

SPACEMASTER: DATANET™

Issue #6

March 2007

Table of Contents

1.0 Port of Call: Hassus	2
1.1 Ruler	2
1.2 Government	3
1.3 Capitol	3
1.4 Economy	4
1.5 Demographics	4
1.6 Languages	4
1.7 The Preparations	4
1.8 Crime	4
1.9 Espionage	4
1.10 Planets	7
1.11 Sites	7
2.0 Campaign Plans	8
2.1 The Military Campaign	8
2.2 The Privateer Campaign	10
2.3 The Criminal Campaign	11
3.0 NPC: Batamous	12
4.0 Black Market Tech	12

Introduction

Welcome to the sixth issue of *Spacemaster Datanet*. The purpose here is to expand and improve your *Spacemaster* game, both by broadening the rules and by deepening the setting details, giving you a richer and more fulfilling game and game environment.

This time we continue to examine the worlds of this universe in our new segment called "Ports of Call." Last time we looked at the fallen system Helios. This time we look at Hassus, the ISC capitol, a system that is certainly high on the Jeronan lists of targets. We also continue to outline three campaign plots for those who'd like ideas in running a *Privateers* campaign. We'll see an NPC write up for Batamous, a fallen knight. Finally, we continue our exploration into black market technology.

Enjoy.

WARNING! All Items in this PDF should be considered optional and completely unofficial.

Credits

Author: Rob Defendi
Editing: Tim Dugger, Heike Kubasch;
Pagemaking, & Layout: Sherry Robinson;
Proofreading: Tim Dugger, Heike Kubasch & Monica L. Wilson;
Art: Steven Farris, Alan Fore, Jeff Laubenstein,
Craig Mrusek, Karl Story and other artists;
ICE Staff
CEO: Bruce Neidlinger;
President: Heike Kubasch;
Editor/Jack-of-All-Trades: Tim Dugger;
Pagemaking: Sherry Robinson;
Web Mistress: Monica L. Wilson;
Office Cats: Rajah, Phoebe, & Matsi;
Corporate Mascot: Gandalf



Spacemaster: Datanet Copyright © 2007 by Aurigas Aldbaron LLC. All rights reserved. No reproductions without permission. Produced and distributed by Mjolnir LLC, dba Iron Crown Enterprises 112 Goodman Street, Charlottesville, Virginia 22902.
Web: www.harphq.com and www.ironcrown.com.

1.0 PORT OF CALL: HASSUS

It all began with Hassus.

Designated Kappa Tucanae by the pre-contact astronomers of Sol, these two stars orbit with a semi-major axis of 156 astronomical units (about five times farther than Neptune from Helios). Here, the Architects created two biospheres, each orbiting a different star. The two planets grew and developed and before long, oort civilizations covered both.

About nine hundred years ago, the oorts orbiting Hassus A began transmitting messages to Hassus B. They soon received replies and over the intervening months, set up a mathematical translation system to operate as a Rosetta Stone for their two languages. Then came direct communication. Then pictures. Soon the oorts were surprised to discover that their race had seemingly evolved independently on two different worlds.

As they exchanged information, technology boomed on both planets. Soon they were in a friendly space race. They conquered their moons and their planets. They quickly built their knowledge toward their goal. One might argue that they didn't achieve intersystem travel in those early days, but they did achieve interstellar travel.

Soon an oort from Hassus B landed on Hassus A. A new era of cooperation was born.

Now they had solid goals. While oorts elsewhere wondered and debated on the financial and scientific benefits of interstellar travel, the oorts of Hassus knew. They bent their wills and their minds toward the creation of the quantum drive. Finally, it was done and they began exploring.

They found seven species spread throughout space. Not wanting to contact the more violent races (especially the falar) they hatched a plan to allow only worthy races contact and access to their technology. In 496 PC they began to build listening posts in the oort clouds of every system they could reach containing a sapient race, laying the groundwork for the ISC.

This developed in 11 PC when scientists on Mars discovered the tachyon. Almost immediately they discovered a signal transmitting from outside the solar system. A bit of triangulation showed it came from their own oort cloud. The drive to the oort cloud began. In 1 YC, humans reached the listening post and the oorts arrived later. First contact. The oorts geared up the Helios system.

The humans moved on to gear up other human worlds and the oorts did the same with their own race, but they resisted them gearing up any other races. Together, humans and oorts created the Inter-Species Commission. This council sat at Hassus and from here they debated the merits of other races.

When the ISC accidentally made contact with the falar and the worlds began to join one after another, it

was only natural that Hassus would remain the predominant world in the ISC. As it changed from the Inter-Species Commission, to the Inter-Species Confederation, Hassus changed from the seat into the Capitol. And so it remains.

For now.

1.1 RULER

Hassus falls into a bit of gray area where rulership is concerned. It has no planetary governor, the Parliament handling all matters on a planetary level (quite literally by committee). Individual areas have rulers of their own, from sector governors down to sector mayors.

The current president of the ISC is Parlaon Crimmins, who inherited the position from his predecessor, President Serlaphim. Serlaphim killed himself in the early days of the war after a series of progressively bad decisions. This has shrouded Crimmins's presidency with an air of sorrow even greater than the war would merit.

Crimmins is a good-looking human, well dressed with perfect hair and a winning smile. Women find him irresistible and men instantly trust him. His nature has only become darker as the war has progressed and this has played well to his popularity. Crimmins doesn't seem to care about any of that. This only adds to his popularity.

Crimmins is unmarried but he never attends functions with a companion. There are few rumors of romantic liaisons, and these are likely nothing more than rumors. The hint of sadness and loneliness to his character only serves to make him a more romantic figure.

