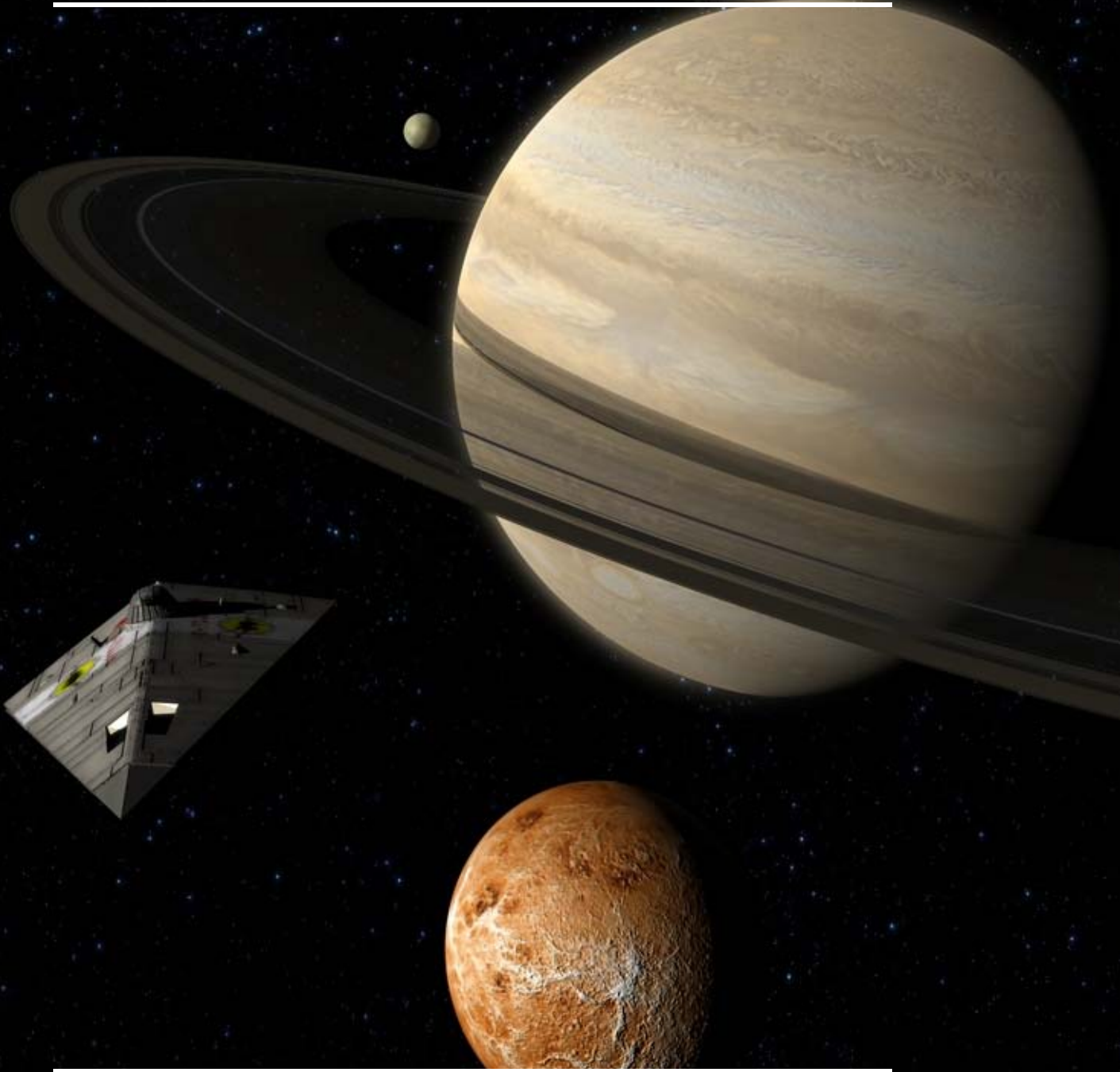


Stellar Reaches

A Fanzine for Traveller T20 And Classic Traveller

Issue #5: Summer 2006



An FLTGames Publication

Stellar Reaches

A Fanzine For Traveller T20 And Classic Traveller

Table Of Contents

Letter From The Editor	3
BITS Task System	4
1248: An Alternate Collapse/Recovery System.....	5
Minor Races of Charted Space: The Iper'Mar	15
Adventure: Sand Castles.....	18
Adventure: Seasons Change	26
Empty Quarter Echo	32
Belting 101.....	33
Sector In Review: Empty Quarter 993	37
Patron: Dan "the Man" Ugaliisash	42
Calling All Adventurers	43
Legal Text.....	44

Credits:

Cover Art: "Gas Giant Scout 1" by Andrew Boulton

Cover Layout: Jason "Flynn" Kemp

Contributing Artists: No interior art contributions this issue

Contributing Authors: Alvin Plummer, Omer "Employee #2-4601" Golan, Jeff M. Hopper, Jason "Flynn" Kemp

Editor/Layout Design: Jason "Flynn" Kemp

Astrographic Maps: J. Greely's outstanding sec2pdf application, found at <http://dotclue.org/t20/>

The Stellar Reaches fanzine's website can currently be found at <http://stellarreaches.nwgamers.org>. Please feel free to browse the site for more information, as well as back issues and other downloads as they become available.

The **BITS Task System**, although modified to include Traveller T20 difficulty classes, has been provided with permission by **British Isles Traveller Support (BITS)**. Its presence here does not constitute any challenge to the rights for this system, and we gratefully acknowledge Dominic Mooney and Andy Lilly for their generosity in allowing our use of this system to allow future adventures to be written in such a manner as to be more useful to all published Traveller rules sets.

For more information on BITS, check out their website at <http://www.bits.org.uk/>

The **Stellar Reaches** fanzine is published without charge or cost under the appropriate Fair Use and Online policies published by the various holders of the Traveller license. For ease of reference and as required by these Fair Use policies, the appropriate text of these policies is included in the legal section at the end of this publication.

Copyright of Original Material:

All original material in the Stellar Reaches fanzine not designated as Open Game Content, or not otherwise protected under the copyrights of other entities, is copyright © 2006 by the original authors and artists, as identified in the byline with each article or contribution.

No portion of this fanzine may be reproduced in any form or by any means without permission in writing from the author or artist holding that specific content's copyright.

Letter From The Editor

Greeting, Fellow Sophonts,

It's the end of the summer, and now you hold in your hands (or view on your screen) the latest of my efforts, **Issue #5** of the **Stellar Reaches** fanzine. This work wouldn't be possible without the support and contributions of the Traveller fans out there, and so I wanted to take this moment to say "Thank You, All" to everyone that has joined in the fun so far, either as a contributor or as a reader.

Sadly, our art contributions have been a little low this time around. Other than our cover art, provided by the magnanimous Andrew Boulton, with his work entitled "Gas Giant Scout," we have no interior art to offer our fans this time around. If you know of anyone that might be interested in contributing, please send him or her our way. As I've said before, I'm not a great artist, and somehow I don't think stick figures would work as well for **Stellar Reaches** as it has for **Order of the Stick**. My apologies for the low art content, and I hope that we can offer you better next time around. Andrew definitely deserves a round of applause for his cover art contribution, though. Thanks for sharing your hard work with the rest of us!

Even without artwork, you'll notice that there's a lot in this particular issue. We start off with an alternate 1248 Collapse/Recovery process I developed during the playtesting of TNE 1248. Martin J. Dougherty of Avenger Enterprises has given us special permission to publish it here. (Please take a moment sometime to thank him if you enjoyed it.) Alvin Plummer, whom HIWG fans might recognize as the original HIWG developer for the Empty Quarter sector, joins us with a trio of fun contributions. First, we meet a nomadic minor race of the Imperium with an article on the Iper'Mar. Alvin then follows it up masterfully with an exploration-oriented adventure entitled Sand Castles. Finally, Alvin brings us a military-oriented adventure called Seasons Change. Jeff M. Hopper continues his excellent travelogue series, The Empty Quarter Echo, with a focus on the world of Charity. Omer Golan returns to our pages with an excellent article on belting with Belting 101. We then present the Empty Quarter sector of 993 in review. This issue then ends with the usual patron encounter, and our fun "advertisement" makes its triumphant return. All in all, there's a lot to enjoy this issue.

Sadly, while I wanted to preview a sample of the Hinterworlds 1248 Epic Sector Sourcebook that will be released in the late fall or early winter of this year, I am not quite ready with the material, and I'd rather not hold back the release of this issue any more than I have already. Please accept my apologies, and look forward to seeing a sample in the next issue of the **Stellar Reaches**.

In addition, with the next issue, we're planning on a new Alternate Universe article, this one by Marc Kuhl, another Empty Quarter Echo column, another adventure or two by Traveller fans such as yourself, and a few other surprises.

As always, my friends, I thank you all for your continued support and enthusiasm over the **Stellar Reaches** fanzine. I continue to do this for the joy it gives me, and for the ability to contribute to the Traveller community. Your support and patronage are definitely appreciated. Now, let us put aside our distractions and get to the meat of the matter. Please enjoy this issue, and if it helps your Traveller experience, then I have done what I set out to do.

Prepare To Jump,
Jason "Flynn" Kemp
Editor, **Stellar Reaches** fanzine

BITS Task System

From pg. 8, BITS Writers' Guidelines June 1999. Copyright ©1999, BITS. All Rights Reserved.
T20 Open Game Content from the article "Extending the Task Resolution System to T20" Copyright 2003, Jason Kemp.

MegaTraveller (MT), Traveller: The New Era (TNE) and Marc Miller's Traveller (T4) all use a graduated system of task difficulty ratings – Average, Difficult, Formidable, etc. 'Classic' Traveller (CT) and GURPS Traveller (GT) use modifiers to the task rolls instead. Traveller T20 (T20) uses difficulty classes (DCs) to define target numbers for skill checks. The BITS Task System provides a simplified common ground for all these rule sets, using difficulty ratings with corresponding task modifiers for CT and GT and DCs for T20 as shown in Table 1. The means by which spectacular (GT: critical) success or failure are achieved are defined by the rule set used. Similarly, the GM should apply the rules for special tasks – opposed, co-operative, hasty, cautious, etc. – according to the rule set used. As always, these are only guidelines – the GM may alter any task roll as appropriate to enhance the game.

TABLE 1: TASK DIFFICULTIES

BITS Task Difficulty	T4 Difficulty	T4.1 Difficulty	GT Target Modifier	TNE Difficulty	MT Difficulty	CT Target Modifier	T20 DC
Easy	Easy (Auto)	Easy (1D)	+6	Easy	Simple	-4	10
Average	Average (2D)	Average (2D)	+3	Average	Routine	-2	15
Difficult	Difficult (2.5D)	Difficult (2.5D)	0	Difficult	Difficult	0	20
Formidable	Formidable (3D)	Formidable (3D)	-3	Formidable	Difficult	+2	25
Staggering	Impossible (4D)	Staggering (4D)	-6	Impossible	Formidable	+4	30
Impossible	(5D)	Hopeless (5D)	-9	Impossible	Impossible	+6	35
Hopeless	(6D)	Impossible (6D)	-12	Impossible	Impossible	+8	40

Ex. Maria Charles is forging a complex document, which the GM rules is a Staggering task. Maria has Forgery-4 (GT: Forgery-16, T20: Forgery +18) and the relevant attribute (MT, T4) is INT 10 (TNE: INT 9, T20: 15).

CT: Task success is normally $2D + Skill \geq 8$. Maria requires $2D + Forgery \geq 12$ ($8 + 4$ for Staggering difficulty).

Alternatively, the GM may prefer to apply the target modifier as a negative modifier on the dice roll, i.e. $2D + 4 - 4 \geq 8$.

MT: Staggering difficulty is equivalent to MT's Formidable (15+), thus the task is $2D + Skill + (Stat / 5) \geq 15$. For Maria this is: $2D + 4 + 2 \geq 15$.

TNE: Staggering difficulty is equivalent to TNE's Impossible, thus the task is $d20 \leq (Skill + Stat) \times \frac{1}{4}$. For Maria this is $d20 \leq 3$, i.e. $(9 + 4) / 4$ rounded down.

T4: Maria requires $4D \leq INT + Forgery$. (Note that T4's Staggering rating of 3.5D is ignored.)

GT: Maria requires $3D \leq Forgery + Target Modifier$, i.e. $3D \leq 16 - 6$.

T20: Maria requires $d20 + 18 \geq 30$. (Note that the INT modifier is already factored into the skill check.)

Task definitions should always be used sparingly – the GM should be able to define the difficulty and required skills and equipment for most tasks using common sense. Where strange skills or equipment are needed, these can usually be listed, without requiring a full task definition. Where a full task definition is required, use the following format (you don't need to use the bold or italics formatting; plain text is fine):

To find a boar:

**Difficult Recon (GT: Tracking), or
Difficult Hunting (T20: P/Hunting), or
Formidable Survival**

+1 Difficulty if riding at full gallop.

+1 Difficulty if lost.

-1 Difficulty if moving slowly.

Spectacular Success: They have surprised a boar and have one round to act before it reacts.

Success: They have found boar tracks and can begin following them.

Failure: No tracks found.

Spectacular Failure: They have become lost.

+1 Difficulty indicates a harder task (e.g. an Average task becomes Difficult) whereas -1 Difficulty is an easier task (e.g. Difficult would become Average).

NOTE: This system has been extensively play-tested but suggestions for refinements are always welcome.

1248: An Alternate Collapse/Recovery System

By Jason "Flynn" Kemp

Editor's Note

This article was originally submitted to Martin J. Dougherty for inclusion in the original 1248 manuscript. The UWPs for the Fourth Imperium region were generated using the process outlined below. Inspired by the system for collapse detailed in MT's Hard Times supplement and TNE's core rulebook, this system offers a slightly harsher result set that met with the approval of the original playtesters. Unfortunately, an earlier draft was accidentally sent into layout for the 1248 sourcebook, Book One: Out Of The Darkness, which did not have this Collapse/Recovery system. With the gracious permission of Avenger Enterprises, we now present to you this alternate procedure for converting UWPs to the 1248 Era for your general pleasure and enjoyment.

UWPs For The New Era

The worlds of the New Era are a special case in terms of world generation. The state of the various worlds is the result of a long period of stability followed by a short and very violent war, then a downward spiral, possibly with some kind of recovery. This procedure is a two-step process. First, basic UWP (Universal World Profile) data is generated using a standard Traveller rules set. It does not matter whether T20 or Classic Traveller rules are used, since the results are 100% compatible. Second, the basic UWP data is then manipulated using the Collapse/Recovery process defined in this article, which updates the UWP data for the New Era.

Since UWPs already exist for much of Charted Space as part of the public domain, dating from the 993 or 1107 periods, it may not be necessary to generate the raw data for the system (or systems) in question. If the Referee desires to use such data, it simply needs to be updated using the Collapse/Recovery process, providing a result applicable to the year 1248.

Naturally, the effects of the Collapse vary considerably from region to region. Some areas were particularly hard hit; others were within a 'safe area' and suffered relatively little. In some cases these protected worlds might even have flourished and advanced during the 120 years between the Collapse and the dawn of the New Era.

Some regions are also subject to special considerations, such as the worlds of the Black Imperium.

The Classification Of Worlds

This method uses the following classifications of world types for purposes of differentiating various worlds based on the amount of devastation and change that has occurred upon them throughout the events of the last 150 years.

Safe: Safe worlds are those that have survived from the pre-Rebellion/Second Civil War era through the Virus waves to the present day in 1248 reasonably intact. Any conflicts that occurred on these worlds usually did not inflict major changes on the UWP, outside of the usual course of events due to the passage of time. These worlds will remain a lot like their pre-Rebellion counterparts.

