-0-7
Combat Asset: Slug Weapon (snub pistol) 12.
Other Assets: Ship's Engineering 14, Electronics 14, Gravitics 12, Computer 10, Mechanic 10, Pilot 10, Leadership 12, Environmental Suit 10, Zero-G environment 8

Motivations: Dander is prepared to go to any lengths to protect and preserve the ship against any harm. He will strongly protest any risky missions proposed by the RCES team. He is obsessed with learning more about relic technology, especially ship's engineering subjects. He will go to extreme lengths to seek out books, data tapes or other engineers to learn more. He and the XO often disagree about the value of civilizations in the Wilds.

LT(JG) SASHA "ICE QUEEN" MCALLISTER

Sasha is the Pilot and Astrogator of the *Riggins Victrix*.
Experienced NPC

Classic Traveller:
UPP: 4589B7
Skills: Laser Pistol 2 ; Pilot (Starship) 3; Navigation 3; Communications 1; Computer 1; Leadership 1, Vac Suit 10, Zero-G Cbt 1.

TNE:
UPP: 4589B7-0-8
Combat Asset: Energy Weapon (energy pistol) 12.
Other Assets: Pilot 14, Astrogation 13, Sensors 10, Communications 10, Leadership 8, Environmental Suit 10, Zero-G environment 8

Motivations: Sasha is extremely passionate about all things, from her mercurial temper to her personal relationships. She tends to rapidly form highly personal relationships and then just as quickly break them off in a spectacular fashion. Ice Queen is highly motivated to advance her career and sees her current posting and any personal relationships as merely a stepping stone to further progress.

MARINE SCOUT DETACHMENT BRAVO THREE

These Marines are from the Scout Company in the Third RCM Brigade. They are attached to the *Riggins Victrix* to provide scouting or a bit of muscle if needed.

STAFF SERGEANT (E-6) TRIMBLE "HANGMAN" FROST
Senior Marine NCO (Elite NPC, Initiative 6)

Classic Traveller:
UPP: 9A6785
Skills: ACR 4; Laser Rifle 3; Grenade Launcher 2; Tac Missile 2; Brawling 2: Fwd Observer 2; Ground Tactics 2; Instruction 2; Leadership 2; Pilot (Grav Belt) 2; Vac Suit 2; Survival 1; Zero-G Cbt 1.

TNE:
UPP: 9A6785-0-7
Combat Assets: Slug Weapon (slug rifle) 15, Energy Weapon (energy rifle) 13, Grenade Launcher 12, Unarmed Martial Arts 12, Tac Missile 12.
Other Assets: Forward Observer 12, Grav Belt 12, Environmental Suit 12, Zero-G environment 8, Survival 10, Leadership 12, Ground Tactics 12.

Motivations: Hangman is an outspoken and opinionated NCO who will not hesitate to (respectfully) contradict his superiors when they are about to do something stupid. He is a dogged and determined warrior both on the battlefield and in the nearest star town bar or brothel. Sergeant Frost is determined to show these navy boys and girls just how sharp the RCMC really can be and he drives his troopers hard to present a professional and sharp appearance.

CORPORAL (E-4) ENERII "JUMPSTART" ERSHGUULUM

Classic Traveller:
UPP: 789987
Skills: ACR 2; Laser Rifle 1; Grenade Launcher 1; Tac Missile 1; Brawling 2:
Fwd Observer 1; Ground Tactics 1; Instruction 1; Leadership 1; Pilot (Grav Belt) 1; Vac Suit 1; Survival 1; Zero-G Cbt 1.

TNE:
UPP: 789987-0-6
Combat Assets: Slug Rifle 13/ Energy Rifle 13/Unarmed martial arts 13.
Other Assets: Pilot (Ship's Boat) 12; Ship's Weapons (Lasers) 12; Leader 12; Environmental suit 12; Ground tactics 11; Navigation 11; Survival 10.

LANCE CORPORALS (E-3) BOB "TINY" JONES, ANDREW "ROCKET" HANSON, TRISH "DEADEYE" MARLIN

Classic Traveller:
UPP: 777777
Skills: ACR 1; Laser Rifle 1; Grenade Launcher 1; Vac Suit 1; Zero-G Combat 1.

TNE:
UPP: 777777-0-6
Combat Assets: Slug Rifle 12/ Energy Rifle 12/Unarmed martial arts 11.
Other Assets: Environmental suit 11; Ground tactics 10; Navigation 10; Survival 10.