The core behind this mystique has to do with his schooling and the manner in which he rose to power. Crimmins is a xenopsychologist and Serlaphim was a close friend. Crimmins's inability to help his friend as he spiraled into darkness is a popular story among pundits and analysts. The fact that his guilt has festered over the intervening time makes the story more poignant.

Despite all this personal darkness, Crimmins has been an exceptionally skilled president. His privateer laws have been wildly successful and his military handling deft. In any losing war, there is a rising clamor of armchair quarterbacks questioning his decisions. The media is typically partisan on the matter, but most of the unbiased opinions still come down on Crimmins's side. If it wasn't for Paraxis, it seems likely the ISC would be winning the war.

But it isn't, and his detractors increase in volume and fervor. It's unlikely that the unbiased will stay on his side for long. It's even less likely that his adherents will remain loyal for long. When the next vote comes, Crimmins will likely lose his presidency. It's a long shot if the person who replaces him will be able to do any

better. Likely, they'll do far worse. Some people think it's this rising tide against him that's made him return to Hassus from his brief court in exile.

Crimmins has a quick wit and a powerful will. He focuses on one problem at a time and yet he has an ability to leap from problem to problem without any transition. This ability to obsess in a serial fashion makes him a great decision maker. He has no hobbies and eschews distractions. He is, in a word, driven.



1.2 GOVERNMENT

The ISC government controls the ISC, but the Parliament alone (a sub committee to be precise), controls Hassus. Below this, the system operates under a hierarchy of executive control. As stated above, there are no planetary governors. Under the Parliament, the planets are divided into districts with district governors. Below that, the areas divide in sectors (essentially cities that have strictly political boundaries dividing one from another). Each sector has its own mayor.

Each level of the Hassus government has a legislature of its own. Each district has a district parliament that handles local law. Each sector has a council that handles ordinances. The Districts have all the legal powers of state inside a typical ISC member world. The sector can only pass ordinances that do not conflict with existing ISC law, such as traffic laws and building codes.

1.3 CAPITOL

Hassus (A) II is the "Capitol" of the ISC, but the real capitol is the Teraphus Sector in the Garluph district. Teraphus holds all the most important administrative and bureaucratic people and organizations in the ISC. Here Parliament sits (at least in theory, they meet mostly in hologram form now). Here the great intelligence agencies such as the Domestic Security Agency and the Department of Foreign Intelligence headquarter. Here is, of course, the Presidential Residence, from which Crimmins guides the remaining free universe.

Teraphus is a vast complex of buildings surrounded by parkland. The buildings range from majestic palaces to giant skyscrapers. Mom and pop stores and restaurants line the streets. There's little in the way of ground traffic, most of it's just shipping. Some air traffic soars above, but most people travel via Transport Booths, despite a half hour waiting list which can build up during rush hours. Otherwise, they walk if the day is nice.

During the day, this is a place of power brokers and government people. At night, the streets give over to lovers and tourists. The powerful don't have time to wander the streets at night (during the day, a short walk can be the quickest mode of travel). People that powerful can transport instantly anywhere they'd need to go. Instead, those who wander the sidewalks and street voluntarily do so for the views and the experience. They want to see the sector. The powerful don't have time to look around.

The Presidential Residence is a beautiful, sprawling mansion with all the best modern amenities. The government has done nothing but grow since its foundation, and the Residence hasn't grown as quickly. Because of this space is at a premium inside and this makes for a strange sort of backward logic.

A minor functionary can gain space in one of the government office buildings. If he's *very* minor, he might

only get a cubical, but is he has real power, he can get a large sprawling office. Someone who gains in power from there will move their offices into the Residence. The largest offices are farthest away from the President, where expansions and growth have built on to the original structure. The closer one gets to the President, the smaller the offices until the most prime real estate are a series of cubicles within a shout of the Presidential office. So once a person has real power in the government, the farther they rise, the smaller their office becomes.

1.4 ECONOMY

Hassus uses a purely electronic economy. It's possible for a character to use the barter system among criminal elements, but only if they have something of value, something worth keeping off the books. In fact, using non-electronic funds is a misdemeanor, punishable by a fine of 100 credits. It's assumed that anyone doing so is trying to dodge his or her taxes. Still, a lot of friendly transactions happen off the books, helping friends move in exchange for dinner and the like. For the most part, the electronic funds laws are only enforced if it's obvious the person was up to something illicit.

1.5 DEMOGRAPHICS

The population of Hassus changes, and radically, by the minute. There are some relative certainties however. At one point, the system held approximately forty billion sapient. With the pressing of the war, this has dropped to approximately 4 billion. The exodus wasn't mass, but it was constant. It continues, and the population drops about 500,000 a day. Commerce still rolls forward, but now much of it is virtual, via datanet messages and, for the rich, sensenet holograms.

Of the remaining population, about 75% are oort. The remaining 25% are an even distribution of other races, barring the valiesians, which have more or less left the system. Of this population, an astonishing percentage work for the government in some way (probably 80%).

1.6 LANGUAGES

Species Standard is the official language of Hassus. One can find oorts that speak almost any language in the ISC, but for the most part all communications happens in Oort (for oorts needing the high-bandwidth communication potential) or Species Standard (everyone else).

1.7 THE PREPARATIONS

As the front has moved closer to Hassus, the government has steadily evacuated. The President has yet to leave (permanently, they've evacuated him to Stands a Wall several times), but the moment the Secret Service decides that the planet is within bombardment range it will cease to be his decision. As it is, he spends most of his time in bunkers.

The most important personnel have left, as have the Naval HQ (to Stands the Wall). The Marines on the other hand, seem almost gleeful. They've refused to evacuate Marine Corps HQ, instead setting up a backup on Stands a Wall and then decentralizing the facilities here, working them through a series of hidden bunkers. The Marines pride themselves on the fact that they've never retreated. They don't plan to now. The Marine population of Hassus is the only one *increasing*.