Frontier: Frontier worlds are those that suffered somewhat from the conflicts of either the Second Civil War or the Virus Waves, taking some damage but in general defending themselves sufficiently to avoid falling back into the Stone Age of a complete collapse. These worlds were cut off for a time from frequent interstellar contact, but still represent the more fortunate of those worlds that survived to the present. Technology should be impacted, and population may drop somewhat, but generally not dramatically.

Wilds: The Wilds represents those worlds that suffered because of the loss of interstellar contact, but were generally not the site of prolonged or repeated heavy battle or conflict that radically devastated the local population. Technology and population should be impacted, but these UWPs should still allow for a mixture of Classic Traveller-style adventuring as well as some TNE 1200-style adventuring. These worlds have collapsed, and are undergoing active recovery, though it is a slow process.

Deep Wilds: These are the worlds that suffered more so than most from the heavy fighting that marked the Second Civil War and the Virus Waves. These worlds have collapsed, and engaged in only a little bit of recovery. However, there has been some recovery, at least on the more habitable worlds.

Holocaust: Holocaust worlds are those that hit the bottom of the proverbial barrel, having been smashed repeatedly by offworld assaults. These are the worlds that suffered from the Black War techniques used at the end of the Second Civil War, followed by several waves of Virus, or where Virus ruled the stars for decades on end. These worlds will probably be Boneyards and near-Boneyards, as there's been a lot of collapse, but no recovery.

The Collapse/Recovery Process

Nobody came through the dark years unscathed. Even in the Regency, which was the safest and best-protected region of Charted Space, compromises were made and futures were mortgaged for immediate survival. In some areas there was no protection whatsoever and the Collapse was almost total. Recovery also depended upon many factors, including friendly neighbors, access to Jumpstart caches or assistance from bodies such as the Usdiki Reconstruction Service.

Apply the Collapse Effects first, then Recovery Effects. It is for the Referee to decide whether any given factor applies to a world, although the process defines which steps are optional based on the classification of the world, as described above. If there is doubt, the default option is 'Wilds'.

The Collapse Effects

Collapse Atmosphere

During the Second Civil War and the numerous waves of Virus attacks, numerous worlds were attacked with such devastation that a world's ability to sustain life was impacted, as atmospheres became poisoned by the weapons of mass destruction and people died off. Safe worlds do not need to worry about the collapse of their atmosphere, but all others (Frontier through Holocaust) should check for the possibility of atmospheric collapse, by rolling 2D6 and modifying as follows:

Atmospheric Collapse Modifiers

Wilds	+1
Deep Wilds	+2
Holocaust	+3
Starport A	+1
Population 9+	+1

If the result of the die roll is 14+, the world's atmosphere code will change. To determine the impact of the atmospheric collapse, roll 2d6 again (DM +2 if Deep Wilds or Holocaust). Consult the table below:

Atmospheric Collapse Results

Roll	Result
8 or less	Untainted atmospheres become tainted.
9-10	Untainted atmospheres become tainted, Population code lowers by one, and Tech Level lowers by one.
11-12	Atmosphere becomes Insidious (C), Population code lowers by two, and Tech Level lowers by two.
13 or higher	Atmosphere becomes Insidious (C), and world becomes a Boneyard.

Explanations:

Untainted atmospheres become tainted: An atmosphere code of 5 changes to 4, 6 changes to 7, and 8 changes to 9. No other atmosphere codes change with this result.

Atmosphere becomes Insidious (C): If the world's atmosphere code is not currently zero (0), change the world's atmosphere code to C.

World becomes a Boneyard: The world's Population, Population Modifier, Government, Law Level and Tech Level codes all change to zero (0), and the Starport changes to an X-class starport.

Collapse Starport

Either as a result of the planetary attacks or due to the lowered amount of interstellar travel, starports fell into disrepair or disuse. The reduced interstellar trade impacts even some of the Safe worlds, though not nearly to the degree that the unprotected worlds of the Wilds were hit. To determine the impact of the Collapse period on a world's starport, roll 1D6 and modify as follows:

Starport Collapse Modifiers

World Classification	
Safe	-2
Frontier	+0
Wilds	+2
Deep Wilds	+3
Holocaust	+4
Population	
0-2	+4
3-4	+2
Technology Level	
0-4	+5
5-6	+3
7-8	+0
9-A	-1
B+	-2
Original Starport	
A	+2
B	+1
C	+0
D	-2

After modifying the roll, consult the table below:

Starport Collapse Results

Roll	Result
4 or less	No change.
5-6	-1 Level (A becomes B, etc.), Population code lowers by one, and Tech Level codes lowers by one.
7-8	-2 Levels (A becomes C, etc.), Population code lowers by one, and Tech Level codes lowers by three.
9-10	-3 Levels (A becomes D, etc.), Population code lowers by two, and Tech Level codes lowers by five.
11 or more	-4 Levels (A becomes E, etc.), Population code lowers by two, and Tech Level codes lowers by

seven.

Explanations:

-x Levels: Reduce the world's starport by the indicated number of levels. Starport reduction occurs in the usual order (A, B, C, D, E, X). No starport can be reduced below an X-class starport.

A Note On X-class Starports

If a world's population has been reduced to zero, the world becomes a Boneyard (i.e. the world's Population, Population Modifier, Government, Law Level and Tech Level codes all change to zero (0), and the Starport changes to an X-class starport.)

If a world has an X-class starport, but still has a population code of one or greater, then roll 2D6 (DM -2 if the world is classified as Wilds, DM -4 if the world is classified as Deep Wilds or Holocaust). If the result is 5+, then the world is not xenophobic and the starport changes to an E-class starport. (This defines all populated worlds with an X-class starport as xenophobic. Otherwise, the world uses its E-class starport, really little more than a flat area to land, in working with offworld traders, should any come their way.)

Collapse Technology Level

Over time, the technology of the world had to adjust to changes in the local manufacturing support infrastructure, with offworld supplies became more scarce. Military actions from offworld foes, such as the warring factions of the Second Civil War, Virus laden ships, and the reavers that followed in Virus's footsteps, further unbalanced or destroyed the manufacturing infrastructure that supported the local technology. It was little wonder that, on most worlds, technology collapsed, though some worlds took less of a hit than others. For populated worlds, roll 1D6 and modify as follows to determine the effect of the Collapse on a world's Tech Level:

Technology Collapse Modifiers

World Classification	
Safe	-3
Frontier	-1
Wilds	+0
Deep Wilds	+1
Holocaust	+3
Atmosphere	
0-3, A-B	+1
C	+2
Hydrosphere	
0, 1, A	+1
Population	
0-5	+1
Current Tech Level	
0-4	-2
9-A	+2
B-D	+4

E+	+6
Current Starport	
A	-2
B	-1
E or X	+1

After modifying the roll, consult the table below:

Technology Collapse Results

Roll	Result
4 or less	No change.
5-6	Reduce current Tech Level code by 1D6-3, minimum zero (0).
7-8	Reduce current Tech Level code by 1D6.
9-10	Reduce current Tech Level code by 2D6.
11 or more	Reduce current Tech Level code by 3D6.

Note: A world's Tech Level can never drop below zero (0). An unpopulated world automatically has a Tech Level of zero (0).

Minimum Technology Level Required For Life

Certain atmosphere types require a minimal level of technology in order to support life. In Safe and Frontier worlds, adjoining worlds provide interstellar aid when possible to help their neighbors maintain at least a minimal standard of survival. Consult the Minimum Tech Level By Atmosphere table below. If a world's Tech Level is not sufficient to support itself, raise the Tech Level to the minimum necessary to allow the population to survive.

For those worlds classified as Wilds, Deep Wilds or Holocaust, no such aid is available. Should circumstances destroy a world's level of technology such that it lacks the technological ability to support its population, the world dies off. Consult the Minimum Tech Level By Atmosphere table below. If a world's Tech Level is not sufficient to support itself, the world becomes a Boneyard (i.e. the world's Population, Population Modifier, Government, Law Level and Tech Level codes all change to zero (0), and the Starport changes to an X-class starport.)

Minimum Tech Level By Atmosphere

Atmosphere	Minimum Tech Level
0	7
1	7
2	5
3	5
4	3
7	3
9	3
A	7
B	8
C	8

Collapse Population

As the Collapse initially impacts a world, there are numerous opportunities for a world's population to die off, leaving the world a Boneyard. If the population

survives the initial impact of the Collapse, however, it is likely that the sophonts will survive. The Collapse is not a kind mistress, though, and over the decades, the population may continue to diminish. For populated worlds, roll 1D6 and modify as follows to determine the long-term effect of the Collapse on a world's Population:

Population Collapse Modifiers

World Classification

Safe	-6
Frontier	-2
Wilds	+0
Deep Wilds	+2
Holocaust	+4

Size

0-2	+2
-----	----

Atmosphere

0-3, B	+6
5	-2
6, 8	-6
A	+4
C	+8

Hydrosphere

0 (if Atmosphere 0-2)	+4
-----------------------	----

After modifying the roll, consult the table below:

Population Collapse Results

Roll	Result
4 or less	No change.
5-6	-1 to the current Population code, and reroll the world's Population Multiplier.
7-8	-2 to the current Population code, and reroll the world's Population Multiplier.
9-10	-3 to the current Population code, and reroll the world's Population Multiplier.
11-12	-4 to the current Population code, and reroll the world's Population Multiplier.
13-14	-5 to the current Population code, and reroll the world's Population Multiplier.
15-16	-6 to the current Population code, and reroll the world's Population Multiplier.
17-18	-7 to the current Population code, and reroll the world's Population Multiplier.
19 or more	-8 to the current Population code, and reroll the world's Population Multiplier.

Note: A world's Population can never drop below zero (0). If a world's population drops to zero (0), the world becomes a Boneyard (i.e. the world's Population, Population Modifier, Government, Law Level and Tech Level codes all change to zero (0), and the Starport changes to an X-class starport.)

Collapse Government

Government types in the New Era are rated according to the standard Traveller system, though there are some special considerations. As a rule, decisive action and harsh measures were necessary in many cases in order to survive the chaos of the Collapse, and by the same token the conditions were ripe for an armed coup. Some

worlds did maintain their existing governmental system, even in the face of considerable pressure. Roll 2D6 as modified below, and consult the Government Collapse Results table below to determine if a government change and/or alteration in law level took place.

Government Collapse Modifiers

World Classification

Safe	-3
Frontier	-1
Wilds	+0
Deep Wilds	+1
Holocaust	+3

Population

If Population declined	+(amount Population code changed)
------------------------	-----------------------------------

Government Collapse Results

Roll	Result
6 or less	No change.
7-9	World government becomes Balkanized (7) if Population 2+, or Anarchy (0), if Population 1-.
10 or higher	Government replaces. Use the Post-Collapse Government table below.

Note: A world with a population code of zero (0) automatically has a government code of zero (0).

If a world changes government types during the Collapse, generate the Post-Collapse government type by rolling 2D6 (DM -2 for Safe worlds, DM -1 for Frontier worlds, DM +1 for worlds in the Deep Wilds and DM +3 for Holocaust worlds), and consult the following table:

Government Collapse Results

Roll	Code	Type	Notes
1 or less	Q	Interim Government	The world is ruled by a temporary government (which may have been in power for some time.)
2	C	Charismatic Oligarchy	Government by an elite group which enjoys considerable popular support.
3	5	Feudal Technocracy	Government is based on control of technology or performance of technical tasks on behalf of the general populace. Low-tech feudal structures are also possible.
4	0	Anarchy	No formal government. Family bonds predominate. The world may be in the throes of a brief period of disturbance, or may be a permanent Anarchy.
5	A	Charismatic Dictator	A single leader enjoying considerable popular support from the masses.
6	M	Military	Government by the armed

		Dictatorship or Junta	forces as an interim survival measure or result of a Coup.
7	7	Balkanized	The world has several or many states. See <i>Balkanization</i> , below.
8	T	Technologically Elevated Dictator	A leader or small group holds power through the use of relic technology.
9	6	Captive Government	The world is ruled from outside, as a colony or a possessed territory.
10	1	Tribal/Clan	Autonomous clans exert limited control over local areas. Survives by offering tribute or slaves to an outside power (often Vampire ships) which do not care to rule the world directly.
11	D	Religious/Mystical Dictatorship	Government by a religious group or quasi-mystical leader.
12	B	Non-Charismatic Leader	A single leader who does not have popular support. Regime may be unstable.
13	S	Slave World	The world's government is ineffectual or non-existent. The populace is enslaved to an outside power.
14 or more	V	Viral Hell	The world is run by malevolent Viral Entities, ether openly or through a Quisling government.

Collapse Law Level

Law levels tend to be high on worlds that have had to take harsh measures in order to survive. If government type has changed due to the effects of the Collapse, redetermine Law Level by rolling 2d6-7 and adding the Base Law Level listed below for each government type. If a world's Government code is not listed on the table, use the world's Government code as the Base Law Level. A result of less than zero (0) equals zero (0). Worlds with a Government code of zero (0) automatically have a Law Level of zero (0).

Base Law Level for Post-Collapse Governments

Government Code	Base Law Level
1	2
5	5
6	9
A	B
B	A
C	B
Q	7
M	C
S	B
T	D
V	F

Collapse Bases

As worlds fall into Collapse, bases such as the Scout and Naval bases within the system are likely to be impacted. For worlds where the starport has been reduced by more than one level, or where the starport has become an X-class starport, all local bases are destroyed. If a world has a population code of zero (0), all bases are destroyed. In the case of destroyed bases, replace the world's Base code with 'R', to represent that the Ruins of a former base exist on the world.

For worlds where the starport has only reduced by one level, roll 2D6 and modify as per the Bases Collapse Modifiers table below.

Bases Collapse Modifiers

World Classification

Safe	-8
Frontier	-4
Wilds	+0
Deep Wilds	+2
Holocaust	+4

Original Base Type

Depot, Way Station	+2
Navy	+1
Scout	+0
All Other Base Types	+4

After modifying the roll, the base is destroyed if the roll's result is 6+. Replace the world's Base code with 'R', to represent that the Ruins of a former base exist on the world.

Random Collapse Events

The Collapse Period was a very turbulent one, and most worlds suffered their share of disasters. Some achieved unlooked-for success, or were spared the worst effects of the period through good leadership or blind luck. It is not possible, nor desirable, to generate all the events that occurred on every world in Charted Space. Instead, the following chart allows the Referee to determine if something particularly unusual or noteworthy occurred during the Collapse Period, introducing additional UWP variations not included in the Collapse Effects detailed above. If no random events occurred on a given world, it can be assumed that the surviving population followed a somewhat typical Collapse. They may have made several attempts to clamber out of the wreckage, but each time new disasters have tumbled the world back into chaos. Thus, the post-Collapse tech level, population and social data determined above are used unchanged.

It is up to the Referee to explain the results found on the table below in a plausible fashion. It seems unlikely that a world population can climb from hundreds to millions in just 120 years, for example, so perhaps refugees coming in from offworld have increased the planetary population, or maybe a large number of wild tribes, living beyond the borders of

civilization, have now been integrated into the population.

To determine the number of Random Collapse Events, roll 1D6 and consult the Random Collapse Events table below. For each random event, roll 1D10 on the Random Collapse Event Results table, and apply the results to the UWP. The effects are cumulative.