The Marines of MSD B-3 are equipped with RCES light battledress, grav belts, 4mm gauss rifles and a variety of side arms. Deadeye carries a 2cm light assault gun into a hot situation. Alternatively they can deploy in chameleon combat environment suits in two two-man teams with sniper rifles and laser designators for reconnaissance work.

The Marine arms locker carries 4,000 rounds of gauss needles, two cases of 10 RAM grenades, two anti-armor tac missiles, two plasma bazookas, two cases of 20 assorted hand grenades and 10 kg of demolition charges and detonators.

SAMPLE CREW

Two crewmembers are detailed below to provide an example of individuals with whom the RCES Team members may interact. The Referee is free to create other crew members who may catch the fancy of the RCES Team (or vice versa) during the long legs in Jump.

CHIEF PETTY OFFICER DUSHUUGI "DEAD HEAD" DIDKUUR

Dead Head is the engineering CPO and senior enlisted aboard the *Riggins Victrix*. As such he is the voice of the crew to the captain and XO and keeps the daily routine of the ship running smoothly.

Classic Traveller:
UPP: 5579C6
Skills: Shotgun 2: Engineering 3: Mechanic 2: Computer 2, Electronics 2; Leader 2;
Vac Suit 1; Zero-G Cbt 1.

TNE:
UPP: 5579C6-0-6
Combat Asset: Slug Weapon (shotgun)
Other Assets: Ship's Engineering 14, Mechanic 12, Machinist 12, Electronics 10, Gravitics 10, Leadership 12, Environmental Suit 10, Zero-G environment 8

Motivations: Dead Head is As such he is the voice of the crew to the captain and XO and keeps the daily routine of the ship running smoothly. Dushu (as he is known to his friends) is strongly driven to succeed and as such is the youngest E-7 in the RCN. He is an excellent leader and has been recommended for commission by the captain. Dead Head gets along well with the crew and officers and does an outstanding job maintaining discipline and morale aboard the ship.

PETTY OFFICER SECOND CLASS ADRIANNA "ANGEL" MICHAELS

Classic Traveller
UPP: 4677B6
Skills: Laser Pistol 1; Medical 3: Vac Suit 1; Zero-G Cbt 1.

TNE:
UPP: 4677B6-0-6
Combat Asset: Energy Weapon (energy pistol) 10.
Other Assets: Trauma Aid 14, Diagnostics 12, Surgery 10, Biology 10, History 12, Music 12, Environmental Suit 10, Zero-G environment 8

Motivation: Angel is very outspoken and friendly and will engage the RCES team in discussions of RC policy, their mission and previous experiences. She is an accomplished musician in addition to being a crack medic. She is highly attracted to charismatic individuals, which may result in a relationship with a RCES team member.

SHRIER MAGEMENAS

Starport Mechanic
Veteran NPC
Shrier is 47 years old and is still fit from constant physical labor. He was formerly an assistant engineer on a starship, but recently took a job at Jo's garage. He won't talk much about his time as a Free Trader, except that he "got around a lot." If pressed, he will say that he's been through most of Diaspora sector to spinward and coreward of Berens.

Classic Traveller:
UPP: (STR / DEX / END / INT / EDU / SOC) 887AA7
Skills: Brawling 3, Auto Pistol 3; Bluff 3, Mechanic 3, Engineer 3, Computer 2, Forgery 2, Electronics 1, Streetwise 1.

COMBAT ASSETS: UNARMED MARTIAL ARTS, SLUG PISTOL.
Other Assets: Streetwise 9, Mechanic 12, Ship's Engineer 12, Electronics 9, Observation 9, Intrusion 12, Act/Bluff 14.

Motivation: Shrier is a good judge of character and can think a situation through calmly and carefully to come up with the correct course of action. He can definitely take care of himself in most situations and never lets the threat of danger deter him from what he thinks needs to be done.

Shrier signed on with the RCES mission following the events on Berens, and offers his twenty years experience on Free Traders as well as his knowledge of the coreward regions.

