

*Traveller: The New Era
Operation Dominoes 4:
The Iskyar Metamorphosis*

TRAVELLER



Operation Dominoes 4: The Iskyar Metamorphosis

TRAVELLER - SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

Based on the award-winning Traveller game system and universe by Marc Miller

About Avenger Enterprises

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Chapter 1 Introduction

This adventure is set in the period X-1202 to I-1203, and is designed for a party from 4 to 8 player characters.

In Operation Dominoes 1: Moonshadow, a RCES covert 'Moonshadow' team was dispatched to the planet Tiniyd in the Thoezennt subsector to open relations with the Droyne nations to counter the effects of a botched raid on a Droyne controlled nation out in the Wilds. The resulting scandal threatened to split public opinion within the Reformation Coalition as well as handing their enemies, the Diasporan Starfarer's Mercantile Guild, a propaganda coup.

Operation Dominoes 2: The Minds of Idsur continued the Moonshadow team's mission to bolster the relationship with the Idsur Republic by providing a covert oil well. The team was also called upon to defend the village of Northbank from a Guild raider that led to a pitched battle on a Guild controlled space station hidden in the Arcenturi Belt.

Operation Dominoes 3: The Idsur Gambit saw the Reformation Coalition finally start to support the operation in the Idsur Republic, whilst the Moonshadow Team initiated contact with the Droyne. Under prompting from the planetary superpowers, local nations started gathering their forces against the Chirper Heresy, and the Idsur Republic. The Moonshadow Team had to make desperate journeys to Marax and the Reformation Coalition.

With the aid of the off-world weapons and the direct support of RCES forces, the Idsur Republic managed to throw back the invaders. The final climatic battle against the skilled Royal Army of Limgur was dramatically turned in Idsur's favor by the surprise intervention of the Droyne.

Referees Overview

Operation Dominoes 4: The Iskyar Metamorphosis details the continuing effects of the Chirper revelations and the recent Idsurian war. As tensions build, the Reformation Coalition starts a more formal process of contact with the Idsurian government and the Moonshadow team find themselves relegated to a supporting roll. They are involved in numerous missions to support the Republic as it recovers from the war.

Surprise requests from former enemies brings the RCES Moonshadow Team back to the front lines, as a shocking covert Droyne plan to avenge their losses in the Crusades comes to fruition.

The Moonshadow Team is sent on numerous perilous missions to aid rebels fighting the remaining TEDs as the Final Crusade against the Droyne begins in earnest, and once again Mankind shows it is perfectly capable of acts of evil without prompting from outside sources.

Chapter 2 Aftermath

First Contact 5/X/1202

Following the sudden reversal of fortune in the last days of the Limgurian offensive in the Idsurian War, the Limgurian army has been scattered by Droyne directed fire from the orbiting RCES *Serendipity* and the relic Idsurian artillery company. Psionically camouflaged Droyne warriors are even now massacring fleeing Limgurian troops as they try to escape through the forest to the border.

The surviving RCES base personnel emerge from the remains of their base, as the last of the Limgurian attackers falls in the cross-fire between the RCES and the Droyne warriors. Once the Limgurian threat has been countered, a small group of Droyne, surrounded by a large group of Droyne warriors armed with SMGs will approach the RCES Moonshadow Team.

The smaller group of Droyne consists of a small thin technician caste Droyne with agile looking hands, an average sized sport caste Droyne armed with a laser rifle, and a leader caste Droyne with a large pronounced head. The sport will approach the RCES team and speak in strangely accented Galanglic.

"Off-world humans, welcome on behalf of the Yoyormayess Oytrip. I trust our assistance against the Limgurian King's warriors was helpful".

After the RCES team has exchanged pleasantries, the sport Droyne will continue.

"Forgive me, I am called Pepsir, and I am translator and companion to Aykrusk or Leader "Brayesbiskuvsors". I am tasked with bearing his message. Our warriors will deal with the remaining Limgurian vermin, and then withdraw. We do not wish injury to your warriors, so instruct them not to enter the forest where our warriors are finishing their duties."

"We can offer assistance to the Idsur Republic in its rebuilding in this area if you require foodstuffs, or certain construction materials. But we demand complete secrecy regarding our assistance. We do not want to give the remaining human vermin an excuse to re-start their crusades against us or against you for conspiring with non-humans."

If asked why the Droyne have moved to assist the Idsurian Republic despite the risk to themselves, Pepsir will translate the Leader Droyne's reply that the Republic has moved to free the Chirpers. If pressed about why the Chirpers are important to the Droyne, Pepsir will reply that they are a related species, similar to Droyne as Terran primates are to humans. He will not elaborate further.

Finally, Pepsir will conclude the meeting with an offer and a request.

"We have a need for small firearms, if you would provide us with captured small arms such as pistols, carbines and sub-machine guns. In exchange we can provide advisors to help educate your Chirpers, whilst you repair the war damage to your country."

With this the Droyne party will turn and disappear into the forest.

Respite

The RCES Moonshadow team and the remaining base personnel and any Idsurian refugees can move to repair their accommodation and the base facilities. The RCES *Serendipity* will land after a few hours to flush its air systems and give its crew a much-needed rest after over a week of combat duties. If necessary the spare staterooms on the *Serendipity* can accommodate half a dozen people. Spare emergency kits from the *Serendipity* can provide food and tents for anyone without a roof over their heads.

The October storm season is due imminently. The humid air over the oceans rises rapidly into the cold thin atmosphere, and is replaced by cold air flowing from the land. When the clouds hit the mountains, they release violent storms. Dry accommodation will soon be vital.

The *Serendipity* also carries a message from the RC salvagers in orbit on the remaining hulks from the Guild base captured earlier this year. They have completed their repairs, and both hulls are now jump-capable. The salvagers will take the two Xboat tender hulls that made up the base to Marax in two days. They can carry any situation reports, equipment and personnel requests as well as any seriously wounded personnel back to the RCES base at Marax. Critically wounded personnel can be transferred via low berth.

The Moonshadow team leader has two days to finalize his reports and put in any requests for assistance.

Later that day, an Idsurian motorized platoon will arrive down the farm-track from the Skala Homestead and join up with the RCES position. The soldiers can describe the sudden release of smoke grenades that gave away the positions of the hidden Limgurian troops and allowed the Idsurian artillery and the orbiting RCES starship to smash the Limgurians.

The soldiers have not entered the forest under orders from the army command and are unaware of the presence of the Droyne. They can relate the liberation of both Marc's Town and the village of Tinyayr by Idsurian forces, resulting in the capture of nearly 100 Limgurian troops. The Yunaashkhuum homestead has also fallen to an Idsurian advanced force and the Limgurian medical

and engineering companies at the homestead have surrendered.

Settling Down

Almost immediately after the border area is secure, the attention of the Idsurian government will turn inward. Captured Limgurian medical and engineering equipment will be useful in dealing with the aftermath of the battle for Hesselbach. Idsurian troops will also start to gather loose weapons off the various battlefields to stop the weapons falling into the wrong hands.

On the Southern border, Idsurian forces have managed to recover two grav tanks that were not committed to the final battle due to mechanical failures, and within fifty miles of the border, the Idsurians came across over a dozen grav APC's and a handful of other grav vehicles abandoned by the fleeing remnants of the Gakshishu army. The vehicles had run out of fuel and the fleeing troops had insufficient explosives to destroy all the abandoned vehicles.

After several days, the situation has stabilized. The Idsurian army now controls the border region and Limgurian prisoners are being transferred to the regional capital of Hesselbach in guarded troop trains. The abandoned Yunaashkhuum homestead has been taken over as a forward observation base by the Idsurian army.

The Skala family have returned to their homestead and brought their herds with them. Freshly slaughtered cattle will stave off immediate concerns regarding rations, and they have started taking in refugees from neighboring homesteads ravaged by the recent combat.

The RCES team will have to start repairing their base, concentrating on the communications and sensor array as well as the landing field and fuel purification equipment. There will be many opportunities for technically minded Moonshadow team members to display their talents, and any of the three remaining RCES army engineers will be of considerable assistance. If the bulldozer remains operational or can be repaired, it will greatly assist in the repairs. Repair activities will soon halt as the Idsurian government will offer to re-open the old starport outside Idsur City, and repair activity will change to packing for the move to the Capital.

The Idsurian government sends its thanks to the RCES for their assistance in the war and has three requests for the Moonshadow team:

1. That they arrange for off-world shipping to transfer more Idsurian oil to Marax. Marax still has nearly 500,000 credits of Idsurian oil bonds that need to be redeemed.

2. The RC send additional medical supplies to help treat the wounded, as well as certain parts to aid in the reconstruction of the mines and railway at Hesselbach.
3. That the RCES provide some technical assistance for the Idsurian army. They hope to bring some of the captured military relic vehicles into their army and need help repairing the damaged ones and training their troops to operate them.

As for the Droyne, there have been no confirmed sightings although thermal scans from the orbiting *Serendipity* will show them moving through the forest and back over the border passes.

Lt. Clarke, the Idsurian military liaison to the RCES base has returned from his posting on the *Serendipity* and can supply some information on the aftermath of the war.

The Pabugleki Amkhuun has been gripped by rioting following the loss of their airforce and most of their TL6 army units. Police are on duty in their towns and cities attempting to control the disturbances. The lack of electrical supplies from the Idsurian windfarms is making the suppression of the riots more difficult, as the rioters can move freely in the urban areas after dark. But, given the fact that Pabugleki Amkhuun's relic army units were not committed to the recent war, and appear to be still intact and loyal to the government, the Idsurian security services believe that it is only a matter of time before the riots are suppressed.

Idsurian security has limited knowledge of conditions inside the Kingdom of Limgur. The Limgurian royal police are still maintaining control of information within their borders. Rumors are circulating of disturbances at the palace with some reports that the king has been killed, either by assassins from the Kingdom of Light or Royal Limgurian Army units.

On the Southern Border, the nation of Gakshishu is experiencing an un-intended consequence of the war. With the virtual complete destruction of its armed forces, the Gakshishu government was forced to request military assistance from the Kilkamsha Hegemony to supplement its handful of remaining reserve units in maintaining order. Several relic Kilkamsha Hegemony army units have arrived in the capital city of "Gakshiizar" and have taken over security of government offices. Recent reports indicate that both the Gakshishan government and the Kilkamsha Hegemony are blaming collaborators and traitors for the defeat. Allied Kilkamsha Hegemony forces are aiding the Gakshishans by undertaking "fair and impartial investigations" to reveal these traitors.

As the days progress, Idsurian psionic surveillance reveals that the Gakshishu government and ruling elite has been taken into protective custody by the Kilkamsha Hegemony forces "for their own protection" and a

Kilkamsha Hegemony driven purge of the Gakshishu officer corps is taking place to drive out “collaborators”. It appears that the Kilkamsha Hegemony is establishing a puppet government in Gakshishu.

A single Gakshishan grav tank platoon is still positioned in the border area next to the limkhuu Hierate. The platoon commander is naturally reluctant to return to Gakshiizar, for fear of being executed as a collaborator. He has gained the support of local Gakshishu border settlements by defending the farmers from the remains of the criminals released in the recent war. Idsurian security officers are currently trying to persuade him to defect.

The Kingdom of Light, a major force behind the war against Idsur and its “heresy that Chirpers were sentient beings rather than animals”, is limited in its response by its distance from the battlefronts. They are still maintaining their radio propaganda, and are now condemning “deviant off-worlders” for their temerity to stand up to the word of their god-king.

Thunderchild

Two weeks after the end of the Idsurian War, the duty communications officer will shake the RCES Moonshadow team leader awake just before dawn. The communications officer has a coded dispatch from the orbiting *Serendipity*.

The message is short and blunt. An RCES taskforce comprising of the RCES clipper *RCS Thunderchild*, two Victrix sloops and two multi-mission scouts are in-system and have launched a devastating smash and grab raid against the old scout base in the hostile nation of the Kingdom of Light near the border of the Droyne state of Eepa in the central desert.

Coalition Marines easily brushed aside the Kingdom of Light reserve army unit guarding the excavations, and the accompanying Victrix-Sloops *RCS Bellerophon* and *Suliman-Victrix* used their high-energy weapons and planetary strike missiles against Kingdom of Light aircraft and relic units that moved to support the excavation site.

Cooling international tensions have suddenly become hot again.

Date: 01-IX-1201

World Tiniyd

UPP X 5 4 3 6 9 C - 6

Hexagon Scale
in Kilometers

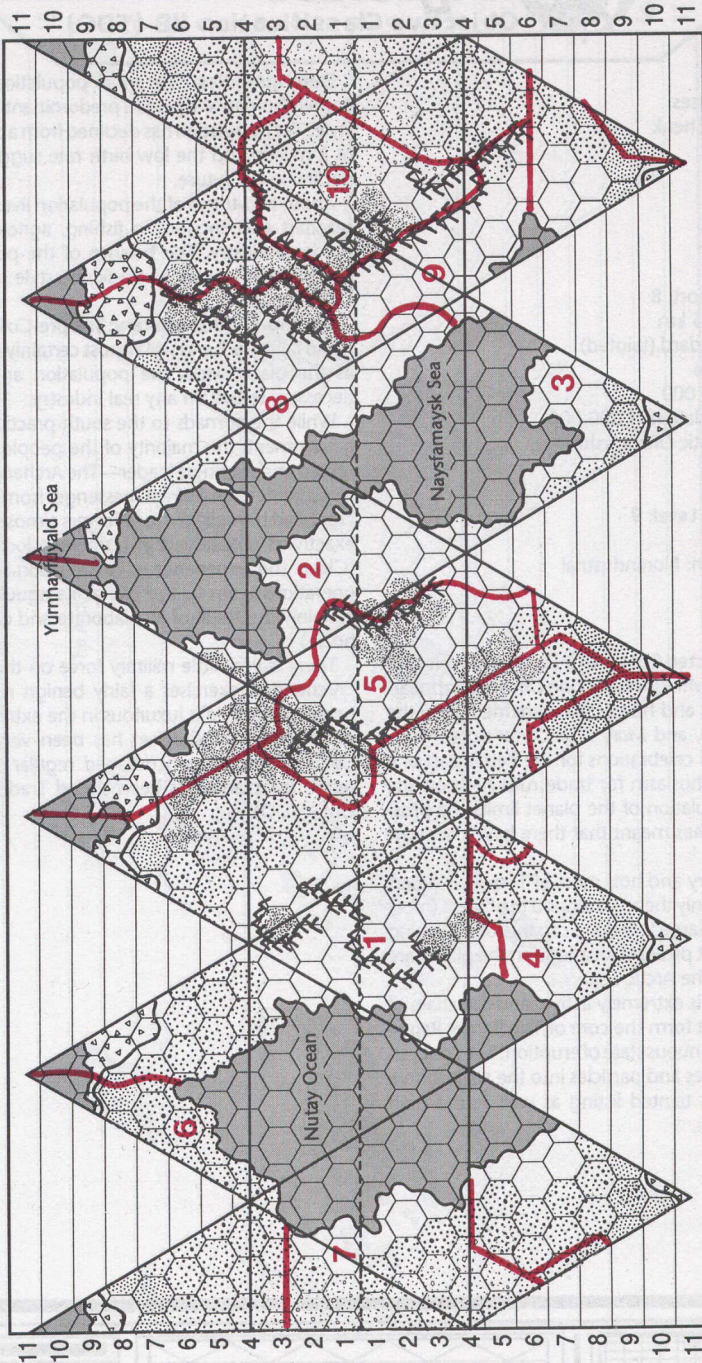
750

Subsector and Sector

Location of World

Thoezennt/Old Expenses

GLOBAL DATA VIEW



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

Chapter 3 Cry Havoc

“Cry Havoc—and let slip the dogs of war.”—Marc Antony, *Julius Caesar*/ Wm. Shakespeare.

Over the next few hours battle reports will filter through to the new RCES communications shack at the new starport. A meteoric assault by a platoon of RCES marines from a *Victrix*- class sloop secured a beachhead, which was soon expanded by the arrival of a Marine company in Assault Landers. The Coalition Marines quickly scattered the reserve infantry company guarding the old Imperial Interstellar Scout Service site.

With the site secure on the ground and an orbiting sloop and multi-mission scout seeding the area with decoys and radio jamming, the two cutters from the *Thunderchild* descended and grabbed the two jump drives the Kingdom of Light had newly excavated.

The assault forces were being recovered back to the Clipper before the Kingdom of Light even realized they had attacked. They did dispatch a squadron of aircraft as well as a relief force of two battledress equipped platoons, a battalion of motorized infantry and a battalion of air-mobile infantry. Planetary strike missiles from the second multi-mission scout knocked out the two battle dress platoons and a company of motorized infantry.

A hypersonic *Victrix* sloop ripped the aircraft and a company of transport helicopters to pieces with rapid-pulse plasma gunfire. The Kingdom of Light responded with a burst of surface to air missiles only to see the sloop outrun the crude TL6 missiles. The SAM battery was vaporized by a meson burst from the *Thunderchild*.

Within two hours the engagement was over and the RCES taskforce had broken orbit. A final secure transmission from the *Thunderchild* contained a summary of military data captured in the raid. It seems the Kingdom of Light was excavating the old groundside IISS base looking for a weapon to use against the *Serendipity*.

As the taskforce heads out system, the RCES base will get a final message addressed to the RCES Moonshadow team leader.

“SAG raid successfully executed/ your recovered Guild database was accurate/ Two JD-3 drives safely aboard/ Native forces suppressed: three hostile companies of troops eliminated, six aircraft splashed/ RCES-RCMC casualties nil/ Thanks again/ TF CDR Ritter.”

The Kingdom of Light will increase the number and volume of its propaganda broadcasts. The broadcasts will condemn off-worlders, whilst praising the valiant Kingdom troops for their robust defense of the

motherland and their successful repulsion of the sneak attack.

Psionic observation of the Kingdom of Light by the Idsurian Security Service reveals the kingdom and its god-king were badly shaken by the *Thunderchild* raid. The Kingdom of Light has been an unchallenged super-power for over 50 years and is unsettled by the defeat. Reports indicate their army has mobilized in the days after the raid, but except for re-securing the old IISS base, and an increased armed presence around the palace, the army has made no aggressive moves.

On the domestic front, the Idsurian government will soon signal its disapproval of the raid via informal channels. Ivandra or Jorge, the two security agents assigned to the starport will certainly mention it in passing conversation. But the Idsurian government does not blame the RCES personnel on planet as they have fought valiantly beside Idsur in the recent war and were not responsible for the raid.

The Idsurian court system finally rules on the cases relating to Chirper sentence. They will find for the Chirpers, but given their limited intelligence, they will be considered minors under Idsurian law and the courts will demand that the government assign officers to act as legal guardians for the Chirpers.

With the return of the Idsurian reserve troops to their homes, news of the RCES role in the recent war becomes public knowledge. Technophobic tendencies within the population will re-emerge, and the government will be forced to sanction public protests within both Idsur City and Hesselbach. Newspapers will discuss the potential effects of additional off-world technology on the development of Psionics within the population.

Prime Minister Baldassare will be forced to make a radio broadcast acknowledging the contribution that the RCES made to the recent war and the losses they suffered in the defense of Idsur. He will assure the public that whilst Idsur will conduct limited off-world trade, it will not import additional high technology items that may prejudice the development of psionic powers within the general public.

Reinforcements

Three days after the *Thunderchild* raid, a second group of Coalition starships enters the Tiniyd system. An 800 tonne *Broadsword*-class mercenary cruiser “*Black Opal*” and a 600 tonne Jump tug “*Safe Harbor Belle*” belong to Colonel Thomas Ahearn’s ‘Special Air Group’, a Coalition-based lancer group specializing in the recovery of starships. The third vessel is one of the salvaged Xboat tenders carrying a variety of relief supplies, renamed the *RMS Shanghai-Star*.

The RCES duty communications officer will alert the RCES Moonshadow team leader to the arrival of these

ships, and inform the vessels of the risk of boarding by teleportative agents from the various hostile nations on Tiniyd. All three ships will remain in far orbit to minimize the threat. A 50-tonne cutter from the *Black Opal* and a 95-tonne shuttle from the Xboat Tender will land at the new starport.

The cutter will arrive first and Colonel Ahearn and two of his officers will disembark. They will ask to see the ranking RCES representative, which is the RCES Moonshadow Team Leader. Colonel Ahearn will be polite and respectful. He remembers the team members from the auction on Nike Nimbus and is surprised how well they did in the recent war. The Colonel will explain he has a commission from the RC / Marax government to recover the remains of the *Ugushaam Star* and return it to the RCES forward base on Marax, for repair or salvage. He is also interested in the offer of a job training the Idsurians to use their new grav vehicles.

Within ten minutes of the end of the meeting, a government car will arrive outside the base to pick up Colonel Ahearn and take him to see the Defense Minister. It is obvious that the Idsurians have been psionically monitoring the meeting. The Idsurian government will agree to the recovery of the remains of the *Ugushaam Star* and can even provide a platoon of infantry to guard the crash-site. Colonel Ahearn's troops will be hired to help in the repair of the captured Gakshishan relic grav vehicles and train the Idsurian troops in their use.

About an hour later, the slower shuttle will land at the new starport. Over a dozen RC personnel will disembark and head towards the buildings holding the RCES base. A self-important middle-aged man will demand to see the Moonshadow Team Leader. This is Ambassador Landon De Vras. He has been authorized by the Reformation Coalition to bring relations with the Idsurian Republic to a more normal level and has the paperwork to prove it.

Ambassador De Vras will immediately announce that he has been authorized to set up an RC embassy on Idsur and is now the senior RC officer in-system and hence has operational control of all RC assets within the Tiniyd system. He is dismissive of the current RCES operations on Tiniyd and considers that only minimal progress has been made on the original RCES mission of establishing contact with the Droyne. He also considers the RCES Moonshadow team as incompetent as their so called covert efforts resulted in a planetary war. De Vras considers it to be his job to clear up the mess and get things ship-shape.

Again, within ten minutes of the end of the meeting, a government limo will arrive to take the ambassador and his first secretary for a meeting at the Idsur foreign ministry. He will return within an hour. After presenting his credentials and having the riot act read to him over

the consequences of the *Thunderchild* raid, the new RC ambassador will not be in the best of moods. He has only been on planet a few hours and already he is off to a bad start.

The shuttle also brought with it the RCSA support staff for the new starport, and the rest of the embassy staff. The orbiting Xboat Tender *Shanghai-Star* is carrying a series of modules to allow the upgrading of the starport to Class D, and the shuttle will become a permanent vessel based at the port.

The next week is spent with the shuttle bringing down cutter modules to form the basis for the RCES base including a command module, a survey module, a support module, a fuel module, a medical module and two habitation modules. The shuttle will then carry oil from the Northbank Refinery back up to the Xboat Tender to pay-off the Idsur war debt with Marax.

The existing RCES base staff will have to direct the erection of the new cutter modules and organize the twenty new RC personnel and met their immediate needs for food and accommodation. Astute RCES Moonshadow team-members will notice two RCSA personnel wandering the base, and talking to various RCES and Idsurian personnel. These two personnel will leave the RCES base the next day. Inquiries will reveal they have gone to assist Colonel Ahearn's recovery of the wreck of the *Ugushaam Star*.

Things will start to go wrong almost immediately:

The ambassador will spend the next week in a series of meetings and will demand attendance from the RCES Moonshadow Team Members. His attempts at bringing Idsur into the RC fold by means of trade agreements and bootstrap efforts fail because Idsur is not really interested in widespread trade and is not interested in bootstrapping to a high technology level. Idsur has insufficient industry for meaningful exports or defense contributions.

His attempts at striking up a diplomatic dialogue with the Droyne will also fall on deaf ears. Ambassador De Vras will commandeer the *Serendipity* for transport to the Yunaashkhuum Homestead to meet with the Droyne. The Droyne Sport Pepsir is at the Homestead supervising the exchange of captured Limgurian weapons for relief supplies. Pepsir will politely greet the Ambassador, but displays polite disinterest in any further contact. The Ambassador will end up ferrying a dozen Droyne teachers back on the *Serendipity* to help in the education of Chirpers in the camps near Idsur City.

Even worse, the embassy security guard is led by Staff Sergeant Handerskuyt, who had been previously moved off-planet when he discovered that Sgt. Kerry Burnes was an untrained psionic. In typical bureaucratic fashion, the RCSA chose Handerskuyt's previous on-planet

experience over any bad performance reviews submitted by the RCES Moonshadow Team. To add insult to injury, the RCSA bureaucrats even promoted Sgt. Handerskuyt.

If SSG Handerskuyt finds Kerry Burnes working on setting up the new base, he will publicly denounce the mechanic as a psionic. The new RCSA starport staff will accept Handerskuyt's word, as they are familiar with the security guard and don't know Kerry Burnes. Handerskuyt will also report Burnes to the Ambassador who will move to have Burnes arrested by the RCES Marine contingent.

Fortunately for Kerry Burnes, he has friends amongst the existing RCES personnel, and those Marines who survived the siege of the RCES base in the war will delay their arrest swoop, whilst the two Idsurian security agents will psionically alert Kerry, allowing him to make it off base and into Idsur City. Ambassador De Vras will receive a communiqué from the Idsurian Foreign Ministry the next day, announcing that; "Sgt. Kerry Burnes has requested political asylum within the Idsur Republic".

Ambassador De Vras's first impulse is to demand the return of the missing sergeant, and impose sanctions if the Idsurian government does not comply. The RCES Moonshadow Team will have to calm the ambassador down and smooth over this incident. Idsur would not appreciate anti-psionic prejudice within their new allies, and the Moonshadow team will probably be on good terms with Kerry Burnes.

Complications

After the madcap first week since the Ambassador's arrival, the RCES Moonshadow Team Leader will be summoned to the Ambassador's office. In attendance will be the two RC personnel. The Moonshadow team members may have noticed them earlier. De Vras will introduce the two as RC Officers investigating the loss of the *Ugushaam Star*. The Moonshadow Team Leader did order this vessel into a war zone where it was subsequently lost in combat. The Team Leader will face an official inquiry, and will be temporarily relieved of his duties.

The two inquiry officers have already examined the crash site and will now start to formally interview the relevant RCES and Idsurian personnel under oath. In reality, the court of inquiry will not find the RCES Moonshadow Team leader negligent. A teleporting saboteur was beyond the expected range of wartime threats and no RCES member could be held responsible.

However, the RC inquiry officers will discover the fate of the *Ugushaam Star* crewmen who survived the initial attack (OD Book 3) and if the Moonshadow Team actions associated with their rescue were negligent in

any way, charges will be brought against the relevant parties. The Court of Inquiry is an excellent means of disrupting the plans of the Moonshadow Team and gives them an excellent chance to incriminate themselves if they attempt to doctor any of the evidence or bribe the court officials / witnesses.