Random Collapse Events

Roll	Result
2 or less	Zero (0) events
3-4	One (1) event
5 or more	1D3 events

Random Collapse Events Results

Roll	Result
1	Severe Virus infection. If populated, change world's Government code to 'V' and regenerate the world's Law Level as 2D6+8.
2	Suffered excessive raids. If the world's starport class is A or B, reduce by one level.
3	Major social catastrophe. Add +1d6 to the world's Law Level.
4	Plague or Bioweapon. Reduce Population Multiplier by 1d8+1. If Population Multiplier drops below one, reduce Population Code by one and add ten to the new Population Multiplier to bring the number up between one and a maximum of nine.
5	Suffered massive bombardment. World becomes a Boneyard. This result does not apply to Safe worlds.
6	Undiscovered technology cache on world. Increase Tech Level by 1d3, but no higher than the world's pre-Collapse Tech Level.
7	World conquered by Vampires or Pocket Empire. Roll 1D6: on 1-3, the world's Government code changes to Captive (6); otherwise, change the Government code to Slave World (S). Regenerate Law Level by rolling 2D6+2, DM+2 if Slave world.
8	Very harsh survival measures required. Lower world's Population code by one, and increase the world's Law Level by 1d3.
9	False start; World made an early recovery but collapsed. Reduce both the world's Population code and Tech Level by one, to a minimum of zero (0). Reroll the world's Population Multiplier.
10	Anomaly or No Effect (Referee's Choice): Referee determines impact on world's UWP.

The Recovery Effects

Recover Population (For Populated Worlds)

Over time, the population of a world will stabilize. Under favorable conditions, as the survivors breed and immigrants come in (if Starport sufficient to support incoming migrations), a world's population will grow under the Recovery phase. For populated worlds, roll 1D6 and modify as follows to determine the longterm effect of the Collapse on a world's Population:

Population Recovery Modifiers

World Classification	
Safe	+2
Frontier	+1
Wilds	+0
Deep Wilds	-2
Holocaust	-4
Atmosphere	
0-3, A+	-1
4, 7, 9	+0
5	+1
6, 8	+2
Current Starport	
A	+2
B	+1
C or D	+0
E or X	-1

After modifying the roll, consult the table below:

Population Recovery Results

Roll	Result
4 or less	No change.
5-6	+1 to the current Population code, and reroll the world's Population
7 or more	+2 to the current Population code, and reroll the world's Population

Note: A world's Population can never rise above ten (A).

Recover Population Through Colonies (For Unpopulated Worlds)

During the Recovery period, some stable worlds may seek to recontact other worlds, if for no other reason than to procure pre-Collapse resources. For unpopulated worlds during the Recovery Era, this represents an opportunity for these worlds to be recolonized. To determine the possibility of a new population on former Boneyards, roll 1D6 and modify as follows:

Colonial Recovery Modifiers

World Classification	
Safe	+2
Frontier	+1
Wilds	+0
Deep Wilds	-4
Holocaust	-8
Atmosphere	
0-3, A+	-2
4, 7, 9	+0
5	+1
6, 8	+2
Original Starport	
A	+2
B or C	+1
D	+0
E or X	-1
Original Population	
0-3	-2
4-6	+0
7-8	+1
9-A	+2
Original Tech Level	

0-8	-2
9-A	+0
B-D	+1
E+	+2
Original Bases	
Naval	+2
Scout	+1
Depot or Way Station	+4
Systems Within Four Parsecs	
None are TL9 or higher	-8
Per TL9+ world with Pop 7+ and Starport C	+1
No Gas Giants In Local System	-1

After modifying the roll, consult the table below:

Colonial Recovery Results

Roll	Result
4 or less	No change.
5-6	Advance Station (Change world's Population code to 1, and reroll the world's Population Multiplier.)
7-8	Station (Change world's Population code to 2, and reroll the world's Population Multiplier.)
9-10	Base (Change world's Population code to 3, and reroll the world's Population Multiplier.)
11 or more	Colony (Change world's Population code to 4, and reroll the world's Population Multiplier.)

Note: If a world has been repopulated, make the following changes to the world's UWP:

- The world's Starport class becomes D;
- The world's Government code becomes 6 (Colony);
- Determine the world's Law Level code by rolling 2D6+2; and
- Determine the world's Tech Level using the standard Tech Level table from a standard Traveller rules set (such as T20 or Classic Traveller.) Please note that the minimum Tech Level for a new colony will be set by the Minimum Tech Level By Atmosphere table above, so that the colony is viable on its own, representing hard lessons learned from the Collapse Period.

After that, continue with the Recovery process as normal, starting at the Recover Starport step.

Recover Starport

Once a world's population has stopped declining and, indeed, has started to recover, eyes turn toward the stars. Once again, starports come into use, as interstellar civilization rises from the ashes. As starport traffic increases, the quality of a world's starport slowly increases as well. In some cases, this could result in an upgrade for the world's starport class. To determine the impact of the Recovery period on a populated world's starport, roll 1D6 and modify as follows:

Starport Recovery Modifiers

World Classification	
Safe	+2

Frontier	+1
Wilds	+0
Deep Wilds	-2
Holocaust	-4
Population	
1	-2
2	-1
6-8	+1
9-A	+2
Current Technology Level	
0-8	-2
B-D	+1
E+	+2
Current Starport	
X	-2

After modifying the roll, consult the table below:

Starport Recovery Results

Roll	Result
4 or less	No change.
5-8	+1 Level (B becomes A, etc.)
9-10	+2 Levels (C becomes A, etc.)
11 or more	+2 Levels (C becomes A, etc.), and Tech Level code increases by one.

Explanations:

+x Levels: Increase the world's starport by the indicated number of levels. Starport reduction occurs in the usual order (A, B, C, D, E, X). No starport can be increased above an A-class starport.

Note: Unpopulated worlds retain their X-class starport.

Recover Technology Level

One of the most significant long-term effects of the Recovery Period is the recovery of lost technologies. As the world's population continues to recover, and more interstellar trade moves through the world's starports, the local manufacturing infrastructure improves, supporting in turn a possible recovery in the world's level of technology. For populated worlds, roll 1D6 and modify as follows to determine the effect of the Recovery on a world's Tech Level:

Technology Recovery Modifiers

World Classification	
Safe	+2
Frontier	+1
Wilds	+0
Deep Wilds	-2
Holocaust	-6
Atmosphere	
5	+1
6, 8	+2
Population	
1-3	-1
4-6	+0
7-8	+1
9-A	+2
Current Law Level	

B+	-1
Current Starport	
A	+2
B	+1
C or D	+0
E or X	-4
Current Bases	
Naval	+2
Scout, Trade, Military	+1

After modifying the roll, consult the table below:

Technology Recovery Results

Roll	Result
4 or less	No change.
5-6	Increase current Tech Level code by one.
7-8	Increase current Tech Level code by 1D3.
9-10	Increase current Tech Level code by 1D3+1.
11 or more	Increase current Tech Level code by 1D3+2.

Note: A world's Tech Level can never be increased to a level more than either TL9, or one level above the world's original pre-Collapse tech level, whichever is higher. An unpopulated world automatically has a Tech Level of zero (0).

Recover Atmosphere

If a devastated world's Tech Level is sufficient, the population may be able to exercise sufficient terraforming as to recover Atmospheric damage.

If a world's current Tech Level is TL11 or higher, and the world's Atmosphere is tainted (4, 7, or 9), roll 2D6, DM -1 for Deep Wilds worlds, and DM -2 for Holocaust worlds. If the result is 11+, the world's Atmosphere code changes to its untainted (5, 6, or 8, respectively) equivalent.

If a world's current Tech Level is TL16 or higher, and the world's Atmosphere is insidious (C), roll 2D6, DM -1 for Deep Wilds worlds, and DM -2 for Holocaust worlds. If the result is 11+, the world's Atmosphere code changes. Roll 2D6-7, plus the World's size code, and then consult the Insidious Atmospheric Recovery Results Table below.

Insidious Atmospheric Recovery Results

Roll	Result
4 or less	Change world's Atmosphere code to 4.
5-8	Change world's Atmosphere code to 7.
9 or more	Change world's Atmosphere code to 9.

Recover Government

As a world goes through Recovery, there is once again an opportunity for the population to change their form of government. On many worlds, Recovery has allowed the harsh conditions of the Collapse Era to soften, if only somewhat. To determine if a world's government changes as a result of the Recovery process, roll 2D6 as modified below, and consult the Government Recovery Results table below.

Government Recovery Modifiers

World Classification	
Safe	-3
Frontier	-1
Wilds	+0
Deep Wilds	-1
Holocaust	-3
Population	
If Population changed	+(amount Population code changed)

Government Collapse Results

Roll	Result
6 or less	No change.
7-9	Government replaced. Use the Post-Collapse Government table above.
10 or higher	Government replaced. Use the standard method from a standard Traveller rules set (i.e. 2D6-7+Population Code).

Note: A world with a population code of zero (0) automatically has a government code of zero (0).

Recover Law Level

If government type has changed during recovery, the world's Law Level must be redetermined. Determine the world's new Law Level by rolling 2d6-7 and adding the Base Law Level listed above for each government type. If a world's Government code is not listed on the table, use the world's Government code as the Base Law Level. A result of less than zero (0) equals zero (0). Worlds with a Government code of zero (0) automatically have a Law Level of zero (0).

Recover Bases

During the Recovery Period, systems have an opportunity to recover lost bases within their local systems, or perhaps even build new bases where there were none before. To determine the presence of bases within a populated system, roll 2D6 per base type, modified as per the Bases Generation Modifiers table below. Do not roll for any base types that have survived the Collapse Period, but other base types not present within the local system may be checked.

Bases Generation Modifiers

World Classification	
Safe	+0
Frontier	-1
Wilds	-2
Deep Wilds	-3
Holocaust	-4
Military Bases	
Starport A	+0
Starport B	+1
Starport C	+2
Starport D, E or X	No Base
Scout Base Present	No Base
Navy Bases	
Starport C, D, E or X	No Base

Pirate/Corsair Bases

Starport A	+0
Starport B	+1
Starport C	+2
Starport D	+3
Starport E	+4
Starport X	+5
Naval Base Present	-2
Scout Base Present	No Base

Scout Bases

Starport A	-3
Starport B	-2
Starport C	-1
Starport D	+0
Starport E or X	No Base
Pirate/Corsair Base Present	No Base
Military Base Present	No Base

Trade Post Bases

TL6 or lower	-4
Trade Codes: Ag, In, Ri	+1 each
Trade Codes: Na, Ni, Po	-1 each
Starport C	+2
Starport D	+1
Starport E	+0
Starport A, B or X	No Base
World Class: Safe	No Base

After modifying the roll, consult the table below:

Bases Generation Results

Type	Result	Code
Military	10+	M
Navy	8+	N
Pirate/Corsair	11+	C
Scout	7+	S
Trade Post	11+	T

In the event of the presence of multiple bases in the same system, consult the Consolidated Base Codes table below for the appropriate Base code to represent the combination of bases particular to the recovering world. Please note that Scout Way Stations (W) and Naval Depots (D) are rare enough to require that the Referee assign them as needed, and so rules for their random generation are not included here.

Consolidated Base Codes

Code	Base(s) Present
A	Naval and Scout Base
B	Naval and Way Station
C	Pirate/Corsair Base
D	Naval Depot
F	Naval and Military Base
H	Naval and Pirate/Corsair Base
M	Military Base
N	Naval Base
R	Old Base Ruins
S	Scout Base or Outpost
T	Trading Post/Wilds Trading Nexus
U	Military and Trade Post
W	Way Station or Outpost Repair Station

Random Recovery Events

As turbulent as the Collapse Period was, the Recovery Period shared a similar volatile nature, as worlds struggled to pull themselves up from the depths of despair and make a place for themselves once more in interstellar society. Some worlds recovered almost completely, while others never left the dregs that the Collapse had forced upon them. While it is not possible, nor desirable, to generate all the events that occurred on every world in Charted Space, the following chart allows the Referee to determine if something particularly unusual or noteworthy occurred during the Recovery Period, introducing additional UWP variations not included in the Recovery Effects detailed above. If no random events occurred on a given world, it can be assumed that the surviving population is following a somewhat stereotypical Recovery. Thus, the post-Collapse/Recovery tech level, population and social data determined above are used unchanged.

It is up to the Referee to explain the results found on the table below in a plausible fashion. It seems unlikely that a world population can climb from hundreds to millions in just 120 years, for example, so perhaps refugees coming in from offworld have increased the planetary population, or maybe a large number of wild tribes, living beyond the borders of civilization, have now been integrated into the population.

To determine the number of Random Recovery Events, roll 1D6 and consult the Random Collapse Events table below. For each random event, roll 1D10 on the Random Recovery Event Results table, and apply the results to the UWP. The effects are cumulative.

Random Recovery Events

Roll	Result
2 or less	Zero (0) events
3-4	One (1) event
5 or more	1D3 events

Random Recovery Events Results

Roll	Results
1	Suffered excessive raids. If the world's starport class is A or B, reduce by one level.
2	Undiscovered technology cache on world. Increase the world's Tech Level by one, but no higher than the world's pre-Collapse Tech Level.
3	World conquered by Vampires or Pocket Empire. Roll 1D6: on 1-3, the world's Government code changes to Captive (6); otherwise, change the Government code to Slave World (S). Regenerate Law Level by rolling 2D6+2, DM+2 if Slave world.
4	Very harsh survival measures required. Reduce world's Population code by one, and increase the world's Law Level by 1d3.
5	False start; World made an early recovery but collapsed. Reduce both the world's Population code and Tech Level by one, to a minimum of zero (0). Reroll the world's Population Multiplier.
6	Recovery never really got started. Reduce world's

- Tech Level by one, to a minimum of zero (0).
- 7 Population learned to pull together and came through well. Increase the world's Tech Level code by one, to a maximum of one higher than the world's pre-Collapse Tech Level; and reduce the world's Law Level by 1d3, to a minimum of zero (0).
 - 8 Impressive recovery. Increase world's Population code by one (to a maximum of A); increase the world's Tech Level code by 1d3, to a maximum of one higher than the world's pre-Collapse Tech Level; reduce the world's Law Level by 1D3-1; and upgrade Starport by one level or to a D-class starport, whichever is better.
 - 9 Amazing recovery. Increase world's Population code by one (to a maximum of A); increase the world's Tech Level code by 1d3, to a minimum of TL9 and a maximum of one higher than the world's pre-Collapse Tech Level; reduce the world's Law Level by 1D3-1; and upgrade Starport by one level or to a C-class starport, whichever is better.
 - 10 Anomaly or No Effect (Referee's Choice): Referee determines impact on world's UWP.

The Final Step: Checking The UWP

The Final Step in the entire Collapse/Recovery process simply involves checking the UWP for abnormalities. Below is a list of standard criteria that is useful in confirming the validity of the final UWP.

X-class Starports: A world with an X-class starport and a Population code of zero (0) is considered a Boneyard. The Referee should make sure that the Population Multiplier, Government code, Law Level and Tech Level are also zero (0), and that any bases that may exist are collapsed to Ruins. If an X-class Starport world has a population greater than zero (0), it is not necessary to apply the above restrictions.

Population: If the world's Population code is equal to zero (0), the world's starport changes to an X-class

starport, and the Referee must restrict the social and technology data in the UWP, as well as collapsing any active bases.

If the world's Population code is greater than zero (0), the Referee should make sure the Population Multiplier reflects a number between one and nine, inclusive. The Population Multiplier cannot be zero (0).

Technology Level: Any world with a population (i.e. a non-zero Population Code) will, generally speaking, be able to support itself technologically, a bitter lesson learned in the aftermath of the Second Civil War and the onslaught of Virus. The Referee should determine that the world's UWP meets the minimum Tech Level associated with the world's Atmosphere code, as set out in the Minimum Tech Level By Atmosphere table above. Some may argue, and rightly so, that the occasional world with a Tech Level too low to sustain itself may make for a great adventure hook. In general, however, the Referee should either increase the Tech Level to the minimum Tech Level required to sustain life, or collapse the world into a Boneyard, depending on his whims and perhaps the classification of the world, as detailed in the Collapse Effects above.