EXAMPLE CREW NAMES:

Farouk "Piper" Tesorok
Michael "Tidbit" Banners
Liz "Handy" Jones
Aswan "Bonny" Muhammad
Nichole "Blackie" Uusumurri

APPENDIX E - MAPS

BLACKSTONE

FORD

MAP LEGEND

Starport Type

Bases | *Gas Giant*

★ A ●

Tertius

World Type | *World Name* | *X-Boat Route*

Travel Zone Code (Red) | *No Gas Giant*

X

Quintus

border

WORLD CHARACTERISTICS

⬤ No Water Present

⬤ Water Present

⬤ Asteroid Belt

BASES

TRAVEL ZONES

◠ Amber Zone

◠ Red Zone

POPULATION

Secundus   under one billion
PRIMUS   over one billion

World names in red
are subsector capitals

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

1625

1526 | 1726

1426
B ●
4 ⬤ F
Iqorr
1327 | 1527 | 1626 | 1826
B ●
5 ⬤ C
Iiselu
1727 | 1927

1427 | 1627 | 1827

1328
D ●
5 ⬤ C
Hammett
1428 | 1528 | 1728 | 1928

1329 | 1628
C ●
6 ⬤ A
Ebekhar
1529 | 1828 | 1929

1429 | 1629 | 1829

1330 | 1530
C ●
6 ⬤ 9
Kennebunk
1730 | 1930

1430 | 1630
C ●
9 ⬤ F
ST DENIS
1830

1531 | 1731

1631

Worlds within Jump 3 of Ebekhar

PROMISE SUBSECTOR (PLAYERS VERSION)

MAP LEGEND

Starport Type

Bases — *Gas Giant*

A

Tertius

World Type — *World Name* — *X-Boat Route*

Travel Zone Code (Red) — *No Gas Giant*

X

Quintus

border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

World names in red are subsector capitals

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Map Hexes

2521 D 4 9 Seagull
2721
2921
▲ 3021
3121 B
3121 7 F Tenmet
3221

2621
2821
2522
2722
2922 B 3 F Orsk ★
3022 C
3122

2622
2822
2923 8 C Asena
3123 A 5 F Tazmania

2523
2723
3023 B 2 D Napiiresha
3223

2623
2823
2924
3024
3224 B

2524 D 6 8 Amoy
2724 B 1 F Ferenira
2824
3125
3224 8 F Ijiwa

2624
2525
2725 D 7 7 Daaliisa
2925 A 6 F Lot
3025
3225 E 2 B Lekhaana

2625
2825 B 8 C Muni
2926 B 5 F Vahana
3126 B 3 D Sligo
3225

2526
2726
2826
3026
3226

2527
2727
2927 A 5 F Udone
3027 X 2 7 530-053
3127

2627
2827 A 9 F PROMISE
2928
3227

2528 C 2 D Baraduusa
2728 B 6 C Eloji
2828
3028
3228 B 4 F Cosenza

2628
2729 A 8 F Exeter
2929 A 5 F Gorky ★
3129 C 5 D Sittahr
3229

2529
2829
3029 D
2629

2530
2730
2930 C 6 D Davao
3130

2830 C 8 A Poznan
2930 C 5 A Execute
3030 C 5 C Nysorb
3230

2630

1119 - Grand Survey Data - Second Survey

Promise Subsector

Diaspora Sector

THE BLIGHT SUBSECTOR (PLAYERS VERSION)

MAP LEGEND

Starport Type

Bases   *Gas Giant*

A

Tertius

World Type   *World Name*   *X-Boat Route*

Travel Zone Code (Red)   *No Gas Giant*

X

Quintus

border

WORLD CHARACTERISTICS

- **No Water Present**
- **Water Present**
- **Asteroid Belt**

BASES

TRAVEL ZONES

Amber Zone

Red Zone

POPULATION

Secundus   under one billion
PRIMUS   over one billion

World names in red
are subsector capitals

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Map grid (hex coordinates and worlds):

1721 1921 2121 2321 ★ B / 3 F **Veejay**
1821 X 2021 2221 E / 3 A 2421
1722 4 5 **Mogumba** 1922 2122 2221 E **Maaduura** 2322 D / 8 8 **Wescap**
1822 2022 B 2222 2422
1723 1923 E / 1 D **Pugout** 4 E **Jump** 2123 2323 2423 C / 3 F **Ayden**
1823 2023 E 2223 2324
1724 1924 4 8 **Torngat** 2124 B / 5 F **Overature** 2424 ▲ D / 9 A **THICKET**
1824 2024 2224 B / 8 D **Tarsale** ★
1725 1925 2125 D 2325 2425
1825 2025 5 A **Moncton** 2225 A / 1 F **Heart** 2326
1726 1926 2126 2226 C / 6 C **Mason** 2426 C / 3 E **Elusive**
1826 B / 5 C **Iiselu** 2026 2127 C / 5 9 **Fuji** 2327 2427
1727 1927 2227 D / 5 9 **One Star** 2428
1827 2027 2128 2228
1728 1928 2028 2329 2428
1828 2129 C / 1 E **Akko** 2429 D / 4 B **Daariida**
1729 1929 2029 2229 C / 7 C **Sivo** 2330
1829 2130 A / 7 ? **Eberly** 2230 2430 C / 8 B **Aaneru**
1730 1930 2030 W E **Eberly**
1830