Unexpected Guests

The day after the announcement of the court of inquiry, the *Serendipity* will detect a slow moving target flying towards the mountain border between the Idsur Republic and the Kingdom of Limgur. Detailed sensor scans will reveal that the target is a relic civilian grav car. The grav car will halt at the border and begin transmission of a locator signal directed into the Idsur Republic. When challenged by the Idsurian army post at the Yunaashkhuum Homestead, the grav car will respond with a voice only radio transmission. They claim to be a Limgurian envoy seeking discussions with the Republic's government.

On orders from the Idsurian Security Service duty officer at Hesselbach, the grav car will be directed to land at the Yunaashkhuum Homestead. The troopers at this advanced post will confirm the grav car carries three unarmed Limgurian diplomats. Eventually after a flurry of telephone and radio calls, the Idsurian government will allow the grav car to make the flight to Idsur City. The government will request the *Serendipity* monitor the grav car to ensure it does not deviate from its flight path.

The grav car will land at the army base outside Idsur City, and the three Limgurian envoys will be moved to secure quarters on the base and subject to search and interrogation by the Idsurian Security Service. By morning, the security service has cleared the envoys, and a meeting will be set up between the Limgurian envoys and the Idsur Foreign Minister. The Idsurians will request that both the RC ambassador and the Moonshadow Team attend the meeting.

Once the RCES team and the Idsurian delegates have gathered, the Limgurian envoy will explain the current situation within the kingdom.

"With the catastrophic defeat of the Royal army, the leadership of the armed forces as well as captains of industry and members of the noble houses lost faith in his majesty King Addeluxamir Unaashuu. As per tradition, the High Marshal approached the king in court and demanded in the name of the people, that the king take the appropriate measures."

The envoy will cough slightly and admit that the "appropriate measures" are for the monarch to sacrifice himself for the good of the nation and allow another member of the extended royal family to ascend to the throne.

"Unfortunately, the ambassador from the Kingdom of Light intervened and in violation of royal protocol, shot the High Marshall dead. The ambassador had obviously bribed several petty nobles as they spirited the King and his immediate family out of the palace. Meanwhile several of the ambassador's staff ran through the palace killing courtiers, nobles, and army officers and their families where they found them."

"Loyal reserve units dealt with the intruders and caught his majesty as they left the heli-port. The Kingdom of Light's ambassador was cut down on the runway, with the last of his staff, but the King had just taken off in the royal air/raft. Thankfully, we retained one squadron of our airforce at the Capital, and they were able to destroy the traitor as he fled".

"King Omar Unaashuu has now ascended the throne, and the people have rallied to him, however, we have been beset by treachery. The Kingdom of Light sent a thousand of their "Crusaders" to aid in the recent war, although transport problems meant they were a considerable distance from the front at the end of the war. Ten days ago, the "Crusaders" revolted. We have not heard from Colonel Poyets for over eight days and we have to assume his command has been overrun. Two whole companies lost."

"We now have nearly a thousand of these "Crusaders" loose in our kingdom. With our military forces severely depleted after the recent war, we have four reserve infantry companies and a single squadron of our airforce securing the capital, and a single reserve infantry company guarding our border with the Kingdom of Light. This border force is cut off, with the "Crusaders" between them and the capital. Worse news: our agents have detected the movement of Kingdom of Light forces towards us. We fear our border will soon be overrun and regular Kingdom of Light units will link up with these pillaging "Crusaders".

"We have been sent here on behalf of the His Royal Majesty Omar to negotiate with the Idsur Republic and its new allies with a desperate appeal for aid. I am sure your intelligence service and army commanders would prefer a trustworthy and honorable nation as a neighbor far more than the fanatics from the Kingdom Of Light."

"We request that you return all of our captured soldiers, and their military equipment, to allow us to defend our country, and by default, your Northern border. We know that you possess orbital surveillance and would like access to such data for the eastern half of Limgur. Such data will allow us to find and exterminate those treacherous "Crusaders", and monitor our border with the Kingdom of Light."

"As proof of our good intentions towards this end, we will supply valuable information on both Gakshishu and the Pabugleki Amkhuun to you. In addition, we stand ready

to release all 20,000 of our Chirpers into your care, upon agreement to these terms. What say you?"

This is a shocking disclosure. Idsur is naturally wary of dealing with Limgur. They have a long history of deception and plotting. Ambassador De Vras is even more emphatic. As far as he is concerned, Idsur and the RCES were the victors and are free to dictate terms to the defeated Kingdom of Limgur. Given his recent diplomatic setbacks, the Ambassador is in little mood to compromise.

Both the RC and the Idsurian Foreign Minister retire to consider their responses.

Difficult Choices

Whilst the various government officials are debating the Limgurian offer, the Idsurian Security Service reviews the "good faith" intelligence data provided by Limgur.

According to the Limgurians, the rioting in Pabugleki Amkhuun is now effectively government controlled. The relic army units destroyed any true rebels. The government is now directing the mobs to destroy the assets of any politician outside the governing faction. The Limgurians' are also aware that the Pabugleki Amkhuun have requested additional weapons from the Kilkamsha Hegemony, but the Hegemony has yet to respond.

On the Gakshishu front, the Limgurians have complete information on the Hegemony units occupying Gakshishu. The Hegemony has committed a relic grav tank company; a relic lift infantry company, and a relic lift Artillery Company (TL11 grav trucks with TL6 artillery pieces). These are supported by a TL6 reserve light infantry battalion of 500 men, as well as two reserve civil affairs battalions, and a reserve supply battalion. The Rocket Artillery Company that provided its vehicles to the Gakshishu army during its recent failed offensive is currently deployed guarding government buildings in Gakshiizar, the capital.

The Limgurian sleeper agent noted that the Hegemony was moving to place a minor, undistinguished civil servant from one of the oldest Psionic families into the leadership position, whilst purging the government of anyone who would resist. The sleeper agent's last message indicated he was trying to flee the capital with the Psionic family he is embedded with. His fate is unknown.

The *Serendipity* can be sent to conduct over flights of Limgur. Surface scans will eventually reveal the site of the battle between the Crusaders and their Limgurian escort. The escorting forces seem to have been cut down to the last man. The scans reveal the capital city of Limgurash (population 50,000) located in the single area of arable land nearly two thousand kilometers North

West of Hesselbach. A single transcontinental railway stretches across the step east towards the Nutay Ocean. Every one thousand, five hundred kilometers, the Limgurians have established towns (Ulreung, Baekdusan, and Hallasan, population 10,000 each) surrounded by cattle ranches and limited agriculture. These three towns extend Limgurian control over their vast country. The railway extends another fifteen hundred kilometers to the shores of the Nutay Ocean, where the Limgurians have three small fishing towns (Earlsholm, Zimina and Baitoushan, population 5,000 each) scattered along the coast.

The *Serendipity* is able to spot several trains along the transcontinental railroad but is unable to determine which one carries the Crusaders. It will however detect a large number of trains moving along the railway network within the Kingdom of Light towards the Limgurian border. Detailed scans reveal that these are troop trains. Based upon the numbers of troop trains, the Idsurian Security Service estimates over a battalion of troops and a relic army company are moving towards the Limgurian border.

With the news of Kingdom of Light troop movements and the news that the "Crusaders" have indeed massacred their escorting Limgurian army units, the Idsurian government is inclined to support the Limgurians. They would prefer the Limgurians to spend their efforts fighting the Kingdom of Light, and hopefully these two nations will neutralize each other. Not intervening would result in another Gakshishu-style annexation and place the radical Kingdom of Light on Idsur's border. Ambassador De Vras, pressing for additional concessions from the Limgurians, will threaten to withdraw RC support from Idsur. The Ambassador wants Limgur to accept RCES assistance, and effectively become a client state, whilst RCES teams mold the Limgurian government into a more acceptable state.

It is up to the RCES Moonshadow Team to smooth over the brewing diplomatic incident. They will have to convince Ambassador De Vras to agree the Limgurian offer. The court of inquiry against the RCES Moonshadow Team Leader will weaken the Moonshadow Team's position, and the inquiry proceedings can be used to disrupt the team's preparations if they are having too easy a time of it. The team's previous treatment of De Vras over the defection of Sgt. Kerry Burnes will also color this incident. Perhaps the best means of countering the Ambassador's intransigent position will be to persuade his First Secretary that the Limgurian offer is fair.

Whilst the political intrigue swirls around the RCES base, the RCES zoologist Jenni Delacroix-Dupres will request that the psionic Moonshadow agent Jian Eneri Nishuuru (or one of the Idsurian security agents if Jian died during the recent war) assist her studies of the Droyne teachers assigned to the Chirper camps around Idsur City.

If the RCES Moonshadow team can persuade Ambassador De Vras to back down, the Idsurians will release the captured Limgurians and their personal weapons (an engineering company, the remains of two reserve infantry companies and a medical company). Idsur is unable to return any of the captured ground Limgurian vehicles due to logistical considerations. Only the captured medivac helicopters can be returned over the mountain range into Limgur. The Idsurian Security Service will deposit the Limgurian ammunition stocks over the border via grav vehicle.

Terror

In the last week of October 1202, the Idsurians will be releasing the Limgurian POWs, whilst Colonel Ahearn's forces are repairing the new relic vehicles in the Idsurian army, and training the Idsurian troops in their usage. Colonel Ahearn's tug has also managed to grapple the wreck of the *Ugushaam Star*.

The Kilkamsha Hegemony has established control over the vast majority of the former nation of Gakshishu, with the exception of the border areas that have declared for the rebel tank commander Gustav Yevchensky. The Hegemony's relic units return to a transit camp within the Hegemony borders, leaving their TL6 units to retain control of the levers of government and their new puppet ruler. Finally the rioting within the Pabugleki Amkhuun has ended with the ruling faction even more firmly entrenched.

The RC court of inquiry will conclude that the loss of the *Ugushaam Star* was due to enemy action and enemy tactics that could not have been anticipated. The RCES Moonshadow Team Leader will be cleared.

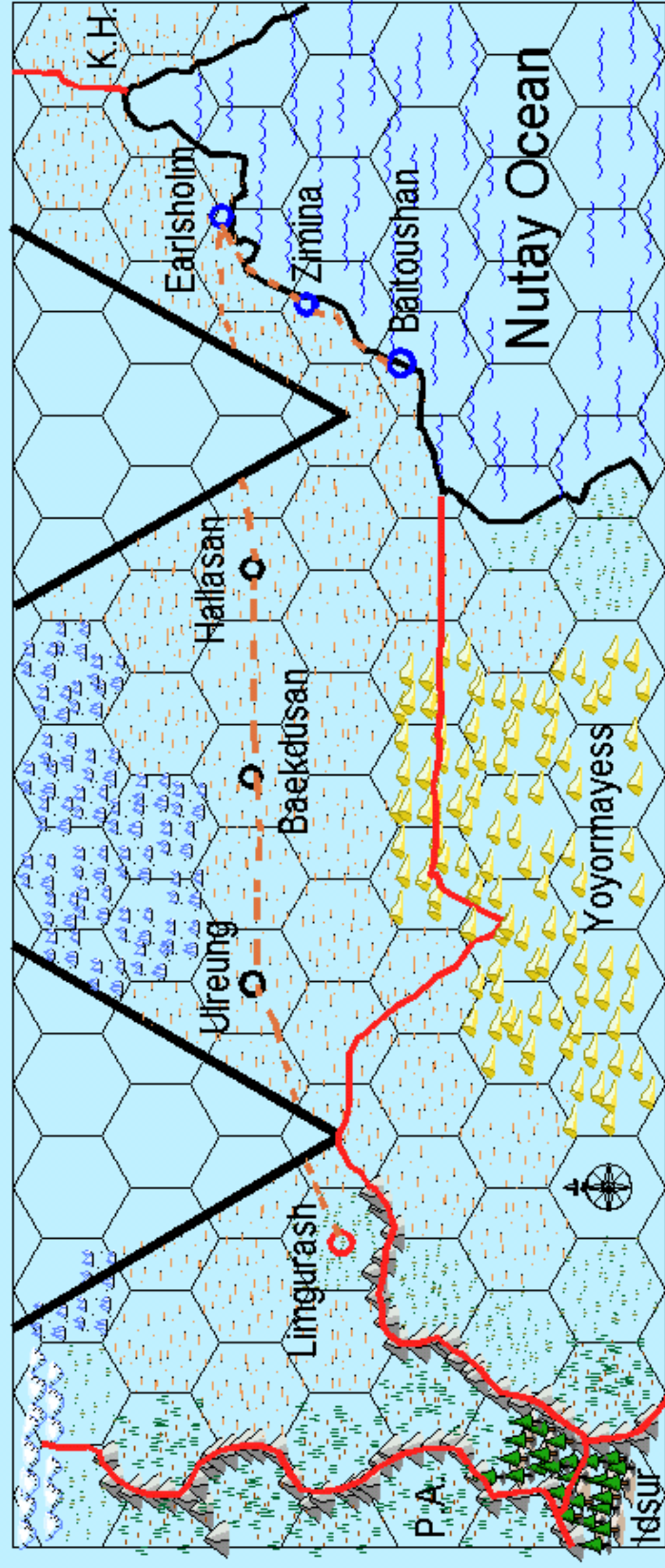
The Droyne nation of Yoyormayess offers to accept the Chirpers released by Limgur rather than overload Idsur's war ravaged resources. Idsur gratefully acquiesces to this offer of help from their allied Droyne neighbor.

The predicted Kingdom of Light invasion of Limgur takes place with a full battalion of TL6 infantry storming across the border supported by a company of relic TL11 Lift Infantry. The single company of Limgurian infantry defending the coastal town of Earlsholm was overwhelmed especially when the Kingdom of Light's single naval unit began shelling the town. The "Crusaders" arrive from the rear on their captured train within days of the town's fall.

Then a *Serendipity* over flight will detect the final stages of a major fire in one of the Chirper camps outside of the Kingdom of Light capital. At first it appears to be a tragic accident, but later that day, a second flight will reveal similar fires at the other five Chirper camps near the Capital. Details scans will reveal no Chirpers escaping from the flames. A psionic scan by a highly trained

Idsurian Security Service adept will reveal that the Kingdom of Light has locked the Chirpers in their camps before burning them to the ground.

Within three days, the remaining fifteen Chirper camps are put to the torch with the Chirpers locked inside. By the end of the week after rounding up even the house-servant privately owned Chirpers, the Kingdom of Light has killed over fifty thousand Chirpers in an act of unparalleled genocide.



Steppe

Tundra

Border

Capital City

Ice Cap / Glacier

Badlands

Railroad

Town

Plain

Desert

Fishing Village

P.A. Pabugleki Amkhuun

K.H. Kilkamsha Hegemony

1 Hex = 750 Kilometers

Kingdom Of Limgur

Chapter 4 Revelations

The genocide of the entire Chirper population in the Kingdom of Light causes a wave of revulsion within the Idsur Republic. Even the other normally repressive regimes are unusually quiet regarding this massacre. As normal, the three Droyne nations have kept a low profile. Kingdom of Light propaganda is particularly aggressive and belligerent.

The broadcasts proclaim that the God-King has acted decisively to weed out the alien infestation that was corrupting the heart of the kingdom. The stern action of the army has once again proved the superiority of humans over aliens, and that the God-King's psionic powers allowed him to discover this treacherous alien plot. The broadcasts also denounce Idsur and its corrupt off-world allies for allying with the perfidious alien menace, and the so-called Chirper Heresy. The Kingdom of Limgur is also denounced for betraying their manifest destiny and failing to allow the Kingdom of Light's Crusaders to perform their holy work.

Serendipity over-flights confirm that the Kingdom of Light is continuing its offensive against Limgur. A force of 300 Crusaders, supported by the Kingdom's single naval unit is proceeding down the coast to occupy the remainder of the Limgurian fishing villages. The main Kingdom of Light force is organizing for a move along the intercontinental railroad towards the Limgurian town of Hallasan, 1400km away to the west.

Armed with this information, the Limgurian citizens of Hallasan start to fortify their town whilst troop trains carrying the remaining Limgurian combat units start towards the front lines. The Limgurians troops released by Idsur are being shuttled to the capital city of Limgurash by a small motley collection of rusting civilian grav vehicles.

Triumphal broadcasts from the Kingdom of Light announce the fall of the coastal village of Earlsholm and announce this victory as proof of the righteousness of the Kingdom's cause. The God-King also instructs his crusaders to correct the Limgurians thoughts and actions to reflect the true way.

On the domestic front, Colonel Ahearn's troops finally secure the wreck of the *Ugushaam Star* and the tug slowly rises into orbit on its contra-gravity system with the wreck attached. Once in orbit, yet more checks are undertaken to confirm the wreck has not shifted during the ascent. The checks and attachment of the jump cables takes the rest of the week, but by the end of the first week of November, the tug has departed for Marax. The converted Xboat Tender that brought the extra RC personnel will also depart, with its cargo hold full of gasoline.

Colonel Ahearn's troops have also managed to organize the new Idsurian relic army unit using captured Gakshishu equipment. Idsur is now the proud owner of a relatively untrained grav armored cavalry company. Whilst the new troops are training with their vehicles, Ahearn's engineers scour the recent battlefields for parts.

The southern border with Gakshishu is quiet. The Kilkamsha Hegemony seems content with securing the central part of the country together with the majority of the population and industrial centers. Their new puppet ruler is still popular, and the show trials have the population quelled and unsure who will next be accused of collaboration. There are insufficient troops to secure the rebellious border areas answering to Gustav Yevchensky, the rogue Gakshishu army officer. Gustav's relic grav tanks are powerful enough to blunt anything but a major Kilkamsha Hegemony attack supported by relic units.

Moonshadow Team Mission 1 - Salvage

Colonel Ahearn only has sufficient troops available to conduct training and basic maintenance. He has identified the need for the recovery of additional spares from the battlefield South of Idsur City. Personnel with high tech engineering skills are needed to perform a salvage mission. Moonshadow personnel are the only personnel on planet with both the technical expertise and local knowledge to perform the mission.

The Idsurian army will provide a truck (with driver as necessary) as well as tents and supplies for a short salvage mission to the battlefield. Site security is not considered to be an issue. Colonel Ahearn's executive officer will provide a list of needed parts.

The battlefield is essentially unchanged since the battle, except that the dead have been buried in several large graves, and the Idsurian army has recovered small arms and other items for re-use. The remains of the relic vehicles remain where they were destroyed.

The vast majority of the salvage work will be days of scouring wrecks to find the needed parts, disconnecting them and then dragging them to the truck. It is tiring but not dangerous work.

Collecting parts for the captured grav tanks will be more dangerous. The Gakshishu tanks were knocked out by a swarm of RC supplied Nail anti-tank missiles. The majority were hit by at least two missiles and heavily damaged. Only one tank seems less severely damaged than the others, and hence probably the best source of spares. Once salvage operations have started inside the tank, it will become obvious why this tank is less damaged than the others. One of the Nail missiles hit but failed to detonate completely and the armed secondary warhead is still present behind some of the equipment.

Getting the Moonshadow team members out of the tank would normally be reasonably easy except for the presence of an armed and possibly unstable warhead. The warhead's presence will certainly curtail salvage operations. If the Moonshadow team members are perceptive, they will realize that they already have the disarming instructions for the missile warhead since it is RCES standard issue equipment. Anyone with access to the equipment database (i.e. *Serendipity*) and some skill in demolitions could disarm the missile and save any personnel trapped inside the tank.

Moonshadow Team Mission 2 – Code Breaking

In addition to its propaganda broadcasts, the *Serendipity* is also picking up a lot of coded military radio traffic between the Kingdom of Light's military headquarters and its expeditionary force in Eastern Limgur. Given the distance between the forces, telepathy is too exhausting for most psions except for brief contact once per day. The Kingdom of Light is forced to use radio communications for the bulk of its military communications.

Sergey "Da Owl" Konstantin, the *Serendipity's* Electronic Warfare Officer, will inform the RCES Moonshadow Team Leader that the *Serendipity* has picked up and recorded large amounts of such military radio traffic. The information within the radio traffic would be extremely useful to both Ildur and Limgur in countering the Kingdom of Light's military campaign.

Although the *Serendipity's* computer is more than capable of performing the code breaking, it lacks the necessary software. Can the Moonshadow team make a code-cracking program?

Any Moonshadow team member with a reasonable understanding of programming can generate the basic program, but an in-depth knowledge of codes or computer programming is necessary to write the code-breaking algorithm within the heart of the program. If the program can be written it will allow a virtually real-time access to the Kingdom of Light's military communications, allowing Limgur to counter the Kingdom's moves before it makes them.

Moonshadow Team Mission 3 - Medical Emergency

Whilst several members of the Moonshadow Team are off on other duties, an urgent call will be received from the regional government in Hesselbach. A recent outbreak of a debilitating infection has been sweeping the hospital in Hesselbach. The un-identified infection is not normally serious in healthy people, being no worse than the winter sickness common in the mountains, but against weakened people such as the old, the young, pregnant women and those suffering from other illnesses and injuries, it can be fatal. The hospital at Hesselbach

is packed full of wounded soldiers from the recent war. Can the Reformation Coalition provide additional medical supplies and help in isolating this disease?

Any RCES Moonshadow Team members with medical expertise would be obvious choices to help out.

The RCES Moonshadow Team leader has sufficient authority to dispatch the base shuttle with any medical personnel to assist. The shuttle will only take an hour to make a ballistic flight to the airbase on the outskirts of Hesselbach. Any army truck will transport the Moonshadow personnel and any equipment to the Hospital.

The Hospital is obviously packed with both wounded civilians and soldiers from the recent bitter fighting. Hospital personnel have been supplemented by army medics and local volunteers. Keen eyed observers will notice some captured Limgurian medical vehicles outside the hospital.

The team will be met at the entrance by the hospital administrator Imelda Darius a modestly dressed middle aged woman. She will explain the situation whilst walking the team through the hospital wards.

"The infection appeared about one to two weeks after the end of the war. Its symptoms include vomiting, nausea, coughing, and general weakness, and last about two weeks. For most people it is no worse than a bad case of the winter sickness. But for the wounded, and others with a weakened immune system, it can progress into pneumonia or other infections, which can be fatal in these conditions."

"We have determined that it can be spread by the coughing and close contact, and have quarantined the infected patients. We have separate nursing staff working the quarantine wards. We are keeping a lid on the situation at the moment, but we have used up our stores of antibiotics, and are now reliant on captured supplies of medicines from the Limgurian army. These will run out soon, and then the infection will run amok, and we will lose patients."

"Worst of all, the infection is still breaking out in other parts of the hospital, outside the quarantine areas, and we can not find a link to these new outbreaks."

The RCES medics can provide general assistance i.e. their medical skills and additional drugs, and hope to wait out the infection, or they can try to identify the disease and find the new source of infection.

The infection is actually a variant form of the common winter sickness, and is specific to the sub-arctic areas of Limgur. It is a common but mild disease that is common amongst the hunters of the northern mega-fauna. The hunters of northern Limgur have developed a partial

immunity to the disease, and it is generally considered to be no worse than a common cold. But to the Idsurians, who do not have this immunity, the infection acts like Terran influenza.

The disease can be identified by several methods. The Limgurians will certainly recognize it if asked, a handful of older people may recognize it from a similar outbreak just after the collapse, and there is a small chance the disease is included within the available RC databanks.

The infection was brought to Idsur by a Limgurian reserve soldier who was part of the occupation force at the village of Tinyayr. He passed the infection on to one of the village women who were drafted into cooking duties for the occupying forces. Valerie Timms suffered a mild form of the disease and is now a carrier.

She moved to Hesselbach to look after members of her family caught up in the recent fighting, and has volunteered to work in the Hospital kitchens. The infection is being passed through her contact with the food (specifically the desserts and puddings). Identifying the source will be complicated by the fact Valerie only works 3 days a week.

The RCES Moonshadow Team can attempt to wait the disease out, if they have sufficient stocks of antibiotics, or they can find and treat the source of the infection in order to curtail the outbreak. Once Valerie has been treated with a course of antibiotics, new cases outside the quarantine areas will cease; the Idsurian medical personnel can use their remaining stocks of drugs to treat those already infected.

Revelations

18/XI/1202

With members of the Moonshadow team spread across Idsur assisting various bootstrap activities, the Moonshadow Team Leader will get a request for a confidential meeting from the resident RC zoologist Jenni Delacroix-Dupres. Jenni has been spending the last few weeks observing the Droyne teachers from Yoyormayess, who have been helping to educate the Chirpers. If the Moonshadow Team Leader does not agree to an immediate meeting, Jenni will continue to pester the team for a hearing.

Jenni will be accompanied to the meeting by Jian Eneri Nishuuru, a psionic Moonshadow agent sent to assist the team by the RCES Long Range Planning Group. Jenni will quickly explain her concerns.

"As you know, I have been observing the Droyne working with the Chirpers in the Idsurian camps. They have been teaching the Chirpers the basics of written language. But at night, I have observed groups of

Droyne entering the huts housing the Chirpers and conducting some sort of ritual."

"I managed to secrete one of my cameras within one of the Chirper's huts and managed to get this footage."

The video footage will show a strange ritual. Each young Chirper will be called before the group of Droyne, and whilst most of the Droyne apparently go into a trance, the Chirper will start to pick from a series of gold discs. The choosing of the discs usually stops after no more than half a dozen discs have been chosen. After the choosing of the disc's, the Chirper will also apparently go into a meditative trance, whilst several Droyne continue a rhythmic chanting. After a few short minutes, the Chirper will walk away with an air of confidence. The ritual is then repeated for the next Chirper. Every so often, a Droyne will be seen chewing on a small piece of an unusual plant. The series of rituals continues for hours until every suitable Chirper has been through the ritual. Only those Chirpers just about to reach adulthood undergo the ritual.

Jenni will continue:

"As you can see this is highly unusual and is the reason I requested assistance from Jian. Jian attempted a series of psionic scans during the next nightly ritual but was unable to get any information. I believe differences between Human and Droyne biology and brain chemistry are the reasons Jian was unable to read their minds. Jian did notice that the Droyne did seem to be performing some form of psionic activity and for a considerable period. He believes that the plant the Droyne were chewing must have been a natural psionic enhancing drug."

"So he stole some of the plant the next day using his telekinetic abilities. The next night with the help of this plant, Jian has been able to maintain telepathic contact with some of the Droyne. Normally this would have been impossible, as the telepathic Droyne would normally have natural psionic shields in place to prevent telepathic scans. However, this ritual obviously requires considerable telepathic activity, which was conducted with their shields down. It is perhaps better if Jian tells you what he discovered".

Jian will carry on the briefing from one of the chairs.

"Now you must understand, given the language barriers, I was only able to get emotions and some images rather than words. The images I received were of these young Chirpers growing into Droyne of various castes. Most interesting was that 80% of them were images of the young Chirpers growing into what appeared to be Droyne warriors. The other images were of flames in huts full of Chirpers. I can only assume these were images from the Chirpers killed by the Kingdom of Light. These images were accompanied by feelings of extreme

anger, but the images of the Chirpers growing into Droyne were accompanied by feelings of cold satisfaction. Both Jenni and I think the Droyne are up to something, and we had better find out what”

Attempts to confirm Jian’s psionic observations will require the use of the Droyne natural psionic drug and any monitoring psion will receive similar images to those pick up by Jian.

