SPACEMASTER:
DATANET ™

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Introduction

Welcome to the seventh 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 universe in our new segment called "Ports of Call." Last time we looked at Hassus, the ISC capital. This time we look at Crrrrlorrrol, a free world. We also continue to outline three campaign plots for those who'd like ideas in running a *Privateers* campaign. We reach the end of act one in the overall story in this issue, so you'll learn a little bit about what the campaign might be about. We'll see an NPC write up for Pharadel, an oort engineer. Finally, we continue our exploration into black market technology.

Enjoy.

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

Credits

1.0 Port of Call: Crrrrlorrrol

Not every system decides to join the ISC after gear-up. Crrrrlorrrol is one of those worlds. When the ISC began Gearing Up all the falar worlds, Crrrrlorrrol was one of the early targets. In fact Crrrrlorrrol is one of the worlds where the ISC learned how *not* to Gear Up a falar world. The ISC presence was sloppy, the Gear-Up crews poorly chosen. The falar of this system came to like the humans running the project, but they never respected them. When time came to join or not, Crrrrlorrrol decided to stay out of the ISC. Doing otherwise, they said, would be tantamount to rolling over and exposing their bellies.

But they did not forget.

Since that time, the falar of this world have watched and waited. They've kept cordial relations with the ISC, and many diplomats have felt that the relationship between the ISC and this Free World would never be salvaged. They believe that the disrespect engendered by the ISC Gear-Up crews could never be repaired. Falar in the ISC explained that this probably wasn't the case, but no one listened. The ISC kept a trade relationship with Crrrrlorrrol, but the only ISC citizens that interacted much with the world were other falar.

Then came the war, and everything became clear.

The AMI had quietly watched a build-up of military might in Crrrrlorrrol in the days leading up to the war. The entire time the ISC fought the initial Jeronan wave, certain people in Military Intelligence kept a firm eye on Crrrrlorrrol, expecting them to pounce when the ISC was weak.

Instead, the Crrrrlorrrol military surged out of the system, finding the ISC reinforcements and meeting up, adding their ships and their power into the mix. When the ISC began to fight the war in earnest, they didn't fight alone. Many free worlds aided in the effort, but Crrrrlorrrol was the first.

1.1 Ruler

Crrrrlorrrol is ruled by Emperor Frrrl, a Falanar of powerful stature and riveting personality. He stands well over two meters tall and sports a magnificent golden mane. Pale scars crisscross his body and he's missing one eye. His fur glistens over rippling muscles and he walks with the slightest hint of a limp.

Frrrl exudes power. He rarely twitches or looks concerned. In fact he spends much of his time lounging in poses seemingly designed to promote attack. This is both real and a façade. Frrrl doesn't fear the sudden attack. He has guards to keep off the assassins and he's ready to defend himself at any moment, even if he appears to be on the verge of sleep.

He consumes the space around him, seeming bigger than life. He speaks in a gentle whisper that forces everyone to strain to hear him. He takes postures that border on submission and yet no one takes his attitude as anything less that absolute power. Frrrl's control of his people, his surroundings, and his society is so absolute that his refusal to assert it scares everyone who meets him. There is great power in what he doesn't say. Far greater than in what he does.

Frrrl values might above everything but honor. He feels that his world owes the ISC a great debt, a debt that can barely be repaid. For years he and his predecessors have worried about how this debt to the ISC can ever be repaid. The ISC created his world out of barbarism. They may have thought it dishonorable to join the ISC, but to not discharge this debt would be far worse.

Finally, he has found the answer. All he has to do is save the ISC. Single handedly.

He looks forward to the challenge.

1.2 Government

Crrrrlorrrol is part of a hereditary empire. Frrrl's ancestor ruled the third nation on the planet to benefit from the ISC Gear-Up. Before the process had finished, he'd formed a powerful army composed of a mix of primitive and new technologies. In a two-year war, he conquered the entire planet. It was this falar, and the

attempts to stop him from conquering that wedged the split between the ISC and Crrrrlorrrol.

Now there are fifteen planetary monarchies most of them translated as "kingdoms" into species standard. Each kingdom rules itself with relative independence, owing their empire various levels of homage and troops. The kingdoms fight one another but rarely the Empire. The empire tries to stand above it all, and usually succeeds, but every once in awhile a kingdom does something so dishonorable the empire gets involved. Also, from time to time a kingdom fights so honorably against such overwhelming forces that the Emperor can't help but rescue them at the last moment.

The government is a monarchy with feudal trappings. Their tax system and system of land ownership is too modern to be truly feudal, but the falar respect their traditions too much to throw away all the trappings of the old system.

The government has its share of Princes and Dukes and other nobility. The true government is composed of the lowest class of falar, leopards who build a network of bureaucracy that forms the backbone of the system. These leopards are technically slaves, but their position makes them the most prestigious leopards in the nation.

Aside from military and taxes, the government rules lightly. Each lord is responsible for policing and ruling his lands, and as long as he doesn't violate the dictates of those above him, he rules alone. Most dictates are temporary and minor, typically an attempt to establish dominance rather than a real desire to change the way things are done. In fact, most real rules in the culture come from centuries-old traditions and codes of honor.

Succession is almost always to the oldest son, often after he kills his father. Dishonored sons cannot inherit, but practically there's no law to enforce that. Usually, a dishonored son dies from challenge soon after he takes office. If this fails, the bureaucracy assassinates him. They care much less for honor than the lions.

Rising or falling in the government comes as a result of warfare. When a house is destroyed, the noble superior promotes from the ranks. If a house is dishonored, their lord can demote them, giving a lesser house status. Sometimes a lord creates a new noble house and gives it lands from surrounding houses but this is rare (and leads to bad blood.)

1.3 Capital

The capital of Crrrrlorrrol is on the planet of the same name (Crrrrlorrrol IV in standard nomenclature). The city is called Prrrat. It's a sprawling metropolis, lavish in technological luxuries. Whereas most falar prefer the trappings of tradition, in this one place the residents of Crrrrlorrrol embrace every convenience technology can offer. In fact, the quality of life of the Leopards in Prrrat is better than in any other location.

Prrrat is a city of sculpted gardens and swooping, aerial walks. Transport Booths connect all the major business and most street corners. Scent art wafts out of storefronts and government buildings. Ground traffic is almost all foot, and while many Falar still ride horses, they do so for style, sport, or pleasure.