When Paraxis takes Hassus, he'll have to kill entire divisions of Marines to do it. Even then, he'll likely have to deal with massive quantities of survivors operating from a sophisticate cell network of command. It seems unlikely that Hassus will ever sit completely in Jeronan control. More likely he'll have to nuke the planet into ash to even put down insurgency.

1.8 CRIME

Crime is currently rampant in the Hassus system. With vast amounts of uninhabited apartments and unused buildings, it's almost impossible to track and catch criminals. Add to this the increasing desperation of the populace and you have seething crime problem. The Hassus police do what they can, but they're increasingly outnumbered.

1.9 ESPIONAGE

Hassus is the seat of the ISC intelligence community. Many agencies base themselves here.

1.9.1 AGENCY OF MILITARY INTELLIGENCE

The AMI is in charge of all military-related intelligence. This agency is estimated to have over 200,000 employees, both military and civilian (most of them offworld). These agents handle intel for combatants, strategists and policy makers. They also deal with operations and weapon system acquisition.

The Director of the AMI is always a three-star admiral or general. The current Director is a human Lieutenant General Karasis Core. He answers to the Minister of Defense and is frequently called to advise the president.

The AMI prides itself on a diverse workforce that serves customers including the President of the ISC and the common soldier alike. The AMI tracks all data involving the military, everything from the capabilities of enemy weapons, to the position of enemy troops to the personalities and likely actions of enemy leaders.

Ironically, because ships are tracked in much the same ways as SigInt (signals intelligence) the DSA usually has the best idea of where enemy ships are located. The DSA and the AMI work well together, however, and the AMI always knows about potential ship movements as soon as the DSA can tell them (which, with hard, dedicated and well-protected datalines, is almost immediately).



1.9.2 BUREAU OF CRIMINAL INVESTIGATION

The BCI is in charge of all federal criminal investigations. They are, essentially, in charge of searching out all illegal activities within the ISC borders. This includes antiterrorism and counterespionage. Technically, the operations of the Department of Foreign Intelligence and the BCI don't overlap. Practically, however, it happens all the time, especially when foreign agents operate within ISC territory.

The BCI is, first and foremost, a law enforcement agency. Most of what they do involves the investigation of ISC citizens involved in various criminal activities, but because this often involves espionage against the ISC government, they are considered an intelligence agency.

The BCI has a major field office in every ISC system. There are thousands of smaller offices throughout the various major cities as well.

1.9.3 BUREAU OF ENERGY

The Bureau of Energy is only barely a member of the ISC intelligence community. For the most part, the Bureau of Energy is responsible for overseeing all power plants within the ISC. They set the regulations and conduct safety inspections throughout the racial governments. As most power is created using vacuum power generators, this is not a particularly trying duty.

There is one task which makes the B of E an intelligence agency, and that is regulation and monitoring of apocalyptic weapons. If an apocalyptic weapon goes lose inside the ISC or an enemy government attempts to smuggle one inside, the B of E technically has jurisdiction. Typically, they work hand in hand with the BCI or the Department of Foreign Intelligence to find the device, but it is ultimately their responsibility.

1.9.4 DEPARTMENT OF FOREIGN INTELLIGENCE

The DFI is the one of the primary sources of intelligence operatives in the ISC, rivaled only by the AMI. The DFI is in charge of all espionage conducted for the government (not the military). It is known throughout the ISC, and has something of a reputation for glorious and flashy missions, as well as secret

“black ops,” which they vehemently deny.

The Director of Foreign Intelligence is in charge of the DFI. The current director is a cunning Falanar by the name of Krrraf D'Harr. The Executive Director of Foreign Intelligence is in charge of the day to day workings of the DFI. The Chief Financial Officer, Chief Information Officer, the Security Division, Personnel and System Support all answer to the Executive Director.

As a note, the DFI does not refer to its employees as “agents” or even “operatives” (though they don't take offense at the latter). “Agent” is a term reserved for the enemy (and other agencies who embrace it). In the DFI, one is an “Officer,” no matter what one's duties.

The Assistant Directors of the various offices of the DFI are mostly kept secret to the outside world. Their identities are not volunteered in any open forum.

1.9.5 DEPARTMENT OF HOMELAND DEFENSE

The Department of Homeland Defense, or the DHD, is the blanket organization, answering to the Minister of Defense and through him the President, which is in charge of all of the ISC's defensive capabilities. While not an intelligence organization in itself, it contains many, and is in charge of all things pertaining to the protection of the ISC way of life. It's also referred to, colloquially, as the Ministry of Defense or Defense Ministry.

1.9.6 DOMESTIC SECURITY AGENCY

The DSA is in charge of guarding the security of the ISC by sifting through vast amounts of SigInt and analyzing it for the use of other agencies. The DSA is the home of the finest and most dedicated analysts in the ISC. If you thrive on minutia, you'll be right at home in the DSA.

The DSA is the most secure and paranoid agency in the intelligence community. It is a common joke that the name stands for "Don't Say Anything." This is because of the DSA's highly sensitive nature, but many people think that this means they are hiding something. Rumors of DSA black ops and assassins abound, but the DSA is not that kind of agency. 99% of their personnel have never even fired a weapon. The DSA is not about policing or utilizing, it's about disseminating.

The DSA processes, on a daily basis, trillions of bytes of data. They have the most secure internal net in the ISC. If the DSA used paper, it is estimated that they would shred over 400 tonnes a day.