Over-flights of Yoyormayess by the *Serendipity* will not show anything unusual, except for some military mobilization near the Northern border with Limgur. Given the current Kingdom of Light invasion of Eastern Limgur, this is not an unexpected activity.

The team could confront the Droyne directly. The Droyne teachers will simply refer any questions to the small Droyne camp at the Yunaashkhuum homestead and specifically to the Droyne Sport “Pepsir”.

With the potential urgency of the situation, the RCES Moonshadow Team leader can authorize the use of the base shuttle to transport the team to the Yunaashkhuum homestead for a meeting with Pepsir.

When questioned, Pepsir will explain that the images seen by the RCES Psion were merely images of Droyne childhood, and that given the Droyne were teaching the Chirpers, it is not unsurprising that the Droyne teachers were remembering things related to childhood and growing up. Pepsir will claim it was merely a protective maternal instinct that the psions detected. He will also highlight the differences between Droyne and human thought patterns to explain any discrepancies. If questioned as to why the ritual was being performed at night, Pepsir will explain that this is a period of least distractions to the Psionic teaching process, especially with untrained humans nearby whose uncontrolled Psionic emanations would contaminate the teaching process.

The interrogation of Pepsir will be interrupted by an emergency call from the *Serendipity*. An over-flight has revealed a massive Kingdom of Light invasion of the Droyne nation of Eepa. Virtually the entire Kingdom of Light military seems to be involved (with the exception of the forces invading Limgur). So far, military responses from the Droyne have been limited.

On hearing this news, Pepsir will retire from the discussions to consult with his government.

Later that day, Pepsir will ask the team to accompany him for an evening stroll in the woods. The Droyne’s body language hints that this is more important than an ordinary pleasant walk.

Once out of sight of Yunaashkhuum homestead, Pepsir will settle in a small clearing, and reveal the reason for this strange meeting.

“For the last two decades the Droyne of Eepa, have been planning to strike back at the human nations that murdered over half our population during the Crusades and enslaved thousands more, reducing them to a life of servitude and condemning their children to live as what you call Chirpers”.

“What you call Chirpers are merely Droyne that have not been casted according to our ancient traditions, passed down to us by Grandfather. Without the casting they can not develop into their full adult conditions and remain both physically and intellectually stunted. Eepa planned to change this.”

“Over the last two decades, they have bred an elite group of sports, leaders and Droyne castes with highly developed teleportative talents to infiltrate the Chirper slave encampments and perform the Iskyar casting ritual on Chirpers of the correct age. Eepa planned to caste a generation of young as warriors and stage an uprising within the enslaving nations. This would free the Chirpers, and restore their heritage, whilst ensure these nations could never stage another Crusade against us.”

“Both Yoyormayess and Essaymaysis Salmsas were aware of this plan, but our approach differed from Eepa’s and we did not assist them. Do not be alarmed, whilst we are performing the casting ritual on the young within the Idsur camps, we are merely helping these young to develop into Droyne, and are not producing a force of warriors.”

“Eepa started its secret casting rituals just a few months before the off-worlders arrived on this world. The casted Droyne are now reaching full development and an army of warriors exists in the Chirper slave camps of several nations. All they need now is a call to arms and a supply of weapons.”

“We have gathered the weapons that Idsur provided from its recent battles in order to arm the Droyne warriors now within the slave camps of Limgur. But their release of the Chirpers in their nation has removed the need for an uprising within Limgur.”

“Now the Kingdom of Light moves against Eepa in a final crusade, and the warriors hidden in the Kingdom’s camps have been destroyed in a week of fire. The Eepa government has requested we arm the Limgur warriors and arrange for their transportation into the badlands west of the border between Eepa and the Kingdom of Light in the hope of cutting off the invading army.”

“We have the weapons, can Idsur persuade the Limgurians to release the remainder of their Chirpers into our hands, and can you off-worlders provide

transport in your ships to position the warriors amongst the enemy?"

If asked what is in the deal for the RC, Pepsir will respond.

"The offworld slavers did not only take humans, they have also taken Chirpers from the camps in their raids, and Eepa has inserted some of their "teachers" within those taken. Even now Chirpers are growing into warriors in slave camps on far off worlds. Would this not be a help to the growth of your domain across the stars?"

Moonshadow Team Mission 4 - Visitors

Whilst the Idsurian government and the RCSA ambassador are still adjusting to the Droyne plan and its potential effects on the balance of power, a security officer will request the attendance of the RCSA ambassador at the Idsurian Foreign Ministry. The ambassador and any Moonshadow personnel will be ushered into a meeting room where the Foreign Minister and another security agent are waiting. As soon as the introductions are over, the security agent will start the briefing.

"This meeting is governed by the state security act, and will not be repeated outside this room. At dawn today, the 3rd reserve infantry company current guarding our mountain villages near the limkhuu Hierate border received a short-range radio transmission requesting permission for an limkhuu Hierate envoy to enter Idsur airspace. The local officer demonstrated considerable initiative and allowed the envoy to land. The limkhuu Hierate wishes to discuss normalizing our border relations and is urgently requesting the presence of both the minister and representatives of the Reformation Coalition. A grav vehicle is waiting on the roof to take you to the secret rendezvous. The security service considers this a potentially vital meeting that could secure our Eastern border. Given the importance of this mission, we have assigned two security agents to accompany you."

If Jorge or Ivandra have survived so far, the Moonshadow Team can request that they accompany the mission rather than the new security agents. The Idsurians will have no objection and will wait whilst a government limo is sent to collect the agents.

The grav vehicle is actual a converted Imperial issue grain carrier modified for personnel transport. A number of chairs, a small radio and a chemical toilet have been secured within what was the old cargo hold. A steward will make a brave attempt to provide for the passengers needs during the 12-hour flight, but is seriously hampered by the lack of facilities. Lunch is little more than sandwiches, washed down with a couple of bottles of local wine.

The grav vehicle will arrive at the Eastern Mountains at dusk, and land on the parade field of the local army camp. A propeller driven biplane of unusual design can be seen parked at the edge of the parade ground. An army private will escort the group into the captain's ready room.

A fifty year old army reservist captain with a weather worn face is pacing around the room, whilst a young woman in flying overalls occupies the captain's chair and her flight jacket hangs jauntily over the back of the chair. This is Vestyana Adaashiina, the limkhuu Hierate envoy.

The discussions will start immediately whilst one of the Idsurian security agents stands outside to guard the door. Vestyana is brutally frank. The limkhuu Hierate is seriously concerned about the situation on its Northern Border and specifically the invasion of Limgur by the Kingdom of Light. They believe that if successful, the Kingdom of Light may expand its campaign to other nations that did not participate in the recent Idsurian war, and launch an invasion of the Hierate.

The Hierate wishes to mobilize its army and deploy them along its Northern border to discourage any adventurism by the Kingdom of Light. Given the large numbers of KOL troops involved, the Hierate will have to strip its other borders of military forces. One such border is with the Idsur Republic.

The limkhuu Hierate is willing to agree to a non-aggression pact, mutual recognition of borders and non-interference with the internal affairs of the Idsur Republic in order to allow the re-deployment of its army.

Vestyana will finish with a simple question, "Will the Idsur Republic and its off-world allies agree to such a treaty?"

Decision Time

Both the Idsurian government and the RCES now have to make a number of hard decisions:

- Do they accept the offer of a non-aggression pact from the limkhuu Hierate?

This is potentially the easier of the two decisions, the Idsurian Foreign Minister will be tempted to sign the treaty, subject to consultations with the rest of the government, and the RCSA Ambassador De Vras will also agree (being in need of a diplomatic triumph). The only condition Vestyana will place on the treaty signing is that all parties subject themselves to a psionic scan to confirm their intentions. Vestyana is a medium level psion and can perform such a surface scan on behalf of the limkhuu Hierate, and the Idsurian security service agents can perform the task for the Republic.

Again, the Moonshadow team will have to calm Ambassador De Vras who is reluctant to submit to a psionic scan. His fear is typical of most Imperial region humans.

Detailed negotiations and drafting the treaty will take rest of the week, and the Moonshadow team will be employed as assistants to Ambassador De Vras.

- Do they help the Droyne by transporting warriors into the Kingdom of Light?

Initially both the Idsurians and the RCSA Ambassador will be reluctant to countenance actions that could bring both Idsur and the RC into direct conflict with the Kingdom of Light. The Idsur Republic is recovering from the recent war, and still has a hostile nation on its Southern border. The Idsurian Security Service is currently more worried about the intentions of the Kilkamsha Hegemony in Gakshishu. The Kingdom of Light is still a superpower, with armed forces five times the size of Idsur's.

Whilst happy to help Limgur in its resistance against a Kingdom of Light invasion, action against the Kingdom of Light itself may trigger reprisal attacks from the Kingdom of Light's relic forces. The Idsurian government is naturally horrified by the Kingdom of Light's actions in exterminating its Chirpers and invading the Droyne nation of Eepa, but hopes that the Kingdom of Light will be worn down by its two current wars without the Idsur Republic having to act directly.

RCSA Ambassador De Vras is also reluctant to support another war, given the potential threat from the Empire of Solee in the adjacent Shenk subsector. RCES military support will be limited to the forces currently in-system.

Battle reports from Eepa (passed telepathically from Eepa to the Droyne of Yoyormayess and then onto Idsur) state that the Kingdom of Light made good progress into Eepa, but Eepa's resistance is now growing as its military moves to engage the invaders. The Kingdom of Light has committed its remaining army (both regular troops and reservists) with only a handful of bodyguards and civil affairs troops remaining at the Capital.

Initial engagements between Eepa and the Kingdom of Light have been mixed affairs with the Kingdom of Light's numerical superiority masked by the general incompetence of their troops. Kingdom of Light commanders have assigned their relic units to support their poor quality TL5/6 ground units instead of using them as a mobile strike force, and they have generally been slow in taking advantage of the initial confusion within Droyne ranks.

Worryingly, over-flights from the *Serendipity* appear to show that the army of the Kingdom of Light is burning

towns and villages as it goes, with several units of former Chirper Guards following behind the advancing troops and putting Droyne civilians to the sword.

The Droyne sport "Pepsir" will directly appeal to both the RC and the Idsurian government to allow newly casted Droyne warriors to be transported behind enemy lines. Pepsir suggests that RCES small craft will have no problem dropping the troops in the Eastern badlands of the Kingdom of Light, well away from any urban center with little chance of discovery.

It will be up to the Moonshadow Team to convince the Idsurians and their own ambassador that the Droyne need help, and that the mission can be completed without alerting the Kingdom of Light. The Team can remind the Ambassador that their original mission was to open contact with the Droyne of Tiniyd in order to counter the bad publicity associated the "Operation Cosmic Fire" attack on Droyne over in the Promise Subsector.

Provided the Moonshadow Team can guarantee they can land the Droyne Warriors well away from any urban center that could detect a landing, then both the Idsurians and Ambassador De Vras will eventually agree.

The Moonshadow Team will need the *Serendipity* to find concealed landing spots (Any Team members with Survey skill will be needed to find suitable sites). They will also need a means of transporting the Droyne. The *Serendipity* has insufficient carrying capacity, whilst the RC base shuttle is almost certainly under remote psionic observation by several hostile nations.

Colonel Ahearn's mercenary cruiser, the *Black Opal* does carry two modular cutters, which could be used to land the Droyne warriors. The cutters are not under observation and are faster than the shuttle and are armed. The only problem is that only one suitable cutter module is available. Some engineering work by the Moonshadow team will be needed to temporarily convert a fuel module into a crude passenger module.

If the Moonshadow Team can overcome these difficulties, the two cutters can start transferring newly casted Droyne warriors into the Eastern Badlands of the Kingdom of Light by the third week of November.

Limgur

The end of November is filled with news of distant wars. The *Black Opal's* cutters have been delivering groups of 100 Droyne warriors at a time into the Kingdom of Light's Eastern Badlands night and day. Nearly 1300 Droyne warriors have been covertly dropped into the Kingdom of Light. The Kingdom of Light has been making steady if unspectacular process in its invasion of Eepa. Psionically invisible Droyne light infantry concealed

within the crops and orchards have been causing havoc amongst the poorly trained human troops, but the Kingdom of Light's ruthless methods of widespread artillery and relic unit fire have been disrupting Droyne attacks before the Droyne can close with the enemy and psionically affect the minds of the human troops.

Where the Droyne have been able to get close to the Kingdom of Light's troops then human casualties have been heavy, but when the humans have managed to use their relic grav vehicle sensors or artillery than the Droyne have been massacred. Disturbing stories of atrocities on both sides are starting to appear. The Kingdom of Light's poorly trained thugs (former Chirper camp guards) massacre any Droyne civilians caught behind human lines. Meanwhile Droyne civilians have been sacrificing themselves to provide Droyne shields for their warriors and even allowing large explosive devices to be carried in their midst to strike at advancing human forces.

The Kingdom of Light has also been continuing its offensive in Limgur. The remaining coastal villages of Zimina and Baitoushan have fallen to the force of Crusaders supported by the wet navy gunboat. The main expeditionary force has advanced along the continental railroad to the town of Hallasan, which fell after a short battle. Inexperienced militia was no match for the Kingdom of Light's troops.

The Hegemony has dispatched a battalion of air-mobile infantry to Gakskishu to extend its control into the countryside. Individual companies with their transport helicopters are based in towns across the country, to provide extra military presence.

Ambassador De Vras will receive an invitation from the Limgurian King Omar Unaashuu to visit his capital city for further negotiations and specifically to ask the RCSA ambassador to act as an intermediary between him and the Idsurian government. The ambassador will commandeer the base shuttle to take him to Limgur, and will order the RCES Moonshadow Team leader to provide him with team members to act as assistants and bodyguards.

A short ballistic journey later, the shuttle will break through the cloud layer above the city of Limgurash. The city is similar to Idsur City, but with a more robust architecture to cope with the extremes of temperature on the steppe. Industrial districts can be seen on the leeward side of the city. The city's buildings are black and sooty from the smoke from numerous coal fired houses and factories. The royal palace is obviously an important office building from the Imperial era, although it has been fortified since the Collapse.

The shuttle will land at the airport just long enough for the Ambassador and his team to disembark before lifting again. An honor guard will escort the team to a series of

waiting ground cars that will whisk the team through the city to the royal palace.

After a short period to refresh themselves, the team will be ushered into the presence of the King and his court and formal introductions made. The king seems young but confident. He will formally greet the RCSA Ambassador and the team members and extend an invitation to a royal banquet that evening. A court official will then lead the team to their apartments, and allow them to prepare for the evening's entertainment.

The evening feast will be a prolonged affair with course after course of food, only interrupted by a few dull speeches and a short recital from a famous singer. King Omar will be friendly and actually gets on with Ambassador De Vras. The King will remark that whilst he discusses diplomacy with the Ambassador, the team should consult his Prime Minister and the general staff about how the Reformation Coalition can support the war effort against the Kingdom of Light.

The Prime Minister will join the banquet late due to the pressures of work. RCES team members may recognize him. It is Colonel Edvard Cizek, the former Limgurian sleeper agent who plagued RCES resistance in the recent war.

Chapter 5 Assassination

The RCES Moonshadow Team will remember Edvard Cizek; he was responsible for the killing of the Larson homesteaders, as well as coordinating Limgurian sabotage efforts in the days before the start of the Idsurian war. These sabotage efforts included car-bombing the Idsurian town of Marc's Town. Edvard also passed the location of the RCES base and details of its defenses to the Limgurian army, resulting in the siege of the RCES base.

Some RCES team members may place revenge above the potential alliance between Idsur and Limgur, especially if they believe they can kill Edvard without incriminating themselves.

Royal Palace Locations

The Royal Palace is a former Imperial Era corporate skyscraper. It is a glistening example of Interstellar technology with crystal-iron and concrete clad in high strength plastic panels. These windows are coated with a photoelectric covering that both acts as sunscreen and converts sunlight to electricity to power the building.

The ground floor contains public areas as well as reception, a security station and a public canteen. Four lifts and an emergency staircase lead to the upper floors. The next four levels contain administrative offices for the minor officials necessary to the smooth running of the government. The next five levels contain offices of more senior officials. The Prime Minister has a public office on the topmost of these administrative levels.

The next level is a security level holding nearly twenty police. There is a security door across the stairway, monitored by a TV camera. The lifts have also been programmed to stop at this level before moving higher into the building.

The next two levels are servants quarters. Above them is a level of kitchens and pantries. There are two grav landing pads on the North and South faces of the kitchen level to allow food deliveries and the removal of kitchen waste. Above the kitchens is the grand hall, which occupies an entire level.

The top of the skyscraper has four levels of accommodation for the families of the top officials. The Moonshadow Team and the RC Ambassador will be housed on one of these levels.

The final three levels are divided amongst the Prime Minister's quarters and two levels for the King. The roof of the skyscraper is covered with air-conditioning machinery and radio transmitters.

Security Precautions.

Police officers are stationed at Reception on the ground floor 24 hours a day. Additional police officers patrol the nine administrative floors 24 hours a day. There is normally one police officer per floor, or two officers per floor for the more important offices. These officers are normally equipped with two-way radios and auto-pistols. Their movements are monitored and controlled by the security station on the security floor.

The security floor holds twenty police. Six are normally on duty and equipped with radios and auto-pistols. The remainder of the police acts as a ready-reaction force equipped with cloth armor, two way radios and sub-machine guns. The stairwell approach to this floor is blocked with a metal door and a TV camera monitors the stairwell.

Once past the security station, royal guards perform security duties. The royal guard is a paramilitary unit drawing its members from the police, the secret police and the military. The guards are dressed in royal livery but are effectively identical to the police patrolling the lower levels of the palace.

There is only a single guard on each of the servants' quarters or the kitchen / pantry areas. The doors to the grav vehicle landing pads on the kitchen level are normally locked, and the kitchen level guard will be present at the arrival of any grav vehicle. Guards are present with ceremonial weapons (chrome plated rifles and swords) during formal events in the grand hall, but at other times the security presence is minimal. The royal guard will inspect the grand hall for bombs etc. as part of preparations for any meals or meetings attended by the King.

Royal guards are also present on the floors of the palace that contain the apartments of the high officials. There are normally 2 guards patrolling the each floor.

Servants will be found in most areas, cleaning or preparing meals. They will not bother the Moonshadow Team unless they are in unexpected areas, in which case the servant will approach and ask if the team is lost. Servants have no combat skills and will flee combat.

There is no electronic surveillance within the royal palace unless specified in the descriptions of individual locations. The windows are composed of a high strength insulating plastic and will not shatter under a normal impact. The windows will resist damage as per cloth armor, and a significant impact or several bullets will be needed to shatter a windowpane.

If the Moonshadow Team attempt to move around the outside of the palace in order to circumvent internal security precautions, then the weather will become a

significant factor. The royal palace is the highest building in the capital city, and is subject to high winds from across the plains. With approaching winter, the clear skies and thin atmosphere of Tiniyd, nighttime temperatures will drop to -10 degrees C.

Schedule of Events

The mission to Limgur will last three days. The first day will be taken up with the team's arrival, presentation of diplomatic credentials and the royal banquet. Day 2 will consist of a series of meetings starting at 9am and lasting the rest of the day, with short breaks for meals. The Ambassador will spend his time with the king or in the visitors' suite. The Moonshadow team members will be involved in a series of meeting with Limgurian military officers discussing how the RCES can assist the Limgurian campaign against the Kingdom of Light. The Prime Minister will attend some of the military meetings with the Moonshadow Team but only in the company of his secretary, and assistant. The Moonshadow Team will be free from approximately 6-30pm until the next day.

The final day will consist of a short morning ceremony, where the King and the Ambassador will sign a short statement of co-operation and mutual friendship, which the Moonshadow Team will be expected to attend. A farewell banquet will be held at 2pm that afternoon, with the RC party leaving shortly after the conclusion of the meal. The time between the end of the ceremony and the banquet will be filled with last minute meetings and packing for the journey home.

The Prime Minister is normally woken by a valet around 6-30am and has breakfast within his apartment. His secretary and assistant are normally present during this period briefing him on the activities of the day. From approximately 8-30, the Prime Minister is normally in his public offices every morning accompanied by his secretary, his assistant and four guards. He retires to his suite for the mid-day meal before spending the afternoon in his private offices conducting more confidential business, interspersed with meetings with the Chiefs of Staff or the King.

The Prime Minister normally dines in his apartment but occasionally dines with other high officials, family friends or the King. On Day 2 he will dine in the royal apartment with the King and Ambassador De Vras. He will not return to his apartment to approximately 11pm.

Prime Ministers Quarters & Security Precautions

The Prime Minister has an entire floor for his quarters and private offices. This level is the final level accessible by the lift. A new staircase has been added to allow access to the King's quarters. This level also contains a radio room and a security station with quarters for another six guards.

The security station is located directly outside the elevator. The guards are armed with auto-pistols, SMGs and two-way radios.

The Prime Minister's secretary is a female secret police agent and is armed with small pistol equivalent to a body pistol. She is also a mid level psion with telepathy and awareness talents.

The Prime Minister himself has a TL14, 3 shot disposable laser pistol concealed on his person.

As a final protection, the Prime Minister's assistant is actually a high level psionic adept with teleportive talent. His duty is to grab the Prime Minister and teleport away, if the Prime Minister is about to succumb to an assassination attempt.

Limgurian Reactions

If the Limgurians detect unusual activity or a failed assassination attempt but are unable to identify the persons responsible, then they will call in the secret police to perform an investigation. All Limgurian citizens will be heavily interrogated, and suspects subject to telepathic deep probe investigations. The RC personnel have diplomatic status and will only be subject to gentle questioning, although the secret police will covertly monitor their surface thoughts both during and after the questioning. Guard patrols will be doubled, and the guards will be issued with SMGs to replace their auto-pistols.

The King will be evacuated to a secure location if the threat is deemed severe enough.

If the team is caught committing a criminal act, they and the Ambassador will be expelled. Ambassador De Vras will not be happy, and is mostly likely to get any offending party shipped off world and court-martialled. If the Team is caught attempting an assassination, they will be shot.

Chapter 6 Rebellion

“...All Hegemony Armed Forces are hereby authorized the use of lethal toxic gas shells, and air dropped munitions for the express purpose of utter elimination of the alien menace, known as the Droyne. Orders are hereby expressly stated no prisoners shall be taken on any territory occupied in the ground force’s advance.”—Excerpt from a captured document from the Kilkamsha Hegemony’s Supreme Council, signed 02 November 1202.

“Rise up against the Tyranny of the Kilkamsha Hegemony! We are the army of Free Gakshishu! We shall not rest until the usurpers of Gakshishu have been chased out of our lands!”—A message of revolt scrawled on walls in Gakshiizar, authorized by former GPA 1st Grav Tank Company Captain Gustav Yevchensky, circa 15/XII/1202.

Assuming the RCES Moonshadow Team does not decide to assassinate the Limgurian Prime Minister, the Team will spend the next day in briefings with the Limgurian military. The Limgurians have moved the remainder of their armed forces to the town of Baekdusan on the intercontinental railroad. Psionic monitoring of the advancing Kingdom of Light army indicates that they will advance down the railroad and assault Baekdusan once they have finished subjugating Hallasan.

The Limgurians propose to use their remaining four reserve motorized infantry units to perform a night attack on the Kingdom of Light’s forces once the Kingdom’s forces arrive at Baekdusan. Limgur lacks armored support or artillery and a night attack would help to bypass these deficiencies. They believe the superior quality of their troops will give them the edge of surprise over the rather ineptly lead forces of the Kingdom of Light. What Limgur’s armed forces needs is nighttime infrared reconnaissance data from the *Serendipity* to direct their troops onto the Kingdom of Light camp. There is a small possibility that the Kingdom of Light’s relic artillery could fire on the Limgurians during the advance into the camp or upon the Limgurians’ withdrawal, so anti-artillery point defense fire by the *Serendipity* may also be required.

The RCES can easily supply this assistance, and the Ambassador will certainly authorize it in order to cement the new alliance between the Idsur Republic and Limgur. The third day of the diplomatic visit will be spent preparing for the farewell banquet. The base shuttle will retrieve the Ambassador and the Moonshadow team later that afternoon.

Data obtained from the RCES observation satellite shows that the Kingdom of Light’s western invasion of Eepa continues to grind on. The guerilla ambushes of the newly casted Droyne warriors in the eastern

badlands of the Kingdom are devastating supply convoys to the advancing human army. The Chirper penal guards that had been following the Kingdom of Light’s regular forces and massacring Droyne civilians are now forced to escort their supply convoys. The Kingdom’s advance has been slowed as lack of ammunition is preventing the Kingdom of Light’s ‘Holy Army’ from exterminating the Droyne warriors at a leisurely distance. More and more Droyne warriors are getting close enough to use their psionic invisibility. Those that do are causing heavy casualties amongst the human troops guarding the Kingdom’s artillery and relic units.

But in the last days of November, Droyne fortunes are dealt a major blow. Eepa has already effectively been divided in half by the Kingdom of Light invasion force that entered Eepa south of the mountain range dividing Eepa from the Kingdom of Light. Now two additional armies from the Kilkamsha Hegemony attack across the northern and southern plains from the east.

The Northern Kilkamsha Hegemony army seems to consist mostly of TL6 army units, whilst the Southern army is made up on the relic units that had been encamped on the Kilkamsha Hegemony / Gakshishu border. Eepa is now fighting on two fronts.

The Southern Hegemony army is based around three companies of battledress equipped infantry, a grav tank company, two grav infantry companies and three companies of grav artillery as well a non-combat support units. The heart of the Northern Hegemony army is a massive rail mounted siege gun capable of firing 5 tonne shells over 125km in Tiniyd’s thin atmosphere and reduced gravity. The gun is guarded by two battalions of motorized infantry whilst a battalion of air-mobile infantry and three squadrons of aircraft fly search and destroy missions and provide targeting information for the gun. Three battalions of reserve infantry guard the extended supply train and the logistical / support units coming up behind. Chirpers are used to restore the railway as the siege gun slowly advances.

News of the entry of the Kilkamsha Hegemony into the war will revitalize the efforts of the Kingdom of Light.

On the 02/XII/1202, the *Serendipity* will detect several disturbing events. The Kilkamsha Hegemony is using poison gas in its artillery shells to depopulate Droyne villages as it goes. It seems that the “Final Crusade” against the Droyne as begun. Even more disturbing, detailed surveillance images show Chirpers tied to Kilkamsha Hegemony army vehicles and corralled in Kilkamsha Hegemony army camps. The Kilkamsha Hegemony has obvious taken precautions against intervention against outside forces.