The center of the town is dominated by massive, modern buildings. The suburbs are filled with middleclass homes, and in the rich areas of town, noble mansions and walled estates sprawl along country lanes.

1.4 Economy

The economy of Crrrrlorrrol is complex, a mixture of paper money, hard currency, and electronic transfers. All monetary transactions are backed by silver in federal reserves.

Most of the falar of the world are uncomfortable with electronic money. They are a bit more comfortable with electronic credit, but they almost never use direct

debit transactions. If real value is involved, a falar would rather have a wad of cash in their money belt than a direct transfer to a bank.

In fact, banking is a much smaller institution on Crrrrlorrrol. Leopards, and sometimes tigers use the banks. The lions would prefer to keep their money in their own private safes and vaults. For large transactions, letters of debt (much like checks) will do until the Falar can arrange a transfer of the funds.

Taxes are collected from the commoners by the nobility every quarter. The nobility then pays up the line in "gifts" to their lords as homage. It's impolite to discuss a tax between nobles as a duty. They are always gifts.

That doesn't mean they aren't rigidly tracked and audited.

1.5 Demographics

Ninety five percent of the population of Crrrrlorrrol are falar, with the remaining 5 percent other races, many of them imported oort specialists. Of the remaining population, perhaps ten percent are lions and ten percent tigers. The remaining population is comprised of leopards.

1.6 Languages

Natives of Crrrrlorrrol speak a language known as Crrrrlorrrosh by outsiders. The natives just refer to it as "speaking." There were other languages in the planet's past, but a former emperor banished the use of all but the one language some hundred years ago.

Technically, it's illegal to speak any other language, but practically diplomats, merchants, and oorts speak their own tongue. No one enforces the old law.

1.7 Crime

There is crime on Crrrrlorrrol, just like any other world. The rate is lower than on most any non-falar world. Some of this is a matter of semantics. Falar don't consider mugging a real crime (at least not "honorable" mugging). If one falar is too weak to hold onto his money, then it's his own fault.

In fact, no crime is a real crime on Crrrrlorrrol unless the falar consider it dishonorable. Stealing from women, children, and the infirm is dishonorable, as is threatening most non-falar with violence. Using your power to take from those who can't honorably challenge you (such as lesser falar) is dishonorable as well, as is the use of superior numbers.

There are many typical thieves in the world as well. In fact, the falar spend a great deal of money every year defending themselves against thieves and burglars. This is the reason few high-ranking falar like banks. There is a little a falar can do to guard his own money once he's turned it over to the trust of another.

1.8 Espionage

Espionage is an old and honorable tradition among the falar of Crrrrlorrrol. Spies and spymasters have existed for the world's entire written and oral history. In fact, this is a romanticized profession among the lesser castes. Only a spy can find their way clear of their position of birth, if only a bit.

For instance, a leopard can achieve his greatest status as a spy. He can perform almost every job that a lion could perform, and while everyone continues to pay lip service to the caste system, a powerful leopard spy can actually outrank a lion.

The reason for this is a practical one. No lion can masquerade as a leopard. The falar of Crrrrlorrrol have learned long ago that the servants often have more important information than all but the highest members of their house. This makes leopard spies, placed into servant positions in an enemy household, some of the most valuable espionage assets in the culture.

Crrrrlorrrol does not spy against the ISC, though no one in the DFI would actually believe that. They gain almost all of their Signals Intelligence straight from the DSA, as part of a long-standing relationship. In the past, the DSA carefully filtered the information they sent to Crrrrlorrrol. Now that the falar world has chosen its side, they have stopped this practice. It takes too much manpower.

Crrrrlorrrol seems to have several assets emplaced inside the Empire as well. At the very least, they've passed information on to the DFI that seems to have come from living agents, as opposed to intercepted signals.

1.9 Planets

Crrrrlorrrol is the only inhabitable world in the system. Many of the oort scientists in the system came to begin terraforming programs on Crrrrlorrrol III and Crrrrlorrrol V. With the war, their funds have been cut to the bone, however.

Crrrrlorrrol is a larger than normal world, but about average for falar, pulling downward at a comfortable 1.3 Gs. The planet has a warm climate with large equatorial belts and small ice caps. It's about 65% covered in oceans. The plant life runs a full range, like most worlds, but there was never an extinction level event big enough to kill all the ferns, and so they dominate most everywhere.

The planet has four major continents and eight smaller ones, the tiniest barely big enough to qualify as larger than an island. The seas are full of vicious creatures, and many falar fish due to their ancestors over-hunting the woods and jungles. If the falar were to move off world, the various biting insects would likely take over the place in three days.

The four major continents each have extensive hunting preserves, as do most nobles. Poaching is

considered dishonorable and therefore a crime, but punishment rests in the hands of the owner and so rarely does anyone hear about the results. Fifty years ago, Frrrl's grandfather conquered two of the smaller continents and cleared them of habitation (not very politely). He then set them aside as hunting preserves and stocked them with animals. Careful work by leopard zoologists has brought them up to a full ecology and now they are the most popular locations in the world. Of course, one needs permission from the Emperor to hunt there, but they are big enough that this isn't hard to get.

Crrrrlorrrol III is an arid world, baking hot. Its biggest missing resource is water, and the oorts had planned to bombard the place with comet after comet, but they didn't get past the planning stages before the war broke out. Crrrrlorrrol V is just a bit cooler than temperate. It isn't exactly low on water, but almost all moisture is bound up in an ecology of competing molds which dominate the world and will be the hurdle for any terraforming. They have given the place a minimal oxygen atmosphere, however.

1.10 Sites

There are several sites of interest in or around the Crrrrlorrrol system. They are:

The Imperial Palace

Located on the primary continent, the Imperial Palace is a magnificent affair. Built near the end of the Gear Up, it uses ancient designs and architectures, merged with modern composites and techniques and built to exacting specifications by robot labor. The place is a wonder, with solid defensive walls, soaring spires and swooping bridges. Each room is hooked for sensenet and many of the residents spend hours every day logged on and hunting in virtual jungles.