Also, in general, a world's Tech Level should never advance more than one level beyond its original pre-Collapse Tech Level as a result of the Collapse/Recovery process, unless such is the whim of the Referee. In addition, the Referee should really examine a world's Tech Level if it is higher than TL12 for Wilds, Deep Wilds or Holocaust worlds, or TL14 for Safe and Frontier worlds. However, this is just a general guideline, and is not intended to be a hard and fast rule for the upper limit of technology after a world undergoes Collapse and Recovery.

Minor Races of Charted Space: The Iper'Mar

By Alvin Plummer

Author's Note: This is an altered and partially rewritten version of my original article, "The Iper'mar Nomads", which is still available at (<http://www.freelancetraveller.com/features/rice/ipermar.html>). The original article, created in the format of a RICE (Regency Institute for Cultural Education) paper on the Traveller Mailing List (TML), was written for the TNE Regency era. The current article is redesigned for use in the 993 Imperial universe within the Imperial Empty Quarter.

Background: Imperial human nomadic culture, native to Lambert (Becker/Fornast 0540 C462687-9 Ni Ri 700)¹. The name Iper'mar is originally derived from the term "Imperial Matrices," a term for the once-dominant merchant families of Lambert system. Over time, the meaning has shifted to something like "refugees" or "exiles." They are also known as "tech tyrants" in neighboring Ley Sector, due to their domineering attitude towards low-tech cultures. This term is gaining currency in the Quarter as well.

The Iper'mar – sometimes called collectively "Iper'mari", but this is grammatically incorrect - are interstellar nomads, originating from the Great Dimurik Miim War of 740. The Iper'mar are the descendants of a network of powerful trading families – the Imperial Matrices – from Lambert, a once-notable world that suffered through a impoverishing and destructive series of wars from 723 to 792. The Lambert systems' UWP fell from A46274B-D in 700 to X467772-7 by 800, with ~40% of the planet under Imperial occupation. As various political factions began seizing their wealth, the merchants and their blood-employees² fled the system. They initially pooled their finances into a single merchant line, but by the 830s their livelihood was earned as a mobile professional knowledge elite, trading on their technical and economic expertise.

Over a century later, the Iper'mar can be found on numerous low-tech worlds in Fornast, Ley, the Imperial Empty Quarter³, and the Spinward Marches: running starports; life support, power, and communication systems on low-tech worlds; maintaining high-tech, high-profit schools on backwater worlds; advising low-tech elites on interstellar society and technology; and providing mid- and high-tech medical care to those individuals who can pay for it. Providing workable high-tech solutions to low-tech systems, the Iper'mar are recognized as one of the binding forces of Coreward/Trailing Imperial interstellar society.

In recent news, the Republic of Haasii was founded in 918 as the official, unified government of Lambert. By 930, aware of the financial success of the Iper'mar, the Haasii government was attempting to lure the wealthy and knowledgeable Iper'mar back to Lambert with promises of partially restoring lost property and official apologies regarding some past wrongs. There is no common response, although there is a lot of discussion regarding the proposal.

Personality: The typical Iper'marion (singular of Iper'mar) stereotype is that of a haughty master of technology, willing to sell their expertise at an exorbitant price. The Iper'mar are proud of their technical expertise - they consider TL B items as beneath them, while treasuring little TL E and F gizmos.) In general, they tend to be condescending to those from worlds below TL E. Many have a 'colonial master' attitude to low-tech commoners that they are in charge of, but can respect low-tech rulers and merchants... if they are good. They will never demean a low-tech client to their face, but if tested, have subtle ways of letting their feelings known.

A hard bargainer, he is not easily tricked or conned, but can be physically intimidated: "Skilled with robots, not with rifles," as the folk saying goes. As a culture, they are mildly patriarchal – excluding high politics and military service (reserved for men), both men and women can serve as they desire. Attitude towards nonhumans are noticeably harsh, but superficially polite and respectful for the sake of business and Imperial unity – especially regarding Bwaps, who are influential within the Empty Quarter. Despite their pro-Imperial bias, most Iper'mar have a certain fascination with cultures outside the Vilani/Solomani mainstream, especially the Zhodani (even as they reject Zhodani psionics.)

The Iper'mar cultivates long-term relationships with their clients, and strives to earn and maintain the trust of their customers. Shared meals are a crucial aspect of business and financial dealings with the Iper'mar. Major deals require at least a week of nightly carousing, five-course meals, pub crawls, and party crashing before an Iper'marion is ready to "stamp the deed." (Elegant, hand worked glyphs, set on metallic seals, are preferred over signatures.) The Iper'mar value their business reputation: they have been nomadic merchants for over 200 years, and were interstellar businessmen for another 200 years before that. They understand perfectly well what doors a good word can open.

Outside of the Imperium, their practices are somewhat more... flexible. Indeed, the rapacious methods they used when bargaining with non-Imperial customers led directly to their violent expulsion from the Glimmerdrift Reaches and Gateway sectors.

Government: Political power within the Iper'mar is currently structured via Elder Circles. According to the Old Law, each group of 10,000 Iper'mar (usually two to ten tribes) may choose one of their number to be their Ruling Elder – almost always male. With the Iper'mar numbering 3,100,000 in total, there are about 300 Ruling Elders, grouped into about 80 astrographic and 50 business Elder Circles. (Each Elder is a member of one astrographic and one business Circle.) This is a fairly clumsy and time-consuming way to govern their society, but so far no better method has been agreed upon.⁴

Clans: The Iper'mar Nation⁵ is currently divided into four Clans:

- **Hint:** Located primarily in Fornast sector, with about 1.5 million Iper'mar. The oldest, wealthiest, and most powerful clan, the Hint retains a small fleet of large, long haul trading ships that (in partnership with other, larger firms) are expanding their presence into neighboring Core and Delphi sector. Many Hint Iper'mar have entered the Imperial Civil Service as well, giving their brothers useful contacts and assistance. A few have entered the social strata of minor Core nobility, and can afford to live the true nomad lifestyle, with several families living on starships⁶.
- **Rimward Belk:** Within Ley sector, with a few isolated tribes and families in Gateway and the Glimmerdrift Reaches. Total membership is about 750,000. Noticeably poorer than the Hint Clan, they have focused almost exclusively on providing support services for low-tech communities. While respected for their expertise, they are also resented for the superior salaries their skills and tools command.
- **Coreward Belk:** Residing in the Empty Quarter, with several tribes in Antares and Lishun. Roughly 700,000 Iper'mar are within the Coreward Belk. The poorest of the Iper'mar, the Coreward Belk has focused on several tech-dependent ventures. Most of their medical ventures have prospered nicely, from the clinics and hospitals on Charity (BB225454-D) to the vital Iper'mar hospital ships that make the rounds throughout the Six Subsectors. Several lesser ventures like the Iper'mar-dominated “Trinket express” between Irash (Empty Quarter C99799B-A) and Udusis (Empty Quarter E768996-8) has turned into a nice money-earner as well. Other projects, like the Science Institutes founded on Zukhisa (Empty Quarter 0140: D3138AD-7) and the Air/Raft venture on Iisdirrii (Empty Quarter 1838 D663796-4), failed miserably, costing the Clan hundreds of millions of credits. There is a movement among several Coreward Belk to relocate to the prospering frontiers of the Spinward Marches...
- **Far Deneb:** Residing primary in the Spinward Marches, the Far Deneb Clan numbers about 150,000, with offshoot tribes relocating to the Far Frontiers and Beyond sectors. First arriving in the Marches in c. 820, the Iper'mar rapidly gained prominence within the hostile-enviro branch of the construction industry as low-cost producers, eventually becoming so successful as to become a favored subcontractor for several megacorps working in the region. They expanded to the starport construction industry in the 940s, and are investing in planetary weather management, designing and overseeing controlled weather systems for poor and low-tech governments.

Religion: Religious attitudes among the Iper'mar are rather bland, generally worshipping as the locals do. They have no strong religious feelings, and prefer to philosophize about the Big Questions rather than pray. The dead tend to be simply buried on some world or other (according to local customs), and swiftly forgotten.

The Old Law: Heavily influenced by traditional Vilani Trade Law and the Long Night “Words of Hargin” – a notable philosopher of Lambert, the Old Law has served the Iper'mar for ‘generations beyond counting’ (a.k.a.: before year zero Imperial, at least.) This text of 60,000 words mainly governs trade relations and business standards, but also provides rules for familiar formation and governance. Sumptuary regulation (clothing laws) is a major part of the Old Law, allowing clan members to recognize each other. The Old Law provides for a series of courts, elders, and mediators to resolve intra- and inter-clan disputes. Finally, a substantial portion of the Old Law consists of ‘wisdom literature’, epigrams, sage advice, and business parables. This is the only portion of the Old Law that can be altered: precisely 300 words may be added, and 300 words deleted every year, depending on the unanimous consent of the Elder Circles.

Status: Imperial Human Culture. No special political status.

Homeworld: Lambert (Fornast 0540 C462687-9)

Language: Iper'mar Anglic – closely related to Fornast forms of Anglic - is the official national language. Iper'mar also speak the dialect of their customers. Many elites speak three or more languages: usually Anglic (several varieties), Modern Vilani, and another human tongue. For reading and data manipulation, the Iper'mar uses written Anglic (in the Latin script) to communicate with outsiders. For internal use, a large set of specialized glyphs and symbols are used, impossible to read and use without years of training, but very efficient once mastered.

Physical Description: The Hint Clan are a mix of Slavic, Bantu, East Indian, and Latin Solomani tribes, with only the elite marrying across racial and tribal boundaries. The Rimward Belk are primarily derived from Anglo-American, Bantu, and Slavic Solomani peoples who freely intermix. (There is Vilani ancestry in their history, but not enough to discern without a blood test.) The Coreward Belk are generally of Solomani Bantu, Arab and East Indian heritage, with some noticeable Vilani parentage as well. The Far Denebi features a strong Vilani/Solomani Euro-Arab mix, with some noticeable Darrian and Answerin ancestry as well.

On the job, the Iper'marion will be wearing the uniform of his contractor. Otherwise, they follow the Old Law: simple short-and-T-shirt overalls, usually in primary solid colors, with fancy embroidery – preferably sewn by a loved one. Woman's clothing are designed to be loose and flowing, while men's clothing are more form-fitting. They like to accessorize: flashy jackets, oversized jewelry, and high boots for women; aviation jackets (with engraved or embroidered family and clan glyphs), dashing scarves, and stylish hats for men. Elite Iper'mar wear heavier cloths with Vilani-style asymmetrical cuts, as well as light gloves: only the face is seen unclothed, and the more rigorous men wear sunglasses, and women wearing headscarves and veils. The Old Law dictates elites to wear a stronger emphasis on the 'metal colors' (yellow for gold, gray for silver) and on black/white contrasts. Deodorants and perfumes are lightly used, and skin scrubber lotions are preferred over sonic showers. Wasting water on a shower seems a decadent luxury to the Iper'mar people, and discouraged by the Old Law.

Footnotes:

¹Besides the milieu change, the major revision is the homeworld. Because of changes in available data, the homeworld was shifted from Kur 0503 Zarushagaar Sector (which no longer exists, according to online Imperial maps) to Lamberd (Becker/Fornast 0540 A46278B-B Ri 700). Altering the UWP to account for 110 years of time, 1105 to 993, the UWP becomes Lambert (Becker/Fornast 0540 C462687-9 Ni Ri 700)

²Blood-employees are members of blood-bonded families who have sworn lifelong service to a given merchant house, a duty inherited by their children. Currently, no Iper'mar clan is accepting new blood-employees by oath or marriage: you must be born into a blood-bond family to be a blood-employee. Up to even twenty years ago, this wasn't the case: and the situation may be different twenty years from now.

³Currently, the Empty Quarter Iper'mar Elder Circles are laying down an expansion fleet, to spread more of their people to the Spinward Marches. Previous settlement/trading caravans to the Glimmerdrift Reaches and Gateway sector has ended in failure: most Iper'mar believe that their destiny is tied to Imperial Space, and are increasingly reluctant to leave its' boundaries.

⁴Emperor Gavin has invited several prominent Iper'mar Elders to celebrate the Imperial millennium on Capital as his guests. Many believe that the Emperor will choose one man to represent all Iper'mar to the Imperial Court: the political jockeying has already started.

⁵The term 'nation' refers to the national unity of the Iper'mar people: No territory or world has been claimed as a site for all Iper'mar to call home. Some Iper'mar wish to change this...

⁶Because of Traveller economics, it isn't cost-effective for families to live on jump-capable starships. So most Iper'mar actually lives on worlds, portable bases, and space stations, moving constantly with the flow of business. Only the wealthiest Iper'mar families can live on a starship (and gains great prestige in doing so.)

Adventure: Sand Castles

By Alvin Plummer

Introduction

Sand Castles is an introductory adventure for exploration-oriented characters. It starts in the middle of the Gamma Quadrant of the Empty Quarter at 223-993 Imperial, on Charity and Shikua¹, two systems in Lentuli subsector, the Empty Quarter. The Referee is expected to be familiar with the material in **Stellar Reaches #1**, regarding the Bwaps and the Gamma quadrant of The Empty Quadrant. As an aid, the approximate day of the adventure is noted: this can vary widely depending on the actions of the PCs.

Background

The Lazisar² (Empty Quarter 1233 B55099D-B) System Directorate - in partnership with the Imperial Ministry of Colonization and the Atapas-atta-wapawab³ - is surveying Shikua (Empty Quarter 0630 C211352-8) for settlement by a joint Terebi Ahon⁴/Bwap colony. The center of local expeditions is Two Forks Imperial Scout Base on Shikua: however, the surveyors previously based here have been relocated. The Lazisari government provided one of her own starships, the Lazisari Directorate Star Ship (LDSS) *Rub al Khali*⁵, to take up the slack.

Shikua is home not only to the Imperial Scout base, but also to a small settlement of Iper'mar nomads supporting Meena Halab (a.k.a. Port Halab, "Port of Milk" in Arabic). These technophilic stellar wanderers earn their living by providing technologically advanced services to low-tech cultures, from running starports, to providing medical services, to acting as free traders. More information can be found in this issues' Contact! Iper'mar article.

The Iper'mar Coreward Belk Clan persuaded the Imperium to establish a TL C port on Shikua, providing a link between the Bwap worlds of Marhaban and Wesaswek to spinward, and the notable Bwap worlds of Datawo, Tapawa and Ka-aswa to trailing. The port has become quite a money-earner for the Clan, who now hope to develop a new revenue stream as a mining colony.

Miss Angela Davila, Job Broker (223-993 Imperial)

The adventure starts, not on Shikua, but on the nearby world of Charity (Empty Quarter: Charity 0830 B225454-D). While a plurality of the native population are Coreward Belk humaniti, there are large minorities

of Vilani and Bwaps, and a small group of about 40 Surogotans⁶ - an octapedal "spider-like" race from Surogota (Empty Quarter 0231 C554557-6), famed for their medical skill. The PCs may be here to get (expensive) medical attention, to sell or buy medical equipment and research, or to relax in a high-tech oasis within the rather poor Imperial Empty Quarter.