Council of War

“Your over flight orbital photos reveal here (sound of photographs shuffling on desk) the mining villages of Yutskyu and Ostnamyafsk, each approximately with a population of 1200 to 1500 Droyne lying more or less intact with little collateral damage to infrastructure. “

“Yeah, after that artillery barrage, Owl was surprised as well,” Lt. Baez’s voice came over the net.

“Why is that? We were pummeled and leveled by Limgur’s artillery at the forward base just recently,” the RCES Team leader inquired.

“Check them again. Do you see all those black spots against the snow ya see about the buildings?”

“Yeah, we see them. We counted some 2500 at those villages. Are those—?”

“Dead Droyne—all of them. They’re using chlorine poison gas, and their mop-up units are instructed to cremate the remains.”—Recorded conversation in the Tiniyd RCES Base “War Room”, 03/XII/1202.

The RCES Moonshadow Team will certainly show their information to both the Idsurian government and Ambassador De Vras. The genocidal nature of the attacks by the Kingdom of Light, coupled with the Kilkamsha Hegemony’s use of poison gas – a Black War weapon, will push Ambassador De Vras to authorize immediate action to stop the genocide. Idsur will take a similar stance. The Droyne sport “Pepsir” can relay a request from the Droyne of Eepa, that newly casted Droyne warriors within the Chirper camps in both the Hegemony and Gakshishu be released soon, to relieve the pressure on Eepa’s armies. The rebel Gakshishan forces, led by former GPA Captain Gustav Yevchensky, are also agitating for an attack to liberate Gakshishu, now that the Kilkamsha Hegemony relic reaction force on the Gakshishu border has been deployed as part of the invasion of Eepa.

Yevchensky will announce his “Free Gakshishu” forces will move to liberate his country as soon as he returns to his command. He has a small “army” of irregular militia raised from amongst the farmers and ranchers of the eastern province to back up his four grav tanks, as well as those few hundred surviving dissident prisoners who were herded into the ill-fated Idsurian invasion as a diversionary attack and have thrown in their lot with Yevchensky.

If he launches his offensive now, without support, it is likely that his forces will be massacred. Any attempt by the newly casted Droyne warriors within the Chirper camps to breakout will also fail due to a critical lack of firearms.

It will be up to the RCES Moonshadow Team to get the belligerent Captain Yevchensky to delay his offensive until weapons can be smuggled into Gakshishu. In return, he will formally request assistance in his war of liberation. Idsur will reluctantly commit their new relic Lift Armored Cavalry unit. Colonel Ahearn’s training should be sufficient for them to overcome any TL6 opposition. Surprisingly, Pepsir will commit a company of Droyne light infantry, explaining that the Droyne’s psionic invisibility talent will be invaluable in the close quarters urban fighting needed to drive the Hegemony troops out of the capital city. Gustav Yevchensky will give the Moonshadow Team one week to run guns into the Chirper camps, whilst the rest of the army gathers on the Idsurian / Gakshishu border.

Gun Running 101

“The Tiniyd Droyne liberations? Unusual and daring. An ironic change of pace for us—We were about to be dropping weapons to them, instead of seizing relic tech for a fee at Auction.”—Excerpts from Col. Thomas Ahearn’s audio-autobiography, *“From Starmerc to Salvager”*, Nicosia Free Press, Aubaine, NE 37.

Colonel Ahearn’s two 50dton Modular Cutters are the obvious choice to transport the weapons deep into Gakshishan territory, but they will be unable to approach close to the Chirper camps without giving themselves away, and will be restricted to landing in areas that are over the horizon from the camps or other inhabited areas. The Team will have to requisition some transport to transfer the weapons from the Cutters to the various dumpsites. Ground trucks can be obtained from the Idsur army, and if the team is smart, they could obtain a couple of Grav trucks from the new Idsurian Lift Armored Cavalry unit.

The team will also need to acquire weapons to outfit the newly casted Droyne warriors hiding in the Chirper camps. The Idsurian army has some spare weapons, and there are still some captured weapons left from the recent Idsurian invasion. A handful more can be gotten by scrounging back-up weapons from the Moonshadow team itself and the small RCES armory, but the mission is still short of nearly 500 weapons. The RCES base staff will be able to organize the requests for weapons, and their collection from various sites across Idsur.

It will be up to the Moonshadow Team to acquire the missing weapons. Either the *Serendipity* or the *Black Opal* could be dispatched to Marax to buy some more weapons but that would take at least two weeks and also degrade the sensor coverage of the various war zones. The Limgur campaign inarguably requires the presence of the *Serendipity*.

Colonel Ahearn will argue strongly the *Black Opal* will be needed to provide orbital fire support for the Cutters

against any Surface-to-Air-Missile (SAM) attacks, as they will both be unarmed in cargo-passenger configuration for this type of mission, so it is unlikely these two starships could be dispatched back to Marax. Both the KOL and the Kilkamsha Hegemony, as the Idsurian Ministry of security intelligence sources can readily confirm, have relic TL-11 Surface to Air Missiles.

Colonel Ahearn is not adverse to his Starmerc Lancers earning more money in ferrying the weapons to these camps (the flight crews will be his personnel). They have already been paid a handsome fee for bringing back the *Ugushaam Star* to Marax; and another contract with the Idsurian army with their Cadre-ticket with training the new 1st Lift Armored Cavalry Company.

Note to Referees: If the player RCES Team has acquired a vessel of their own this might be utilized to Marax for such a re-supply mission.

The Team could ask Limgur for additional weapons, provided they are still on speaking terms. Limgur will be able to provide some 500 pistols, SMGs and carbines by stripping its armories, but wants the return of its rifles and light machineguns that were captured in the recent war. Thankfully all of these captured weapons are still in Idsurian warehouses (they were too large to be used by the Droyne).

The less obvious source of weapons is the limkhuu Hierate. Now that they have signed a non-aggression pack with Idsur and the RCES, they may be willing to provide some covert aid. The Hierate will initially refuse the request unless the Team approaches the limkhuu Hierate diplomat Envoy Vestyana Adaashiina (Chapter 4) who negotiated the non-aggression pact and if they put forward a good argument. If the Team can convince their diplomatic contact, she will convince the Hierate government to ship some TL6 500 light weapons and ammunition for them to an uninhabited portion of the Idsur-Hierate border, where they can be picked up by the RCES base shuttle.

The Moonshadow Team will have to secrete these arms caches near each of the Chirper camps within Gakshishu. They will need to be hidden reasonably close to the camps to allow the Droyne warriors to arm themselves soon after their breakout, but not so close that the caches are accidentally discovered. At the start of November 1202, Gakshishu is shrouded in light snow squalls blowing in from the Naysfamysk Sea. The warmer air over the sea rises, condenses and falls on the plains as snow. Given the time of year, the proximity to the Southern pole and the thin atmosphere, the days are cold and the nights are below freezing. The ground regularly freezes each night. The bleak weather will hinder ground observation and reduce the number of locals abroad.

There are a total of fourteen Chirper camps within Gakshishu. Four camps holding 2,500 Chirpers each are dotted around the Capital City. The capital city of Gakshiizar is located on the shores of the Southern bay and houses the majority of the industry and industrial might of the country as well as 100,000 people. Three smaller towns are located in the three coastal plain hexes leading up to the Kilkamsha Hegemony border. Seven more towns are located on the peninsular area to the east of the capital (one town per plains hex). Each of these smaller towns houses 5,000 people engaged in agriculture and ranching. Each of these ten smaller towns has a Chirper camp holding 1,500 Chirpers. Railways link each of these towns to their capital city.

The camps are located approximately 8 to 10 kilometers outside each urban area. They are located within open fields (as the Chirpers are used as cheap agricultural labor during the spring and summer months). There will be limited places to hide arms caches near the camps, as there are few copses of trees or other vegetation. A handful of drainage ditches cross the landscape, and there may be some unused farm buildings (barns etc.) nearby.

The camps consist of simple wooden huts for the Chirpers. Each wooden hut is raised on short pillars to prevent any tunneling escapes. There are warmed / illuminated by a wood burning stove, and several oil lamps. The Chirpers sleep on the floor on crude thin mattresses. Each wooden hut holds 50 Chirpers.

A 2.5m high wire link fence fixed to wooden poles surrounds the entire camp. Two wooden watchtowers with oil powered searchlights are located at opposite corners of the camp. Each camp is guarded by a platoon of penal guards. These are barely trained thugs, washouts from the army, and old or injured troopers approaching retirement. They are normally armed with TL5 bolt action rifles. Hunting rifles and shotguns are also available. The guards are not given any other equipment.

The guards are housed in five 8 man wooden barracks. There is also an office / accommodation of the base commander, a small office, and a canteen / kitchen. There is a single phone connection to the nearest urban area.

The RCES Moonshadow Team could hide the arms caches in any nearby copses, or banks of vegetation, in drainage ditches or in unused farm buildings. It might also be possible to simply bury the weapons, but the frozen ground, and the need to remove any excess dirt will hinder this. There is always the danger that these caches will be found by local farmers or hunters. The Referee should consider the chance that the Moonshadow Team could encounter hunters (both during the day and night) or farmers tending animals during the day.

Serendipity hangs in orbit over Baekdusan to guide the Limgurian forces onto their target.

If the Cutters or the Grav trucks are detected, the villagers will call the nearest army base, and any army patrol will be sent to investigate. The size of the patrol will depend upon the size of the RCES forces detected. Since the majority of the TL6 Kilkamsha Hegemony army units are based in the capital city, it is unlikely that a patrol will arrive before the team have left, although the helicopter patrol may find poorly hidden arms caches.

Devious Moonshadow Agents may consider hiding the weapons within the Chirper camps themselves. During the day the Chirpers are manacled together and sent to do minor building work in the nearby towns and villages. The penal guards will go with them. The Chirper camps will be deserted except for the admin clerk and the camp cooks. Occasionally the camp medic may remain if any Chirpers or guards are ill. It should be easy for the team to approach the far side of the camp unobserved. They will have to penetrate the wire fence and then find somewhere to hide the weapons in the sparsely furnished Chirper accommodation.

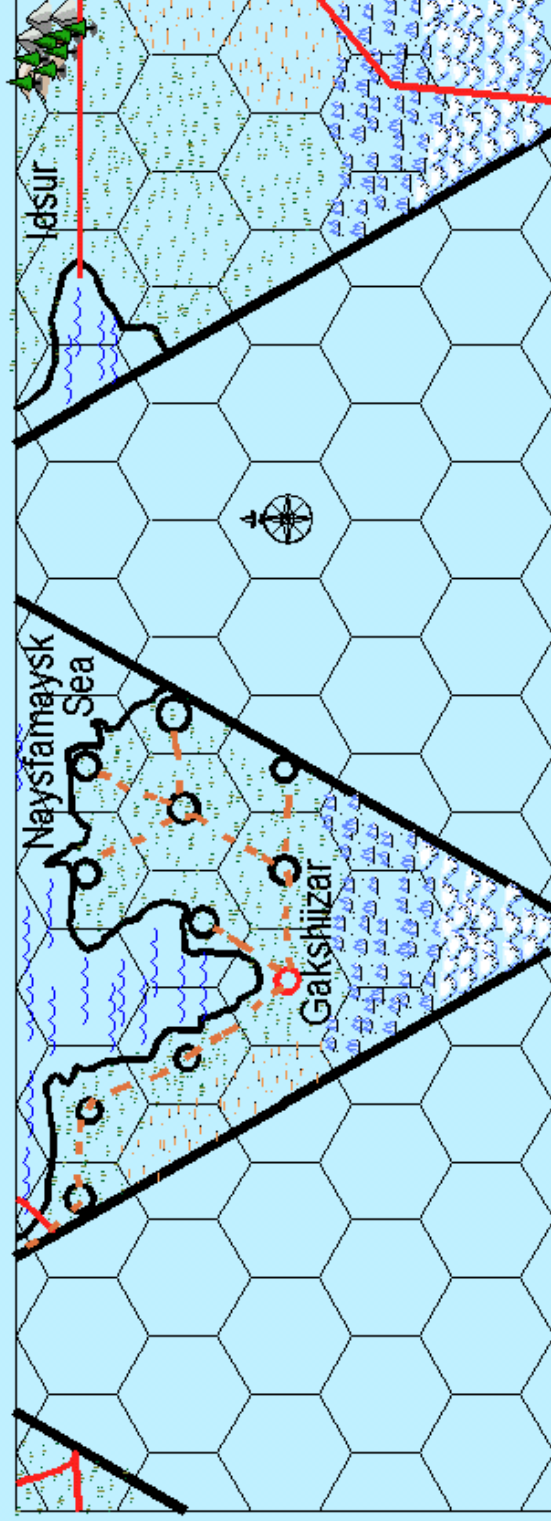
Exceptionally devious agents may attempt to get the penal guards to store the weapons by posing as Gakshishan army officers. Uniforms and trucks can be recovered from Idsur army stores (captured in the recent war). Suitably forcefully impersonations of a Gakshishan officer coupled with forged orders should convince the penal guards, that the weapons are official Gakshishu People's Army equipment being stored for a secret operation.

The Allies Advance

"I get there fastest with the mostest,"—Ancient Cavalry General N. B. Forrest on winning battles, circa mid 19th century, Pre-Diaspora Terra.

By the middle of the second week of December 1202 the combined invasion force has mustered on the Idsur / Gakshishu border. The Free Gakshishu forces include a platoon of four relic plasma gunned Grav tanks, and two companies of light infantry made up from the remaining released prisoners and local armed farmers with a paltry hodge-podge of six civilian diesel powered farm vehicles and flatbed (towed) wagons. They are supported by a company of Droyne Light Infantry from Yoyormayess, and the newly formed Idsurian Lift Armored Calvary unit (3 relic TL-11 Grav tanks, 3 platoons of Light Infantry in relic armed TL-11 Grav APC's, a HQ element in another two Grav APC's and two platoons of Grav trucks (6 trucks per platoon). The Droyne Light Infantry is crammed into the Grav trucks along with some Free Gakshishu troops.

Meanwhile in Limgur, the remaining four motorized infantry companies are preparing for their night attack on the encamped Kingdom of Light expeditionary force that has arrived outside the town of Baekdusan. The



Plains



Steppe



Tundra



Ice Cap / Glacier



Border



Town



Capital City



Railroad

1 Hex = 750 Kilometers

Gakshishu

Chapter 7 Small Victories

In the middle of December, the counter-attack begins. The combined Idsur / Yoyormayess / Free Gakshishu forces fly deep into Gakshishu in a blitzkrieg assault on the Capital city that bypasses the minor towns, only pausing to blow down the barracks of the penal guards at the few Chirper camps they pass. The remaining motorized units of the Free Gakshishu forces follow on behind.

Meanwhile the RCES Moonshadow team will have to move quickly. The Kilkamsha Hegemony will certainly move to eliminate the threat within their Chirper camps when they learn of the Droyne warriors. Once the Droyne warriors in the Gakshishu camps breakout, the Kilkamsha Hegemony will learn off it within approximately a week despite a news blackout and extensive radio jamming from the orbiting *Black Opal*. The Moonshadow Team will have to place the arms caches within the Kilkamsha Hegemony and stage breakouts within the next week to prevent a massacre of both Chirpers and Droyne.

Colonel Ahearn will agree to the Moonshadow Team continuing to use his two modular cutters for an additional fee, but will place several of his ship's troops onboard each cutter as a precaution against a Hegemony counterattack against a landing site. The limkhuu Hierate should be approached again for additional weapons.

Kilkamsha Hegemony

The Kilkamsha Hegemony's Southern border is guarded by the Fortress City of Badrishar, that sits on the flanks of the Fikru Mountains that run separate the Hegemony from the Droyne Nation of Eepa. Badrishar has a population of 50,000 along with a Chirper camp containing 5,000 Chirpers. Badrishar is also a major military base with an airbase holding a single squadron from the Hegemony's airforce. A short railroad heads Northwest to a mining town 750kms into the Badlands.

An inter-continental railroad heads Northeast to the capital city of Kilkamshar. Kilkamshar is located on the coast, just north of the equator. It is nestled in the southern of the two bays in this hex. It has a population of 250,000 people and a Chirper camp containing 25,000 Chirpers. Kilkamshar is the major industrial base and is defended by a major army base, the naval base as well as a radar station and the relic TL11 SAM batteries.

Two smaller agricultural towns (population 10,000 each) lie on the railroad connecting these cities. They are located every 750km between Badrishar and Kilkamshar. These two towns each have Chirper camps holding 1,000 Chirpers.

The inter-continental railroad also heads directly West out of Kilkamshar to another agricultural town (as above), before turning northwest and running 750km to another agricultural town. The railroad then heads directly West again for 1500km until it reaches the Northern end of the Fikru mountains. There is an agricultural town 750km down this railroad. Another agricultural town sits in the shadow of the Fikru Mountains at the end of the railroad.

The railroad heads North west again to the City of Naysfamaysk (Population 50,000 plus 5,000 Chirpers). Naysfamaysk is located at the apex of the triangular shaped bay. The railroad ends here.

The final city of the Hegemony lies on the coastal plain on the most Northern major bay of the Naysfamaysk Sea (50 Degrees North). Port Yurnhay is a port city surviving on fishing. Three mining / lumber towns are located in the badlands to the south of Port Yurnhay and are linked via railroads. Ore and lumber are sent by coastal freighter to the other cities of the Hegemony.

All the minor towns of the Hegemony were built to the same general street plan and are wholly of TL6 manufacture. They also each have a Chirper camp with 1,000 Chirpers.

The Hegemony's Chirper camps are surprisingly similar to those in Gakshishu but with several improvements. Watchtowers are located at each corner of the camp and are equipped with light machine guns. The Chirper camp guards are still third rate troops and thugs but are a little better trained and equipped than those in Gakshishu. The camp armories include two light machine guns and a box of grenades. Each camp is also equipped with a radio as well as a telephone connection. The minor Chirper camps are garrisoned by a platoon of Chirper guards. The camps containing 5,000 Chirpers are guarded by a company of guards, whilst the Chirper Camp outside the city is guarded by a full battalion of 500 Chirper guards.

Once the newly casted Droyne warriors breakout from the first Chirper camp, the rest of the breakouts will have to be performed quickly or the camp guards at the other camps will be alerted and start their massacres.

Whilst an team of armed RCES agents possibly with the support of a modular cutter and some of Colonel Ahearn's ships troops can overwhelm the garrison of any Chirper camp, the RCES will have to plan and execute multiple breakouts, possibly dividing their forces between multiple camps.

The Moonshadow Team may be forced to use long range missile fire from the *Black Opal* to cripple the guards at several sites and simultaneously blow down the fences holding the Droyne and Chirpers inside. Orbital attacks by starships will trigger retaliatory attacks

by agents of the Hegemony who will attempt to teleport aboard the ships and plant explosives or release poison gas. The *Serendipity* is psionically shielded against such an attack, but the *Black Opal* has no such protection and will have to stay in far orbit out of range of such a psionic attack. The distance of the *Black Opal's* orbit will decrease the accuracy of its supporting fire.

Once a breakout has been successful, the remaining Chirpers in the camp will have to be lead away into the countryside to prevent them being decimated by the Hegemony counterattack.

Free Gakshishu

Whilst the Moonshadow Team is engaged in the Kilkamsha Hegemony, the combined Idsur / Gakshishu / Yoyormayess taskforce has swept into Gakshishu and attacked the Hegemony units bottled up in the capital city. The taskforces first attacks (blasts from the grav tanks main plasma guns) were against the fences and barracks of the three Chirper camps. Nearly 600 Droyne warriors broke-out, leaving nearly 50 dead warriors mixed amongst the bodies of the guards.

With 600 Droyne warriors pouring into the outskirts of the City, the task force deployed its troops on the other three sides of the city. The Hegemony's army was surrounded. The Free Gakshishu forces were on one flank, spearheaded by their grav tanks, the Droyne light infantry on another and the Idsur armored cavalry on the third;.

With the Gakshishu army disbanded, only Hegemony forces were available to hold the city and protect the puppet government. A company of hegemony artillerymen provided the last line of defense around the government offices, whilst the two Hegemony civil affairs battalions and the single light infantry battalion tried to repel the invaders. The Hegemony's single wet navy combatant (a TL6 patrol craft with an 8cm gun and several machine guns) provides limited artillery support from the harbor.

The civil affairs troops were really no more than riot police and were organized to operate in massed ranks. These massed ranks were smashed by fire from the grav tanks. A single burst of plasma gunfire from a grav tank executing a pop-up maneuver was enough to send the gunboat to the bottom of the harbor. The hegemony army troops fought well, but they were out-maneuvered by the invading forces that moved their forces around the city via grav vehicle, bypassing Hegemony army positions. Psionically invisible Droyne troops completed the destruction of the Hegemony troops.

In a final act of defiance, the Hegemony army blew up the prison containing the remaining Gakshishu psions. With a single blow, Gakshishu is now a virtually non-psionic country. Only a handful of psionic officers remain

within the Free Gakshishu forces. After the liberation, the general population swarms onto the streets, and they hang the puppet government from the roof of the government offices.

Meanwhile, over in Limgur, the Kingdom of Light forces finally arrived at the town of Baekdusan, and camped several kilometers away. The Limgurian army sorted out that night under directions from the orbiting *Serendipity*. They fell on the sleeping Kingdom of Light forces and scattered the initial units. With *Serendipity* watching the battle, the Limgurians were able to withdraw when the Kingdom of Light forces started to rally.

Viceroy of the Far East, Shanim Guguushtu, commander of the Kingdom of Light army, still launched his assault on Baekdusan the next day, but fire from the *Serendipity* neutralized his artillery by knocking the shells out of the sky, whilst the Limgurian airforce strafed the approaching infantry. As their assault stalled in front of determined resistance from the Limgurian army on the walls of Baekdusan, the morale of the KOL forces shatters, and they retreated in poor order back towards the inter-continental railroad.

With the retreat of the Kingdom of Light's army, the *Serendipity* broke away from the battle and flew towards the Kingdom of Light. As it passed over the coast, a single laser blast destroyed the Kingdom's only naval vessel.

In a surprising show of backbone, Ambassador De Vras has authorized the *Serendipity* to conduct orbital strikes against Kingdom of Light forces attacking the Droyne nation of Eepa, in an attempt to stop the genocide of the Droyne civilians.

Soon laser blasts are landing amongst Kingdom of Light military formations and supply dumps. With the loss of their vehicles, the Kingdom of Light forces were unable to keep the Droyne at arms length. Kingdom of Light losses rapidly mount as psionically invisible Droyne warriors got amongst the Kingdom of Light formations.

With the crippling of the Kingdom of Light invasion, the Droyne nation of Essaymayrsis launched an attack directly into the Southeast badlands of the Kingdom of Light and linked up with the Droyne guerillas in the badlands. They seize the single human city (plains hex within the Kingdom of Light badlands) and destroy the logistical link between the Kingdom and its army. The Kingdom of Light army was now completely cut off and literally disintegrated as an organized force. For the first time in seventy years, two Droyne nations had been reunited. But the victory was at great cost, Eepa had lost its entire airforce as well as half its army and nearly 15,000 civilians to the Kingdom of Light.

Unfortunately the Chirpers mixed in with the Hegemony forces prevented the Ambassador ordering a similar attack against the Hegemony.

Unending Conflict

With Droyne warriors now on the loose within the Hegemony, the RCES team will have to keep them supplied with both ammunition and supplies. The Chirpers will also need supplies. Depending upon how many supplies were looted from the Chirper camps during the breakouts, the supply mission may be a desperate race against time, and some Chirper's may have to be sacrificed if insufficient supplies can be shipped in. With winter, gripping the Northern hemisphere, there will only be limited forage available for hungry Chirpers.

The situation is further complicated by the withdrawal of the *Serendipity*. Sealed orders delivered by a multi-mission scout from Marax and signed by Commander Ritter ordered the immediate withdrawal and transfer of the *Serendipity* to the Shenk Subsector to monitor the growing tensions with the Empire of Solee.

But the *Serendipity's* bombardment has broken the back of the Kingdom of Light invasion of Eepa, the only major remaining threat is the Hegemony invasion force that is gassing its way across Eepa.

The release of the Droyne warriors within the hegemony succeeded in its primary mission of drawing Hegemony army units out of the war with Eepa. A company of battledress equipped troops, a company of lift infantry and a company of lift artillery were diverted from the Southern army, whilst two reserve infantry battalions were withdrawn from the Northern army.

As December 1202 unfolds, the RCES will receive word of an unusual event deep in the heart of the Hegemony. A Droyne guerilla band ambushed a Hegemony military train on its way to the Southern fortress city of Badrishar. The train was carrying military orders, and the Droyne believe that the information within the orders will be of use to both Eepa and the RCES.

One of Colonel Ahearn's cutters can be diverted from its regular re-supply run to drop the RCES Moonshadow team deep with the Hegemony. Droyne warriors have marked out a crude landing zone with small fires. As the cutter lands, the warriors will quickly scuttle out from the scrub and extinguish the fires. The RCES team will be quickly lead away from the landing site as the cutter lifts off into the night. The chance of discovery by relic Hegemony units is always present.

After an hours march across the plains, the team will reach the Droyne camp and meet two Droyne Leaders and a Droyne sport acting as translator. The sport will pass on greetings from the two Leader caste and quickly

hand over the captured documents. The Droyne are unable to read any human language. With this, the Droyne will turn back to organizing their troops. The team will be left on their own for the rest of the night to examine the documents.

The vast majority of the documents are shipping information to support the ongoing information mixed in with political propaganda and the occasional citation for a soldier. Some of the shipping information will allow the Droyne to organize raids on supply trains for the rest of December. One interesting document is a general order signed by the Hegemony leadership authorizing the use of poison gas and the extermination of Droyne civilians.

One final document is addressed to the military commander of Badrishar. He is to ensure that a particular prisoner is still alive at the salt mines incase, she is needed as a bargaining chip. The prisoner is Usaandra Ibinerii, the Idsurian diplomat who made a brave but futile attempt to broach a peace deal prior to the Idsurian war. Recovery of this diplomat would be a priority for the Idsurian government.

Communications with Idsur via a tight beam link to the *Black Opal*, will confirm the Hegemony has a salt mine in the badlands 100kilomteres to Northwest of Badrishar. A spur of railway track leaves the line between Badrishar and its mining town and heads 5 kilometers into the hills to a small encampment.

Prison Break

Camp 4 is a political gulag for those who have attempted to challenge the current rulers of the Hegemony, or have committed acts of "sedition". Prisoners are kept in dismal conditions with rations barely above starvation levels and no judicial means of escape. The entire camp is an unmentioned threat to any that would think of opposing the government.

The center of the camp consists of two mineshafts approximately 500 meters apart. Each mineshaft has its own lift and winding gear surrounded by a barbwire fence and overlooked by a watchtower. Rail lines run from the mineshafts, thought guarded gates in the barbed wire to a series of storage bunkers outside. These bunkers are located above the rail line that links to the main intercontinental railway. The system is designed to drop the contents of the bunkers directly into railway wagons under gravity.