The place has a military look, and this is no mere artistic choice. Under the archaic walls are shield generators. Surface to Orbit Missiles lurk in the towers and blaster cannons hide under the courtyards. At any moment, there are usually more than 1,000 of the most elite lion soldiers stationed here. Underneath are a series of hidden escape tunnels, trains, and transport booths on private closed circuits. The bunkers are rated by proximity to the surface and the level of apocalyptic weapon hits they can take; with the lowest able to absorb nine mark 50 blasts before enough bedrock evaporates to allow the residents to suffer damage.

But when not geared for combat, the place exudes comfort and nobility. The finest couches and art adorn the rooms. Liveried leopards wait on one's every word. The sensors in the walls judge mood and pipe in soothing smells while medical scanners constantly search for biological flaws. Many leopards apply for work here just for the interview, because merely stepping inside the place

grants one a free and instant examination by the highest tech equipment. Those who are hired are often plugged immediately into an autodoc and left there overnight while subtle damage is repaired inside their cells.

Imperial Hunting Preserve

Located near the Palace, the imperial hunting preserve is 563 square kilometers of carefully stocked jungle. While the Emperor is often too busy to do more than Sensenet hunt, he takes off at least two weeks every year to vacation in this preserve, to experience the long-forgotten thrill of the hunt and to reconnect with his primal instincts.

The place is stocked with fierce predators, the fiercest being the predatory primates of the world. Since this planet evolved from feline stock, the monkey is not a primate, and the primates that do exist are fierce, bipedal cats. Many of them know how to use crude clubs as weapons and they often hunt in prides. Venturing into the Imperial Hunting preserves is not something that makes you a hunter. Getting back out alive is.

Grrraf Factory Sprawl

Located on the smallest of the major continents, the Grrraf factory sprawl consists of tens of thousands of square kilometers of factories, located at one place so as to protect the delicate falar noses on the rest of the planet. In this location, an estimated 50 percent of the world's industry is produced, but it is well defended by land-based systems. It makes for a tempting orbital target.

Hrrrl Hunting Preserve

The larger of the two continental hunting preserves, this place has none of the desperate violence of the Imperial Hunting Preserves. Here a more balanced natural ecology exists, and while primates hunt here as well, they aren't concentrated enough to make everyone making landfall into instant prey. Here nobles feel safe bringing their sons for their first childhood hunts. There are dangers, but there's no good coddling a cub and there are plenty of prey animals for a lad to cut his teeth.

Station Alpha

This is a sprawling space station that serves as a port of entry for everyone landing on the world. It's comfortable, if a bit sterile, and a large and active space elevator connects to the ground a few hundred kilometers from the Grrraf Factory Sprawl. Not every person needs to go up and down the elevator (although most do) but every person and piece of cargo must go through customs here before landing.

Oort Station

Built in the oort cloud, this is not the same as the listening post that once watched the system. This is a barely functioning research base meant to serve as the operations headquarters for sending comets in-system on terraforming projects. The place is unfinished but has a small habitation module staffed with a skeleton crew.

Sundiving Platform

The Crrrrlorrrol system is based around a close-orbiting binary pair. This makes for some interesting high-energy physics. The oorts have built a heavily shielded station at the Lagrange point between the two suns and from here heavily shielded ships equipped with cooling lasers can make close studies of the effects of the two suns on one another's fusion reactions.

ALAN '99

2.0 Campaign Plans

The universe of the *Privateers* is a big place. Two issues ago, 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. Last issue, you saw the second adventure.

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 third major adventure in broad strokes and give you a few ideas for connecting 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 actions deals with the implications of everything that's gone before.

One final note. These adventures wrap up act one of their over-arcing stories. As such, by the end of these adventures, the characters should be firmly on the road of their individual campaigns.

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.

Third Adventure: The Base

Setup: Things have been good since the characters have made it back to ISC space. Business is fine. The two artifact pieces are supposedly out of their hair. One would think that they were done. Of course, the PCs

likely know better. In fact, they are likely waiting for the other shoe to drop.

Finally, it falls. They receive a message from their commander. It seems that the artifact pieces were placed on a land base for study. Things have gone well in the weeks or months since the PCs turned them over. The artifacts definitely seem to have some sort of psychic effect. One of them can confuse the mind, the other can control machines. They've both been nascent, however.

But things changed yesterday, and the base went dark. The ISC sent in a small fire team and they haven't returned or reported about it. The general has decided that perhaps the party can help. They seem to have a way with at least one of the artifacts. They are ordered to fly immediately to the base and investigate. The Marines will quarantine the place in the meantime.

At least this time, it doesn't have engines. It's not going anywhere.

Complication: The characters investigate the base to find the place populated solely by naval droids. The robots ignore the characters, unless they take a hostile action, although if the characters sneak around, they might think that the droids simply aren't seeing them. As they investigate, the characters will find the base something of a ghost town.

Eventually, they'll find the researchers, in good health but locked away in a supply area in the basement of the base. They can see the researchers, but as soon as they try to approach, the robots on guard (with tactical scanners), take notice of the party for the first time. They are not permitted to approach. The robots take no actions against the PCs unless they try something. If they do, the robots fight to subdue. They are all much higher level than one might expect from random naval droids. They won't imprison the party, though. All they'll do is set them loose.

Twist: If the characters get a person into the cells, they find the researchers confused every time they argue about something (activating the artifact piece). During times of clarity, they discover that the robots just took over one day. They think it was more recent than when the blackout started, but they aren't marking time well with the confusion.

Meanwhile, events unfold on any character outside the storage area when an unknown assailant takes a sniping shot at them. This is the first time that anything in the base has tried to hurt them, and they might be rather shocked. The foe is expert, however, and eludes them handily. Over the next bit, they become hunted by an unknown foe with a sniping laser.

Meanwhile, they'll probably realize that both the artifact pieces are missing.

If the party thinks on its feet, it can survive the ambushes and slowly turn tables on the enemy. When the party becomes the hunters in fact, and not just intent, move on to the next scene.

Reveal: There are five dragoons in the base, the fire team the ISC sent in earlier. If they get close, one of the dragoons will get on the speaker and begin taunting them. He talks too much, though, and the party should start to put all the facts together.

The researchers didn't know they were blacked out. One of the artifacts simply took over their communications gear. They had several conversations with people they thought were their superiors, but were probably SI intelligences created by the piece. This is the closest anyone's come to communicating with one of the artifacts, but they don't know if it's real communication.