The current job environment for offworlders is uninteresting, low-paying work. However, through contacts, bribes, or cunning data searches, the PCs manage to snag something a cut above the rest: a request for a good crew (with or without a starship) for a four-month exploration contract. Good pay is offered (1000+ Cr/ship ton every two weeks for the ship charter; salary paid according to established rates plus 15-30%, with bonuses for fast and accurate results), the work is legal, and the employer - the Lazisari government - is reliable. It's a good, fairly secure - but not quick - way to get some cash, to fund the next escapade the PCs have planned, or just pay off the bills incurred on Charity....

The contact - an Iper'marion named Angela Davila - asks for references from previous jobs, and poses knowledgeable questions to weed out the wannabes from experienced hands. Her manner is intimidating and suspicious, but if the PCs have served more than two terms with good reports, they will pass as experienced. Miss Davila can see through most bluffs, and insists on a successful "due diligence" reference search to verify the bona fides of the PCs: as this involved contacting all notable worlds within three parsecs as well as the local Imperial bureaucracies; this will take four to six weeks to complete. Military or noble references help, but must be authenticated off-system, according to procedure: these 'shortcuts' may actually add to the time needed to pass the reference checks.

If the PCs check out, they must then meet with Pakaba-a-tasa, the local Bwap subconsul for the Lazisar government. Subconsul Pakaba-a-tasa outlines the mission: the PCs wait for the arrival of the LDSS *Rub al Khali* within a given period of time (Referee's discretion: one to eight weeks. The wait period may have a serious impact on the finances of the PCs: see below.) After the ship arrives, the PCs may join the crew as Mission Specialists (if they lack a starship) or escort the *Rub al Khali* (if they have a Jump2 starship.) If the PCs have a Jump1 starship, they can either obtain enough fuel for two Jump1's, or lock down their starship and join the *Rub al Khali* as Mission Specialists. The exact nature of the mission is to be discussed after the arrival of the *Rub al Khali*.

On Charity

(Estimated Duration: 5 to 14 weeks. Average: 9 weeks)

There isn't that many interesting thing to do on Charity, unless you're a medical specialist⁷ or wealthy patient. They will find Charity far more expensive than any nearby system: the ship purser will complain about the endless fees, while those without a ship will be unhappy about the outrageous local prices. Marginal free traders would be wise to park their ship in (far) orbit, and avoid interacting with either the port or the world. For the desperate, there are poorly-paid day jobs available: steady local work requires Charity citizenship, an expensive and time-consuming process. Illegal workers (and their employers) are harshly punished.

The local attitude to foreigners varies, from mocking contempt for low-tech adventurers without a ship, to grudging respect for fairly successful crews who show signs of prosperity and professionalism, to genuine admiration for those who display significant wealth. There is a real possibility that the PCs can run out of money before they can get underway. The local government will seize assets from starships to dental work if bills can't be paid, and debtor's prison/debt slavery is what awaits the impoverished adventurer if he isn't careful⁸. Selling your bodily possessions (i.e.: organs, blood sales, DNA copyrights, etc.) for market prices is possible as a last resort: due to a recent interstellar scandal, the government can no longer forcibly extract natural parts of a offworlders' body to pay off debts owed. Thanks to the anti-cybernetic views of Imperial citizens, however, artificial limbs and organs are still fair play.

The LDSS Rub al Khali Arrives

(Estimated date: 286-993 Imperial)

Eventually, the *Rub al Khali* arrives in-system, and dock at Charity Highport. Up to three PCs – and Subconsul Pakaba-a-tasa - are invited onboard for dinner with her Captain, Lt. Commander Otro Xeangar, the Executive Officer, Lieutenant Ans Mettelnem, and two other officers. This is a formal dinner, and the guests are expected to behave in a fitting fashion, clad in well-tailored, blue and black cloths and robes as the occasion demands. (Cost to obtain on Charity: 350 – 600 Credits per suit.) The Captain – in the sharp blue and black uniform of the Lazisar Directorate Navy - not only demonstrates the modern 'Emptyhead' tradition of generous hospitality (derived from ancient Arab settler cultures), but also is observing the PCs himself, and judge their behavior, character, loyalties, and expertise. Meals and feasts are very important in the local cultures, and all sit cross-legged on the 'wooden' floor as traditional Lazisari, Vilani, and modern Arab dishes are served – in 0.558 gravities. (The Captain, as the host, may recline on cushions.) The stewards serve sweet

teas, juices, and water – but no alcoholic beverages. Dinnertime discussion is rather sophisticated.

PCs that seem untrustworthy or lack expertise are guided off the ship after dinner. Later, the PCs are told that the offer is rescinded: the adventure ends at this point. Otherwise, Captain Xeangar meets with the lead PC privately, and outlines the work he needs done at Shikua: the proper survey/analysis of an iridium deposit. The *Rub al Khali* has excellent survey and analysis capabilities, but the Captain requires more mission specialists and/or a second starship to assist.⁹

The *Rub al Khali* berths over for a week, for resupply and maintenance. PCs with starships coordinate their activities and survey plans with the Lazisar crewmen during this period - including communication protocols and emergency procedures. PCs serving onboard the *Rub al Khali* are contracted mission specialists; they are briefed on starship procedures and protocol, issued uniforms to wear, numerous forms to fill, and equipment to gain familiarity with.

Most of the ship complement of the *Rub al Khali* are ethnic Terebi (the exceptions being some Vilani naval clerks and yeomen). The all-male crew has a strong esprit de corps, and takes pride in their star system, the Terebi race, and the Directorate government. Crewmen tend to pity those who had the misfortune not to be born either Terebi nor in the Lazisar system, but they respect Imperial citizens and subjects, especially if they are veterans of Lazisari or Imperial government service. Likable PCs are befriended, told tall tales, and given a hand even when not required. If the crewmen grow cold to the PCs... they won't break discipline to harm them, but the PCs can expect continuous minor problems, snide half-heard remarks, and 'practical jokes' throughout their stay on the LDSS *Rub al Khali*.

Mission Specialists onboard the *Rub al Khali* are experienced scouts, professional asteroid and hostile environment laborers, robot technicians, geologists, and geophysicists. It is possible that the PCs have 'history' with some of these Mission Specialists before – good, bad, or odd.¹⁰ The number of Mission Specialists should be set as (ten - number of PCs). Captain Xeangar prefers to hire male humans, but exceptions may be made for talented individuals.

After the *Rub al Khali* is resupplied and repaired, and co-coordinating the jump with the PCs' starship (if applicable), the starship(s) will make the two-parsec jump to Shikua.

Shikua

(Estimated date: 300-993 Imperial)

The starship(s) arrive, and quickly notice that local space is quite busy, with several small and medium-sized Bwap traders going about their business. However, as prearranged, land at Two Forks Imperial

Scout base instead of the Imperial Port at Meena Halab. The Captain and the lead PC meet Scout Station Chief Tepababathwe, and lay out their survey plans for criticisms and feedback. They have the official licenses needed to survey the world, but the Station Chief wants to reassure herself that the Mission Specialists have filled in all the required forms correctly. The procedures needed to certify these forms will take three days. As the Specialists wait, the unhappy Captain will begin survey work without them.

After the Bwap Station Chief has satisfied herself regarding the Mission Specialists' credentials, she may – or may not – share with them the additional information she privately gave Captain Xeangar: the nature of this 'extra info' is left for the Referee to determine, and may or may not relate to the adventure. The PCs are permitted to join the Rub al-Khali surveyors at the Mare Naturale Basin, via their own ship or by hired transport: cheap transport is by an airtight ATV, faster and more expensive transport is by a small shuttle.

At the Dig

(Estimated date: 303-993 Imperial)

As soon as the PCs arrive at the survey site, Lt. Mettelnem debriefs them. If they are members of the crew, they will be put to work immediately. If they have their own starship, they will be expected to hurry up and get to work – time is essential.

The Lazisari survey is focused on an area covering 85 km², located in the Mare Naturale Basin, 700 km north-northwest of Meena Halab. The grey/brown, undulating, silent sand sea stretches to the horizon. The little air that exists carries superfine dust that quickly clings to every exposed surface, giving the explorers a dingy brown tint. The air is thin enough that sharp-eyed folk can actually see differences in air densities, as air and vacuum swirl and intermix around them. Above, the PCs may occasionally spot the two fast-orbiting moons of Shikua – Shikua Ay (YS00000-0, Orbit: 8) and Shikua Bee (Y100100-7, Orbit: 9).

The primary task for the PCs is to verify the iridium deposit(s). The *Rub al Khali* has a large, high-penetration densitometer mounted, and is being put to use as the ship floats 5 to 40 meters above the ground. If the PCs have their own ship, they are expected to use their ship as 1) an additional, mobile visual and thermal sensor platform, 2) provide CPU processing capacity to help with data analysis, and 3) act as an emergency mobile aid station in case of trouble. Any free hands onboard should help the Mission Specialists with deep sample bores in the field.

The typical Specialist Team consists of three vac-suited men, an airtight, two-ton ground vehicle, portable boring machinery, and a prospecting robot⁹. There are usually one team fielded at any one time, but all three can be fielded at once for special occasions (i.e.: initial

surveys, rush work). While the Team concentrates on the scientific analysis, the robot handles the muscle labor, manipulating the boring machinery, sensor placement and hookups. The sensors, equipment and robots are built to take punishment, but things still break occasionally, and require repairs, replacements or workarounds.

Exploration shafts are about .5m wide, and descend 300 meters into the bedrock. Excavation is done by vaporization via laser drills: the material is analyzed as it is vaporized to determine ore composition. After the shaft has been dug, an expensive TL 12 densitometer sensor is carefully brought down the shaft: it includes a small thruster (for use in low/zero-G environments: you can't rely on gravity to swiftly drag the object down) and a reinforced data link/utility cord is attached as well.

There are 40-50 sites that need to be bored (Referee's discretion): each site should be bored three times, with each boring taking about 8-12 hours. It will take 40 to 75 days to bore all the sites, with one Specialist Team on the job continually. An additional day or two (or three) will still be needed to turn all the data gained into usable, highly detailed information. Obtaining and transporting this information to the Lasizar Directorate is the core of the entire survey mission.

It is important to remember that the Mission Specialists are working in a dangerous environment: the local gravity – 0.235 g's - makes handling heavy objects easy to misjudge, the dust tends to haze up helmet visors, and careless maintenance can kill you very quickly. However, for professional spacers of the 55th century the exploration site is well equipped and even 'as safe as a crib', without unusual environmental hazards and with help close at hand. Communication failures are always bad, but unlikely to be fatal, as the starship(s) make visual checks regularly and keep a close eye on telltales. Physical injuries are still possible, but more likely to be strains and bruises than radiation poisoning or suit breaches. The LDSS *Rub al Khali* does not have a dedicated doctor, but several crewmen are trained in trauma and first aid. In addition to four low berths and a sick bay, one automed is also available, capable of treating one seriously injured man and/or acting as an emergency low berth. (Note: It is tuned for humaniti: if other species use it, complications are possible. The more exotic the injury is, the more likely the complications.) Additional major and grievous injuries must be treated in a proper medical facility at Meena Halab.

The referee should keep an eye on how long starships are on site. Most Traveller starships are supplied to run for four weeks: the LDSS *Rub al Khali* is designed to run for eight weeks before resupply is needed. Meena Halab is able to handle resupply needs, as is the Scout base. There should always be at least one ship on site, to support at least one mission team:

however, if necessary the *Rub al Khali* carries four disassembled field bases, each capable of supporting three men for a week in hard vacuum.

Trouble

(Estimated date: 331-993)

Around the four-week mark, the PCs will be sent to Meena Halab for a few days: possible reasons include resupply, paperwork, or replenishing their starship (if applicable). Transport to Meena Halab is by the PCs' starship, or by transport hired via radio/data network: the *Rub al Khali* will remain on site, to continue the iridium survey.

Meena Halab is a small and tidy settlement that, like Charity, is dominated by the Iper'mar culture. The home of all of the (known) permanent residents of Shikua, Meena Halab consists of a network of concrete, rectangular aboveground habitats, linked by a maze of tunnels. A skeleton for a dome envelops the settlement, waiting to be glassed in and filled with air. A large contingent of Bwap traders and passengers are always present in Meena Halab, usually in the Bwap quarter, where the environmental systems are tailored to their needs.

A day after the PCs arrive, lawmen from the Meena Halab local government – a.k.a., “The Lazisari Colonial Syndicate of Shikua”¹¹ – arrive to arrest the PCs. The charge: attempting to sabotage the dig site. The PCs are likely to react with extreme surprise: they have not heard of even a rumor of sabotage or trouble, and are likely to fight or demand their rights. Two lawmen will be sent for every PC: they will be wearing regular (unarmored) blue vacc suits (helmets open initially) and carrying laser pistols, stun batons, breaching explosives, and handcuffs. The lead lawman, Sheriff Gizzini Safieddine, is a Captain in the Army of Lazisar, currently ‘on loan’ to Shikua: in addition to the standard loadout, he also bears a laser carbine.

PCs who surrender peacefully are briefly questioned regarding the charges (which they can rightfully claim innocence), then imprisoned. Fleeing PC's are captured easily, as the lawmen have much better knowledge of the local warrens and lock bypass codes. Violent but weaponless resistance is unlikely to be successful: interestingly, no additional charges will be laid.

It is possible that the PCs will resist arrest with deadly force – local law allows open and concealed carry of any weapon except explosives and fusion weapons. If lethal force is used by the PCs, the Sheriff will have his (largely green) men retreat, and lock down the tunnel/room the PCs are in. A radio call is made for locals to muster at the PCs' location, and men start arriving within 3 minutes, most with vacc suits, lasers and guass guns, a few with more aggressive weaponry and combat armor. Five more lawmen arrive as well,

with laser rifles and portable rockets. The local muster will max out at around 50, within an hour.

After an hour, the Sheriff order the trapped PCs to surrender, or life support to their location shall be cut off and/or opened to vacuum. If the lawmen or residents have suffered heavy casualties, the PCs are slaughtered without mercy. If few casualties have been incurred, PCs will randomly be selected and executed for lives lost, life for life. If no local lives were lost, the PCs will face additional charges of resisting lawful arrest with deadly force. In all cases, there will be no questioning or interrogation of live prisoners. The PC's will be shackled and hauled to jail. Any wounds the PCs suffered will not receive medical attention.

Jail Time

(Estimated Duration: 2 weeks to 2 months. Average: 4 weeks.)

With a community of about 1,000, the local jail isn't very sophisticated. Joined to the reinforced Sheriff's habitat 150 meters away by a collapsible tunnel (depressurized when not in use), the jail is a transparent dome 30 meters in diameter, with visible tamperproof cameras located at its apex and it's single exit. Several microsensors and pinpoint cameras are also embedded on the dome and the cold concrete floor: only a fraction remains in working order. A thick, heavily armored ‘umbilical cord’, carrying electricity and oxygen, links the jail and the Sheriff's habitat. Food is brought in twice a day by two guards armed with electric batons. The PCs quickly notice that everything is in a variety of soothing pastel colors (including the prison uniforms), and the sound of hypnotically peaceful instrumental music is inescapable.

Garbage is disposed of by tossing it into a detachable box outside the dome. Once detached, the contents of the box is incinerated, the ashes tossed out, and then reattached to the dome. There are no electrical outlets in the dome, no tools of any sort, and no materials that can be fashioned into an airtight, man-sized container. Not everything is built out of solid metal molded into the concrete, though, and there are some ceramic objects that can be broken/chipped and used as shivs. Sleeping cocoons (which inflate once occupied) fold out from the floor, and double as no-tear ‘sonic shower bags’. The two toilets are bizarre, metallic, zero-G, self-cleaning contraptions that the locals are perfectly comfortable with.