It should be noted that the DSA primarily monitor comm traffic. Monitoring a quantum comm signal is very difficult, and the DSA has better equipment than anyone in the ISC (namely the listening posts constructed after the fall of Astrilairon). This makes them uniquely qualified for tracking the quantum drive wakes of enemy ships. The DSA provides this added service for the DHD, with the help of the AMI and the Federal Reconnaissance Office, gladly.

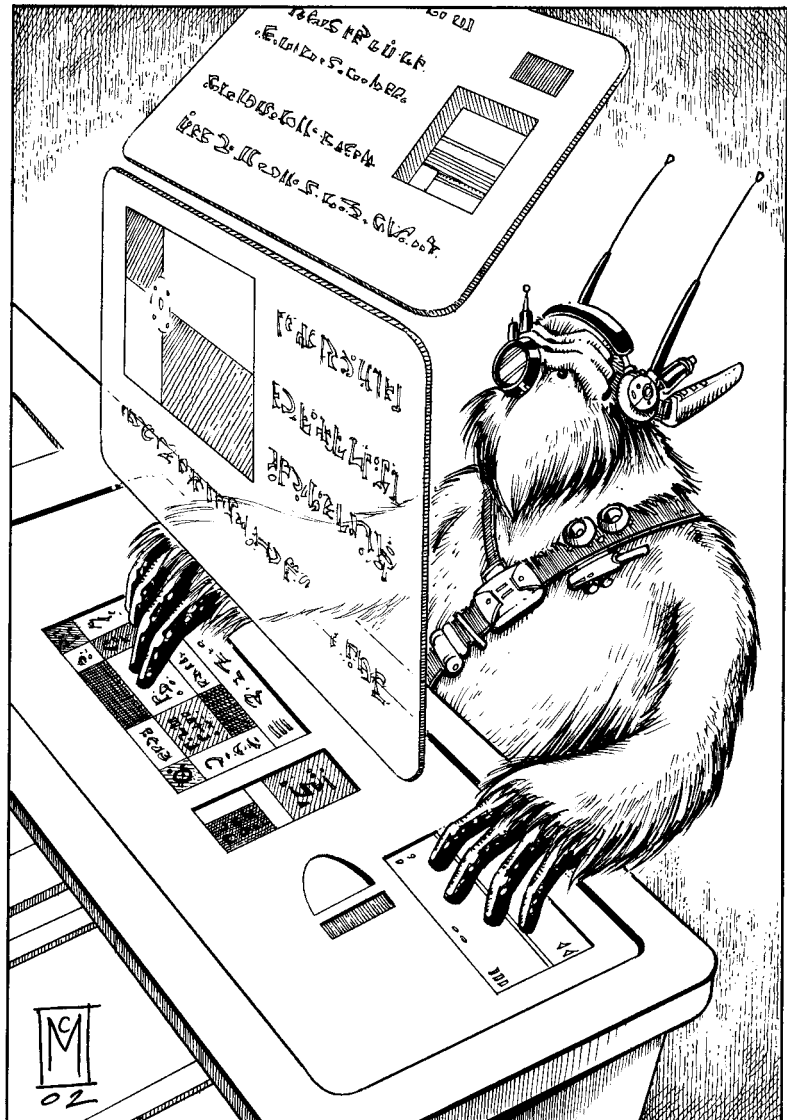
The Director of the DSA is always an O9 (Lieutenant General or Vice Admiral) or Higher. The current Director is the xatosian Vice Admiral G'Toak Xag'gattle. The Deputy Director of Operations is always a civilian the current one is a human named Gram Herish. The Assistant Deputy Director of Operations is a tular name Merilian of Honor Guard.

1.9.7 FEDERAL RECONNAISSANCE OFFICE

The Federal Reconnaissance Office is a small and relatively humble operation. This doesn't mean that they aren't important, but the nature of their work allows for a great deal of automation. They do not need to study the data, they only need to collect it.

The FRO is in charge of maintaining and operating all ISC reconnaissance satellites. These satellites are positioned, often in deep space, on the borders of ISC space and surrounding the free worlds. These satellites are focused by direction of other intelligence agencies and the DHD, of which they are members. There is much bureaucracy involved in tasking out the attention of the FRO, but since the DSA and the DFI are the two agencies that need it the most, there are not usually too many problems.

The FRO is always run by the Undersecretary of the Navy. He is officially placed in office by the Director of



Foreign Intelligence and the Minister of Defense. Admiral Gattor Rittigat (Xatosian) is the current Director of the FRO.

The Deputy Director of the FRO is currently the tulgar Haronian of Fortress. He is in charge of the day to day operation of the FRO and takes over when the director is unavailable.

The FRO is staffed by the DFI and the DHD. No one is hired into the FRO. One must transfer there.

1.9.8 FEDERAL SECURITY COUNCIL

The Federal Security Council is headed by the President of the ISC. It consists of the President, Vice President, the Minister of Defense, the Secretary of State, the Minister of the Treasury, Presidential Security Advisor, the Joint Chiefs of Staff, the Director of Foreign Intelligence, the Director of the Domestic Security Agency, and the President's Chief of Staff. The Attorney General and several other senior officials are invited to attend when appropriate.

The FSC primarily aids the President with federal security and foreign policy issues. They help make policies and decisions in these areas and are the President's principle method of controlling certain government agencies.

1.9.9 TREASURY DEPARTMENT

The Treasury Department is in charge of all finances in the ISC. They handle the generation of credits (which are essentially small, encrypted files) and the monitoring of financial issues within the ISC.

The Treasury Department has many bureaus, most of which will never come into play. The only intelligence operations in the Treasury Department are run by the Secret Service. The Minister of the Treasury also runs the Treasury Department.

The Secret Service has two main functions. They protect the President, Vice President, both current and former, their families and when necessary, certain members of the staff. The secret service is intensely loyal and most members would take a shot for the President at the drop of a hat (those that wouldn't aren't put on protection duty).