The dragoons arrived and found out there was an Architect Artifact involved. Tempers flared. The other artifact piece took over, confusing the research staff. The dragoons weren't confused though, and they decided to seize the opportunities to take the pieces for themselves. The dragoon brags over and over about how his genetically engineered mind is immune to the artifact effects. After a time, the characters might come to the conclusion that maybe this is a form of the confusion, and that it merely works differently on a mind the Architects didn't create.

The naval droids seem almost to be protecting the researchers. The dragoons have the artifact pieces, but they haven't been able to get them by the droids to escape.

Climax: Finally, the characters track the dragoons back to the executive quarters, where they've dug in. Here we have a big, climactic fight, further confused by swarms of naval droids who mean to capture the characters and stop hostilities on either side. When it's over, the characters find both pieces and the droids release the researchers.

Falling Action: In the wake of this disaster, the ISC finally decides that enough is enough. From now on, the characters will be assigned to guard the artifact pieces, suspending their normal duties. It seems that every time something goes wrong, the artifact pieces only allow them enough access to settle matters. They've bonded with the player characters, for better or worse.

Their careers as privateers are over. At least for now.

Follow-up Adventures: The pieces are some of the most valuable items in the ISC. This puts the characters right in the middle of the most violent scientific politics, the worst infighting, and if word leaks out, the most determined espionage by free worlds and megacorporations.

There should be no end to the adventures as the characters take on their new roles as guardians of the artifact. This will not last forever, though. Eventually, things will come to a head.
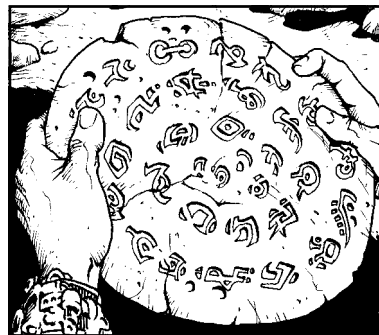
2.2 The Privateer Campaign

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.

Third Adventure: Fallout

Setup: It's been some time since the characters helped Jack Llewelyn in the ransom at the Gas Giant. In the meanwhile, Llewelyn has fallen out of touch with most everyone. There are rumors that since the psychic bomb went off in his ship, he has been obsessed with Jeronan research. More rumors say that he's taken several trips to talk to xatosian Queens about the nature of the psyche. He's taken much more interest in this than the other survivors.

So it may be a little bit of a surprise when he shows up again. This time he calls just the player characters. He wants a small assault force to do a mission, just two ships. He trusts the PCs due to their actions at the gas giant. Unfortunately, he can't guarantee money on this one, but if they absolutely need it, he'll pay them out of his own pocket.

Presumably the party accepts. If they don't, he'll try to tempt them with talk of ISC rewards for high-valued intelligence. He intends to attack a Jeronan research base. Everything inside will have some impact on the war effort, if only by increasing the ISC's information on the Jeronan state of the art.

Complication: They travel to the Jeronan base and everything seems fine at first. Llewelyn has given them forged sensor IDs. And with SI language programs on their comms, they can pass themselves off as Jeronans. They fly in-system without incident. They talk their way through to get clearing to land at the deserted base. Everything seems fine.

And then moments before they land, the base guns open up, devastating their engines. They manage to land safely if they make some Hard skill maneuvers, but their ship needs repairs to take off again and the base knows they're enemies.

Twist: They fight their way into the base. When they get to the research computers, they don't seem to have any of the information the party would expect. Nothing on construction of high-energy physics. No research with direct military actions. Nothing but personnel files and psyche evaluations. It seems the whole thing is a bust.

But astute characters will notice that while Llewelyn seems disappointed, he might not be quite as disappointed as he should be.

Reveal: The characters are likely just interested in getting out alive at this point. However, Llewelyn insists on stealing all the data and this take a *long* time. As the characters get anxious and security attacks increase, Llewelyn finally admits the truth. This is the information he came for. Buried in all of this might be the information on the psychic programs that created the human

psychic bomb in the last adventure. They need this information, because Llewelyn is convinced the Jeronans are making breathtaking strides in psychic research.

Climax: As they're finishing the download, the main counterattack hits. Jeronan soldiers blast their way in even as psychics lay into the party with targeted blasts. The battle is brutal and almost un-winnable, but when the party does start to win, one of the last psychics detonates himself, blasting through the party with a psychic bomb. One or two lucky characters might stay conscious, and those should be able to barely take out the psychic, before his remaining personality can kill all the helpless characters.

Falling Action: As the enemy dies, the characters should be able to come around and pick up their downloaded data. A raid on the repair bays will get them enough to patch up their ships for launch. They can take off without trouble as this base was so top secret that the alarms only went off at distant locations.

The characters will be chased out of Jeronan space, but by then they should have their ship repaired and their wounds healed. These are the makings of follow-up adventures.

Follow Up Adventures: Llewelyn might have burned the trust of the party by this point. He'll try to make it up now. They have a good run to get out of Jeronan space, but if the party is too skeptical of him (or dislike him too much), he'll try to lead them on a few profitable missions. You should try, at this point, to repair the relationship. The following adventures will have more impact if the party has a soft spot for Llewelyn.

Also, money can heal many wounds. If the party thinks that this mission was too much of a bust, have Llewelyn earn them a very nice reward for their data. If the party keeps making money when they go off on one of Llewelyn's schemes, he can always remind them of that in the future ("What do you mean the last mission was a disaster? It paid for that shiny new turret!")
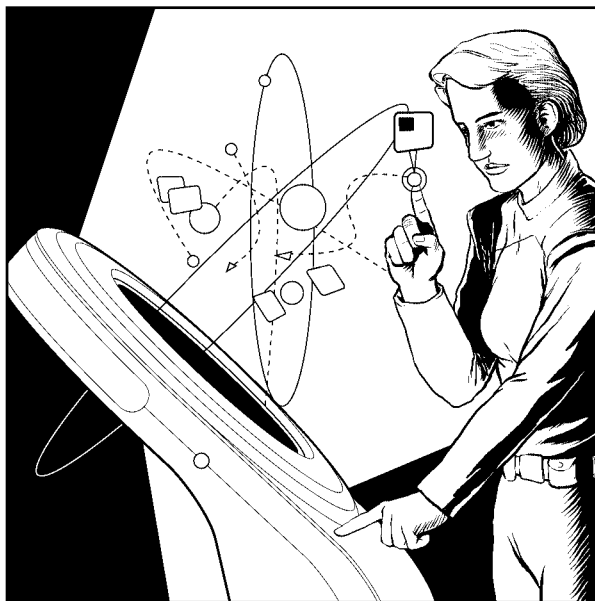
2.3 THE CRIMINAL CAMPAIGN