Excluding the PCs, there are usually about ten individuals within the jail – two or three will be habitable criminals, ‘near-permanent guests’ of the jail (coming in and out on an ongoing basis.) Guards are not stationed in the jail: instead, a ‘headman’ – typically a tough and fairly smart intimidator - is appointed from the usual guests, and is expected to keep order in return for various favors, like smoking privileges, a shorter imprisonment, or better rations. More illicit favors are

rather unlikely, as serious physical abuse and/or sexual activity invites harsh punishment from the watching lawmen – and, quite likely, death at the hands of relatives once the offender leaves prison. (And maybe before then....)

Depending on the charisma and personality of the headman, the prison may be spic and span, or a filthy mess. Religious readings may be mandatory, or images of naked women may dot the clear dome walls. Bloody fistfights can be routine, or the lawmen may allow the Imperial Girl Scouts to visit (with proper supervision.) A really powerful kingpin could turn the prison to his second, comfortably appointed “home away from home” – with some other prisoners as his henchmen, and the PCs as his ‘valued guests’ – or, perhaps, ‘servants in training.’¹²

Friendly conversation will reveal that jail sentences for locals range between an overnight stay to a week: for offworlders and career criminals, jail time usually ranges between a week and a month. PCs who didn’t seriously harm anyone will likely find their stay quiet, but they will be bored out of their skulls – no electronic entertainment is available, and endless games of cards and dice don’t help – but travellers’ tales told by the PCs would be greatly appreciated by the criminals. Due to the local code of manhood, female PCs are shown a great deal of courtesy – a clever woman can have the locals eating out of her hand. ‘Harmless’ nonhumans are generally left alone - more friendly attitudes are possible, but they must be roleplayed out. Imprisoned Vargr locals quickly bond with Vargr PCs, and will expect an ‘us against the humans’ mentality.

PCs who seriously harmed or killed local residents must watch each other’s backs while in jail. It’s unlikely that they will be killed in their sleep (as murder is subject to spacing), but it would be very wise to sleep in shifts, regardless. After all, you can grievously harm a man in many ways without (technically) killing him. Offworld women and nonhumans are in serious trouble. Local Vargr prisoners might stick up for a Vargr PC in this situation, risking serious harm or death - especially if the Vargr PC has high charisma.

Release

(Estimated date: 359-993 Imperial)

PCs who surrendered peacefully are released within two weeks – four weeks, if they resisted without using deadly force. Two weeks before release, a lawman would have notified the PCs that there has been ‘some kind of trouble’ at the iridium site, and the evidence against them is being reviewed. One week before release, a legal clerk (Bwap, Iper’mar or regular Imperial-culture sophont) meets the PCs, advising them that he is arranging charges to be dropped. Just before the PCs are released, the Sheriff will have a brief, five-to-ten minute discussion with each PC privately about

the sabotage charges, ‘just in case’, before letting them go.

PCs that used deadly force are imprisoned for eight weeks, and brought before the Mayor of the Town for punishment (NOT trial). The Sheriff expects an organ or limb, as restitution. (The precise body part depends on established values, a consensus opinion set by insurance agents, legal precedent, the opinion of leading residents, and the Mayor.) Trained medical staff will take the body part, and the criminal will be hospitalized until recovery - or death, in the case of certain organs. Neither organic nor mechanical substitutes will be provided for the body parts removed.

Soon after the PCs are released, they finally learn that the ‘trouble’ at the dig site involved an explosion in the cargo hold of *Rub al Khali*, followed by mortars and small arms fire. The crew successfully defended the ship, scattering the small attacking force. The police did detect ‘red flags’ prior to the attack, but the hostile agents – possibility local systems that dislike Lasizari expansion into their backyard - successfully shifted attention to the innocent PCs. The *Rub al Khali* is currently undergoing basic repairs at the Scout base.

Afterwards

(Estimated period: 359-993 to 041-994)

Captain Xeangar: currently very busy getting his ship spaceworthy again, can spare a few minutes for the PCs. He tells them of his plan to complete the survey before making the jump to Charity for proper repairs. While hostiles were not factored into the contract, he is willing to add danger pay in order to get them to stay on to finish the survey. He is especially willing to pay higher charter rates if the PCs have their own ship, as this will ease the workload his wounded ship will have to bear. He may or may not be willing to pay for the time the PCs spent in prison, depending on their actions.

The PCs will discover that several Mission Specialists were wounded or died in the fighting, while others were revealed as informants for the attackers. Crewmen on the *Rub al Khali* are uncertain how to treat the PCs: they are pleased that the PCs aren’t saboteurs, but the natural xenophobia of the Lazisari has also increased. Some of the surviving Mission Specialists have left the ship, as “the contract said nothing about a war!” No further attacks are launched against the ship, but the local militia crisscrosses the iridium site, trying to locate any hidden bases.

In the last week of the PCs’ contract, a flurry of traffic hits the Class-C port at Meena Halab. Several traders dock, bearing reporters inquiring about the *Rub al Khali*, and prospectors looking for ‘The Big Strike’. A small Lazisari warship carrying a squad of well-armed ‘advisors’ will arrive ‘to support the Shikuan government’, followed the next day by a 500-ton yacht, the personal vessel of an Iper’marion Ruling Elder from Charity, who has arrived to verify disturbing reports on

attacks against Iper'mar interests. Finally, a small squadron of 600-ton Tap-a-wewaka-atapas3 warships arrives in-system and loiters for a few weeks, insuring that local (mainly Bwap) trade is not endangered and conducting their own investigation.

Rest And Reckoning

(Estimated date: 041-994)

After the contract is complete, the starship(s) return to Meena Halab, for a bit of R&R. During this time, the LDSS *Rub al Khali* will have a ceremony at the best local drinking establishment, awarding crewmen, honoring the PCs (if they have earned it) and paying respects to the dead and injured. Afterwards, the PCs receive full pay, as per contract. The *Rub al Khali* departs for Charity to complete needed repairs, and then return to Lazisar to release her crew and undergo complete repairs and refit for her next tour of duty.

Productive PCs can expect additional offers for survey work, possibly from the Lazisar government. If Captain Xeangar: is impressed with the PCs, he'll mention it to others, and the PCs can expect one to three good contract offers per month by other scouting and survey concerns, including the Imperial government. The Lazisar System Directorate also offers a retainer: the Directorate has further plans for Shikua next year, and the government values good workers. Below-average results will lower the PCs' reputation somewhat with other major Gamma Quadrant employers. Disastrous or criminal actions will have a significant impact, ranging from endless bureaucratic red tape requiring a decade to sort out, to blackballing the PCs across Gamma Quadrant and possible Imperial Ministry of Justice action.

All reputation results occur after a wait period of roughly three months after the contract ends; time is needed to spread the news around, good or bad.

Personalities

Miss Angela Davila, Job Broker: 484CA8, Age 26; Administration-2, Bribery-1, Pilot-1, Streetwise-1, Computer-0

Lieutenant-Commander Otro Xeangar, Lazisar Directorate Navy, Captain, LDSS *Rub al Khali*: 8947C5, Age 36, Lieutenant-Commander; Administration-2, Engineering-2, Automatic Pistol-2, Mechanical-1, Gunnery-1, Vacc Suit-0

Lieutenant Ans Mettelnem, Lazisar Directorate Navy, Executive Officer LDSS *Rub al Khali*: 4A3C99, Age 26, Lieutenant; Vacc-Suit-2, Engineering-1

Sheriff Gizzini Safieddine: B6BCD9, Age 26, Tactics-1, Automatic Pistol-1, Laser Pistol-1, Laser Carbine-1, Tracked Vehicle-1, Vacc Suit-0, Foil-0

Prison headman: B64723, Age 26, Forgery-1, Gambling-1, Brawling-1, Leader-0, Vacc suit-0

Lord Jeffri Pheto, Mayor of the Town, First Citizen of Meena Halab, Imperial Baron of Shikua 22497C, Age 22, Electronics-1, Spear-1, Automatic Rifle-1, Vacc-suit-0

Footnotes

¹Full UWP's for Shikua and Charity in 993 Imperial:

Shikua	0630 C211352-8	S	Ic Lo Ni	124 Im K4
				II
Charity	0830 B225454-D		Lo Ni	213 Im G9
				V

Shikua has had little impact on the history of the Empty Quarter. Called Iisule by the Vilani, this barren world was briefly settled by an Arab group in the -2005. to -1997 period The marginal settlement failed, and the world was renamed Shikua by subsector traders and explorers. Shikua is a misspelling of the Solomani (Urdu) word Shikwa, meaning "Complaint": the name refers to a famous poem by Dr. Allama Iqbal, an Indian Muslim living during the British Empire of Terra, written in -2609 Imperial. True to her name, Shikua has a long history of disappointing hopeful settlers and eager prospectors, up to the present day.

Charity had never been colonized until fairly recently. Seeing the poverty of the Imperial Empty Quarter, religious charities from the Imperial Core founded Charity in 806 as a medical establishment, to give aid in the most dire cases. The medical mission was very successful, but public interest dwindled after the 880's. In severe financial straits, the mission was sold to the Iper'mer in 955. The focus was shifted to specialized, profit-focused services for wealthy individuals, and Charity now dominates the profitable field within a five-parsec radius.

²Lazisar (Empty Quarter 1233 B55099D-B): Lazisar is a respected and powerful system within the Empty Quarter, due to her combination of a high population, good technology, stable government, decent starports, and the best Imperial Navy base in the sector. The governing Lazisar System Directorate maintains a paternal interest in the life of every citizen, and the impersonal bureaucracy labors to fit every individual within a prescribed social role and chosen, authorized lifepath. The Lazisari population – composed of native human ethnic groups, derived from ancient Vilani settlers - is comfortable with this level of social control.

³Atapas-atta-wapawab: the Bwap Grand Council of Creches. This organization represents Bwap cultural leadership, with the Tap-a-wewaka-atapas acting as its enforcement arm. See **Stellar Reaches #1** for details.

⁴Terebi Ahon (collective term for the race as a whole: “Terebi” is used as an adjective): an Imperial human ethnic group native to Lazisar, numbering 70.3 million.

Physically, this ethnic group is light-skinned and flat-faced, with oddly shaped oval eyes (colored black, dark red, or dark brown); short cropped, bushy brown or black hair; and a short, thick, powerful build. Males average 150-160 cm and 60-75 kg: women are about 10% shorter and 20% heavier, but are notably weaker than their menfolk (-1 to Strength). This ethnicity originated from a largely Vilani base population, shaped during the Long Night by mutations, genetic drift, some Solomani intermixing, and certain cosmetic bioengineering fads among the ruling castes (the results of which has spread throughout the Terebi Ahon.) They identify strongly with their own culture, starsystem and race, but they also admire the Imperial government and society, and retain a sentimental attachment to their Vilani forebearers.

Culturally, the Terebi self-identify as a unique subset of ‘Imperial-race’ humaniti, avoiding the implicit social/political claim of autonomy that minor race status would bring. They are known for both their disciplined society and their loyalty to proper authority, especially to the Emperor and the bureaucratic, Bwap and Vilani-influenced System Directorate that governs Lazisar.

⁵The starship *Rub al Khali*, in Classic Traveller terms:

Ship: *Rub al Khali* Class: *Rub al Khali*
 Tech Level: 12
 S-6222332-140000-30001-0 MCr 396.994
 600 Tons
 Bat Bear 1 1 1 Crew: 36
 Bat 1 1 1 TL: 12

Cargo: 94.000 Fuel: 156.000 EP: 18.000 Agility: 2
 Shipboard Security Detail: 1
 Craft: 3 x 2T Vehicle hangar
 Fuel Treatment: Fuel Scoops and On Board Fuel Purification
 Backups: 1 x Model/3 Computer
 Architects Fee: MCr 3.970 Cost in Quantity: MCr 317.595

Ship created using High Guard Shipyard v1.13, © Andrew Mofatt-Vallance

The *Rub al Khali* is a unique starship, built as a specialized surveyor, with an unusually large cargo capacity (for robotics, field base equipment, etc.) The ship is equipped with a sophisticated chart room. The missile turret is provided for launching satellites and probes. There are sufficient stores and fuel for 8 weeks of continuous operations.

Total crew is 36 - 11 command, 2 engineering, 4 gunnery, 4 flight, 1 service, 1 security, 3 cartographers/data analysts, 10 Mission Specialists. There are 40 staterooms, four Low Berths, one automed (.5 ton, .5 MCr), and a specialized sensor package, with

a chart room to support detailed analysis of the data provided (20 tons, 1 MCr, 3 crew). In addition to three two-ton vehicles (sealed 3-man ground vehicles), the starship carries an extensive selection of prospecting and survey equipment, including three prospecting robots¹³ and a dedicated survey robot.¹⁴

⁶See **Stellar Reaches #1** for more information on the Surogotans minor race.

⁷A good way to model the medical professionals on Charity is to use the “Starport Medic” Prestige Class, written by Christian "Chaos" Schwietzke in **Stellar Reaches Issue #4**. It is designed for the **Traveller**²⁰ game, but can be modified to fit your ruleset.

⁸The Captain of the *Rub al Khali* may be persuaded to purchase the travellers if they got themselves debt-enslaved – deducting the amount they owe from their projected earnings. The travellers will then be enslaved to the *Rub al Khali* (and to the Lazisar System Directorate) until they have worked off their debt. Note that in **T4’s Warrant of Restoration**, the Imperium forbids chattel slavery, but implicitly allows other *planetary* forms of forced servitude. Legal entanglements are left to the Referee to adjudicate – however, he is reminded that 1) the powerful Lazisari government has a lot of pull with the sector government. For example, with the deployment of the 306th Fleet to the Old Expanses front, the subsector Colonial Fleet – made up largely of Lazisari warships – handle patrols in Gimushi subsector; 2) the Imperium may tolerate planetary debt slavery, but reacts badly to any hint of an interstellar slave trade.

⁹The Referee should be aware that the *Rub al Khali* has too much on her plate for the time given, and the Directorate is aggressively pressing for faster results. The PCs may be able to sense the pressure he’s under, and press for a bigger payoff before accepting the contract: perhaps in cash, but more easily in ‘off the record’ barter like free repairs or hard-to-get info on other ventures.

¹⁰The Traveller community of the Imperial Empty Quarter is rather small, due to the low tech level, few good ports, and endemic poverty compared to most of Imperial Space. Starfarers are a rare breed here, and have a decent chance of recognizing another starfarer just by talking with him.

¹¹Why does the sovereign government of Shikua (actually, a noble-dominated town hall with delusions of grandeur) refer to itself as “The Lazisari Colonial Syndicate of Shikua”? It’s a psychological touchstone, a way to remind Lazisar not to abandon them to the alien Bwaps, who dominate the local stellar neighborhood.

¹²Additional roleplaying possibilities present themselves in jail: there is a decent chance that the PCs will be spending Christmas and the Imperial New Year in jail. The significance of this, if any, is left for the Referee to judge.

¹³The URP for the prospecting robot:
Narass C-series Prospector Robot
9240B-04-QL102-R813 Cr 66,600 385 kg 500 liters
Fuel = 64.8, Duration = 24 hours, TL=12
100/250 (mesh)
2 heavy arms, 2 light arms
Visual, Magnetic, Radiation, Mass sensors
Spotlight, Program Interface, Slave Unit, Regional
Radio (500 km), Video Recorder (2D)
Prospecting-2, Survey-2

The C-series Prospector Robot is designed to be a simple but useful workhorse, assisting in prospecting and transport ore samples in its 100-litre hold. It's heavy arms and reinforced track transmission/suspension aids it in lifting and manipulating the heavy machinery needed to obtain bore samples from deep within the earth. It's long, light arms are meant to disperse and retrieve the 18 depth sensors it carries (each sensor: 2 litres, 5 kg, 1000 Cr) used to more precisely locate desired ores. (These sensors are used as a cheap substitute for densitometers.)