The second duty of the Secret service is to hunt down and capture counterfeiters. Counterfeiting credits is an extremely difficult, but once it starts, the Secret Service is in charge of tracking down the perpetrators and brining them to justice.

1.10 PLANETS

There are two inhabited worlds in the Hassus system. They are Hassus (A) II and Hassus (B) III.

HASSUS (A) II

Hassus (A) II is considered the center of life in the ISC. With a one-time population of 24.5 billion, the planet now likely holds less than half that number, perhaps even one quarter. The industry of the world has yet to really suffer, though it's dipped a great deal in production. Luckily, much of the industry in the ISC is automated, and management can operate from off world.

The great parklands of the Hassus (A) II are legendary throughout the ISC. These include many zoos, including the biggest dinosaur zoo in the ISC. Understandably, tourism has dropped off of late. This is a temperate world with similar temperature ranges as Helios III.

HASSUS (B) III

Hassus (B) III is cooler than its sister world. This world has a large industrial base as well, plus a network of bureaucracy necessary to support the ISC military. Estimates state that 30% of the population of this world operated to support the military in some way.

Now that the exodus has begun, the population has fallen off here as well (despite the influx of Marine volunteers.) With the relocation of the Naval HQ the economy nearly collapsed.

1.11 SITES

There are several sites of interest in the Hassus system. Some of the more important are as follows:

TERAPHUS SECTOR

This is an urban sector and the seat of the ISC government. Here the Residence and Legislature and all the administrative buildings of the ISC sit. This is a thriving administrative center and one of the few places in the system where one can see no evidence of the exodus. Despite the availability of transport booths there never seems to be enough of a network to handle the load at peak hours. Because of this, offices still tend to cluster within walking distance or quick transport hops.

So the Teraphus sector is dedicated to high-rent office space, fine restaurants, and specialty shops. Most of the traffic is of the foot variety, with bureaucrats and power brokers making deals in bistros and on pristine walks.

DINOSAUR PARK

The Dinosaur Park is located near the equator of Hassus (A) II. Here the end result of millions of years of dinosaur evolution walk through carefully controlled jungle, swamp, and savannah. Early humans from Helios tried to label this "Jurassic Park," but the oorts would never go along. They watched the old movie and after

they stopped laughing, they quietly informed the humans that their dinosaurs were contemporary.

The Dinosaur Park has hundreds of species, all allowed to live their lives without outside interference. Tourists view them through grav cars shielded and camouflaged, often from just meters away. Rarely does a guest visit the park without leaving in awe.

It's rumoured the Marines have a special plan for the park once the planet falls, but no one knows for certain.

NAVAL HQ

One would expect the Navy to leave a skeleton crew in their former HQ. Not so. This multi-kilometer monstrosity was completely abandoned when the Navy withdrew to Stands the Wall.

Since then a local crime family has taken control of the base, turning the empty building and kilometers of underground complexes into a crime fortress. Authorities are aware of the occupation, but they've not done anything to change matters. For one thing, rooting them out would require a paramilitary action. For another, most people assume that the Imperials will bomb them out of the place once the siege starts.

MARINE HQ

Marine HQ is a bustle of energy in the preparation for the siege. This base is forty kilometres across and a hub of constant ship activity. Ironically, the base *seems* to be in decline. This is because they've been decentralizing over the last year, building increasing amounts of hidden bases and stashes throughout the system. It's unknown whether or not the hidden activity has fooled the Jeronans, but it has certainly fooled all but the most "in the know" Hassus natives.

The HQ has many square kilometres of open space meant to land paved over for troop transports. The rest of the above ground facilities are prefab buildings and housing. The Underground structures are an actual labyrinth the Corps has expanded and confused over the years to befuddle enemies.

HAPHARUN FACTORY

The Hapharun Factory makes robots for ISC use. Formerly having a few minor military contracts, the owners of the factory have written the place off as a loss and automated its entire operation. They know they're going to lose it anyway. Now it operates with minimal robotic staffing without any further needs in funding. The ISC military has turned over all the mines and wells necessary to fuel the factory as well.

Now the factory produces nothing but military robots and weapons, and it does so at a prodigious rate. Most of these robots join the Marines right off the assembly line. Others leave to avoid the siege, but most of the robots are signing up and preparing to help with the war effort.

2.0 CAMPAIGN PLANS

The universe of the *Privateers* is a big place. In the last issue, we outlined the beginning of three different campaign ideas for the *Privateers* universe. There you received guidance on tone, concept, and characters. You also read the first adventure for each of these campaigns, the one that sets the tone and nature of everything that will follow.

Below, we continue these three campaigns. Each of these campaigns has a different focus and a different feel. In this issue of the *Datanet*, we pick up where the last left off, perhaps after one or two follow-up adventures you ran while waiting for this issue to release. We also outline a second major adventure in broad strokes and give you a couple of ideas to connect to the next *Datanet*. Playing like that and filling in to your group's taste, you should be able to run a campaign with enough material for months or even years.

Each adventure below breaks down not by location, but by dramatic story points. We give you Setup, Complication, Twist, Reveal, Climax, and Falling Action. Run through these six points and you'll have a narrative arc.

Setup is the beginning of the adventure, complete with background, inciting action, and instructions on how to get the PCs involved. In the complication, the adventure takes a painful turn, upping the threat and often widening the scope. In the twist, the story takes off in a new direction, shaking the character's perceptions of the issues involved. The reveal is the epiphany which shows the characters what's going on. The climax is the final dramatic confrontation. The falling action deals with the implications of everything that's gone before.