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: VAULT HEIST

Setup: The characters have made some missteps in the past, through no fault of their own. Twice now, they've run afoul of a major crime family in their city. Both times they have made it out alive, but nothing is so unforgivable as success. The party has likely laid low over the intervening time. The family still searches for them, however. A few assassination attempts should get the picture across. The party will not make nice with the mob. They need to explore other options.

This adventure might require some additional setup. For this adventure to really begin, the characters have to be in a place where they've given up on making things right with the crime family. They have to be certain there will never be peace between them. In addition, they need to be certain that nothing they do can make things worse. If necessary, you might need to set this adventure up by hitting them with a few assassination attempts. Once the characters know that the criminal family is going to try to kill them no matter what, they are ready for the adventure to begin.

Once the characters are ready to get back at the crime family, they are approached by a client. The client wants them to steal some rare coins from a vault. The problem, and the client is up front about this, is that the coins are in the possession of a crime family that extorted them out of the man's possession. He's willing to pay for the task and he came to the party because he thinks they might be ready for a little payback.

Complication: The coins are locked in a vault in a country estate of the crime family. The characters will need to be quick on their feet to get in. The place is surrounded by a force fence and a sensor perimeter. On top of that, there are guards and sensors inside the fence. Inside, the place is locked with sensors on every entrance. The vault is sealed with electromagnetic lockdown as a backup if the characters miss their safecracking maneuver.

The place seems awesomely guarded, but with some forethought, the characters can get in. A hacker can deal with all the real-time scanning sensors. Security Bypass with get by the force fence and the window sensors. Simple stealth will get by all the guards. It takes good, security bypass to get through the vault.

But when they get inside, the coins aren't there.

Twist: The characters will likely try to figure out what to do next. They should be interested in where the coins might be. They should at this point investigate. Searching computer files reveals the existence of high security locations in the building. The elevators have controls to get into locked floors. After everything they've done to get in, the fact that the Vault is the lowest security location in the building should come as a bit of a surprise.

The characters should begin to get the idea that something very illegal is going on here. The characters likely don't want to leave without finding out more. At this point, they will likely explore farther.

Reveal: Computer hacking and security bypass can get them into the stairs or elevators, but these maneuvers should be much more difficult. Finally, the characters make it to the hidden levels, far below the mansion. When they get there they find a production line, creating vials of blue liquid. The guards here make the security at a mint look lax.

The characters can do a few things at this point. They can hack into the local systems and gain the chemical structure of the chemical. They can steal samples. They can try to steal other evidence. They'll need to keep it simple, though. Even a little sabotage would be almost impossible.

Climax: On the way out, the security forces finally discover that their security systems have been hacked. The entire building goes on alert. The characters might be able to do some last ditch sabotage here, especially if they have some grenades handy.

Tune this fight to the combat abilities of the party. If they are weak, allow characters to sneak their way through the most of it. Otherwise, allow the carnage to fly. Eventually, the characters should escape, perhaps stealing a vehicle of the crime family.

Falling Action: The characters can research the drug. It's just hitting the streets now. It's the newest and hottest thing to hit the cities. The characters will probably not be terribly surprised by this. Then people start dying.

The characters couldn't get anything that tracks back to the crime family, other than by their testimony, which opens cans of worms they might not want to open. Worse, even if they send anonymous tests, the crime family has cleaned up before any authorities arrive on the scene.

Follow-up Adventures: As this adventure ends, it might be best to back off the overall story. Allow the characters to do something else. A couple standard jobs would be nice. Maybe a little intrigue and excitement, but nothing earthshaking. Meanwhile, the use of the drug increases and more and more people die. This undercurrent of death should overshadow what they do even as it foreshadows what's coming.
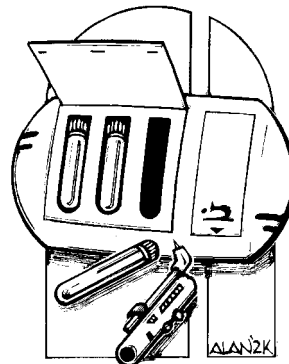
3.0 NPC: Pharadel

Age: 35
Eyes: Blue.
Hair: Brown (Graying).
Build: Slight.
Height: 122 cm.
Race/Sex: Oort.
Skin: Pale.
Demeanor: Inquisitive, morose.
Dress: Utility
True Attitude: Guilt ridden.
Home: Hassus.

Hits: 73.
Melee: –41.
Missile: 52 Beretta Commando.

AT(DB): 1(12). **Shield:** None.

MP: 11.

Lvl: 7.
Profession: Technician.
Stats: Ag-95(+9); Co-95 (+7); Me-100 (+20); Re-96(+18); SD-91(+11); Em-50(+0); In-92 (+0); Pr-58 (+6); Qu-77 (+4); St-60(–10). AP: 35.