The remainder of the site consists of barracks, offices, stores, canteens and kitchens. Power and heating is supplied by a local steam engine. Food and wood for the steam engine arrive every week by train and salt is shipped out. There is no sign of the prisoners above ground. A high wire fence surrounds the entire camp with watchtowers in each corner of the compound.

The prisoners live 200 meters down in the salt caverns, working in the feeble light of a handful of oil lamps. Food and water are sent down, provided the prisoners meet their quota. No guards enter the mine, and no prisoners are allowed out. Any discipline or organization within the mines is purely the responsibility of the prisoners. One mine shaft leads to a mine holding male prisoners, the second mine shaft leads to the female mine.

A platoon of guards occupies this camp, supported by another 30 or 40 civilians who run the steam engines and provide meals for the prisoners.

Prison Locations

The mine head consists of a steel frame tower holding some of the winding gear and steel cables that support the lift. A large ugly, grimy single level concrete building squats at the base of the tower. A large chimney juts out of the roof, and a large coal bunker is located on the left hand side of the building.

M1: Boiler Room: This room holds the boiler that powers the rest of the steam engine / winding gear. A large door leads outside, and two grimy windows provide natural light. A single electric light provides night-time illumination. A coal chute penetrates the left hand side of the building leading to the coal bunker outside. An interior door leads into the Engine Room. A single stoker is present night and day to keep the boiler powered.

M2: Engine Room: This room contains the rest of the steam engine and the winding winches associated with the mine shaft. Steam pipes lead out of the building to an underground pipework trench which connects to the central prison building. Controls to raise and lower the lift are founded in this area. Two windows and a single electric light provide illumination. There are two interior doors, one leading to the Boiler Room and one to the Quarters. A single engineer is present during the day to operate the lift shaft.

M3: Quarters: A small rest area is provided for on duty staff. There is a small bed, a chair and table, a toilet, and a sink. It provides a rest area for staff when they are not monitoring the equipment. A single window and an electric light provide illumination.

M4: Coal Bunker: A bunker used to house coal for the steam engines. Large wooden planks form the structure, and a small chute leads into the boiler house. A man could crawl through the chute.

The central prison building is located halfway between the two mine-heads and is connected to both by underground pipework trenches. The central building is another concrete structure, but has two floors. It is a U shaped structure. The left side of the U houses the guard unit, and right side houses the civilian staff, and the central area holds common facilities.

CB1: Quarters: These are rooms holding two personnel in some comfort. There are two beds, two chairs, a table and storage areas. A barred window and a single electric light provide illumination. Civilian and army quarters are essentially identical, although civilian quarters general have more personal items.

CB2: Ward Room: These rooms are designed as recreation lounges for base personnel. They include chairs, a radio and television, as well as some recreational facilities (games, weights etc.). Separate common rooms are maintained for civilian and army personnel.

CB3: Toilets / Showers: Toilet and shower facilities. Separate facilities are provided for civilian and army personnel.

CB4: Officers Duty Office: A day time office for the base commander.

CB5: Officers Quarters: A large, luxurious multi-room quarters for the base commander. It consists of a bedroom, bathroom, dining room and kitchen.

CB6: Base Armory: The base armory contains the army weapons. Additional weapons and armor are provided to equip all army personnel with a rifle, submachine gun and a pistol. Additional ammunition is also stored here. Weapons from the off-duty guards are secured here as well. The armory is normally locked. Only the base commander and the two section NCOs have the keys.

CB7: NCO Quarters: These are single quarters for the section NCOs.

CB8: Offices: Civilian administrative offices associated with running the base.

CB9: Record Rooms: Rooms containing base records, primarily case files of the prisoners held within the facility.

CB10: Reception Room: A reception area for the base. A single civilian operates reception and greets any visitors. The receptionist also operates the base switchboard located behind the reception desk.

CB11: Canteen

CB12: Kitchens: A large number of civilian workers are occupied in the kitchens providing meals for the army and civilian personnel. They are also responsible for preparing meals for the prisoners. Prisoners are normally feed twice a day, with bread, and a thin stew/soup.

CB13: Pantries: Large pantries holding consumables for the base.

CB14: Equipment Room: The steam pipes from the steam engines at the mineshafts rise into this room and are used to provide piped steam heating for the central prison building. Some of the waste steam is used to power a small electrical turbine that provides power for the electric lights across the site. Electricity supplies to the mine heads are run in the pipework trenches.

Guard Locations and Reaction

The guard unit is divided into two sections each with fifteen troops and a junior NCO. A senior officer commands the guard platoon. Each section is on guard for a 12 hour shift before being replaced by the other section. Six troops armed with rifles are stationed in the watchtowers and operate the searchlights and light machine guns. Two guards are stationed within each mine compound and ensure that no prisoners attempt to escape the mines by hiding on the lifts. These guards are armed with pistols and submachine guns.

The remaining five guards and the NCO act as a reaction force and are normally barracked in the main prison building. They are armed with submachine guns and pistols.

The other guard section will be off-duty and if not having a meal in the canteen, they will be found in the common room or their quarters within the central prison building.

The guard commander maintains office hours and is normally found in his office, although he occasionally inspects the facility.

During the day, the vast majority of the civilians will be found at work in the central prison building, either working in the offices or in the kitchens. A stoker and a winding engineer will be at each mine-head to operate the lift and the steam engine that powers it. A handful of civilian workers will be moving mine wagons from the mineshafts to the railroad depot. They are responsible for filling the railcars when they arrive. The lifts are used to hoist mine wagons full of salt out of the mines several times a day. Food from the canteen and water is sent down on the lift twice a day, along with some oil for the mines interior lamps.

During the evening, the civilians are in the canteen or their common room, with most retiring by 11pm. At night, all the civilians are asleep except for a single stoker at each mine-head watching over the steam engines. Some of the kitchen staff will be awake at dawn to start the day's baking.

In the event of an attack, the watchtower guards will act as spotters and relay the intruders location to the duty NCO via a telephone line to the wardroom. They will also

attempt to contain any intruders with curtains of fire from their machine guns. Telephone connections are provided to all of the watchtowers, the reception room, the army wardroom, both NCO quarters and the base commanders quarters. Telephone communication is also provided off-base.

The guards at the mine heads will hold their positions and repel any attempts to gain access to the mineshafts and the prisoners. These guards will also open the valves on the oil stores located next to the mineshafts to pour flaming oil onto the lifts, if the prisoners attempt to break out.

The reaction force will issue out from the central building and head for the last reported position of the intruders. The off-duty guards will be roused from their beds by the guard commander, and will start arming themselves from the armory. Whilst the off-duty troops are arming themselves, the guard commander will alert the military high command using the base radio. They will be lead into battle by the guard commander in approximately twenty minutes.

The military high command will assign a squadron of aircraft to deal with any incident at the prison. These will arrive from the airstrip at Badrishar within 45 minutes of the alarm. If the air attack fails, then relic units will be pulled from the Southern front in Eepa. The Hegemony government is obviously concerned that none of these prisoners escape.

The civilian staff will flee combat, or hide if confronted by a battle.

Prisoners

Usaandra Ibinerii, the Idsurian diplomat is housed within the mine with the rest of the female prisoners. As she has only been in the camp for less than six months, she is in better condition than the rest of the inmates, but is still emancipated and weak. The remainder of the female prisoners are half starved and suffering from overwork in appalling conditions. The natural light will blind all prisoners. There are approximately sixty female prisoners, usually wives and family of convicted male prisoners.

There are over two hundred and fifty male prisoners in the other mine. They are in a worst state than the female prisoners.

Freedom

Assuming that the Moonshadow Team can drive off the camp guards, they will need to send down a small force on the mine lift in order to encourage the prisoners to come out of the mine. The prisoners are naturally wary, but offers of food and drink and an obvious non-Hegemony presence will coax them out. It will be difficult

to search the poorly lit mine tunnels for a specific prisoner. Usaandra Ibinerii will be on the second lift full of prisoners from the mine for female prisoners.

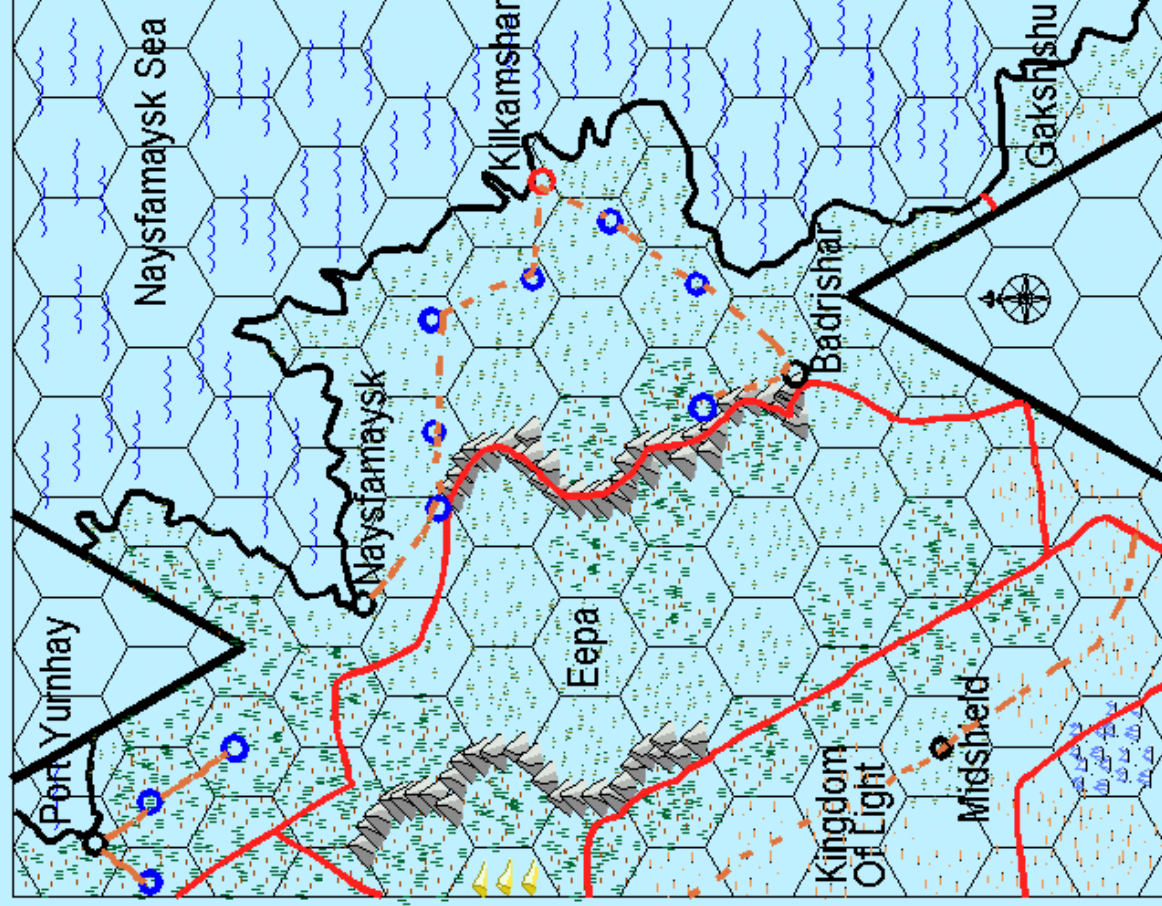
There are several hundred prisoners, and the cutter can only hold a maximum of sixty personnel (with people standing in the corridors). The vast majority of the prisoners will have to be left behind. Usaandra will understand the position, and ask that the cutter take as many as it can. She will instruct the rest of the prisoners to gather what food they can and escape into the wilderness.

The cutter can make it's escape using a high speed nape of earth run to an area away from any Hegemony presence before making an orbital ascent. Usaandra can then be returned to the Idsur Republic. As the cutter reaches orbit, it will pick up transmissions from a Hegemony relic grav unit that has arrived on scene and begun to massacre any escaped prisoners.

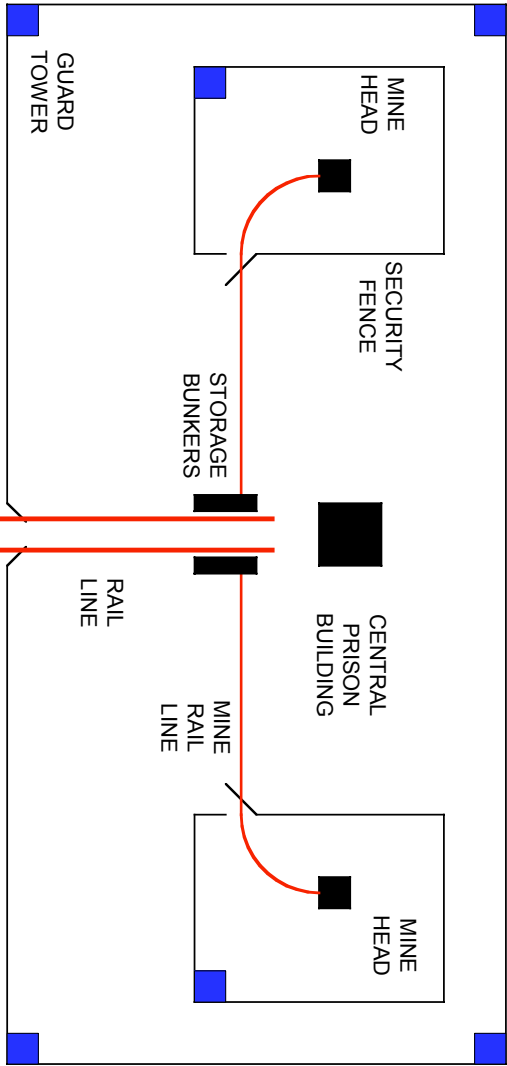
The Kilkamsha Hegemony

1 Hex = 750 Kilometers

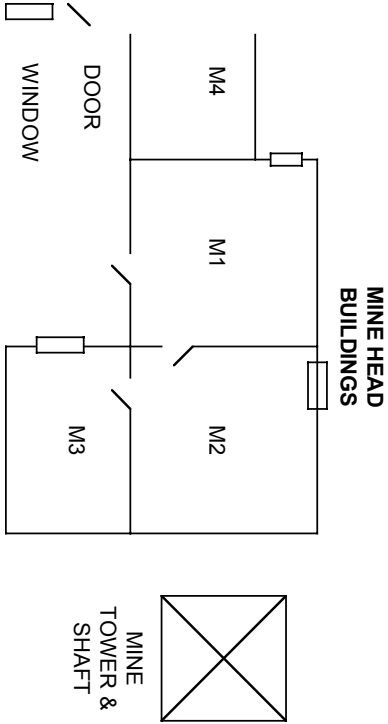
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-  Border
-  Capital City
-  City
-  Minor Town
-  Steppe
-  Desert
-  Tundra
-  Plains
-  Badlands



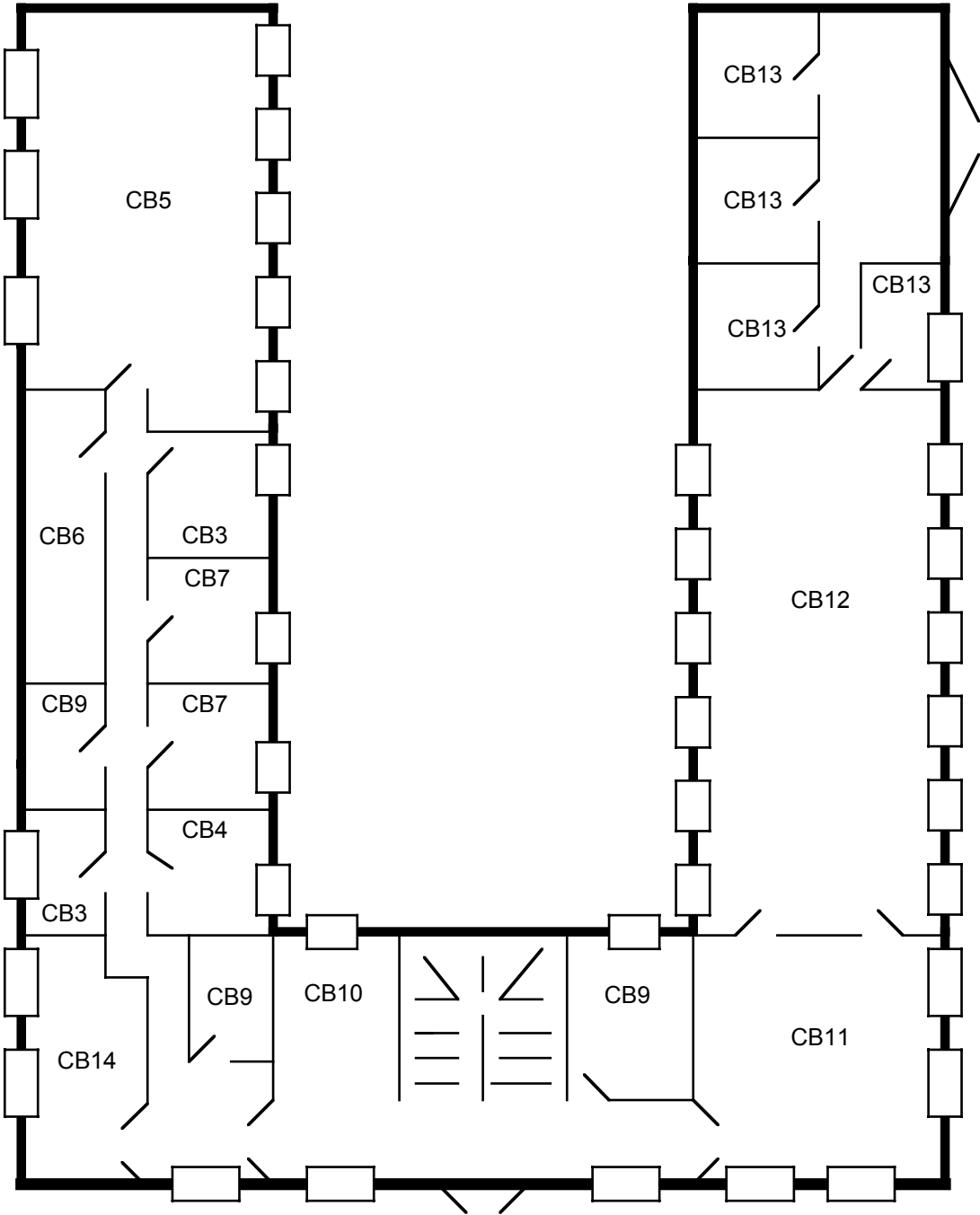
CAMP4
KILKAMSHAR HEGEMONY



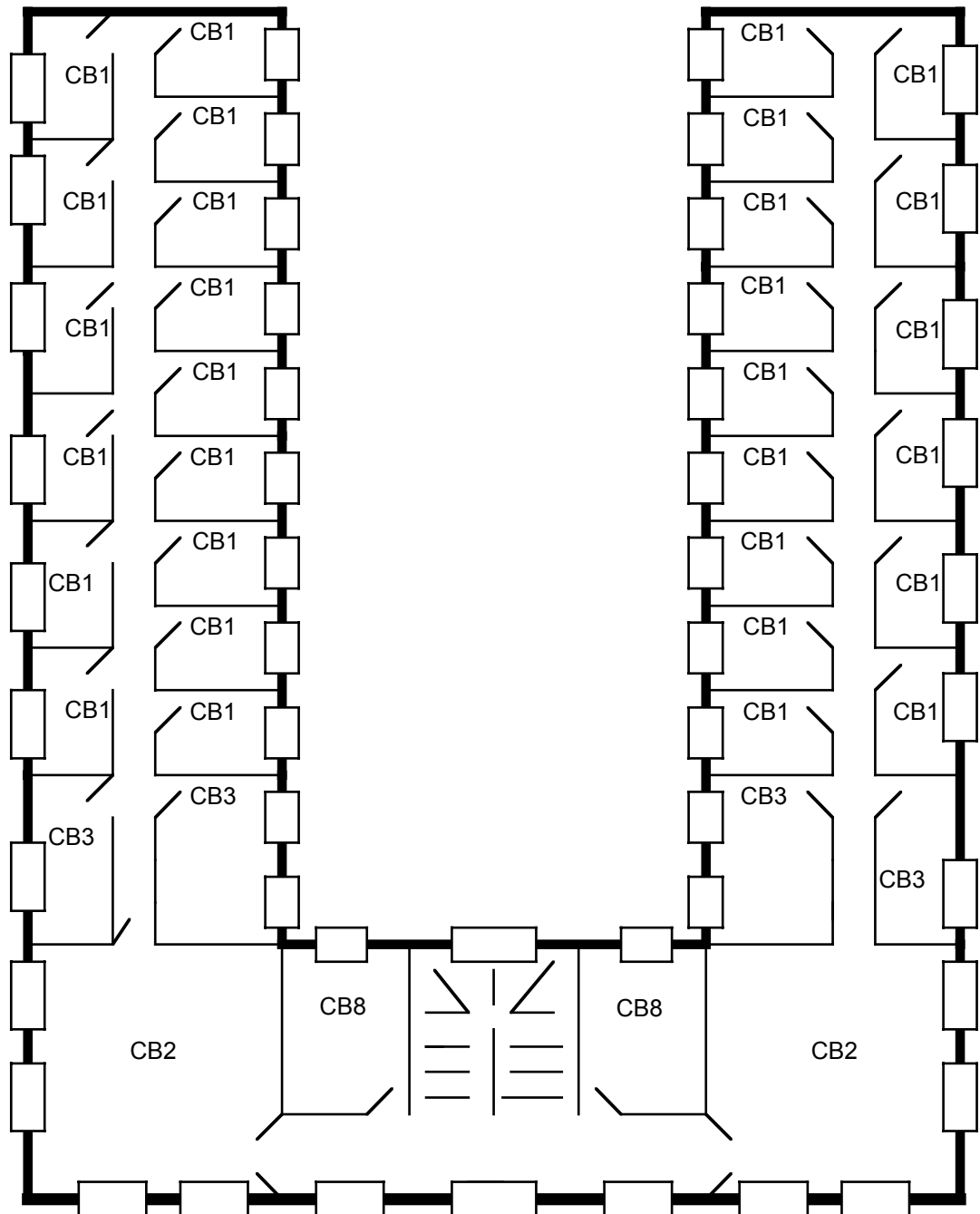
0 50 100
METERS



CAMP 4 MAIN PRISON BUILDING
LOWER LEVEL



CAMP 4 MAIN PRISON BUILDING UPPER LEVEL



Chapter 8 Last Throw of the Dice

Oytritsyu'a—defined as the Killing Between Communities (Droyne total war).

--excerpted from the Imperial Lexicon, 1116.

"You lied, you said the Chirpers would be rescued!" the Moonshadow leader was horrified. "We just ordered an orbital strike!"

"No," the Sport named Ayrs replied with an alien gesture akin to snapping his fingers at empty air, "I said there would no longer be a living Chirper near the enemy Siege Cannon. So, they are no longer hostages."

"That's cold blooded!"

"As a race, that we are," Ayrs replied evenly, taking a seat with his black as night lidless multi-faceted eyes shaded by his wings. "It is Oytritsyu'a."

NE 1203 dawns with the Droyne nation of Eepa under overwhelming assault from the Kilkamsha Hegemony. The Hegemony's forces have fallen on the weakened Droyne nation after it had managed to repel an invasion from the Kingdom of Light. Only the presence of Droyne guerrillas released from the Chirper camps with the help of the RCES, and the Hegemony's determination of exterminate every Droyne has slowed the advance.

But the Hegemony has recalled their relic forces from the front and is slowly exterminating the roving bands of Droyne guerillas. Within a few weeks, the guerillas will be gone, and the Hegemony will be free to exterminate the entire Droyne nation of Eepa at leisure.

The RCES backed loose alliance of nations has scored some minor victories. A Kingdom of Light's expeditionary force has been thrown back from Lingur and is even now retreating in poor order; Gakshishu has been liberated from its Hegemony backed puppet government. But the *Serendipity*, a Type S scout courier assigned to close orbital support has been diverted to the Shenk Subsector, and the remaining starships in system dare not enter close orbit for fear of boarding by teleportative agents of the Hegemony.

Forceful Diplomacy

The RCES camp at the new starport next to Idsur City is the current home of the RCES Moonshadow Team. A brief respite from the conflict will be shockingly interrupted by the appearance of two Droyne sports in the middle of the wardroom. The Droyne are from Eepa and wish to talk with the RCES immediately.

When available RCES personnel have assembled, the two Droyne sports will introduce themselves as Twessya and Ayrs. They have been sent by the Eepa *Aykrusk' unkrus*, or "Leader of Leaders" to ask for the assistance

of the RCES in one last mission against the Hegemony that will hopefully force its surrender, or at least put an end to the war.

Twessya will explain that the Hegemony forces have been using poison gas to depopulate Droyne towns and villages and to prevent the Droyne using their natural Psionic invisibility talent to escape. The poison gas is Chlorine which is manufactured by a chemical plant in the industrial sector of the Hegemony's capital city of Kilkamshar. The Hegemony's armed forces primarily use the gas in TL6 artillery shells, and some variants of aircraft dropped 500lb deadfall ordinance.

The Droyne plan a last gasp effort to seize this facility using their guerillas, and wish the RCES Moonshadow Team to be present to aid the negotiations with the Hegemony's government. They feel that a human face will greatly aid in the mission and will convince the Hegemony to halt the war.

They suggest that the human's use the shuttle parked outside to transfer the Marax submarine currently out in the harbor, to a position close to the Kilkamshar peninsula, but outside their air defense perimeter. The submarine can then approach undetected, and upon a designated signal from the shore, the team can swim ashore and assist the Droyne in their negotiations.

Apparently the plant that manufactures the poison gas is located on the coast just outside the harbor as it requires seawater for its operations.

Twessya will further explain that the Droyne will threaten to destroy the plant and decimate the industrial areas of the city. The corrosive chlorine will not only kill technicians but also damage irreplaceable relic manufacturing equipment.

If the team look horrified, as this Black War attack, Ayrs will smile, displaying is teeth.

"We Droyne have experienced Human atrocities and have no wish to sink to your level. We will merely disable the plant otherwise our warriors would also perish and would be unable to withdraw to continue the fight. But the human psions will be unable to read our "alien minds" and will not be able to tell that we are bluffing. We have a small supply of relic psionic shield helmets for your use if you assist. We do not want the Hegemony to read your mind and discover our bluff."

"We have a list of demands: that the Hegemony withdraw from Eepa; and never engage in war against any Droyne nation again. You may want to add additional demands to our list such that the Hegemony does not turn its attention to you."

“You have two hours to consider our plan, and then the attack will commence in two night’s time. You must be in position by then”.

If the RCES team seems unconvinced, the Droyne will add that their airforce has been destroyed, three-quarters of EEpa’s army has been lost in battle and over sixty thousand Droyne have been killed by the Kingdom of Light’s execution squads or the poison gas bombardment from Hegemony forces.