2.1 THE MILITARY CAMPAIGN

This is the most obvious type of campaign for a war setting, but the privateering concept of the *Privateers* universe allows for a new twist. In this campaign, the characters are semi-free agents working for the military. While their missions and orders come down from on high, when they aren't marching to the orders of a general, they are free of the normal strictures of military service. This is the type of campaign shown in the official *Privateers* fiction.

SECOND ADVENTURE: RUNAWAY

Setup: The characters are tapped and told that an ISC military research vessel has gone off the reservation. The DSA has been tracking its drive wake and know that it's heading into Jeronan space. The ship is either unable or unwilling to respond to ISC communication attempts. This has led the government to the conclusion that it's been hijacked by the Jeronan intelligence bureau (called "The Inquisition").

For this one, the military doesn't want the help of other privateers. They don't trust putting the ship under untrained fire. The problem is the ship is

carrying the fragment of the Architect Artifact they discovered in Datanet 5.

There are military forces moving into position, but they won't be able to match velocities with the ship until it reaches its destination. They will have trouble crossing the boarder because all ISC military assets are tracked. Stealth ships will make it there, but the PCs, with their small private ship, can probably make it to the ship's destination first. Presumably, the characters go after the ship. They can't match velocities either, but they can make it to the ship's projected destination (a deserted system) within 18 hours of the research ship.

Complication: When the characters arrive in the system, they find it crawling with Jeronans. The ship has flown into orbit around a planet and the characters are probably expecting the Jeronans to dock with it. They try, but the ships approaching explode without apparent cause. As they watch, they can figure out that anything over a certain size detonates upon approaching the planet. It's possible to approach in a long space walk (three or four hours), and as they watch, the Jeronans begin to do so. The characters can approach if they can convince the Jeronans they are supposed to be there (it will take some duping) or if they can just avoid detection by the Jeronan ships (approaching from the other side of the world since the research ship is in a lower, faster orbit and frequently goes out of synch with the higher Jeronan orbit).

Twist: The characters board expecting a hostile ship. Instead, they find a raging fight. The Jeronans *don't* control the ship after all. The characters can hopefully join in with the ISC defenders and fight off the invading Jeronans. This turns into a wild, extensive fight. When questioned, the ISC crews state they don't know why they are here. The ship just flew here, seemingly on its own. The characters probably put together that the artifact took over the ship and flew it here. If they don't, give them evidence in the way the ship's controls locked down, perhaps involving arcane and unknown computer script.

Reveal: Before the fight can end, the ship flies to the world. The ground opens beneath the ship and it lands in an underground complex. A group of Jeronans manage to escape into the complex. The characters, if they investigate, see equipment familiar to them from the last Architect Base. The Artifact brought them here for a reason. When they investigate, they find a new Artifact piece in a chamber deep under the base.

Climax: Just then, the escaped Jeronans attack. The characters must fight a battle for the new Artifact piece even as the piece flashes, causing all people involved to make RRs vs. confusion.

Falling Action: When the characters defeat the Jeronans the artifact stops flashing. The characters can take it safely, though it flashes again if they so much as argue (though the RRs are probably lower). When the characters get back to the research vessel, the space doors



open above them. There's nothing to do but make a run for it, and the second artifact piece flares again and all the Jeronan ships go dead in space. The characters have just enough time to collect their ship and get out of dodge.

Follow Up Adventures: The characters can escape the system but they are still deep behind enemy lines. If you are running the next outlined adventure right away, you can allow them to get back to ISC space without issue. If not, a long running fight, with Jeronans finding them and matching velocities could be great fun. Remember, matching velocities in deep space is very difficult, so you can use that as an excuse to restrict the number and pacing with which enemies arrive.

2.2 THE PRIVATEER CAMPAIGN

The Privateer campaign is the default of the setting. Here, the characters have a ship, say a small freighter or stripped out gunship. The government approves their license and installs a mark 10 laser cannon on their ship. They then press out into the universe to attack Jeronan shipping and help the war effort.



SECOND ADVENTURE: THE RANSOM

Setup: Pirate Jack Llewelyn has put out another call for privateers. This time, he's captured a high-ranking Jeronan officer. Monopolizing on his reputation more as a pirate than a privateer, he's offered to ransom the man back to the Jeronans. The Jeronans have agreed because the man holds information they don't wish to fall into ISC hands. Llewelyn is certain that the Jeronans plan on betraying him (after all, he's planning on betraying them), and he wants a lot of ships on his side for the "trade off."

Complication: Llewelyn sets the meeting in the rings of a gas giant. He has the privateers arrive and hide in the ice ahead of time. His DSA contacts have watched the area in the intervening time and while Jeronans have scouted the area, they have had as many ships leave as arrived. The characters have time to set up in the floating fields of ice. When the Jeronans come, they come behind a wave of torpedoes, not even pretending to honor the ransom. As the characters make their sensor analysis checks, they make out more and more ships arriving, all of them flying with as low a profile as possible to foil sensor checks.

Twist: Llewelyn falls back into the ambush. The characters are about to be able to strike as the Jeronans come in when the ice structures of the rings begin exploding, mined in advance, turning into great growing circles of shrapnel. These cause blast crits with the severity based on the ship's proximity to the ice. One by one, the privateers fall, leaving the characters vastly outnumbered.

Reveal: Llewelyn leads the remaining fleet into a forced orbit through the upper atmosphere of the gas giant. (A forced orbit involves apply thrust up as well as laterally to create a low orbit much faster than the ship's normal orbital rate.) These maneuvers are extremely difficult (base the difficulty on the skill of the party) but if they succeed they can spin around the planet much faster than the Jeronan ships. Those that follow loose control and spiral out of control into the high storms of the giant.

It's then that Llewelyn's ship starts to spin out of control.