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1119 - Grand Survey Data - Second Survey

The Blight Subsector

Diaspora Sector

PROMISE SUBSECTOR (REFEREES VERSION)

MAP LEGEND

Starport Type

Bases

Gas Giant

A

Tertius

World Type

World Name

X-Boat Route

Travel Zone Code (Red)

No Gas Giant

X

Quintus

border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
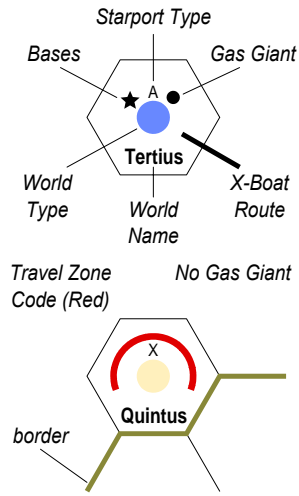- Asteroid Belt

BASES

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus — under one billion

PRIMUS — over one billion

World names in red are subsector capitals

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Hex map worlds

2521 X 0 0 Seagull

2721

2921

3121 X 0 0 Tenmet

2621

2821

3021

3221

2522

2722

2922 X 0 0 Orsk

3122

2622

2822

3022 X 7 3 Isis

3222

2523

2723

2923

3123 X 4 3 Tazmania

2623

2823

3023 X 2 2 Napiiresha

3223

2524 X 6 5 Amoy

2724 X 0 0 Ferenira

2924

3024

3224 X 0 0 Ijiwa

2525

2725 E 7 7 Daaliisa

2825 D 6 6 Muni

2925 X 6 4 Lot

3125

3225 X 0 0 Lekhaana

2625

2526

2726

2926 X 5 0 Vahana

3025

3126 X 3 3 Sligo

3226

2626

2826

2927 X 0 0 Udone

3026

3127

2527

2727

2827 C 7 9 Promise

3027 X 2 5 530-053

3227

2627

2528 X 1 3 Baraduusa

2728 D 6 8 Eloji

2928

3028

3228 X 0 0 Cosenza

2628

2729 X 8 8 Exeter

2929 X 0 0 Gorky

3029 X 4 4 Sittahr

3129 X

2529

2629

2830 X 0 0 Poznan

2930 E 5 5 Execute

3029

3130

2530

2730

3030 X 0 0 Nysorb

2630

3230

Davao 0 0

1202 NE

Promise Subsector

Diaspora Sector

THE BLIGHT SUBSECTOR (REFEREES VERSION)

MAP LEGEND

Starport Type
Bases
Gas Giant
A
Tertius
World Type
World Name
X-Boat Route
Travel Zone Code (Red)
No Gas Giant

X
Quintus
border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

World names in red are subsector capitals

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Map hexes

1721, 1921, 2121
2321 X — 0 Veejay 0 — 2421
1821 X — 3 Mogumba 1 — 1922, 2021, 2122
2221 X — 3 Maaduura 3 — 2322 E — 8 Wescap 8 — 2422
1822, 2022 B — 3 Jump 3, 2123, 2222, 2323
1723, 1923 X, 2423 X — 0 Ayden 0
1823 — 0 Pugout 0
1724, 1924 — 2023 X — 4 Torngat 5, 2124 X — 0 Overature 0, 2223, 2324, 2424 X — 5 Thicket 4
1824, 2024, 2224 X — 0 Tarsale 0, 2325
1725, 1925, 2125 X — 0 Moncton 0, 2425
1825, 2025, 2225 X — 1 Heart 3
1726, 1926, 2126, 2326, 2426 X — 0 Elusive 0
1826 B — 5 Iiselu 2, 2226 X — 5 Mason 7, 2327
1727, 1927, 2127 E — 5 Fuji 5, 2227 X — 5 One Star 3
1827, 2027, 2128
1728, 1928, 2228, 2428
1828, 2028
1729, 1929, 2129 X — 0 Akko 0, 2329
1829, 2029, 2229 X — 7 Sivo 4, 2429 X — 3 Daariida 1
1730, 1930, 2130 X — 6 Eberly 8, 2230, 2330, 2430 X — 8 Aaneru 3
1830, 2030

1202 NE

The Blight Subsector

Diaspora Sector

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