The advance of the large siege cannon has been halted temporarily by the demolition of several railroad bridges. Only this and the actions of the guerrillas have delayed the final massacre of Eepa.

With that the two Droyne will retire and asked to be shown to somewhere they can rest. Anyone watching the Droyne will see them have a short meal of large (6 inch) black beetles and then apparently go to sleep.

Referee’s Information

In reality, the Droyne of Eepa have not been completely truthful. They do mean to strike at the chemical weapons plant but will use their teleportative Droyne sports that previously infiltrated the Chirper camps to carry out the casting ritual. These Droyne will be equipped with relic equipment including battledress. The guerillas will not be committed. They are too busy committing terror raids against Hegemony communities. The Droyne guerillas have been using their Psionic invisibility to enter isolated buildings and vehicles i.e. trains, and then massacring all the inhabitants during the night

They do want the RCES to help with the negotiations, but they are more than ready to blow the chemical plant and contaminate half of the city. Their battledress equipped troops will be immune to the poison gas and will then teleport away. The safety of the RCES team will be in their own hands.

Submarine Assault

Assuming the RCES Moonshadow team decide to aid the Droyne of Eepa, the next day will be spent dragging the Marax submarine into the hold of the base shuttle, and arranging some sort of release mechanism to launch the submarine out of the cargo hold. Any technically minded team members can help with the construction of the release mechanism. The remainder of the Moonshadow team had best spend the time equipping themselves.

The submarine can be dropped into the ocean off the shores of the Hegemony, and proceed towards the capital city of Kilkamshar at best submerged speed. The submarine can hide just outside the harbor until nightfall.

That night, the submarine’s captain will detect the agreed light signal from the shore, and the RCES team can swim ashore. They will be greeted by a Droyne in battledress carrying a laser rifle.

The Droyne are in complete control of the factory. A surprise attack an hour after dark by over forty battledress equipped Droyne easily overwhelmed the handful of technicians and security guards. Droyne Warriors have replaced the human guards, and Droyne technicians are now operating the factories control center, whilst Droyne Sports and select Warriors set explosives on the Chlorine storage tanks. The Droyne takeover of the factory will not be noticed until next morning with the arrival of the morning shift of workers and the next day’s deliveries.

Gas Factory

The factory is located within an industrial area of the capital city and is surrounded by a 2 meter high brick wall. The brick wall extends around the entire landward perimeter of the factory and is only broken by two gates. One gate allows access by vehicles and is also used to factory staff. The second gate is associated with the railway. Both gates have a small gatehouse (now in Droyne hands).

The factory takes seawater directly from the harbor via several large pipes and a pumping station. Seawater is feed into large storage tanks where salt is added and the mixture heated to provide a saturated brine solution. This brine solution is then piped into large sealed reaction vessels where an electrically powered reaction is used to separate the chlorine from the brine. Caustic soda is pumped into the other-side of the reaction vessel from storage tanks. The separated chlorine is collected in large tanks before being dispatched.

Salt and caustic soda are delivered daily by train and the manufactured Chlorine gas is also sent from the factory to the battlefield by train.

Factory Locations

- 1 Guard houses: Small simple brick buildings housing a single guard and provided with a telephone.
- 2 Offices: A brick building housing reception, and offices as well as a works canteen / kitchen
- 3 Seawater Pipes
- 4 Pumping Station: A large squat brick building with no windows and an single wooden door holding electrical driven pumps and associated valves and controls
- 5 Seawater Collection Tanks: Large steel tanks holding seawater. A conveyor system dumps salt into the top of each tank.

- 6 Reaction Chambers: Large steel reaction chambers where electricity is used to separate the chlorine.
- 7 Caustic soda storage tanks: Large steel tanks holding caustic soda.
- 8 Chlorine Tanks: Large steel tanks used to collect and then store the Chlorine gas
- 9 Electricity Substation: Electrical transformers (oil filled) used to distribute electrical supplies to the reaction chambers
- 10 Rail Yard: Railway sidings for the delivery and removal of chemicals.
- 11 Gates: Each with a small brick gatehouse and a large cast iron gate.
- 12 Control Room

Meeting the Droyne

The team will be escorted to the factory's control room by the Droyne sport that met them at the shore. Twessya and Ayrs will be in the control room along with two technicians and a Droyne Leader. Twessya will hand the team several bulbous helmet like contraptions. "Please put these on, they will hide your thoughts from any Hegemony psions". The helmet like devices are TL12 Psionic shields.

Once the team has protected themselves, Twessya will continue with his introductions. "As you can see, the plan has changed slightly, our guerrillas were unavailable, and we have had to commit other forces. This expedition is under the command of Iptastthivhis, our leader. The aims have remained unchanged, we will threaten to destroy this facility and devastate their industrial facilities unless they halt the war. We would like you to start the negotiations in the morning when our presence is revealed."

"If you have communications with your ships, we would like them to fire upon the siege gun with their lasers, when they receive a coded transmission. We are sending a team to free the Chirpers being held near the siege cannon. Once they are no longer an issue, we will trigger the beacon and your ships can destroy the target, sure in the knowledge that no Droyne or Chirpers are in the area."

The team will then be free to do what they want until the morning.

The next morning, the day shift will arrive to find the gates locked, and armed Droyne visible inside the walls. Police and civil affairs troops will quickly surround the landward sides of the factory. Then the telephone in the control room will ring. A secret policeman will ask to speak with the leaders of the invaders. This is the Moonshadow team's moment to start the negotiations.

The secret police agent will start with a simple demand that the invaders surrender or face their immediate

destruction from Hegemony military forces. The Team can respond by threatening to detonate the chemical tanks. The secret policeman will be somewhat taken aback and will cease communications to confer with his superiors.

By noon, the police and civil affairs troops have erected a cordon around the factory. The cordon is a good hundred meters from the factory walls. Secret police snipers will be positioned on several nearby roof-tops. The secret police will also cut off electrical supplies to the factory to prevent the manufacture of more chlorine gas. The chlorine gas stored in the tanks is sufficient to severely damage the industrial area and fulfil the Droyne plan.

The Hegemony is hampered by the lack of regular military units in the area. The Hegemony government will recall all the relic army units currently hunting down the Droyne guerrillas and order them to return to the capital. Secret police psions will attempt to monitor the Droyne and RCES members at the factory but will be stymied by the psionic shields and the alien nature of the Droyne minds.

The Droyne will have finished mining the factory site by early morning and will be resting in defensive positions around the factory. The Droyne leader and technicians will be in the control room.

Negotiations

By noon, the Hegemony will be back on the telephone to try and negotiate a deal before their relic units arrive. The Hegemony's negotiating stance is based upon their ability to destroy the gas factory and the Droyne / RCES forces currently holding it. Their other main bargaining chip is their army and its successful campaign into Eepa. Their weakness is the vulnerability of their industrial base to the effects of a massive chlorine release from the factory either from a Hegemony attack or from an action by the Droyne.

The Droyne's negotiating stance is based upon the damage they can do by destroying the gas factory, and unknown to the RCES negotiators, the Droyne are quite prepared to blow up the gas storage tanks. Lesser negotiating points are the night-shift factory workers held in the factory canteen, the growing Limgur / Idsur / Yoyormayess / RCES alliance as a counterweight to Hegemony power, and the Droyne guerillas currently ravaging the Hegemony countryside.

It is up to the RCES Moonshadow Team to talk both sides into an agreement. If the RCES Team seem to be having difficulty convincing the Hegemony of their seriousness, the Droyne will use a surprise bargaining chip. The Droyne Leader Iptastthivhis will telepathically communicate with the surviving Droyne leadership in Eepa.

Within an hour the orbiting RCES starships will pick-up the beacon transmission from deep in Eepa. The transmission is coming from the area currently occupied by the Hegemony siege cannon and its screening forces. According to the Droyne, this transmission is the signal that all Droyne and Chirpers have been rescued from the area of the siege cannon and that the RCES starships can now fire upon the Hegemony forces.

If the RCES open fire with long range missiles or laser, then they can destroy the siege cannon and most of its surrounding army units.

In actuality, a Droyne teleportative agent in combat armor teleported into the army camp next to the ammunition store for the cannon and detonated a bomb next to one of the giant gas shells. The resulting chlorine release killed the Chirpers being used as shields to protect cannon. The Droyne were correct that when the RCES fired, no living Chirper was in the area.

The attack on the siege cannon will enrage the Hegemony, but weaken its negotiating position by damaging its army. The RCES may be horrified by the callous nature of the Droyne actions in killing several hundred Chirpers just to destroy a military target. It will remind them of Lucan's Black War strikes during the Final War.

The Hegemony will withdraw its forces from Eepa, and agree to an end to any hostilities against the RCES and its allies. In return it will demand Eepa withdraw its commandos from the gas factory and its guerrillas from the Hegemony countryside. They will also demand that the RCES and its allies do not interfere in Hegemony.

If the RCES team can negotiate a deal, then Party (Lady) Chairman (for Life) Kendra Suurkhamska of the Hegemony government will come on the phone to confirm the deal for the Hegemony. Ambassador De Vras can be contacted via radio to agree the deal for the RCES alliance.

Retreat

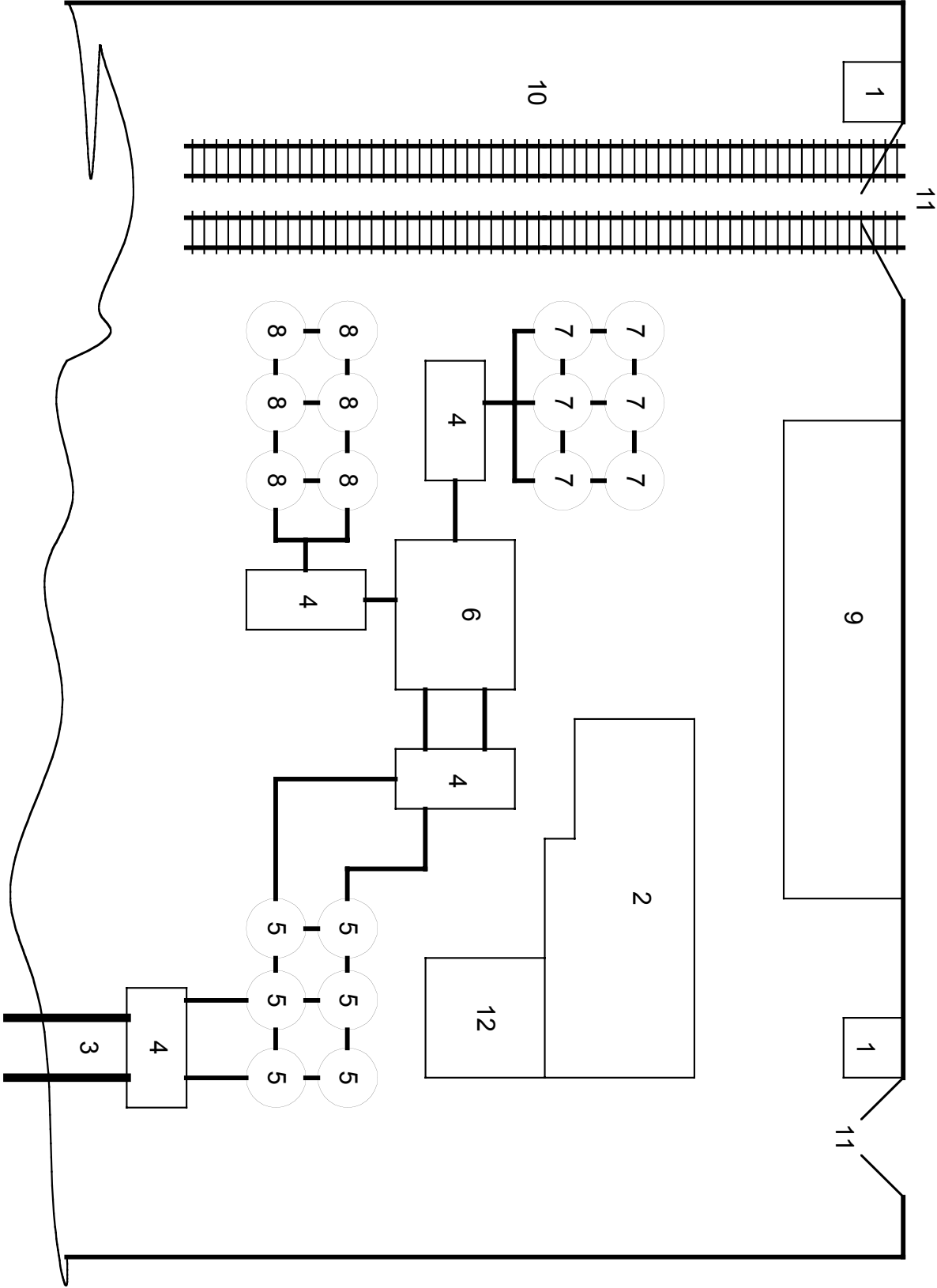
If the RCES Team fail in their negotiations, the Hegemony forces will attack. The Droyne will detonate the caustic soda and seawater tanks if confronted by TL6 troops. The caustic soda will cause painful chemical burns and potentially blind troops caught in the explosion. The seawater will merely knock-over nearby troops in a wave of water. The Droyne will continue firing on any surviving Hegemony troops.

If the Hegemony commits its relic forces, then the Droyne will detonate the explosive charges on the Chlorine tanks as well. The heavier than air gas will rapidly expand along the ground and decimate the police and army cordon. The corrosive gas will flood the

industrial area and injury large numbers of hegemony industrial technicians as well as damaging critical industrial equipment.

The Droyne will then teleport away, leaving the RCES Moonshadow team alone in the factory. The team's best hope is to make a run for the sea and swim out to their waiting submarine. The explosions and clouds of toxic green chlorine gas will provide the team will some cover.

POISON GAS FACTORY
KILKAMSHAR CITY, KILKAMSHA HEGEMONY



Chapter 9 Real Politic

With a negotiated end to the war, both Hegemony and Droyne forces will begin to withdraw to their respective countries. Troop trains will convey the last of the Hegemony TL6 forces back to their barracks. Relic units will withdraw under their own power. The RCES will have a busy few weeks transferring Droyne guerillas and Chirpers from designated assembly points within the Kilkamsha Hegemony to cities within Eepa. In the end the numbers of Chirpers to be moved are simply too great, and the Hegemony government will be forced to ship them to the Eepa borders in troop trains.

The RCES Moonshadow team can evacuate their positions at the Hegemony poison gas factory and swim back to their hidden submarine for a week long journey back to the Idsurian fishing village of Northbank. Jian Eneri Nishuuru will be transferred off-world almost immediately and will be sent to support operations in the Shenk subsector.

Eepa will also request that the Droyne and Chirpers liberated in Gakshishu be transported to Eepa. Seeing the havoc caused by the guerillas, the Gakshishu government is only too happy to oblige, and trains will run daily along the intercontinental railroad through the Hegemony to Eepa.

Gakshishu's new government will coalesce around the liberating Free Gakshishu forces and their commander Gustav Yevchensky. The government will be dealt a blow to its power when it is discovered that the Kilkamsha Hegemony stole all the weapons and equipment from the disbanded army units and shipped them back into the Hegemony. The weakened state of the Gakshishu armed forces, and the still fragile peace ensure that this issue is quietly dropped. The supporting Idsurian and Yoyormayess forces withdraw from Gakshishu back to their barracks.

In Limgur, the remains of the Limgurian army continued to push the retreating Kingdom of Light expeditionary force back to the border. With the poor quality of both troops and leadership in the expeditionary force, the retreat soon became a rout. Only the fanatical Kingdom of Light Crusaders held out in the three fishing villages. They were finally driven out by a company of Droyne warriors from Yoyormayess, who used their psionic invisibility talent to infiltrate the villages.

The return of the expeditionary force after its disastrous defeat was the final straw for internal stability within the Kingdom of Light. The Kingdom's populace and government had been shocked by the destruction of their invading army by the inferior Droyne of Eepa. The seizure of the city of Midshield deep within the eastern badlands by a combination of Droyne guerillas and a force from the Droyne nation of Essaymayrsis further weakened government power. When the Droyne drove

the population of Midshield out, it flooded the capital with train loads of discontented people.

A rumor of an expedition by the Droyne forces occupying Midshield was enough for the God-King to attempt to flee. His body was found in his quarters. An empty pill bottle was found next to the body. Apparently the relic psionic drugs he used to try and boost his psionic power to allow a teleportive escape had degraded with age. The contaminated drugs killed him.

News of the God-King's attempt to flee, and his subsequent death triggered nation-wide civil unrest.

War Without End

If the RCES Moonshadow team were unsuccessful in negotiating a peace treaty then the bloody war between the Hegemony and Eepa will continue. The Hegemony's TL6 forces were decimated by the destruction of their siege cannon, and psionically invisible Droyne troops massacred any who survived the orbital bombardment. The Hegemony was forced to draw on the captured [Gakshishu](#) equipment to supplement its dwindling TL6 forces.

But the Hegemony relic units destroyed the organized guerrilla groups and returned to the fray. Their sophisticated sensor systems allowed them to target the Droyne from beyond the range of their psionic abilities. The [remainder](#) of the Droyne armed forces were scattered and destroyed. The Hegemony's army took to exterminating the remaining Droyne civilians.

Eventually supply shortages and the terror inducing attacks of individual Droyne guerrillas was enough for the Hegemony's offensive to pause allowing the remaining Droyne civilians to flee across the border into the Kingdom of Light badlands and then into Essaymayrsis. The Kilkamsha Hegemony now controlled the former nation of Eepa but with an exhausted and greatly diminished army.

Future Tense

In the following years, the nascent Idsur / Limgur / Yoyormayess alliance will grow into a more formal pact, and co-operation between the nations will increase. With a limited amount of TL6 imports from Marax, their intercontinental railroads will be connected and trade will start.

The new Gakshishu government will loosely ally with the new Idsurian alliance but its population is still distrustful of both offworlders and the Droyne. Years of prejudice will take time to overcome. However their fear of becoming a puppet of the Kilkamsha Hegemony and the crippled state of their armed forces and psionic classes will push them into the sphere of influence of the new Idsurian alliance.

The limkhuu Hierate will go further and declare itself a haven for psionic development. It reduced its technology level to aid remove technological aids that would hinder the psionic development of its people. The Hierate will join the Idsurian alliance by 1204 and donate it relic units to the alliance military in return for a guarantee of protection.

The Kilkamsha Hegemony will remain an isolated, repressive state and will form the center of a loose alliance of similar minded states. It will spend most of its efforts over the coming decade in gaining some influence in the confusion that is the former Kingdom of Light. It will oppose any RCES attempts to stabilize the Kingdom of Light and develop a more representative government.

The Droyne nations of Eepa and Essaymayrsis will form a closer alliance to oppose the activities of the renegade humans within the Kilkamsha Hegemony. It will be on distant but friendly terms with the Idsurian alliance and the RCES. Eepa will take over a decade to recover from its losses, but newly casted Droyne from the ranks of the liberated Chirpers will bolster the decimated population. Eepa's army will absorb the Droyne warriors from the Chirper camps into large irregular forces.

By the spring of 1203, the Idsurian alliance will open limited off-world trade, but limit its imports to TL6 devices in order to continue the psionic development of its people. It will become a friendly if generally insignificant world in the expanding Reformation Coalition. The occasional adventurous individual will travel off-world, and the RCES will be able to recruit a handful of psionic agents.

The Idsurian government will be grateful to the Moonshadow team members that aided the Republic during the recent upheavals, and it is quite willing to provide the team with a place to stay if they ever leave RCES service.

Most importantly, the Droyne teaching groups from Eepa who were taken off-world as slaves by Guild raiders will have had time to caste Chirper slaves across a number of worlds in the Thoezennt subsector. The RCES will find a ready-made fifth column on these worlds to assist any future raids.

Cast of Characters

RCES

Serendipity Crew

LT. Nova Astriid “Nasty-Bee” Baez, Pilot/Ship’s Commander

Race: Mixed-Humaniti, Female Age: 31 T-years.
Home world/ Birth date: Aurora 0535/ Aubaine (M) / Old Expanses, 1171.
Career Path: Aurora System Navy (Two terms 1189-1197); Transferred to Dawn League/ later RC Navy (1198- 1202). Experienced NPC.
Location: On the Bridge of *RCS Serendipity*.

History, Personality, & Description:

Nova Astriid Baez stands 5’8” and weighs 65Kg, and looks like an exotic dancer. With her ash blonde hair and sea green eyes, she swears like a sailor; gambles like Noblewoman; drinks like a fish; and flies by the seat of her pants. Despite her brash and cocky bravado, LT Baez is a junior officer trained by CPT Pat “Who Me?” Ritter from the Aurora-class III clipper *RCS Thunderchild*. Ritter took the wind out of her sails and made her an unarmed Lander pilot after her transfer from the Aurora Navy’s prestigious Fighter wing for a year before allowing her anywhere near an armed craft.

With a surfeit of new junior officers, and the former *Serendipity* skipper up for the command of a new Multi-mission Scout, Baez got the nod to lead *Serendipity* into her third year of service for the Reformation Coalition. While she is absolutely confident of her flying abilities, Baez fronts her bravado in a façade against her inner fears of the obscurity this mission entails weighing against her ambitions of a career in the navy.

Favorite Expressions:

“Ever see an S-class do this--?” {Before doing maneuver}

“Passengers please buckle your seatbelts; we’re experiencing a little chop, just a minor bit of turbulence, and three @#\$%&! Incoming missiles...” {On a Hot landing}

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

CWO Lucas “Pappy” Howard Co-Pilot/Engineer

Race: Solomani-Humaniti Male, Age: 44 T-years.
Home world/ Birth date: Athena-Nike City-Nike Nimbus 0732/ Aubaine (M) / Old Expanses, 1158.
Career Path: Flyer-Commercial (Three terms, 1176-1188); Nimban Wet Navy, Aviation (Two terms, 1189-1197); RCES (One term, 1198-1202). Veteran NPC.

Location: Engineering or on the bridge of the *RCS Serendipity*.

History, Personality, & Description:

Lucas Howard’s rough hewn face and easy-going, lazy smile under his blue eyed stare belie a lifetime of experiences and myriad of people he’s encountered. A trim 6’1” and 100kg, Howard has been flying various commercial aircraft, spacecraft, and fighter planes all of his adult life. He is the oldest crewmember of the starship *Serendipity*, and a constant tinkerer of her engines, wringing just that marginal edge more of performance from them than even some book says it can.

Chief Howard never appears panicked, even in the tightest of jams because he’s learned the proverbial “a long time ago” a clear mind thinks its way out of it better than a jumbled one. He is justly proud of this starship, and his handiwork in her Drives and power plant. Chief Howard doesn’t mind the company in jump space, and can be a good ear to sound off on about all sorts of topics. Howard is the kind of person who attempts to get to know folks, having learned once in his past that life is pitifully short, and everyone who clambers aboard and then off somewhere from *Serendipity* might not ever come back. The other side of this is that everyone has a story or a lesson to learn from he believes, if only they realized it.

Favorite Expressions:

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

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

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

PO1 Sergey “Da Owl” Konstantin, Electronics Operator

Race: Solomani-Humaniti Male, Age: 35 T-years.
Home world: Nemyer City-Oriflamme 1235/ Oriflamme (N)/Old Expanses, 1167.
Career Path: Oriflamme System Navy (Two terms, 1185-1193); Hiver Technical School/ Aubaine (One term, 1194-1198); Transferred to RCN (beginning 3rd year in his 1st term, 1199-1202). Experienced NPC.
Location: Electronics station, *RCS Serendipity*.

History, Personality, & Description:

Sergey Konstantin with his bald scalp, brown eyes and tan appears to be a professional bodybuilder, beach lifeguard, or Bolo-ball player. Contrary to this obvious

“muscle-man” image he is erudite, professional, urbane, and soft spoken. As big as he is, few would even dare to call him a techno-geek, but this would only earn them a shrug and a “So what if it’s true? Your point is..?” Konstantin jokes to those who inquire if he, “is an only child”, or, “did he eat his family?” that he, “is the runt of the litter.”

He maybe found constantly when not on duty reading this or that tech manual, or former Imperial technical manuals for this or that odd gadget. He is the second oldest member of the crew, second to Chief Howard with whom he has a great deal of rapport and respect for. When it comes to the transients who *Serendipity* ferries about, Sergey is as closemouthed as they come, characteristic of his home world’s fatalism towards those who walk into death on a day-to-day basis. Unlike Chief Howard, he does not socialize very well except for those he has known for more than year.

Favorite Expressions:

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

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

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

PO2 Elfrikaa “Go-Hot” Ibwana, Gunner

Race: Mixed-Humaniti Female, Age: 26 T-years.

Home world: Tran-town, Aubaine 0738/ Aubaine (M)/ Old Expanses, 1176.

Career/Class: Aubani System Navy (Two terms, 1193-1201); Transferred to RCN (First year of First term 1202). Experienced NPC.

Location: Turret station, *RCS Serendipity*, or loading ramp.

History, Personality, & Description:

Elfrikaa Ibwana is a petit 5’ and 52 kg, sun-streaked rust-brown hair, deeply tanned and dark-eyed Tran-Town islander with a serious demeanor that belies her youthful innocent looking cherubic face. Elfrikaa is self-consciously aware that she is the illegitimate daughter of a now disgraced Aubani wealthy entrepreneur and a South Islander Sea gypsy cabaret waitress. On Aubaine South Islanders have been looked down upon as ne’er do wells, thieves, prostitutes, degenerate dope smoking renegades, or worse for generations on Aubaine.

Ms Ibwana however benefited from her dead father’s will, and took what the executors left her to further her education and entered the prestigious Aubani navy. Having been the victim of prejudice most of her life, she identifies with those who’ve been pigeon-holed or ostracized for being different. It has also fueled her aggressiveness, making even some Oriflamme Marines look tame when her temper is peaking. Another reassigned spacer from *RCS Thunderchild*, She sometimes wonders if she did something wrong to get assigned on this boring spy ship.

Favorite Expressions:

“Can I go Hot, Skipper?” {Upon entering any AO system from jump}

“Owl gimme the hand off—NOW!” {On target acquisition}

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

RCES Base Personnel

RCES Base Engineers & Mechanics

Chief Mechanic SGT Kerry “High-Low” Burnes

Race: Solomani Human male, age: 28.

Homeworld/ Birth date: Nemyer-City, Oriflamme/ Oriflamme/ Old Expanses, 1174.

Career Path: Oriflamme Army, Logistics & Engineering (Two terms, 1192-1200); Transferred to RCMC 2nd Brigade (Beginning 3rd term, 1200-1202). Experienced NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/ Thoezennt/ Old Expanses.