Communication with the robot is via a hand-held device, built for use by thickly gloved hands in a hostile or vacuum environment. No voice communication is possible, but the robot recognizes 50 hand signals and gestures. There is also a recessed keyboard interface built on the side of the robot, protected by a sliding cover. The C-series Prospector is built with a slave unit, allowing it to be directly operated by a remote site or starship.

The Narass Cybernetic Enterprises Firm, LIC, manufactures the C-series Prospector Robot. Narass is a medium-sized company of ~15,000 employees: while it's head office is located on Yogesh (Empty Quarter 1328 A420599-C), secondary offices exist on Ka-aswa (Empty Quarter 1230 A9698A7-B) and Lazisar. Narass focuses on making specialized robots for the vacuum and underwater environments.

¹⁴The URP for the survey robot
Modified TSB30 Reconnaissance Robot
5100F-A0-MM223-5F63 Cr 421,950 78.1 kg 100 liters
Fuel = 26.9, Duration = 15 hours, TL = 12, Thrust=100 kg
20/50 (mesh)
Radiation sensor, Visual sensor x2, Telescopic x2, Light Intensifying x2, Audio Sensor (extra sensitivity), Zero-G maneuver, Regional Radio (500 km), Brain Interface
Grav Vehicle-1, Recon-1, Survey-1

This robot was originally built for the Lazisar Directorate Navy as a recon unit, especially when entering hostile starships and installations. As it is nearing the end of its service life, it has had its classified equipment removed, and other systems reconfigured for use as a general survey robot 'with special abilities'. Unused hookups for a laser carbine remain intact, and there are 2 spare CPU units, where additional programs may be installed. While incapable of speech, it can receive and act on vocal commands: most instructions are directly inputted by brain interface. The TSB30 is built to run very silently, and has limited camouflage ability - its surface matches the general color of its surroundings. (Note that this is not true chameleon cammo.)

Adventure: Seasons Change

By Alvin Plummer

Introduction

Seasons Change is a Classic Traveller adventure designed to introduce military characters to the Demzi Battalion: it may be modified for merchants and diplomats. It is set on the world of Akiar (Gumushi/Empty Quarter D58A762-8), a world occupied by the Imperial government on the border of Nulinad and Gimushi subsectors at 993 Imperial. This system has been ruled directly by Imperial Viceroy Madhavan Babbar since the extinction of the ancient Solomani ruling house in 978 (the current date is 023-993 Imperial). Various families have attempted to persuade Dethwabtakewebwakawa – Baron of Wesaswek, Duke of Lentuli and Sector Duke of the Empty Quarter - to nominate their relatives to the empty planetary throne: none has succeeded.

As an indirect result of the extinction of the ruling family, there has been widespread local strife over religious and territorial claims and counterclaims. Viceroy Babbar asked Baron Whitshire of Demzi City¹, to place Demzi Battalion – a personal, ceremonial ‘honor guard’ – under the authority of Ducal Imperial diplomats brokering the peace. As entertainers and propagandists, Demzi Battalion has increased local support for the Imperium – thus indirectly strengthened the hand of the Ducal negotiating team.

However, more and more ‘light military duties’ have been placed on the Battalions’ plate, mainly in the peacekeeper role. This mission creep is driven by: 1) the need for a ‘neutral party’ on the ground 2) the need for an armed force to keep combatants separate 3) the fact that the second-rate equipment of this rear-echelon TL 12 unit outclasses much of the TL 5-8 equipment of both the insurgents and the Viceroy government (and indeed, most governments in the sector.)

PCs may be Imperial diplomats hammering out a deal, or merchantmen supplying the Demzi Battalion – but this adventure focus on the troopers, especially the ‘Heroes’. A ‘Hero’ in Battalion nomenclature is a trooper with previous military experience, who can back up his more Green² and inexperienced brothers-in-arms.

“Soldiers of the Baron”

The Battalion was never ever expected to actually fight. Its raison d'être was to perform ceremonial and PR duties: trooping the family and Imperial colors in

complicated drills, receiving distinguished visitors, and wowing the locals with fancy uniforms, fantastic music and heart-pounding parades and shows. Actual military training consisted of a yearly three-week refresher course cum desert-world camping expedition. Few troopers ever fired a shot in anger.

When the Seasons Change adventure starts, the PCs are members of the 350-sophont Demzi Battalion, and operate under military discipline³. As performers, PCs should have a notable entertainment skill, preferably music, but acting, oratory, poetry, acrobatics, cooking, or dancing skill is also acceptable. If the PC has no military experience outside of the Battalion, their characters are generated not as soldiers, but as entertainers with one (rarely two) military skill at a low level (in addition to Automatic Rifle-1 and Desert Survival-0). To cover the interpersonal skills developed as peacekeepers, each PC may choose to have one level of the following skills: Administration, Bribery, Gambling, Jack-of-all-Trades, Liaison, or Streetwise.

Unlike actual fighting Battalions, the Demzi Battalion is heavily mixed in sex, species, and cultures. Baron Whitshire wants the Battalion to be a living example of the different peoples of the Imperium living together in harmony, and the demographics of the Battalion reflect this. Solomani, Vilani, and minor race/mixes race humans each make up 10% of the troopers. Other groups include Bwaps at 25%, Vargr at 15%, and Aslans at 5%. The remaining 25% of the troops are more exotic beings – aquatic, winged, invertebrate, etc. Many of the exotics - as well as the Bwaps - need environmental suits and specially built equipment to function. A few exotics are very large, small, or tall: troops weighing over 100 kg and/or are over two meters tall can't use the Battalion air/rafts, and require special transport. Despite this menagerie of beings, the strong esprit de corps helps to keep interpersonal conflicts to a minimum. This camaraderie stems from faith in the Baron's ideals, and the Solomani, Mixed-race human and Vargr ‘shared understanding’.

“Fast Talking Showboys”

The Battalion handles most crises through the gift of the gab, good crowd control instincts, and the occasional show of force - emphasis on the word ‘show’. (TL 12 firecrackers have been used to good effect.) The Battalion has suffered a few casualties so far, from isolated incidents in the field involving uncleared

explosives to episodes of small-arms fire (only one serious casualty from gunfire, though – combat armor is a Godsend!) The Battalion sees themselves as ‘real soldiers’, acting the part with aplomb. This confidence has not been verified in actual battle.

The average field trooper operates in squads of four, working an unarmored and unarmed TL 12 air/raft. He is armed with a TL 11 automatic rifle *and* four clips of ammo (12 rounds for each clip), and three grenades: many carry a large knife as well. He wears TL 12 light ballistic cloth armor with chameleon capacities, used mainly to impress the locals. The helmet houses a short-range TL 12 radio (50 km) and a retractable monacle for displaying transmitted information. He is also equipped with small, high-TL trinkets and candies to be given as gifts, as well as an ‘Amaze the Natives’ kit. (The PR stuff sees far more use than the weapons – especially as few locals have ever seen an outworlder in the flesh before, never mind “a real live alien!”) Demzi troopers like to carry a light instrument, like a flute, a folding keyboard, or a foldout holograph grid to show off their art. They think quite highly of themselves vis-à-vis the low-tech locals.

The Battalion Heroes may have in their possession any weapon, armor, transport, or article they can afford, assuming they can convince their commanders (and the Referee) to let them keep it. Squads of Heroes are the ‘fix it’ boys of the Battalion - sent when things get really hot.

“Across the World in 80 Minutes”

After the PCs are familiar with the setting and their Battalion, inform them that today – 040-993 Imperial - one of the major insurgent groups has split. Rioting and skirmishes are widespread across the archipelagoes – both insurgent vs. insurgent, and insurgent vs. Viceroy. Defying outside leadership, splinter groups are contesting the Isle of Solapur. With the support of the Viceroy and the senior insurgency commanders, Demzi Battalion is to immediately deploy 150 troopers to the Isle of Solapur⁴, separate the combatants and enforce the peace.

Solapur is a small, crowded, isolated tropical island, about one kilometer by four kilometers. The population consists of 400,000 humans, mainly of East Indian decent, with a substantial minority of American Indians. The locals are poorer than the average Akiarian – closer to TL 5 than 8. Sanitation is poor, and electrical power is limited to the wealthy. (“Before you can see it, you can smell it.”) The majority earns their living from fishing, with a minority of subsistence farmers. Most reside in Port Vaidya, a slum centered on Government House, the Business District, and the shipping piers.

En route on their air/rafts, the Demzi Battalion receives an update: the local Viceregal battalions have abandoned their posts, while the splinter groups rip each other apart in street fighting. The Demzi Battalion is ordered to protect Government House, and support government operations to restore order in Solapur.

Their arrival finds Government House isolated as endemic fighting has broken out between the followers of various Hindu swamis’. The Battalion can secure the House without fear of anti-air fire. Local mobs surge and clash with each other throughout the port. Over time, most of the defending police and soldiers melt away, preferring to protect their families or support a swami than remain at their post. Within a week, one swami-led faction dominates the local neighborhood, and – at the head of a thousands-strong mob - insists by megaphone that the Governor surrender to them. Refusal sparks the first attempt to storm Government House.

The PC’s should be able to defeat the attempt, as the undisciplined, raging mob is armed with nothing but improvised weapons, torches, and their fury. A few minutes of unrestrained fire disperses them, with numerous dead and wounded piled on the streets and an enormous surge of grief by the locals – feelings that curdle into something nastier in a day or so. The Battalion is equipped with less lethal tools: gloop guns, shields *and* batons for the entire force, rubber bullets, fire hoses, sonic blasters, tear and vomit gas grenades, and taser nets. While the Battalion has handled riots before, they have never seen such huge and ugly mobs before, and must improvise crowd control tactics. They may be successful in breaking the current mob with non-lethal tools, but without resupply, they are insufficient to deal with a second mob of similar size – just as furious, but wiser to the Battalion’s methods....

For Demzi Battalion to defeat the mobs using (easier to use) lethal weapons is a Difficult task (BITS Difficulty levels). The Referee should have the PCs succeed three times before the Mob is broken. Tactics and Leader skills may be used as roll modifiers.
--

The best thing for the PC’s to do? Immediately after the attack is defeated and the morale of the mob broken, the Battalion should aggressively pursue the mob on the ground and from the air. There is a good possibility that the government could retake a substantial portion of Solapur, and negotiate with the other swamis from a position of strength. If this isn’t done, then within two days one faction takes control of Port Vaidya, excluding the American (actually, American Indian) district. The victors again demand that the Governor vacate Government House. Infrastructure support (electricity, gasoline, water, phone lines, etc) is cut off. Stored food can feed Government House residents and the Battalion

for a month, but the available water won't: resupply runs are needed. The Battalion's fusion generators can be used to generate power.

"Full Metal Panic"

If the Battalion passes an Intel skill check⁵ – a Formidable task (use PC intelligence. Streetwise, and Liaison skill as modifiers), the Battalion officers and the Heroes quickly realize that they have several options available: attempt to retake the island by direct assault; attempt to decapitate the enemy leadership by defeating the insurgency leader's armed guards and arresting or killing the leader Swami Sacchidananda Iyengar Swaminathan himself; or relocate to a more defensible location – either where the water infrastructure is located, or to the American district, where the Christian locals don't support the Hindu insurgency, and remain loyal to the Viceroy Babbar. With the equipment they have, a Veteran battalion could retake all of Solapur, but it would be quite risky for the Demzi Battalion to do so.

This may be roleplayed out, with the Heroes as NCOs. The conflict may be treated abstractly as one Formidable task – taking control of central Port Vaidya - and three Staggering tasks - securing out the northern slums of Port Vaidya, the southern slums, and the rest of the Isle. Major casualties and equipment loss is the cost of failure at any point.

Their air/rafts grant them great mobility, but their lack of tactical training and experience would make controlling and holding the battlefield quite difficult, especially in the built-up parts of the Isle of Solapur. A direct attack on the insurgents would make for a hairy ride indeed, especially if retreat for ground units is cut off.

An attempt to decapitate the insurgency leadership is more viable, but takes additional contacts and local informers, who may or may not be trustworthy. About 40 men, led by a handful of experienced soldiers, guard Swami Swaminathan. All are armed with shotguns, pistols, and rifles looted from the island armory and police station. Most of the men have TL7 body armor, helmets, and one or two tear gas, stun, and/or flash-bang grenades. The swamis' best men wear TL8 bulletproof vests, and carry several fragmentary grenades – but are too cool to wear helmets. Ten other men carry a one-shot TL7 rocket-propelled grenade, with weak anti-air abilities. The swami himself only carries a pistol and a Hindu charm, nothing more.

Moving everyone to a more defensible location is definitely doable, despite occasional small-arms fire. Controlling the water infrastructure means defeating the poorly-armed defenders, and provides leverage in getting the insurgency to stand down - or provoking the

locals into an all-out attack to regain the key to their daily survival. Joining the American Indians provides the Battalion and the government with an ally and a much more defensible position – and also poisons the American Indians' relationship with the East Indians, who, after all, they must live with after the Battalion is gone.

Swami Swaminathan is unlikely to attack the American Indians while the Battalion is there, but is very likely to try and retake the water supply if it is lost. If such an attack is made, assume a better-led, higher-morale⁶ mob of 20,000 men, with several hundred of them armed with guns and between 5 and 20 rounds of ammo. 'Sergeants' with flags, megaphones, and walkie-talkies lead them. The 'sergeants' receive orders from spotters with binoculars, organizing and leading the mobs. Attacks are in waves of 200 to 1,000 men, with about 5-10 minutes between waves. A few small mortars and rocket-propelled grenades support the assault.

These attacks run for two hours: defeating any single wave is fairly simple (Easy difficulty), but wave after wave is fatiguing on the defenders, and ammo starts to run low. (The Referee may play it out abstractly, and raise difficulty to Average after wave 3, Difficult after wave 6, Formidable after wave 9, and Staggering for the last three waves. Or, every shot, swing, and yell may be played out instead.) If the assault fails, the insurgency leader asks for the government's terms for surrender – at the cost of thousands of casualties, and likely several dozen Battalion troopers as well. If the battle-maddened mob breaks through, expect no quarter and no prisoners, and the only Battalion survivors are those who fled for their lives.

If Demzi Battalion is still largely intact and effective after four-to-eight weeks, they are relieved with a battalion of Green Viceregal infantry, equipped to TL7 standards. Surrender and/or Battalion disintegration is discussed at the end of the next section.

"Sleep is for the weak. You can rest when you're dead."

The very worst thing Demzi Battalion could do is sit tight in Government House, as the noose tightens around their collective necks. After the insurgency makes its final demand, the Battalion may interpret a lightly encrypted radio call for reinforcements, especially anti-air/raft missiles. After a period of time – if the Battalion doesn't have an air/raft embargo in place – Swami Swaminathan's men receive G-carriers and/or a boatload of additional weapons, ammo, and some experienced fighters as well. The swami and his new friends then consult with the former guards and police on the layout of Government House, the best entry and

exit points, tactical strong points, and the probable responses of the Battalion.