Every psychic character can feel it, a blasting psychic wave roaring out of Llewelyn's ship. The Jeronan officer isn't what he seemed. Psychic experiments have built him with a powerful subconscious personality able to burn itself out in a tremendous psychic blast. This personality has been sleeping the entire time, waiting for the most damaging moment to detonate. The Jeronans thought the man would be taken to ISC high command, where he

might stun a large portion of the complex and then have his normal personality begin killing people. With Llewelyn and the remaining privateers escaping, the Jeronans managed to send a trigger command to him over the intervening kilometers (they have his mental pattern stored).

Climax: Llewelyn's ship begins to plummet, but unlike the Jeronans that have spun out of control, Llewelyn barely had time to pull into a normal orbit before he lost control. The characters must make a daring upper-atmosphere rescue involving difficult piloting and an acrobatic ship to ship exchange. If the characters can get a line strung between ships quickly or get a pilot across otherwise, they might just get the ship in control in time to escape. If the characters have made it through the climax a little too easily, then although they can slingshot around the world and get away from the large ships, a final wave of fighters can appear to hammer at them.

Falling Action: As the characters escape, Llewelyn's crew recovers one by one. Although this mission was a failure, Llewelyn will help the characters if they don't have the financial solvency to fix their own ship. It was his idea after all. Either way, Llewelyn now owes them a big favor.

Follow Up Adventures: If the characters are loot oriented, a follow-up adventure could involve salvage operations in the ice rings. If they aren't, another operation might involve retrieving bodies of their dead comrades to return to the ISC for a proper service. In addition, another ship might have had to leave the forced orbit early or late, leaving at the wrong trajectory. If the crew of that ship was afraid to spend acceleration on a course correction, they might be behind enemy lines, damaged and in need of rescue. There could even be ships from the privateer fleet hiding in the rings or deep in the gas giant.

2.3 THE CRIMINAL CAMPAIGN

In the criminal campaign, we head off into different territory. While most games in the *Privateers* universe involve the war (it's the biggest source of conflict, after all), there's still many other things going on in a nation the size of the ISC.

SECOND ADVENTURE: ART HEIST

Setup: A quiet art collector hires the characters to steal a statue from the mansion of a rich patron. The mansion in question is state of the art with massive security and many sensors. This will require all the characters skills and ingenuity. The statue in question is about one foot tall, sculpted by the "Mad Valiesian." It's one of the few instances of valiesian art and therefore very valuable.

Complication: As the characters begin their hard casing of the place, they recognize some of the security. They are organized crime thugs, working for the same group that the party ran afoul of in *Datanet 5*. If they get caught, this isn't a matter of custody. These men will try to kill them.

Twist: The characters work their way inside, through all the mansion's defenses. It's only when they get to the statue and try to touch it for the first time that they realize it's a hologram. The statue isn't here.

Reveal: It's then that the trap springs. Mafia troops surround the characters. A captain in the organization confronts them, revealing that *they* hired the characters. They don't own the statue. This has all been a set-up so that the crime family could get revenge on the characters. Now they will die.

Climax: The battle starts. Hopefully, the characters have set up contingency plans that will give them an edge in a fight. If not, they are in for a truly desperate struggle. The fight rages through the mansion, destroying many works of art and damaging the paint and the architecture. If grenades are used, the house might even begin to collapse. Eventually, the characters escape from the smoking ruin.

Falling Action: In the following days, the characters heal up and might have to avoid police questioning. In the end, they receive a present in the mail. It's the statue they were hired to steal. With it is a note. "Next time."

Follow Up Adventures: In the time after it's likely best to shy away from the mob as a target. Some nice, straightforward jobs can strengthen the characters feelings that this is about crime, and not combat. The crime family will emerge again soon enough.



3.0 NPC: BATAMOUS

Age: 36

Eyes: Yellow.

Hair: Gray/Black.

Build: Powerful.

Height: 203 cm.

Race/Sex: Tulgar.

Skin: Pale.

Demeanor: Ferral, angry.

Dress: Aging finery.

True Attitude: Guilt ridden.

Home: Outcast.

Hits: 117.

Melee: 158 Monosword.

Missile: 100 Beretta Commando.

AT(DB): X(16).

Shield: Energy (36), Projectile (36), Melee (41), Missile (41)

MP: 10.

Lvl: 7.

Profession: Soldier.

Stats: Ag-100(+10); Co-96 (+11); Me-79 (+2); Re-100(+8); SD-63(+10); Em-74(+1); In-64 (+0); Pr-96 (+10); Qu-99(+7); St-97(+14). AP: 43.

Skill Bonuses: ArmH 48 (ComArm 93); ArmL 19; ArmM 38 (KinArm 58); ArtA -4; ArtP 3 (Poetry 14); AthB 27; AthE 27 (Athletic Games 41); AthG 2; AwarP 10 (Alert 10, SenAmb 11); AwarSch 22 (Observe 35, Track 91); AwarSen 26 (Sense Awareness: Smell 70, Situational Awareness: Space Combat 60); ComMan 27 (Zero G 99, SupprFire 77); Comm 16 (Species Standard Spoken 8 Written 6, Tulgaran Spoken 7, Written 6); Cra 12 (Cooking 47); DP 5; In 23 (Lead 67); LorA 32 (CultL 43, Hist 51, Philosophy 55, Sociology 39); LorG 31 (Herald 60, RegL 42, Rel 48); LorT -5; MAST 9; MASw 9; OutA 13 (Ride 42); OutE 12; SciAB 14 (BMath 28); SciAE -5; SciAM -5; SciAS 10 (Advanced Math 23, Astronomy 25, Physics 23); SciAT -5; SCon 32 (Stun 60); SpecA 24 (Natural Attack 100); SpecD 0; SubA 5; SubM -5; SubS 5; TechGen 26 (SenA 44, Tactical Games 54); TechG 32; TechP 10 (MilitOrg: Knights 40); TechVeh 22 (Ground 50); TechVoc 22 (Tactics 40); Urb -5; Weap1HE 46 (Blaster Pistol 100); Weap1HF 29; Weap1HM 74 (Monosword 158); Weap2HE 52 (Assault Blaster 80); Weap2HF 29; Weap2HM 29; WeapMT 29; WeapS 29.