History, Personality, & Description:

Sergeant Burnes stands a hair shy of 5’8”, weighs 75kg, usually looks like he was on his way to wash his hands when something happens causing him to wipe brow and get dirtier still. He has brown hair, brown eyes. Sergeant Burnes is a natural gambler, and will quickly establish a regular game at any posting.

Sergeant Burnes skill at cards is supplemented by his intermittent psionic ability. Burnes is unaware of his abilities, and occasionally gets “feelings about the cards”. In reality he is an untrained telekinetic / clairvoyant / telepath of moderate ability.

Typical expressions:

“Aww that just bites! We fixed that thing two days ago it was running fine then!” {anything that breaks that he has to fix}

"So high or low, whaddya bet huh?" {Any wager with dice, or cards}

Private First Class Kyle "Shorty" Stavros

Race/Age: Solomani Human-male, age 26.

Homeworld/ Birth date: Nemyer-City, Oriflamme/Oriflamme, 1176

Career Path: Oriflamme Army, Engineers (Two terms 1194-1202). Experienced NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality:

PFC Kyle 'Shorty' Stavros nickname comes from the Oriflamman Army's perverse sense of humor, as he stands 6'5", red haired and freckled. PFC Gustav and he are assigned under SGT Kerry "High-Low" Burnes here on Tiniyd as support personnel for the RCES efforts here. From vehicles, to explosive devices for building or destructive intent, "Shorty" is one of the best available. His one bad habit, gambling—a direct influence with working for Burnes. Stavros is rather shy and modest about his talents, and has served under fire before (Operation: Strike Marax most recently, and on Spencer against insurgents there), and isn't afraid to return fire, or defend himself. Stavros comes from a large impoverished farming family, and is the introvert of the two lower enlisted men.

Private First Class Miguel "Cheeseburger" Gustav

Race/Age: Solomani Human-male, age 26.

Homeworld/ Birth date: Nemyer-City, Oriflamme/Oriflamme, 1176

Career Path: Oriflamme Army, Engineers (Two terms 1194-1202). Experienced NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality:

PFC Miguel "Cheeseburger" Gustav's nickname comes from a bad Oriflamman Army joke and Solomani Spanish word for cheese off of his last name. Ironically, "Cheeseburger" is also an avowed vegetarian. Gustav stands about 5'11", robustly built, and is as quick as his counter part PFC Stavros is slow to brag about what they've done, where they've been, and how much better the Oriflamman Army is over the Oriflamman Marines. This does not endear him to any Oriflamman Marines, like CPL Ruiz-Reyes.

Like Shorty, "Cheeseburger" has been to combat, as well—it's the one time he isn't talking, or bragging about something. Gustav is the extrovert of the two lower enlisted men, and besides gambling and running his mouth off on full auto, believes himself irresistible to women. Gustav is constantly confounded when his

buddy Stavros gets the girl. Gustav is an only son, and comes from a professional family of computer technicians.

Both soldiers get along well with the nearby Skala folks, particularly with Ulf Skala, the family steading's chief mechanic & electrician, and plumber. Both soldiers are trained in the use of high explosives and demolitions in constructive and destructive means, to include improvised explosives construction and use, and explosive device disarmament /defusing skills.

RCMC Security Fire-Team

CPL Stassja "Stubby" Ruiz-Reyes

Race/Age: Solomani Human-female, age 30.

Homeworld/ Birth date: Yubanos-City, Oriflamme/Oriflamme, 1172

Career Path: Oriflamme Marines, (Two and a half terms 1190-1200); transferred to RCMC 3rd Brigade (finished 3rd term 1200-1202). Veteran NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality:

CPL Stassja "Stubby" Ruiz-Reyes of Oriflamme, Solomani-Hispanic transferred here from the Oriflamme Marine Corps. At 5'1", she barely met height requirements upon entry in 1190. This is midway in her third term (First term in the RCMC, two previous terms with the Oriflamme Marines). 'Stubby' wears her hair mannishly short. Her grey-green eyes miss very little, and she is a sharp Non-com with better promotion aspects here than on Oriflamme.

'Stubby' refers not to her height however, but an abbreviated version for the word Stubborn, which she exemplifies in both good and bad definition of the word. She joined the 3rd Brigade and was promoted, and is determined to excel. She hates the Aubani SGT Handerskuyt, and his lack of self-control, and discipline. Ruiz-Reyes carries the RCES 7mm ACR with 4cm RAM grenade launcher. She relies on Trebizond and Killsplenty, and is worried Griggs is turning into SGT Handerskuyt's "yes-man".

If SGT Handerskuyt's previous actions have had him removed from Tiniyd, or he has been killed or severely wounded enough to be evacuated, CPL Ruiz-Reyes then becomes the defacto RC Marine NCO in charge at the base, although she will defer to Army SGT Burnes out of respect for his rank.

Lance Corporal Teresha "Cossack" Trebizond

Race/Age: Solomani Human-female, age 24.

Homeworld/ Birth date: Athena-Nike City, Nike Nimbus/Aubaine 1176

Career Path: Nimban Army, Drop troops (One and a half terms 1194-1200); transferred to RCMC 3rd Brigade, sniper (Finished 2nd term 1200-1202). Experienced NPC.
Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality:

Lance Corporal Teresha “Cossack” Trebizond is a transfer soldier from the Nimban Army to the RCMC where she’d been miscast as a desk clerk paper shuffler at Headquarters. Looking for a “way out of the office”, she applied and was accepted into the 3rd Brigade RC Marine Corps, and learned to shoot. Operation Strike Marax was her second combat mission, and she is one of CPL Ruiz-Reyes best marksman. Trebizond is tall at 6’1”, and blue-eyed and wears her black hair in a short topknot, hence her nickname “Cossack”.

Only the fastidious LCpl Griggs outshines her in neatness, and Trebizond isn’t as dogmatic as Griggs either, which she shrugs off as her “Army experience showing through”. Trebizond carries a Gauss rifle. She and Killsplenty enjoy an off-duty close personal relationship, and an on-duty open professional rivalry.

Lance Corporal Stefan “Old Crow” Killsplenty

Race/Age: Solomani Human-male, age 30.
Homeworld/ Birth date: Sky falls Clanholme, Spires/Oriflamme, 1172.
Career Path: Barbarian-Hunter (Three terms 1188-1200); Enlisted RCMC 3rd Brigade, Sniper (First term 1200-1202). Veteran NPC.
Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality:

An oddity by any standards in the RCMC, LCpl Stefan Killsplenty hails from the TL2 Coalition member world of Spires, where his long hair, fur headband, and leather medicine bag aren’t the only things about him “non-regulation”. By accordance to his people’s beliefs he may not cut his hair, which Griggs harps about constantly, to Killsplenty’s silent amusement. Killsplenty was an accomplished blades man and hunter on Spires, and was selected by his tribal chieftain to learn the Star-Man’s ways.

Killsplenty’s natural skill with weapons so impressed the RCES-RCMC weapons’ range instructor he was invited to join the 3rd Brigade. Killsplenty is a wiry, hatchet-hewed faced dark eyed man, who says little, watches and listens. This is the middle of his first term as a Marine, and his last combat experience was on Marax in February 1202. Killsplenty carries a Gauss rifle, and a long knife, and is currently rated the best shot of the fire team. The moniker ‘Old Crow’ is a Marine given one for his age when he entered and his black hair. Like most from Spires, he is a very deeply spiritual man, and

soothes the spirits at night while softly playing his hand carved flute.

Lance Corporal Jimmie “BTB” Griggs

Race/Age: Solomani Human-male, age 20.
Homeworld/ Birth date: Taumoto-city, Fija/ Aubaine, 1182.
Career Path: RCMC 3rd Brigade (First term 1200-1202), Trained/Green NPC.
Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality:

Lance Corporal Jimmie ‘Bee-Tee-Bee’ Griggs is a fastidious, ultra-correct Marine’s Marine, every Sergeant’s dream. His nickname, ‘BTB’ standing for “By The Book” of course. He has the reputation of being a martinet over rules and regulations, and can quote them verbatim. This of course rubs badly against those in the field with “fast and loose” ad-hoc styles of leadership. Griggs however has never failed to follow a direct order, but he has followed them literally to the letter, and the ‘T’. Griggs somehow has never seen real combat, even though he has served aboard several Coalition Ships.

LCpl Griggs is secretly intimidated by those who have been “to the two-way rifle-range” (Either have seen or have been in combat), and worries if all of this training he’s undertaken will be enough to see him through it. He carries the RCES 7mm ACR with 4cm RAM grenade adapter.

RCSA Traffic Controllers

Mabel “Mah-Belle” Haruthbaan, age: 33

Race/Age: Solomani Human-female, age 33.
Homeworld/ Birth date: Tran-Town, Aubaine/ Aubaine, 1169.
Career Path: Aubaine Aerospace Technical School, with High Honors (One term 1188-1192); Hiver Technical Institute, Honors (One term 1193-1197); Aerospace Traffic Controller (One term 1198-1202). Veteran NPC.
Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality:

Ms. Mabel Haruthbaan is a 5’8” brunette, with hazel eyes. A native Aubani and University of Aubaine Aerospace Institute graduate (Class of ‘93) she first worked for the Aubaine orbital main starport the past two terms even after earning high marks from the Hiver Technical Institute (Class of ‘97). Mabel missed out on the famous Dawn League Twelve mission for an Astrogator’s slot in the drawing of lots for the crews in 1199 and since then was passed over for even Lancer ship’s crews due to her lack of “people skills”, or being

too “bookish”. Mabel would have joined the RCN but was medically disqualified from service for her petit-mal seizures (which she takes medicine for twice daily to keep under control).

Chastened, but determined to succeed, she has since improved upon her lack of a social life, and used her knowledge she’d gleaned to get “on the ground floor” of this Coalition shoe-string mission to Tiniyd. Mabel wants to make a good first impression professionally with the RCES on her first ever mission into the Wilds. Officially she is listed here as an RCSA Civilian Communications Technician, specifically a Professional Aerospace Traffic Controller. She wears the gray-RCES Body-sleeve under whatever passes for native dress. She is single, and no longer wears her hair tied up in a professional bun, but braided down her back in a more relaxed “less librarian-looking” way.

Gemina Doppler

Race/Age: Solomani Human-female, age 22.

Homeworld/ Birth date: Nemyer-City, Oriflamme/Oriflamme, 1180.

Career Path: Bourgund Orbital starport Traffic control (One term 1198-1202). Trained/Green NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality:

Ms Gemina Doppler, and Mr. Phillip Colson are former employees of the RCSA Orbital Starport Authority from RC member worlds. Both are volunteers to the mission in the hopes of getting a promotion, and/or favorable patronage for entrance into the famous Hiver Technical Institute on Aubaine.

Like their supervisor, Ms Haruthbaan, this is their first ever trip outside the Coalition. Gemina comes from a small professional career oriented family and has a twin sister serving aboard the clipper ship *RCS Thunderchild* as a gunner named Gemma. Gemina is a petit-built, red haired, blue-eyed 5’5” exuberant, extroverted person, a rather unlikely combination coming from Oriflamme.

Phillip Colson

Race/Age: Solomani Human-male, age 23.

Homeworld/ Birth date: Nova Galos, Aurora/ Aubaine, 1179.

Career Path: RCSA Aerospace Traffic Controller (One term 1198-1202). Experienced NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality:

Phillip Colson would have made any planet’s army if “Big-and-tall” was all that was required. He stands 6’2”

and weighs 125kg, but his asthma and flatfeet kept him from military service. Like his boss, Ms Haruthbaan, he is determined to make a good showing here on this his first mission into the Wilds. Colson comes from a military-professional family, and is secretly ashamed he physically was denied entry there. Colson has sun-bleached straw blonde hair and brown eyes.

Other RCES Staff

Jenni Delacroix-Dupres, RCSA Marine Zoologist/Geologist.

Race: Solomani Human female, age: 30.

Homeworld/ Birth date: Vras City, Aubaine/ Aubaine/ Old Expanses, 1172.

Career Path: Undergraduate Degree (1190-1194); Masters degree (1195-1197), Doctorate degree (1198-1200); Scientist (Beginning 1st term, 1201-1202). Trained/Green NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/ Thoezennt/ Old Expanses.

History, Personality, & Description:

A grand daughter of the late Aubani Industrialist Umberto Delacroix, this is Jenni’s first mission out into the Wilds, and she has unashamedly used her credentials and family connections to land this job. She is an attractive scholarly looking woman unlike any other Coalition Scientists of the field. She dresses for the weather in light colored practical loose fitting clothes, and does not wear glasses (dust goggles/ Scuba mask-ok if mission calls for it) a brunette (worn in single French braid), with sea green eyes, and tanned complexion, and stands about 5’6”.

She is the warm hearted kind of person who would give you the shirt off her back if need be, and would do this kind of work in the field for free (if that was allowed), but even with a condominium in Vras City, one has bills to pay. Jenni is not a combat-person at all, and is motivated by the RCSA & RCES mission to return mankind to the Wilds. She is a bit of an idealist, and while having seen and heard the reports from the newsnets, believes the best of folk (until proven otherwise). / Science wise, she is driven by the need to expand knowledge, through either restoration of what was lost, or by discovery. This tends to get her into situations of naive wonderment.

Jian Eneri Nishuuru, RCES Moonshadow Agent (Covert Psionic Agent)

Race: Solomani Human male, apparent age: 33/ chronological age: 102

Home world/ Birth date: JEDDEL (2716) / Pasdaruu / Diaspora Sector 1100.

Career path: Criminal/Thug (One term, 1114-1118); on the run as a Psion-Courier (1119-1130); Low berthed

(1130-1200); Criminal (One half a term, 1200-1202). Veteran NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

History, Description, & Personality:

Jian Eneri Nishuuru was born in the high tech slums of Jeddel in the summer of 1100 of the 3rd Imperium. He was not quite 16 years of age when the actual events of the Iridium throne room assassination of Emperor Strephon took place on Capital, but all of his adult life afterwards would be marked by that summer. His parents were skilled Starport workers, and he the ne'er do well son, always in and out of trouble, he ran with a gang of hoodlums and minor criminals until in an anti-Imperial riot his parent's were killed in 1118.

Among these criminals, his talents were discovered by the secretive Psionic Institute of Jeddel, and he was made a protégé of one of the most foresighted of the school. Jian's natural criminal affinities, knowledge of the Starport shipyard and starships in general made him a useful asset to the Institute, which groomed him as a courier. Unfortunately, he was exposed in 1119, and was sent off world to carry messages between Institutes there in Diaspora and the Old Expanses Sector, across the new Solomani Confederation's frontier. The Institutes correctly predicted the fall of the Imperium and foresaw a day and age where they would rise in power and acceptance.

Between 1123-1128 Jian worked as a Steward on a freighter during the 'Doomed Trade' era, and recruiting for the Institute among those fleeing the Wilds and outlands for the Old Expanses frontier. Neither they, nor anyone else could predict the outbreak of the anti-organic hating AI-Virus released at Omicron Station in Core on 079-1130. Jian was a hired deckhand at the time on a Free Tradesman, and like others in the crew, and passengers (see above) he went into low berth after their vessel mis-jumped after being infected with a suicider strain.

He was awakened by the Dawn league Aubani Navy in 1200 along with Final War celebrity Professor Ilelik Kuligaan, and quickly went to ground in the jet-set criminal underground of Aubaine, as a hacker, and forger of electronic security devices. He was soon arrested not by the Aubani Police but by another Imperial remnant, who had a job for him in IV-1202. Jian was a happy go lucky, dilettante of the criminal world on Aubaine, and his celebrity status is actually what got him caught by the Long range Planning Group Security Chief Sid Papagolis. His forgery of electronic banking chips on the black market of Vras City landed him in hot water when he accessed Papagolis' account.

In the classic sense of "it takes a thief", Jian was strong-armed into the Moonshadow program as a way to

expiate for his crime spree. Tiniyd is one of the worlds he made contact with along the frontier during the 1123-1130 time period, and so he is remotely aware of the original overthrow plans the Institute there had *of then*. What happened afterwards, he is of course in the dark as much as the Moonshadow Team are.

Nishuuru is helpful and cheerful, and rather glad not to be doing time behind bars—which as long as he's useful, an amnesty and remaining free are the bargaining chips. Mr. Nishuuru is a bit of a risk taker, but he prefers to talk his way out of trouble rather than shoot his way out. He gets along with many folks, and works well with different groups of people. He has an intense dislike of secret paramilitary police, like those of his homeworld of Jeddel.

Other Reformation Coalition Personnel

Ahearn's Special Air Group, Lancer-Starmerc Colonel Thomas Ahearn,

Race/Age: Solomani Human-male, age 40.

Homeworld: Athena-Nike City, Nike-Nimbus/Aubaine 1163.

Career Path: Nimban Army Academy, commissioned, Airborne-Drop troops (Four terms 1181-1197); Mercenary-Lancer (One term 1198-1202). Elite NPC.

Location: The 800dton *Broadsword*-class Mercenary cruiser *SMS Black Opal* docked at the Nimban C-class facility in orbit.

History, Description, & Personality:

'Colonel' Ahearn is in fact an honorably retired Lieutenant Colonel of the Nimban Army Airborne Corps, a an Orbital Drop troop specialist who mustered out in 1197 and went into the salvage trade as a "Freelancer", or mercenary into the Wilds, which included sinking his benefits into a recovered and refitted 800dton *Broadsword*-class mercenary cruiser, renamed the *Black Opal*.

In the growing Salvager's trade of smash and grab missions of the growing Reformation Coalition, Ahearn's unit has carved out the niche for retrieving derelict and working starships from hostile TEDs, the latest was a to include the recently discovered *Chrysanthemum*-class 1kton destroyer escort seized from the government of Centrum of Montezuma/ Khulam in a daring raid in 1201, to four hidden *Shukugan*-class SDB's in pristine condition found in an underwater berthing base on Nova Rhyll/ Thoezennt later that same year. Ahearn's unit recently this spring acquired and refurbished a former 600dton Jump tug in the Sittahr system, and retrofitted it with external grapples in order to better carry off derelict starship or spacecraft hulls, renaming it *SMS Safe Harbor Belle*.

Ahearn is a tall, dark eyed, close-cropped sandy-haired man with an air of quiet authority those who meet him sense on sight. He speaks seldom, but when he does, it is a deep rolling emergence like incoming storm. Ahearn is plainspoken, blunt to the point of being brutal, as only a soldier can be. Ahearn takes extreme dislike for those who play fast and loose with the lives of their men, the laws and the folk of the Wilds when conducting operations outside Coalition space. All of his small unit's past operations to date have been well laid planned affairs, with an erring to the side of his men's lives and a minimal amount of violence. Ahearn wears a Nimban-Solomani Star Marine uniform with no rank or patches, with just his nametape over the right breast pocket.

RCSA Diplomatic Staff - Tiniyd

RCSA Envoy: "Ambassador" Landon 'Lanny' De Vras II,

Race/Age: Solomani-human, age 46

Homeworld / Birth date: Trybec, born 1156

Career Path: Bureaucrat (5 terms) College (2 terms)

Description & Personality

Landon De Vras is a consummate politician and business deal maker first and foremost, and a diplomat somewhere in a distant second. De Vras' family is well connected with TrybecCorp, the world government and primary interstellar shipping company of the former Dawn League, now the Reformation Coalition.

De Vras while a gifted wheeler-and-dealer in business, and shrewd federalist politician of the RCSA administrative circles, has absolutely no military experience whatsoever, and can be at best described as either an 'armchair-warrior', or a complete empty-headed dilettante. Winners, he feels strongly, always dictate the terms always to the losers.

His family have been involved in the upper levels of Trybec's government for several generations. He is the product of an exclusive education in the best schools and is convinced of his ability to determine what is best for those about him. He will treat lesser individuals such as local governments and RCES members as children who have to be guided and occasionally disciplined for their own good.

Ambassador De Vras will repeatedly ask the RCES Moonshadow team to accompany him to meetings. The team members will end up as his entourage to boost his status. They will be conscripted into a hundred menial tasks such as bodyguard, medic, secretary, general fetch and carry and may even end up serving drinks to the ambassador's guests. De Vras hopes that the Moonshadow team will learn to act diplomatically by observing him in action.

Landon De Vras stands about 6'1", with silvering black hair, brown eyes, and walks with a cane, with a distinct limp in his left knee (old collegiate sports injury), and is right-handed. De Vras dresses well, being a gentleman of the impeccable first impression-school of meeting new people, despite his middle-age paunch. De Vras is married, and has six children.

RCSA Diplomatic team- "Secretary" Bristol "Details" Dettrick,

Race/Age: Solomani-human, age 30

Homeworld / Birth date: Baldur, born 1172

Career Path: Bureaucrat (1 term) Military College (1 term), Balduri Army (1 term)

Description & Personality

Mr. Dettrick is a junior diplomat with centrist tendencies, who usually gets stuck doing all of the paper-work, and is at least a former veteran of the Balduri Marine Corps, having attained the rank of Lieutenant at the time of his mustering out during the earlier Dawn League years, where he served with distinction.

Mr. Dettrick is the real planner and achiever here of the two diplomats, his senior tends to suck up all of the oxygen and claim credit for ideas and plans Dettrick himself came up with, but he is far too stoic and disciplined to complain or discuss his superior's 'peculiarities'.

Dettrick is clean shaven of face and scalp; blue eyed, and still wears a Camouflage RCES bodysleeve suit. Dettrick stands 5' 8", is unmarried, and is still in trim despite the loss of his left leg (above the knee) in a training accident.

RCSA Diplomatic team-Clerk: Ariadnae Murphy-Khisham

Race/Age: Mixed Vilani Human, age 26

Homeworld / Birth date: Aubaine, born 1176

Career Path: Bureaucrat (1 terms) College (1 terms)

Description & Personality

Ms. Murphy-Khisham comes from a family of middle class professionals, and this mission is her first outside the Coalition sphere, so she is determined to do her best, no matter the unpleasantness. She is a Federalist. She is unmarried at present, except to her job, and her two bosses.

RCSA Embassy Security Officer: SGT Johannes "Big Bear" Handerskuyt

Race: Solomani Human male, age: 32.

Homeworld/ Birth date: Vras City, Aubaine/ Aubaine/ Old Expanses, 1170.

Career Path: Three terms Aubani Marines, 1 term (middle of) RCMC.

Description & Personality:

Johannes was the security chief at the RCES forward base before getting shipped back the RC due to a combination of problems such as drinking, insubordination and his anti-psionic attitude. He has discovered the Sgt. Kerry Burnes is a psionic and hates him for it. In a typical bureaucratic mistake, Sgt. Handerskuyt has been posted back to Tiniyd due to this previous on-planet experience and his last commander's glossing over of his fault (in order to get rid of him).

Johannes is 6'3" 105kg, and heavily muscled. He has red hair, blue eyes and freckles. He is a member of the local survey team, but his strength means that he is a fair hand at heavy mechanical work and can often be found around the base helping out. Johannes does have a deep-seated prejudice against psions. His gambling habit has hindered his promotion prospects. Johannes is prone to violence over perceived injustices such as psions, lack of promotion or losing at cards.

Typical expressions:

"Yoo want that moved? Jus call th' Big Bear ta do it, 'kay?" {while shoving aside someone smaller}

"This planet stinks of psions..gives me da creeps".

RCES Court of Inquiry Officers

RCMC 3rd Brigade (Thoezennt Subsector) S-4: Major Morgana "Velvet-Hammer" Straub,

Race/Age: Solomani Human, Female, age 38
Homeworld / Birth date: Nike Nimbus, born 1164
Career Path: Army/Marine (4 terms), Military Academy (1 term)

Description & Personality

She is the Coalition's Logistician for the Thoezennt subsector theater of operations in the AO, and serves the 3rd RC Marine brigade in the same capacity when the unit is deployed. This mission has particular personal inferences to her, as her husband, and only brother both served aboard the *RCS Eos*, lost in action recently, and she takes the physical loss of a starship asset and crew very seriously. Her political loyalties lie with the Federalist cause.

Major Straub is an unimposing-looking blonde haired, green-eyed, short woman (She stands a scant 5' tall), whose body movements resemble those of a stalking Cheetah, and speaks with an acerbic wit borne of two decades of military service.

RCSA Bank & Finances Committee member: The Honorable Mr. Francisco Oberkopf-Sanchez,

Race/Age: Solomani Human, male, age 39
Homeworld / Birth date: Oriflamme, born 1163
Career Path: Oriflamme Marines (3 terms), Bureaucrat (1 term)

Description & Personality

Mr. Oberkopf-Sanchez is a former distinguished and decorated Oriflamman Army Special Forces, currently serving on both the Bank & Finance committee that oversees the disbursement of RCSA funds, and is the ranking member of the Coalition Standardization of Arms and Ammunition Reformation Coalition committee (**CSAARC**). As expected given his position, he is an ardent Centrist.

Mr. Oberkopf-Sanchez resembles what most would presume to a stereotypical "bean counter", from his rumpled thinning hair, to his reading glasses. Those presuming so will be in for a shock to learn this man formerly held the rank of Lt. Colonel at the age 35 before being medically discharged with Parkinson's disease. He is less confrontational than Straub, but his soft questions bear an unyielding resolve that will compel answers to what it is he seeks.

Idsurians

Idsur Security personnel:

Ivandra Iskyurat

Race: Solomani Human female, age: 30.
Homeworld/ Birth date: Hesselbach-Idsur, Tiniyd/ Thoezennt/ Old Expanses, 1172.
Career Path: Psionic Training (One term, 1186-1190); Government Security Agent (Three terms, 1190-1202). Experienced NPC.
Location: RCES Forward Base, NW Idsur, Tiniyd/ Thoezennt/ Old Expanses.

History, Personality, & Description:

Ivandra is blonde, 6' and slim, freckled-faced with sky-blue eyes and wears her hair mannishly short (Primarily due to Tiniyd's warm climate rather than fashion sense). Her wardrobe are women's pant suits, or business dresses of light colored local made fabrics, and eschews all but the bare minimum of makeup and jewelry. She prefers stud-earrings as opposed to hoops, and wears only her class ring from high school. Ivandra is single, and has a younger brother (by two years) in the small but prestigious Idsurian Air Force stationed near the capital. Their parents were killed in an incursion from the Kingdom of Limgur fifteen years ago on Hesselbach, and she was at the Institute in Idsur City.

Ivandra is a loyal servant of the Republic of Idsur, and to the Idsurian Ministry of Security. She is an upstanding citizen of Idsur with a Girl-Scout clean background from a loyal and patriotic family. She has had to use her firearm for the Republic before, and isn't afraid to do it again if it comes down to it. Ivandra's loving side of her personality is displayed when speaking about her brother, or her partner (whenever Ashraam is out of earshot), as well as towards children (ages 0-13 years). Her job with the Ministry of Security means little time for a husband, and far less to be a mother.