Skill Bonuses: ArmH –16; ArmL –16; ArmM –16; ArtA –9; ArtP 2 (Sculpting 14); AthB –18; AthE 22 (Swim 42); AthG –2; AwarP 11 (Alert 11, SenAmb 11); AwarSch 20; AwarSen 23 (Situational Awareness: Craft Condition 57); ComMan 13; Comm 58 (Species Standard Spoken 8 Written 8, Oort Spoken 9 Written 7, Human Spoken 5 Written 0, Falar Spoken 5 Written 0, Royal Tongue Spoken 6 Written 6, Tulgaran Spoken 5, Written 0); Cra 29 (Metal-Crafts 34); DP –1; In –9; LorA 68 (CultL 109, Education 85, Hist 94, Journalism 77, Philosophy 94, Political Science 80, Sociology 74); LorG 68 (Fauna 77, Flora 77, RegL 103); LorT 67 (Vehicle Lore 108); MASt –16; MASw –16; OutA –6; OutE –4; SciAB 48 (BMath 116, 105); SciAE 90 (ComputerE 130, CriminalE 120, CyberneticE 120, ElectronicE 130, EnvironmentalE 120, MechanicalE 139, MedicalE 120, Power System Theory 176, SanitationE 120, SensorE 120, SoundE 120, TachyonE 130, UnderseaE 120, UrbanE 120, VacuumE 130, Weapon Design 140); SciAM 33; SciAS 53 (Advanced Math 76, Orbital Mechanics 58, Physics 76); SciAT 94 (ComputerT (ISC) 185, ComputerT (Jeronan) 164, CriminalT 158, CyberneticT 170, ElectronicT 190, MechanicalT 176, MedicalT 152, MusicalT 161, Power SystemT 191, SensorT 190, TachyonT 176, WeaponT 182); SCon 2; SpecA –1; SpecD 0; SubA 5; SubM 21 (Computer Crime 50, DisarmT 50, Electronic Warfare 39); SubS 5; TechGen 48 (SenA 63); TechG 19;TechP 38; TechVeh 23; TechVoc 20; Urb –9; Weap1HE 28 (Blaster Pistol 52); Weap1HF –16; Weap1HM –16; Weap2HE 3; Weap2HF –16; Weap2HM –16; WeapMT –16; WeapS –16.

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

Pharadel was born on Hassus to an extended oort military family. One of the youngest, he was the only member of the family not on active duty during the first days of the war. Skilled engineers, half his family served in the border flotillas during the first wave. Every one of them died.

Pharadel abandoned his course of study and joined up immediately. He became an engineer in his own right and was assigned to a fast frigate. During those early days of the war, he saw horrors. Friends died. Shipmates were burned alive or mutilated. He lost his last living relative, and his ship, at the siege of Helios. His lover threw him from the airlock in an escape bubble just before the fast frigate exploded. A fleeing ship snagged him, but this was the end of his military career.

He very nearly had a psychotic break. An ISC psychologist decided that one or two more traumas would cause him to become a danger to his ship and his unit. Rather than besmirch his name with a psyche discharge, the psychologist managed to get him an administrative discharge.

Since then he's become a privateer. His first ship was shot out from underneath him, and he's somehow managed not to snap, but now he's looking for a new crew. He doesn't advertise the fact that he might be one more disaster from a complete collapse.

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).

Man Portable SAM

Hey, I know how it is, kiddie. They're up there, flying around in their fighters, raining death and destruction on you and your mates. If you're lucky afterward, you can find some slapskin to put them back together again. More often, they're burned down to nubs. So what do you when you *don't* send your buddies home to mommy and daddy in a shoebox?

Well that's where the man-portable Surface to Air Missile comes in. Pop this baby up on your shoulder, select that evil bird on the easy-to-use sensor targeting system, and press the activation stud. Bye, bye bad guy.

Game Stats: *This is a reloadable Surface-to-Air weapon, firing ten-inch anti-vehicle missiles. The operator obtains a sensor lock and fires, allowing the missile to track in the air. This means the system can only be tracked during lock on . . . once the missile is in the air; it's the only active emission. Conduct the attack normally. EW attacks work against missiles but tanks don't move well enough to dodge like a spacecraft.*

**Base Cost: System:** *100,000;* **Missile:** *10,000*

Grenade Launcher

I know, I know. You *say* that you're interested in putting a grenade out past 50 meters and you ain't no athlete. We know the truth, kiddie. Them nuclear grenades. They come back at you.

Introducing the grenade launcher. This baby carries a clip of 10 rounds and fires using gauss propulsion. It clips neatly under any standard assault weapon. Make sure the grenades are rated for the launcher, though. You don't want one cooking off from the charge.

Game Stats: *This ten-shot grenade launcher attacks like a normal grenade. The range increments, however, are 0-3m: +15, 4-33m: +0, 34-67m: -35, 68-100m: -50, 101-120m: -75. This is to target the grenade only. A grenade from a launcher detonates with the same range increments or blast radii as a normal grenade of its type.*

Base Cost: Launcher: *1,000;* **Grenade Cost Multiplier:** *x1.2*
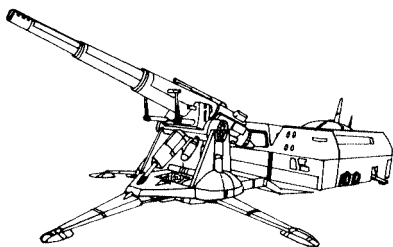
Anti-Personnel Missile Launcher

So, launching grenades ain't enough for ya? You want to unleash some serious hell on the bad guys? Well this is the weapon for you. It fires a 30mm missile that "is optimized for soft targets." You know what that means, kiddie. Fine red mist.

This is the man portable version of the weapon. The vehicle versions are . . . well, for vehicles.

Game Stats: *This is a reloadable anti-personnel weapon, firing 30mm anti-vehicle missiles. The operator obtains a sensor lock on the target location and fires, allowing the missile to track in the air. This means the system can only be tracked during lock on . . . once the missile is in the air; it's the only active emission. Conduct the attack normally. EW attacks work against missiles and it can take a full round to hit at extreme range, so target characters might not be in the same place when it arrives. This attacks on the Grenade Attack Table. Add+50 to the attack roll on top of other modifiers.*

Base Cost: System: *10,000;* **Missile:** *1,000*

Distortion Grenade

Big brother getting you down? Toss in this baby and all the little computers shut down. Only thing missing is the dead cockroach moves on the androids, but you can't have everything, kiddie.

Game Stats: *This grenade releases a quantum pulse that interferes with all molecultronics. Roll a Stunner Critical against all computers or electronics in the area (including most anything high tech, like a gun). The severity depends on distance. They are E < 10m, D <30m, C < 60m, B <120m, and A <240m. The computer cannot function until the period of stun is over, at which it reboots normally. Any result that indicates death or immediate unconsciousness fries the system, which can only then be repaired for 1d10% CIP.*

Base Cost: *1,000*

Plasma grenades

Fire! Fire! Hehe. Fire!