Powers: Directed Powers OB: 0 (no power). None.

Batamous is a knight of prestigious lineage. He has had a mostly noble history in the order, and the early history of his knighthood is filled to heroism and honor. In fact, if Batamous hadn't fallen, he would be one of the more honored knights in the order.

Two years ago, Batamous was approached by a tulgar. This tulgar told him a tale of treachery and dishonor involving one of Batamous's superiors. Batamous investigated and found evidence that his superior had sold secrets to the Jeronans. Finally Batamous confronted him. They dueled and Batamous killed his superior. It was only then that he discovered that the evidence had been planted. He discovered this when another tulgar found the same evidence in his own chambers.

No one has believed Batamous's story. Since then he has taken to drink and mild euphoric drugs. He's begun to gamble and sold his sword to the highest bidder. Tulgaran legends are filled with stories of tulgar who have been unjustly wronged and work hard to restore their honor. Batamous has dishonored himself further, and he hates himself for his fall. If he had just held true, he believes, he'd have restored his position. Now, there's no hope.

When he fled the knighthood, he broke his own sword as a symbol of his dishonor. He still carries it and uses it in combat. It strikes as a monosword but all damage is halved and criticals reduced by one level.

4.0 BLACK MARKET TECH

The following data is hot off the most carefully concealed black market site. It is classified FOUO (For Office Use Only).

Note: *The following weapons were detailed in Robotics Manual but have never been defined for biologicals. For the attack tables and range increments, see Tech Law: Robotics Manual.*

WEAPONS

All right kiddies, you know how it is. There are a lot of bad people out there, and some of them are less than friendly. So what's a poor boy or girl to do, deep at the bottom of the big pit? Well, there are blasters and lasers and various ways to throw little hunks of metal at high velocities, but some times that ain't enough. Here's our versions of some of the more, let's call them "unique," weapons.

ACID SPRAYER

Damn, but you're a cold SOB. Yeah, if you want to you can spray your enemy with acid. Who am I to judge? I'm sure he had it coming.

Game Mechanics: *The Acid Sprayer is a one-handed weapon developed as a firearm skill. It attacks using the Acid Sprayer Attack Table from Tech Law: Robotics Manual. It holds ten shots at once.*

Base Cost: 500. Reloads cost 1 per shot.

ADHESIVE GUN

Now isn't that sweet. You wanna catch them and not kill them? I'm so impressed. They owe you money or sumptin'?

Game Mechanics: *The Adhesive Gun is a one-handed weapon developed as a firearm skill. It attacks using the Adhesive Gun Attack Table from Tech Law: Robotics Manual. It holds ten shots.*

Base Cost: 800. Reloads cost 2 per shot.

CHAINSAW

I hope you use this for cutting down trees, kiddie. You know what. Don't tell me.

Game Mechanics: *The chainsaw is a two-handed melee weapon. It's unwieldy but is already calculated into the attack chart. It attacks using the Chainsaw Attack Table from Tech Law: Robotics Manual. It will run ten hours on a power cell.*

Base Cost: 50.

CRYO GUN

More for the exotic weapons, huh kiddie? To each his own.

Game Mechanics: *The Cryo Gun is a one-handed energy weapon. It attacks using the Cryo Gun Attack Table from Tech Law: Robotics Manual. It gets 50 shots from an energy cell.*

Base Cost: 1000.

ENERGY WHIP

Are you really buying this for home defense, kiddie? Hmm.

Game Mechanics: *The Energy Whip is a one-handed melee weapon. It attacks using the Energy Whip Attack Table from Tech Law: Robotics Manual. It operates 50 rounds off a weapon cell.*

Base Cost: 300.

FORCEBLADE

The forceblade is a weapon that uses focused force to slice through target materials. It's essentially a monoblade created by force field. It's not available in *The Privateers* universe.

Game Mechanics: *The Forceblade is a one-handed melee weapon. It attacks using the Forceblade Attack Table from Tech Law: Robotics Manual. It operates 50 rounds off a weapon cell.*

Base Cost: 1,000.

POWERSWORD

The Powersword is a weapon that uses focused plasma to burn through target materials. It's essentially a stable plasma bolt in blade form. It's not available in *The Privateers* universe.

Game Mechanics: *The Powersword is a one-handed melee weapon. It attacks using the Powersword Attack Table from Tech Law: Robotics Manual. It operates 50 rounds off a weapon cell.*

Base Cost: 1,000.

PULSE BATON

I get it kiddie. Do unto the police the way they do unto you. Tell me how that works out.

Game Mechanics: *The Pulse Baton is a one-handed melee weapon. It attacks using the Pulse Baton Attack Table from Tech Law: Robotics Manual. It operates 200 rounds off a weapon cell.*

Base Cost: 300.

VIBRO AXE

You gonna carry that in a dark alley, kiddo? When yer walking the labyrinth of the big pit, you gotta be ready to fight your minotaurs. Or are you looking for Theseus? (See mom, I did study in school.)

Game Mechanics: *The Vibro Axe is a one-handed melee weapon. It attacks using the Vibro Axe Attack Table from Tech Law: Robotics Manual. It operates 100 rounds off a weapon cell.*

Base Cost: 400.