Typical expressions:

Ever think about getting married? All the time, why yes! But my duty to the Republic doesn't allow time for the luxuries of a husband or children." (Wistfully)

"Is Ashraam my what?? I said he was my partner, not my lover, or boyfriend!" (Defensively to any who ask about the relationship the two of them share, and blushes)

"If we're in a hurry, I drive. If we're not, then Ashraam does," (To anyone on who drives their vehicle & when)

"Ashraam, I'm getting that funny feeling again that something else is going on here, feel it?" (Fondly said without smiling)

Jorge Vasquez, Idsurian Ministry of Security Agent

Race/Age: Solomani Human-male, age 31.

Homeworld: Hesselbach-Idsur, Tiniyd/Thoezennt 1171.

Career Path: Idsur Army, TL11/10 Lift Infantry (One term 1189-1193); Transferred to Idsurian Ministry of Security (Two terms 1194-1202). Veteran NPC.

Location: RCES Base Northwestern Idsur, Tiniyd/Thoezennt.

History, Description, & Personality:

Jorge Vasquez is a former Lift Infantryman sharpshooter, who transferred to the Ministry of Security, and has served ably and well. Jorge is a tall, ruggedly built, dark haired, dark eyed fellow. He is Agent Ashraam's replacement upon his death, being re-assigned after escorting Envoy-Negotiator Usaandra Ibinerii to the rendezvous with the RCSA envoy. Jorge's parents are retired civil servants, and live in Hesselbach. He is the eldest of three children, having a married sister dwelling in Idsur City, and a younger brother in his first enlistment in the Idsur Army TL-11/10 Mobile Artillery. Mr. Vasquez fits the bill of the tall, dark, handsome, strong silent type well, according to his personnel jacket, and was handpicked to compliment the more loquacious Ivandra Iskyurat after her partner's death. Neither Jorge nor anyone in his family is psionic.

As a former serviceman, Jorge is familiar with the common Solomani-occupation relic military and paramilitary gravitic vehicle types, their strengths, and their weaknesses. RCES team members who encounter him will find him talkative enough about firearms, and small unit tactics. His own views about psions reflect those typically found in Idsur—that they are the evolutionary height of mankind, but not enough research has been done to see it become more commonplace. He does not, and will not openly regret his lack of psionic abilities, having found his accepted niche in this society.

The Limgurians

Kingdom of Limgur Envoy:

Major Pietro Enerii Vaashishan

Race / Age: Mixed Vilani Human male, age 34 (born 1168).

Career Path: (3-terms Limgurian Royal Army, Battledress Troops 1 term Military Academy),

History, Description, & Personality:

Vaashishan is a professional soldier, and was the field commander of the LRA's battledress troops recently involved in the Idsurian invasion. He is duty bound to carry out the orders of his ruler, and seek terms, using Limgur's Chirper population as a bargaining chip, in order to receive aid from the victors against the meddling invasion from the east from the Kingdom of Light..

Vaashishan stands 6'2" tall, built like a grav-ball defensive lineman, with close-cropped of hair and clean-shaven, his sun bronzed face is covered with fencing scars, leaving his visage marked in an unfortunate bland sleepy-eyed expression.

Kingdom of Limgur Envoy's escorts/bodyguards:

Franco Shaam (E6 veteran NCO, 3 terms)

Michellina Ducci (E5, Junior NCO, 2 terms)

Sanzo Bellertii, (E4, Senior enlisted man, 2-terms).

History, Description, & Personality:

All three wear their LRA uniforms with pride, and care, being seasoned disciplined soldiers, of Limgur's elite relic Battle Dress platoon. They are, like their commander, the sole survivors of Limgur's Battle Dress three platoons. Their loyalty and protectiveness for their former unit commander is unshakable. Aside from their LRA specific insignia, the RCES team will find they have the same élan and esprit-de-corps Idsur's Battle Dress troops have.

Edvard Cizek, Prime Minister (Former Limgurian Spy/ Saboteur)

Race/Age: Solomani Human-male, age 54.

Homeworld: Saysmarsk Stadt-Kingdom of Limgur, Tiniyd/Thoezennt 1148.

Career Path: Limgurian School for Telepathy (1162-1163); transferred to Limgurian School for Clairsentient Studies (1163-1164); Selected for Limgur Royal Intelligence Training, graduated honors (One term 1164-1168); Undercover mission into Idsur (1168-1202). Elite NPC.

Location: Limgurash City, Kingdom of Limgur, Tiniyd/Thoezennt.

History, Description, & Personality:

‘Edvard Cizek’ is the new Limgurian Prime Minister. He rose to this position as the result of the Kingdom of Light attack against the Limgurian government. His status as a war hero as well as a skilled psionic agent and a colonel in the army ensured his rise. He was seen as a compromise candidate with no bias for any of the factions at court.

As a former covert agent within the Idsur Republic, Edvard is very familiar with the operations of the RCES Moonshadow team and the potential benefits that an alliance of convenience with the Idsur Republic and its off-world backers would bring to the weakened Kingdom of Limgur.

Edvard has considerable experience of blending in, and is a charming host, but is quite capable of ordering the execution of the Moonshadow Team whilst maintaining a friendly demeanor. He is an adequate shot as well as a skilled cabinet maker. Edvard is also a strong mid-level psion with telepathy and clairvoyance talents.

Droyne

Pepsir

Pepsir is a Droyne sport, especially trained for contact with humans. He has moderate psionic abilities in telepathy. He has been trained in various diplomatic skills as well as human languages. He is a poor shot.

As a typical Yoyormayess Droyne, Pepsir is moderately xenophobic when confronted with humans, although his diplomatic skills allow him to hide these feelings. The crusades have taught the Droyne to be cautious around humanity. The control of the Droyne council of leaders (Aykruskloss) is rather limited in Yoyormayess and local Droyne leaders and sports frequently divert resources from centrally directed projects to their own communities. Pepsir will also take this independent attitude in relations with the RCES humans if circumstances dictate.

Twessya and Ayrs

Twessya and Ayrs are also Droyne sports but they have been specially trained as members of the covert teams

that teleported into Chirper encampments to caste the young as Droyne warriors. As such they are both highly skilled psions with teleportive and telepathic talents. They are particularly skilled in the Droyne psionic talent of forgetfulness that allows the psionic suppression of memories.

They have also been extensively tutored in casting skills and basic combat.

As typical for Eepa Droyne, they are highly organized and respectful of central authority. They are very aggressive and xenophobic towards humans, but will put their prejudices behind them in order to gain the help of the RCES. But they are quite skilled and ruthless and will not worry about abandoning the RCES personnel if required, although they will not just leave them unless the situation requires it.

Iptastthivhis

Iptastthivhis is a typical Eepa Droyne and possibly even more ruthless than his two Sports (Twessya and Ayrs). He has received similar training but with less emphasis on combat skills and more on instruction, tactics and leadership. He has a fair grasp of infantry tactics and great strategic skill. Iptastthivhis is a highly skilled psion with telepathy and teleportative talents.

Droyne leaders are slightly taller than technicians and are normally 1.5m high and mass approximately 35-40kg, although they are more stocky than technicians or sports. They have a noticeably enlarge head, and well developed wings.

Leaders are trained exclusively in leadership abilities with additional training in psionics and skills such as instruction and interrogations.

Droyne Warrior

Droyne warriors are the most physical impressive caste with typical specimens being nearly 2m high and weighing close to 50kg. Even with this impressive size, they are still less strong and dexterous than a typical human being. Droyne warriors are competent and brave, and their willingness to put the Oytrip's safety above their own makes them determined adversaries. Due to their lesser physique, warriors general carry lighter weapons such as carbines and SMGs, supplemented with grenades. Their hollow bones make them vulnerable to hand to hand combat and they take double damage in hand to hand combat with larger, stronger creatures.

Warriors are usually skilled in two weapons to a level equivalent to an experienced human soldier. They also usually have knowledge of survival, tactics and reconnaissance skills. They rarely have any psionic abilities beyond the Droyne innate psionic abilities of

invisibility and homing. Whilst being skilled warriors they are incapable of other military tasks and require leaders for strategic direction, technicians for maintenance of their weapons, and sports for scouting and other tasks that require individual initiative.

Droyne Sport

Droyne sports are less physically impressive than a warrior, but are still 1.2m to 1.5 m tall, and generally mass in the region of 35kg. Again they are not as physically as strong or dexterous as a typical human. They suffer the vulnerability of all Droyne to physical combat due to their hollow bones, and are limited to lighter weapons.

The sport is used for tasks that require independent initiative, and tends to have a jack of all trades array of skills. They are also usually medium power psions. In a military situation they perform scouting and courier duties and are usually armed with a carbine or a SMG. They will make full use of their psionic invisibility talent in their scouting duties.

As Droyne sports are more intelligent and generally less bound by typical Droyne society prejudices, they are more likely to seek out non-Droyne to gain new knowledge and experience. Initial contact will be limited due a lack of a common language and the difficulty in using telepathic psionic abilities on different races.

Droyne Technicians

Droyne technicians are not physically impressive, measuring only approximately 1.3m high and weighing only 30kg. They have a lean and wiry look with small under-developed wings. They do however have long dexterous digits, and have a slightly lower dexterity than the average human. Their hollow bones make them vulnerable to hand to hand combat and they take double damage in hand to hand combat with larger, stronger creatures.

Technicians are usually very skilled in technical subjects, surpassing the average human, however they are complete untrained in combat skills and have no other skills either. They are also not especially trained in psionics although occasionally a psionically adept technician can be found.

The technicians assigned to the Eepa attack on the poison gas factory have been trained to psionically teleport. They are fixing technicians, skilled in equipment repair but with no significant deeper engineering or scientific knowledge. They are not trained to dream up new systems.

Vessels

RCES Serendipity

A relic TL-15 scout courier that has been upgraded with Jump-3 drives, associated power plant and controls and additional accommodation to support RCES long-range covert assignments. The *Serendipity* requires a crew of 4, a pilot, gunner, engineer and a sensor operator/navigator.

Classic Traveller

SC-1232631-000000-40000-0 100tns MCr 72.63
BB 1 TL-15
B 1 Crew 4
Fuel plant & scoops, Fuel = 36, EP = 6, Ag = 2, Troops = 0
Pass = 2 (2 x SSR), Cargo = 2, Low = 0, Craft = None
Crew 4 (Pilot, Navigator/Sensor Operator, Gunner, Engineer) 4x LSR.

IISS Purcell Class Xboat Tender

The Purcell class Xboat tender was a common IISS design found through the 3rd Imperium at every world on the Xboat Network. The tenders supplied, and maintained the Xboat fleet as well as acting as communications relays, transports and misc. support for the Xboats and their crews. The most unusual feature of the Purcell tender is its cavernous Xboat hanger, capable of carrying 600 tons of vessel.

Classic Traveller

XT-A311132-040000-20002-0 1000tns MCr 338.856
BB 1 1 1 TL-10
B 1 1 1 Crew 10
Fuel plant & scoops, Fuel = 110, EP = 10, Ag = 0, EmAg = 1, Troops = 0
Pass = 0, Cargo = 58, Low = 20, Craft = None, Laboratory, Machine Shop,
Pop Turret, Pulse Lasers, and Hanger Deck: Capacity 600tns
Crew 10 (Pilot, Navigator, 3 Gunner, 3 Engineer, Medic, Commo Officer) 10x LSR.

RCS Black Opal

The *Black Opal* is a recovered Broadsword class mercenary cruiser and it's the main combat asset within "Ahearn's Special Air Group" lancer company. The cruiser also carried two 50tn modular cutters and four cutter modules.

The *Black Opal* carries of crew of 17 (pilot, navigator, surgeon, 5 engineers, five gunners, two cutter pilots and two cutter gunners), 27 troops and the owner aboard "Colonel Ahearn".

Classic Traveller

MC-8533352-000000-30004-0 800tns MCr 569.9
BB 4 1 TL-12
B 4 1 Crew 17
Fuel plant & scoops, Fuel = 278, EP = 24, Ag = 1, EAg = 3, Troops = 27
Craft = Two 50tn Cutters, 2 Additional Cutter Modules, Air/raft.
Pass = 1, Cargo = 80, Low = 0,

Modular Cutter

YY-0204411-000000-00001-0 50tns MCr 30.75
BB 1 TL-12
B 1 Crew 2
Fuel scoops, Fuel = 2, EP = 2, Ag = 4, Bridge, 30tn Cutter Module, Agility 6 without module.
30 ton Cutter Modules:

2 Fuel Modules, each equipped with fuel scoops and 28 tons of fuel storage. MCr = 1
1 Passenger / Cargo Module with 10 passenger couches and 25tns of cargo. MCr = 1
1 Gunpack Module with a triple beam laser turret (1 Battery Factor 3), Computer Model 1, Associated power plant and fuel for 4 weeks, Crew accommodation. MCR = 8

SMS Safe Harbor Belle

The *Safe Harbor Belle* is a recovered mule class jump shuttle used in the imperial era to transfer large system defense boats between systems. This vessel is now used as an unarmed tug to recover derelict starships after the troops from the *Black Opal* have secure the area. The ship is streamlined to allow recover of crashed vessels. The *Safe Harbor Belle* carries of crew of 7 (pilot, navigator, medic and 4 engineers).

Classic Traveller

JS-6641641-000000-00000-0 800tns MCr 477.13
TL-12, Crew 7, Fuel plant & scoops, Fuel = 396 (enough for Jump 6), EP = 36, Ag = 1,
Craft = None, Cargo = 11, Pass = 0, Low = 0,

When carrying a vessel up to 1000tns, the jump shuttle's performance is reduced to Jump 1, Maneuver 1, Power Plant 2, Agility = 1, and has sufficient fuel for Jump 2.

Marax Covert Transport Submarine

Design by Ushugaam I during the unification wars on Marax. It was designed to covertly re-supply isolated military bases and to insert small commando teams. It is unarmed in keeping with its cover mission. The submarine has a crew of 7: captain, helmsman, navigator/sensor operator, medic/ steward and three engineers. The captain has his own small cabin, but the rest of the crew are forced to endure cramped accommodation.

It can hold a team of 8 commandos in cramped quarters in a separate compartment with its own galley facilities. This compartment can be pressurized separately to allow decompression of divers. The cargo area (11.76 dtns) is also designed to be flooded to allow the underwater unloading of cargo.

Several of these vessels are still in service with the Marax military and several others have been transferred to the Marax Merchant Marine

The submarine is a Tech Level 6 design massing nearly 36 displacement tons and armored to the equivalent of an ATV. The reinforced hull allows diving operations down to 60m. The vessel costs Cr1,890,060

The submarine is powered by a internal combustion engine for surface operation and a battery powered drive system for underwater use. The submarine can operate for 6 days on the surface (using 4.5 dtns of fuel) and 1 day underwater before recharging. The submarine has a maximum speed of 10kph on the surface and 5kph underwater.

Typically for a TL6 design the submarine has limited sensors and communications, primarily a 5km sonar system backed up by 6 lights with a 6m range and the ships periscope. Communications are limited to a 500km radio system.

The following equipment rounds of the submarine's standard fixtures:

- 2 galleys (8 people each),
- 2 freshers,
- 2 freshers/showers,
- sickbay,
- winch Str 10,
- airlock,
- high pressure pump (ballast),
- low pressure pump (cargo hold),
- low pressure pump (passenger area pressurization).

Order of Battle:

Idsurian Republican Army (+ 1,000 Reservists)

Nautical

- 37 experienced personnel with a handful of unarmed TL6 coastal and riverboats.

Air-Force

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

Army Combat Units

- Three Heavy Grav Infantry platoons (TL12 Battledress equipped Veteran troops in 32-man platoons)
- One Lift Infantry Company (TL11/experienced troops in a 100-man company, 20 Grav APC's)
- One Motorized Infantry Company (TL6 trained/novice troops in a 100-man company, 24 4WD vehicles)
- One Air-Mobile Infantry Company (TL6 trained troops in a 100-man company with 12 TL6 transport helicopters)
- One Reconnaissance Cavalry Platoon (TL6 trained troops in a 30-man platoon equipped with 8 armored cars)

Support Units

- One Lift Artillery Company (TL11/10 experienced troops in a 100-man company, 20 Grav Self-Propelled Guns)
- Two Grav Medevac Platoons (TL11/experienced troops in 30-man platoons, 12 Grav Ambulances)
- One Grav Military Intelligence Section (TL11/10 experienced troops in an 18 man section,)
- One Field Artillery Company (TL6 novice troops in a 100 man company, equipped with 18 towed howitzers and 18 half-tracks, 6 Supply trucks).
- One Field Hospital Company (TL6 novice troops in a 100-man company with 12 wheeled field ambulances, 12 Medevac helicopters and 2 command vehicles)
- One Engineering Company (TL6 novice troops in a 100-man company, 8x Bulldozers, 4x Flatbed trucks, 8x Dump trucks, 4 Supply trucks)
- One Military Police Platoon (TL6 trained troops in a 30-man platoon equipped with 8 armored cars)

Total: 1321 personnel Active duty

Idsurian Rep. Army Ready Reserves

Infantry

2 Battalions Light Infantry (TL6 trained troops in 10 TL6 100-man companies).

Total: 1000 trained personnel

Royal Army of Limgur

Nautical Force

- None

Limgur Royal Airforce

- 1 squadron of TL6 fighter/bombers with 6 aircraft & 100-personnel. Total = 100 experienced personnel.

Royal Army Combat Units

- None

Royal Army Support Units

- One Field Hospital Company (TL6 trained troops in a 95-man company with 12 wheeled field ambulances, 12 Medevac helicopters and 2 command vehicles).
- One Engineering Company (TL6 trained troops in a 95-man company, 8x Bulldozers, 4x Flatbed trucks, 4x Dump trucks, 4x Supply trucks, 4x tracked engineering tanks / recovery vehicles).

Total: 200 Active Duty Personnel

Limgur Royal Army Reserves

Infantry

7 Light Motorized Infantry Companies (TL6 trained troops in 100-man companies, 6 troop carrier light skinned 4WD TL6 trucks each)—Placed on Border and Garrison duty.

1 Light Motorized Infantry Company (TL6 trained troops in 100-man company – remains of two companies partially destroyed in Idsurian War – unit being restructured).

Total: 800 trained personnel

Gakshishu People's Armed Forces

Gakshishu People's Armed Forces

Nautical Force

- 49 experienced personnel with a handful of unarmed TL6 coastal and riverboats.

Gakshishu People's Airforce

- 1 squadron of TL5 fighter/bombers with 6 aircraft & 100-personnel, also includes a co-located air-defense radar installation at Capital (25 personnel). Total = 125 experienced personnel. *Units disbanded and pilots purged.*

Gakshishu People's Army Combat Units

- One Heavy Grav Infantry Platoon (TL12 Battledress equipped Veteran troops in 32-man platoons) - Disbanded and personnel purged.

Gakshishu People's Army Support Units

- One Field Hospital Company (TL6 trained troops in a 90-man company with 12 wheeled field ambulances, 12 Medevac helicopters and 2 command vehicles). *Now Free Gakshishu Forces*
- One Engineering Company (TL6 trained troops in a 90-man company, 8x Bulldozers, 4x Flatbed trucks, 8x Dump trucks, 4 Supply trucks). *Now Free Gakshishu Forces*

Total: 357 Active Duty Personnel

Gakshishu People's Army Reserves

Infantry

3 Battalions of Military/Riot Police (or 12 x 100-man companies of TL6 green/novice troops).

Units disbanded.

Kingdom of Light Army (+ 5,000 Reservists)

Nautical

- 300 experienced personnel with a single TL5 armed patrol craft.

Air-Force

- 5 squadrons of TL5 fighter/bombers each with 6 aircraft and 100 personnel, dispersed at two small airbases. Both airbases include co-located air-defense radar installations. The airbase at the Capital also includes three batteries of TL11 Surface to Air Missile installations (each battery with 4 launchers and 200 personnel). Total = 1000 experienced personnel. *One Missile Battery and 1 squadron of air-craft destroyed in the Thunderchild raid.*

Army Combat Units

- Three Royal Guard Heavy Infantry Companies (100 man), plus two Royal Guard Heavy Infantry Platoons (30 man), plus Royal Guard Heavy Infantry Squad (10 man) (TL12 Combat Armor equipped Veteran troops)
- One Grav Tank Company (TL11/experienced troops in a 100-man company, 20 Grav tank's in five platoons of 4 tanks each)
- Two Lift Infantry Companies (TL11/experienced troops in a 100-man company, three platoons of 30 men each with 4 Grav APCs and a 10 man HQ unit with 4 Grav APCs)
- Two Motorized Infantry Battalions (TL5 trained/novice troops. (Each battalion has 3 line companies, 1 HQ support company, 1x Field artillery company (18x towed howitzers, x 24 heavy trucks each). Each Motorized Company consisting of 1x Tank Platoon of 5x Dwor tanks (16x personnel), 3x Platoons Mtrzd troops, 8 vehicles each/ 40x personnel, HQ element of Captain, 1SG, 1x NBC SGT, 1x Supply SGT, 1x Commo SGT, 2x drivers, 2x clerks, 2x command trucks/cars, 2x heavy trucks); The MTRZD HHC/HQ company has a Medical Platoon (with 8x Field Ambulances) & Transportation PLT (with 20x Heavy trucks), and Battalion HQ section of 20 personnel (5x command vehicles); *One battalion lost one line company in the Thunderchild Raid.*
- Two Air-mobile Battalions TL6 (TL6 trained/novice troops. Each of 3x line companies with Troop carrying 12x TL-6 Helicopters, the HHC/HQ company having the Staff, Mechanics and 48x support wheeled vehicles). One battalion lost one line company in the Thunderchild raid.
- One Company (TL6 Trained mountain infantry, 100-man company, no vehicles).

Support Units

- Three Lift Artillery Companies (TL11 experienced troops in 100-man companies. One company with 20 Grav self propelled guns. Two companies each with 20 TL11 Grav Trucks with TL6 howitzers).
- One Military Police company (TL11 Trained/novice troops in a 100-man company, 16 armed air/rafts with LMGs & 4 speeders with fixed forward firing LRs) ,
- One Lift Combat Engineering Company (TL11 novice troops in a 100-man company with 8 TL11 military grav engineering vehicles, 12 TL11 civilian grav engineering vehicles).
- One Lift Field Hospital Company (TL11 novice troops in a 100-man company, with 16 grav ambulances, and 4 grav vehicles carrying casualty clearing stations).
- One Field Hospital Company (TL6 novice troops in a 100-man company with 12 wheeled field ambulances, 12 Medevac helicopters and 2 command vehicles
- Two Lift Transportation companies (TL-11 novice troops in 100-man companies. 24 civilian grav trucks each).
- Two Transportation Companies (TL5 novice troops in 100-man companies, 48x heavy trucks, 2x command vehicles)

Reserves

TL5 Novice Troops

5000 troops = 10 battalions

3 battalions of Crusaders, 1 battalion of Chirper guards, 3 battalions of civil affairs troops (riot police), 3 light infantry battalions (no vehicles).

Kingdom of Light reserves are poorly trained and led. Their equipment is minimal, often nothing better than TL5 bolt action rifles. Vehicles and more sophisticated equipment is almost none existent.

Kilkamsha Hegemony Army (+ 5,000 Reservists)

Nautical

- 300 experienced personnel with a single TL6 armed patrol craft.

Air-Force

- 5 squadrons of TL6 fighter/bombers each with 6 aircraft and 100 personnel, dispersed at two small airbases. Both airbases include co-located air-defense radar installations. The airbase at the Capital also includes two batteries of TL11 Surface to Air Missile installations (each battery with 4 launchers and 200 personnel). Total = 1000 experienced personnel.

Army Combat Units

- Three Guard Heavy Infantry Companies (100 man – three 30 man platoons and a 10 man HQ squad), plus two Guard Heavy Infantry Platoons (30 man), plus Presidential Guard Heavy Infantry Squad (10 man) (TL12 Combat Armor equipped Veteran troops).
- One Grav Tank Company (TL11/experienced troops in a 100-man company, 20 Grav Tank's in four line platoons and one HQ platoon of 4 tanks each)
- Two Lift Infantry Companies (TL11/experienced troops in a 100-man company, three platoons of 30 men each with 4 Grav APCs and a 10 man HQ unit with 4 Grav APCs. One company equipped with APCs, one company equipped with police SWAT vehicles)
- Two Motorized Infantry Battalions (TL5 trained/novice troops. (Each battalion has 3 line companies, 1 HQ support company, 1x Field artillery company (18x towed howitzers, x 24 heavy trucks each). Each Motorized Company consisting of 1x Tank Platoon of 5x Dwor tanks (16x personnel), 3x Platoons Mtrzd troops, 8 vehicles each/ 40x personnel, HQ element of Captain, 1SG, 1x NBC SGT, 1x Supply SGT, 1x Commo SGT, 2x drivers, 2x clerks, 2x command trucks/cars, 2x heavy trucks); The MTRZD HHC/HQ company has a Medical Platoon (with 8x Field Ambulances) & Transportation PLT (with 20x Heavy trucks), and Battalion HQ section of 20 personnel (5x command vehicles)
- Two Air-mobile Battalions TL6 (TL6 trained/novice troops. Each of 3x line companies with Troop carrying 12x TL-6 Helicopters, the HHC/HQ company having the Staff, Mechanics and 48x support wheeled vehicles).

Support Units

- Three Lift Artillery Companies (TL11 experienced troops in 100-man companies. One company with

20 Grav self propelled guns. Two companies each with 20 TL11 Grav Trucks with TL6 howitzers).

- One Military Police company (TL11 Trained/novice troops in a 100-man company, 20 armed police air/rafts with LMGs) ,
- One Siege Artillery Company (TL6 trained / novice troops in a 100-man company with a 600mm siege gun)
- One Rocket Artillery Company (TL6 trained/novice troops in a 100-man company, no vehicles – current on guard duty within Gakshishu)
- One Lift Combat Engineering Company (TL11 novice troops in a 100-man company with 8 TL11 military grav engineering vehicles, 12 TL11 civilian grav engineering vehicles).
- One Lift Field Hospital Company (TL11 novice troops in a 100-man company, with 16 grav ambulances, and 4 grav vehicles carrying casualty clearing stations).
- One Field Hospital Company (TL6 novice troops in a 100-man company with 12 wheeled field ambulances, 12 Medevac helicopters and 2 command vehicles
- Two Lift Transportation companies (TL-11 novice troops in 100-man companies. 24 civilian grav trucks and agricultural vehicles each).
- One Transportation Companies (TL5 novice troops in 100-man company, 48x heavy trucks, 2x command vehicles)

Reserves

TL5 Novice Troops

5000 troops = 10 battalions

2 supply battalions, 1 battalion of party guards (guarding party buildings etc.), 2 battalions of Chirper guards, 3 battalions of civil affairs troops (riot police), 2 light infantry battalions (no vehicles).

Hegemony reserves are trained and led to an acceptable level. Their equipment is minimal, often nothing better than TL5 bolt action rifles. Vehicles and more sophisticated equipment is almost none existent. They are transported to the front by transport units or via troop trains.