Game Stats: *The plasma grenade functions exactly like a normal grenade, with one exception. It causes plasma crits. These can eat through armor, just like from normal plasma weapons.*

Base Cost: *200*

Stun grenades

The problem with sonic stunners is they don't go boom. Where's the fun in that, huh? Let's have us some Stun Grenades. They at least go "pop."

Game Stats: *This grenade puts out a targeted electromagnetic field that interferes with nerve impulses in the brains of all those nearby. They cause no damage, but deal straight criticals to everyone within range that isn't shielded. The criticals depend on distance from the grenade. They are E < 5m, D <10m, C < 30m, B <60m, and A <120m. A shielded helmet alone reduces the critical by 2 steps. As and Bs become no effect.*

Base Cost: *100*

STUN SHIELDING

What do you mean you can't throw a stun grenade 120 meters? All right. Coat your armor with this stuff and you'll be immune. If you just coat your helmet, you'll still need to hit 30m. Think you can do that, champ?

Game Stats: *This neutralizes electro-magnetic stun effects, but not sonic ones. A full suit renders the wearer immune to any electromagnetic stun of low enough power that it doesn't actually cook the target alive. A helmet only coating reduces crits by two levels, eliminating As and Bs.*
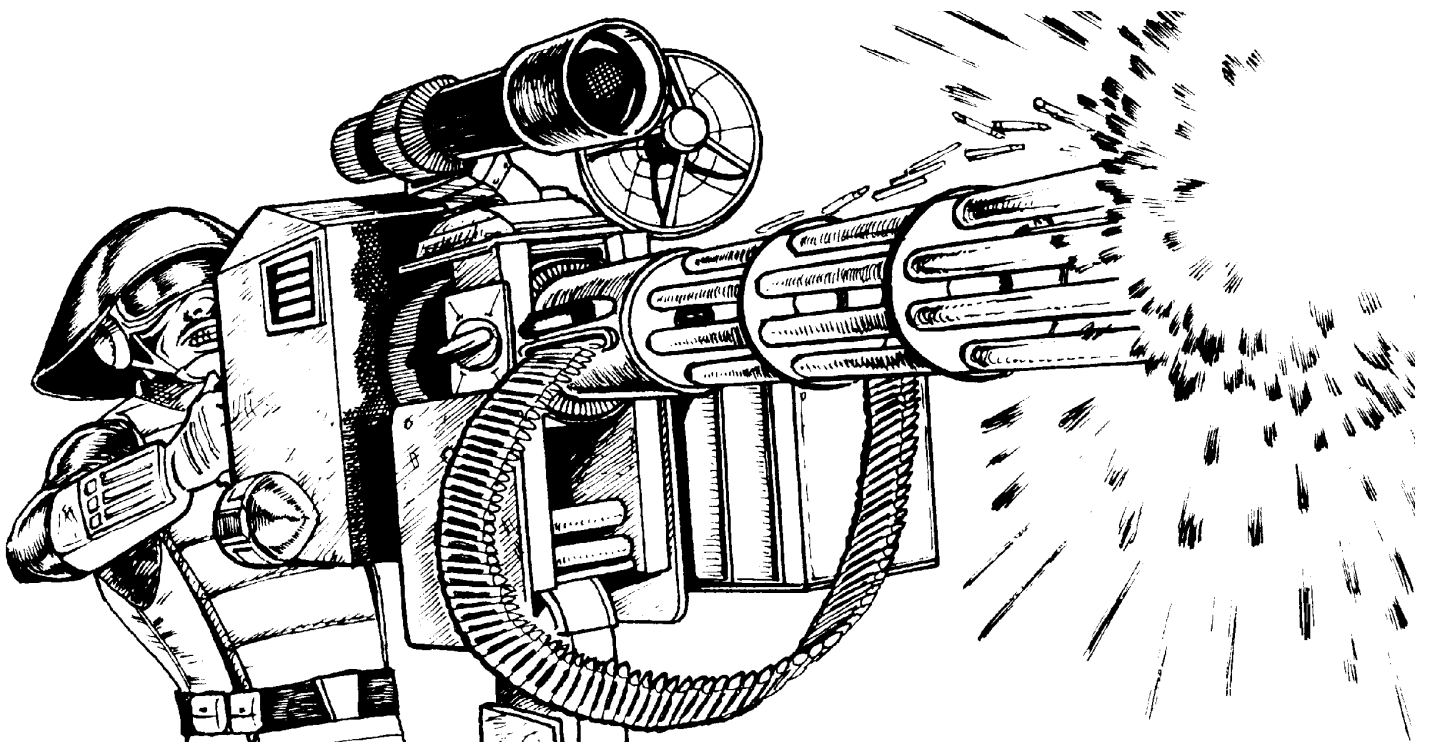
Base Cost: Helmet: *1,000* **Full Suit:** *10,000*

PORTABLE DEFENSE CANNONS

The gun that kills so you don't have to. Set up one of these portable defense cannons, hook it to a tactical scanner, and let it go. You might want friend or foe devices, just in case. It will burn down all the bad guys, making it perfect for perimeter defense when you just can't find the time to do it yourself. Watch the ammo, though.

Game Stats: *This is an add-on to another weapon system. A small SI and a built in tactical scanner search for enemies in a set range and then fire. The Portable Defense Cannons have a OB of +100 and a Sensor Analysis of +50. To buy this, add the price below to an existing gun. Support weapons are most commonly converted. Finding something smaller might require a custom job.*

Base Cost: *+15,000*

SURFACE TO AIR MISSILE ATTACK TABLE

	Construction Armor Type											WEAPON DATA
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI		
149 - 150	2	3	7A	14B	28B	34C	38C	43C	52D	94E	149 - 150	
147 - 148	2	3	7A	14B	28B	34C	38C	43C	51D	92D	147 - 148	
145 - 146	2	3	7A	14B	27B	33C	37C	42C	51D	91D	145 - 146	
143 - 144	2	3	7A	14B	27B	33C	37C	41C	50D	90D	143 - 144	
141 - 142	2	3	7A	13B	27B	32C	36C	41C	49D	88D	141 - 142	
139 - 140	2	3	7A	13B	26B	32C	35C	40C	48D	87D	139 - 140	
137 - 138	2	3	7A	13B	26B	31C	35C	39C	48D	86D	137 - 138	
135 - 136	2	3	7A	13B	25B	31C	34C	39C	47D	84D	135 - 136	
133 - 134	2	3	6A	12B	25B	30C	34C	38C	46D	83D	133 - 134	
131 - 132	2	3	6A	12B	24B	30C	33C	38C	45D	82D	131 - 132	
129 - 130	2	3	6A	12B	24B	29C	33C	37C	45D	80D	129 - 130	
127 - 128	2	3	6A	12B	23B	29C	32C	36C	44D	79D	127 - 128	
125 - 126	2	3	6A	12B	23B	28C	31C	36C	43D	78D	125 - 126	
123 - 124	2	3	6A	11B	23B	27C	31C	35C	43D	76D	123 - 124	
121 - 122	2	3	6A	11B	22B	27C	30C	35C	42C	75C	121 - 122	
119 - 120	2	3	6A	11B	22B	26C	30C	34C	41C	74C	119 - 120	
117 - 118	2	3	5A	11B	21B	26B	29C	33C	40C	72C	117 - 118	
115 - 116	2	2	5A	11B	21B	25B	29B	33B	40C	71C	115 - 116	
113 - 114	2	2	5A	10B	20B	25B	28B	32B	39C	70C	113 - 114	
111 - 112	2	2	5A	10B	20B	24B	28B	31B	38C	68C	111 - 112	
109 - 110	2	2	5A	10B	19B	24B	27B	31B	37C	67C	109 - 110	
107 - 108	2	2	5A	9A	19B	23B	26B	30B	37C	66C	107 - 108	
105 - 106	1	2	5A	9A	19A	23B	26B	30B	36C	64C	105 - 106	
103 - 104	1	2	5A	9A	18A	22B	25B	29B	35C	63C	103 - 104	
101 - 102	1	2	4A	9A	18A	22B	25B	28B	34C	62C	101 - 102	
99 - 100	1	2	4A	8A	17A	21B	24B	28B	34C	60C	99 - 100	
97 - 98	1	2	4A	8A	17A	21B	24B	27B	33C	59C	97 - 98	
95 - 96	1	2	4A	8A	16A	20B	23B	26B	32C	58C	95 - 96	
93 - 94	1	2	4A	8A	16A	20B	22B	26B	31B	56C	93 - 94	
91 - 92	1	2	4A	7A	15A	19B	22B	25B	31B	55B	91 - 92	
89 - 90	1	2	4A	7A	15A	19B	21B	25B	30B	54B	89 - 90	
87 - 88	1	2	4A	7A	15A	18B	21B	24B	29B	52B	87 - 88	
85 - 86	1	2	3A	7A	14A	18B	20B	23B	29B	51B	85 - 86	
83 - 84	1	1	3A	7A	14A	17A	20B	23B	28B	50B	83 - 84	
81 - 82	1	1	3A	6A	13A	17A	19A	22A	27B	48B	81 - 82	
79 - 80	1	1	3A	6A	13A	16A	19A	22A	26B	47B	79 - 80	
77 - 78	1	1	3A	6A	12A	16A	18A	21A	26B	46B	77 - 78	
75 - 76	1	1	3A	6A	12A	15A	17A	20A	25B	44B	75 - 76	
73 - 74	1	1	3	5A	12A	15A	17A	20A	24B	43B	73 - 74	
71 - 72	1	1	3	5A	11A	14A	16A	19A	23B	42B	71 - 72	
69 - 70	1	1	2	5A	11A	13A	16A	18A	23B	40B	69 - 70	
67 - 68	1	1	2	5A	10A	13A	15A	18A	22B	39B	67 - 68	
65 - 66	1	1	2	4	10A	12A	15A	17A	21A	38B	65 - 66	
63 - 64	1	1	2	4	9A	12A	14A	17A	20A	36B	63 - 64	
61 - 62	-	1	2	4	9	11A	13A	16A	20A	35A	61 - 62	
59 - 60	-	1	2	4	8	11A	13A	15A	19A	34A	59 - 60	
57 - 58	-	1	2	3	8	10A	12A	15A	18A	32A	57 - 58	
55 - 54	-	1	1	3	8	10A	12A	14A	17A	31A	55 - 54	
53 - 50	-	1	1	3	7	9A	11A	13A	17A	30A	53 - 50	
51 - 52	-	1	1	3	7	9A	11A	13A	16A	28A	51 - 52	
49 - 50	-	-	1	3	6	8	10A	12A	15A	27A	49 - 50	
47 - 48	-	-	1	2	6	8	9	12A	15A	26A	47 - 48	
45 - 46	-	-	1	2	5	7	9	11	14A	24A	45 - 46	
43 - 44	-	-	1	2	5	7	8	10	13A	23A	43 - 44	
40 - 42	-	-	1	1	4	6	8	9	12A	21A	40 - 42	
37 - 39	-	-	-	1	4	5	7	9	11	19A	37 - 39	
34 - 36	-	-	-	1	3	4	6	8	10	17A	34 - 36	
31 - 33	-	-	-	-	2	4	5	7	9	15	31 - 33	
28 - 30	-	-	-	-	2	3	4	6	7	13	28 - 30	
25 - 27	-	-	-	-	1	2	3	5	6	11	25 - 27	
22 - 24	-	-	-	-	-	1	2	4	5	9	22 - 24	
19 - 21	-	-	-	-	-	1	2	3	4	7	19 - 21	
16 - 18	-	-	-	-	-	-	1	2	3	5	16 - 18	
13 - 15	-	-	-	-	-	-	-	1	2	3	13 - 15	
10 - 12	-	-	-	-	-	-	-	-	1	1	10 - 12	
03 - 09	-	-	-	-	-	-	-	-	-	-	03 - 09	
UM 01 - 02	F	F	F	F	F	F	F	F	F	F	01 - 02 UM	

WEAPON DATA

F – Weapon Failure.
Roll a d10
1-7 = Temporary Overload
(weapon may not fire next round);
8-10 = Malfunction (roll for severity).

UM – Unmodified roll.
Apply result with no modifications.

Note: If **Arms Law** is used:
Breakage Numbers: 1;
Reliability/Strength: 95.
In the event of breakage, roll a d10
1-7 = Temporary Overload
(weapon may not fire next round);
8-10 = Malfunction
(roll for severity)