Soon after, Government House is bombarded with mortars and loud Hindu hymns to lower morale and deny the Battalion sleep, reducing their effectiveness. Horrid stinks are pumped in through the unused water pipes, to keep the inhabitants in a state of nausea and further reduce their abilities. (Gas masks are not standard Battalion equipment – but they will be, if they get out of this alive.) In the early morning of the second day of this trial (around '00-dark'), a well-planned assault attempt to storm Government House by 1000 Green troops, armed with bolt-action rifles, 10 rounds of ammo, and one flash grenade each. They are led by 20 Regular troops acting as NCOs, and are armed with automatic rifles, four fragmentary and two flash grenades as well as TL7 night goggles and radios. Finally, there is a team of ten hardened Veterans, equipped with submachine guns, TL 9 combat armor, communication gear and night goggles, and TL 10 anti-air/raft portable rockets, with four rounds of ammo. The very best individual, a single Elite mercenary hired for this specific encounter, also have a TL 14 grav belt.⁷

Because the Battalion is unfamiliar with surprise head-on assaults, there is a real possibility of the unit shattering under the stress of hard combat, losing cohesion, scattering and disintegrating. (Roll a Difficult task to hold cohesion: modifiers include Tactics and Leader) In this circumstance, most of the losers are rounded up and imprisoned, but some may be shot, and others may elude capture. PCs who escape capture must find their own way back to Viceregal territory across the vast waters.

If Demzi Battalion successfully repulses this assault (roleplay it out, or abstract it to a Staggering task), Swami Swaminathan asks for a truce, leaving Government House in return for recognition of his authority on Solapur. If the Battalion surrenders as a unit, they are held as prisoner – the insurgents respect the Imperial Laws of War, but their stay as prisoners is none too pleasant. The food and shelter is truly Third World⁸, and a real chance of disease is taken with every sip of the local water. After a period of time, the Battalion will be released into the custody of unarmed Viceroy waterborne troopships, to the catcalls of the locals.

“The Guns Fall Silent.”

If Demzi Battalion is an intact, effective unit when relief finally comes, they are fêted as heroes by Viceroy Babbar. Later, their dead will be buried in a plot of land purchased on behalf of the Battalion by the Viceroy, and naturally, full military honors will be given, and a stone memorial erected. The Battalion victory will smooth the

way for a long and stable peace – especially if civilian casualties were kept at a minimum. An “ugly victory” will also be respected by most, but some insurgent representatives will snub the Battalion.

Failure (in all but the most disgraceful and dishonorable circumstances) is not punished: after all, Demzi Battalion was never intended as a real fighting force, and any minor success the Battalion earned is mentioned by Viceroy Babbar in his weekly broadcast “to the world and to the Imperium.” The Battalion will have the sympathy of the people and the press if they tried to avoid civilian casualties – even as military pundits stress the uselessness of “parade-dress pretty boys and bleeding hearts.”

But nobody likes brutal, thuggish losers: should the Battalion “lose ugly”, the Viceroy will avoid being in contact with them, while insurgent representatives will demand some kind of punishment for ‘the slaughter at Solapur’. The PCs – no longer heroes – may well become the scapegoats. They fought under the Imperial banner (of both a Baron and the subsector Ducal Diplomatic Team), so they can’t be punished for war crimes. However, there are other ways Imperial displeasure may be shown, from never being fielded again by the Baron, to in-house discipline of the Heroes and officers, to disbanding Demzi Battalion in disgrace. In the meantime, the authorities will discourage questions on who ordered an inexperienced parade unit into a tense situation. The insurgency, taking heart in defeating a high-tech “Imperial Army Battalion,” will fight with renewed vigor, insuring the war will drag on for years to come.

Assuming that there is no wanton incompetence or treason, Demzi Battalion eventually returns to Demzi City. The farewell party on SkyOrb – the Imperial Starport’s local name - will include the Viceroy (or a representative, if Demzi Battalion is defeated), some officers and men from the Viceregal Army, some movers and shakers of Akiarian society (if Demzi Battalion is victorious), and friendly merchantmen and diplomats. The Battalion band will play several old, sentimental travellers’ songs, including: “The Green, Green Hills of Earth”, “Coming Home”, “Planets Are For Saying Goodbye” and “Just a Song Before I Go”. By the time they play Taps ‘for absent friends’, there won’t be a dry eye in the place.

The next day, the Battalion will march thru the halls of the SkyOrbs sharply, and board their ‘part-time transports’ – *Pillar of Spring*, *Pillar of Summer*, and *Pillar of Winter*⁹. They will have a lot to think about on the way home.

“Jaw Jaw, War War”

The Imperial diplomatic team is composed of 1st and 2nd secretarial rank diplomats, directly led by the Imperial Consul to Akiar, Dame Edita Gimenez Cela de Damian. Instructed to prevent balkanization of the planet if at all possible, they have encouraged the Imperial Viceroy to offer political and religious concessions to the three major insurgent groups. In return, the insurgents are prodded to offer their heavy weapons under third-party supervision, and regard Viceroy Babbar interpretation of the Hindu Scriptures as ‘generally authoritative’.

These negotiations are rather complex, and involve certain subtle theological concepts as well as the usual political horse-trading over land, money and guns. However, the 80,000-word Hindu hymn-poem/political treaty/work of art is expected to be ratified by the major parties before year’s end – perhaps even sooner. The current round of talks is being held in the SkyOrbs: a complex of three large antigrav complexes, these installations serve not only as the Imperial starport, but also as the center of R Publishing LIC, an important Quarter media corporation.¹⁰

When the PC diplomats hear of the problems on the Solapur, they may decide to join the Battalion and act as on-the-spot negotiators to restore the peace. Surviving the firefights and conducting negotiations between the insurgency leader(s) and the local Governor should be quite interesting. It’s a fine way to make a reputation – or get yourself killed in an unusual fashion (possibly both.)

“Cosmic Capitalism”

The Demzi Battalion are far from home, and resupply tends to be sporadic – a large fraction of the high-capacity cargo haulers have been redirected to support the war effort, crimping the economy of the Imperial Empty Quarter and creating a host of minor annoyances – and a few major concerns – for the Battalion. To alleviate these problems, the Battalion has turned to merchantmen to help fill the gap.

The leaders of the Battalion prefers to deal with armed, well-maintained ships with disciplined crews and a good reputation – traders who’s home port is Demzi City are received with special favor. Far Traders, with their jump2 capabilities, are preferred over jump1 Free Traders, especially for runs back to Demzi City. The TL 12 Battalion mainly needs consumables that are not commonly available in a TL 8 system, as well as disposable TL 11-12 sensors, grav platforms, commo gear, ammo for their non-lethal/low-lethality crowd control equipment, and lots of spare parts. They also require specialized, hard-to-find equipment to support the more exotic troopers. The Battalion officers bargain

aggressively, but are willing to cut some slack in certain areas to grease a good deal.

It is possible that a merchantman PC will be in port when the Battalion is in peril on Solapur. A starship can assist the Battalion greatly, and could swing the tide of battle. The PC’s may be wary of putting their very expensive ship in jeopardy, or eager to put the local know-nothings in their place. Of course, offworlders interfering in a local affair can make determined enemies....

Personalities

Imperial Viceroy Madhavan Babbar (Rank noble: Baron)
4B724C; Age 22, Administraton-1, Revolver-1, Automatic Rifle-1

Imperial Consul to Akiar, Dame Edita Gimenez Cela de Damian
9C7CCB, Age 26, Administration-2, Legal-1, Liaison-2

Swami Sacchidananda Iyengar Swaminathan
838BB4, Age 22, Administraton-1, Leader-1, Automatic Pistol-1

Elite TL 14 Mercenary, “The Shamokinian”¹¹
B69B57, Age 38, Automatic Rifle-6, Recon-2, Automatic Pistol-1, Grav Vehicle-1

Footnotes

¹Demzi City is an important starport – class A or B - located on a world of the Referee’s choosing, within six parsecs of Akiar. The City itself should have a population of over 100,000.

²Morale/expertise for troops are graded as Green (roll 6+ to stand), Regular (7+), Veteran (8+), and Elite (10+) for this adventure. For the Battalion, the Referee may allow PC skills in Leader as modifier for Morale roles.

³Discipline, while informal, was never lax within the Battalion: delivering good performances consistently requires good discipline, teamwork, and order within the group. It has been gradually stiffened to match increased responsibilities.

⁴The Isle of my imagination is located here:
<http://www.deviantart.com/deviation/11840157/>

⁵The Battalion has basic sigint capacities, but most intel must be gathered the old-fashioned way: human informers, surveillance, and going thru old infrastructure records at Government House. There will be no inside information if the Battalion has massacred local residents.

⁶The mob is Green... but they won't break the first time they lose a morale test.

<http://www.deviantart.com/deviation/3391843/>

⁷Depending on the PC's, the Referee may also give the Elite mercenary a TL 14 auto-stabilizing sniper rifle, suitable for use in the air. Experimental target-seeking bullets are optional.

Ship created using High Guard Shipyard v1.13, © Andrew Mofatt-Vallance

The 29 sophont crew is broken down into: Command: 11, Engineering: 4, Gunnery: 5, Flight: 3, Services: 2, Security: 2.

⁸The origin of the phrase "Third World" is much debated by Imperial historians, who (as of 993 Imperial) casually dismiss claims of its use before the Rule of Man. Several worlds within the Solomani Sphere share the dubious honor of being "the original Third World."

¹⁰To see the SkyOrbs of the author's eye, see Alexander Kroerner's "Cloud Cities II – Arrival" at http://www.renderosity.com/mod/gallery/index.php?image_id=311455

⁹The Battalion uses four old, partly-rebuilt liners as battalion transports: the *Pillar of Spring*, *Pillar of Summer*, *Pillar of Autumn* and *Pillar of Winter*. Note that the *Pillar of Autumn*, along with 100 Battalion troopers, is on detached duty to support the Imperial war effort against the Solomani Confederation. When not transporting the Battalion, they support the subsector Colonial Fleet. The crews of these transports are far more professional than Demzi Battalion is.

R Publishing, LIC – along with several other major corporations – is negotiating with the Delgado family on a possible merger. In the near future (997 Imperial), these negotiations will result in the creation of the youngest megacorporation, Delgado Trading, LIC. A media coup regarding the local conflict can boost R's bargaining leverage with the Delgado family. The resulting impact to the Battalion's reputation is left for the Referee to decide.

The *Pillar* starship crew uses unique rectangular ship patches, similar to the 'Change of seasons' graphic by Silveryn at

¹¹The Elite mercenary calls himself "The Shamokini", after the world of Shamokin (Nightmare/Ley 1002 A54599D-E), where he gets all his wonderful toys.

Ship: Pillar of Spring	Type: Troopship/Liner	
Class: Pillar	RT-B62232B2-570000-04008-0	MCr 1,336.825 2KTons
Bat Bear	1	Crew 29
Bat	1	TL 12
Cargo: 149 tons	Passengers: 150	Fuel: 460
Shipboard Security Detail: 2		EP:60 Agility: 2
Fuel Scoops, Fuel Purification		Craft:2 x 4T G-Carrier
Architects Fee: MCr13.368		In Quantity: MCr 1,069,460

Empty Quarter Echo

By Jeff M. Hopper

**Charity (Empty Quarter 0830 B225454-D)
075-993**

Charity. Unless you've been hiding inside a rock, you've heard of it and you've heard of the Fatima of Charity. I'll tell you that nothing you have heard will prepare you for the reality of this world. Charity orbits the gas giant Virtue along with the moons of Faith and Hope. Now before you start laughing at the old Rule of Man naming conventions, you have to take into account the history that has passed since - especially the last few decades that involve the Baroness Yasmin Mignonne Mai.

Yasmin Mignonne Mai's past is very cloudy. It is known that she was a courtesan who floated through the entourage of the previous Sector Duke, and was granted her Patent of Nobility by him. It is also known that she was promoted to Baroness from Knight and given the land grant on Charity by the incoming Sector Duke. Those who enjoy speculating on the habits of the nobility in gossip columns find this irresistible, yet all of them are careful not to be too disparaging as the Baroness's accomplishments on Charity far outweighs whatever place in life she has come from.

Upon receiving her fiefdom, Baroness Mai sold her yacht and began dipping into a large trust fund she had, in order to terraform Charity into a habitable world. Several large comets were diverted and blasted into sprays of water and carbon dioxide ice by the Navy to bring much-needed volatiles to the world. The Scouts moved in next and provided geneered algae for the new oceans, while also providing lichens and mosses for the surface. These favors by the Navy and Scouts were done as granted exercises in the system at the Baroness's request. Charity incorporated itself as Charity LLC, with Baroness Mai as CEO and Primary Stockholder - building non-starships as a side business with a specialty in Runabouts, Launches, and Gigs.

The philanthropic nature of Charity became widely known when during the Caravanserie Skirmishes. Wounded combatants were offered free medical attention at Charity, while those civilians dispossessed by the conflict could immigrate there if they so desired. Many, once healed, joined with the refugees and immigrated to the world, which bolstered its population. This is where Baroness Mai earned her nickname of Fatima Charity from the new immigrants. If people can transport themselves there, they are granted full citizenship once they work off or pay their immigration debt to Charity LLC. Open immigration is still practiced today on Charity.

At any crisis in the sector, a Charity LLC representative will be there to provide assistance. It is common to allow these representatives free passage when responding to a crisis, initially this looks like a loss for the free trader - but this small selfless act is often remembered and can prove quite beneficial later on in further mercantile dealings. This leads to the saying that, "Those who help the Fatima Charity often find their reward later."

This policy of aiding others has proven extremely effective for Charity and the Baroness. While the world does not possess a standing army or military force, Charity is far from defenseless - as many will come to their defense should Charity be threatened. Several years ago, a mixed human-Vargr pirate squadron raided the world for plunder. The Baroness ordered no resistance to the plundering as long as none of the inhabitants were injured or harassed. As quickly as news of this incident spread, military and mercenary warships ranging from Navy Cruisers to Armed Free Traders combined efforts to hunt down the pirates and eliminate them. Mercenary units worked for free, criminal organizations gave information freely to law enforcement, and pirates hunted their own. After two years, every last pirate involved in the raid was tracked down and killed. Kilotons of material were donated freely to the world, so that Charity LLC could recover as quickly as possible.

This incident proved that while Charity was just another world in the Imperium and the Baroness Mai just another noble, they were representative of an ideal that the entire sector felt strongly about. Of course, the ideal becomes more embellished and removed from reality the further one gets from Charity.

Of course, once you are offworld the conspiracy theorists quietly suggest that a sufficiently ruthless leader with connections to both the nobility and organized crime could manipulate a pirate group to attack a defenseless settlement and then have that group hunted down.

Charity Highport is not the place to go for a wild and raucous liberty, but travelers are treated as distant members of the family when there. Not conducive to nights of drunken debauchery, but a very pleasant change of pace. A tradition is for the receiver of goods shipped in to invite the shipper over to their home and share dinner with the family - which usually leads to another business deal, as long as you and the crew know how to mind their manners.

Belting 101

By Omer "Employee #2-4601" Golan

Preface and Notes

Asteroid prospecting and mining, commonly known as "Belting", is a common Traveller activity, present both at the background of adventures as part of the space-side industry, and as a job performed by player characters who seek their fame and fortune - either temporarily or as an ongoing venture - in the planetoid belts of known space. While two Traveller rule systems concerned with Belting activity have been published so far - *Belt Strike* and an article in *JTAS #3* - these rules are not always accessible to the Traveller player or referee; furthermore, the player or referee who engages in occasional Belting might want a simple yet solid system that addresses the main aspects of Belting without over-encumbering the player with rules. The following system implements the **BITS Task System** used by **Stellar Reaches**.

What does a Belter need?

In order to prospect a planetoid belt, a character needs a spaceship or starship (preferably one equipped with a good computer, and therefore high-quality sensors) with enough fuel and life support supplies for the expedition's duration; some star systems also require beltlers to possess a belting license. The interplanetary journeys involved in such expeditions require only the use of the ship's power plant and maneuver drive, consuming fuel according to the formula presented in LBB2 p.15 or High Guard p.27. Life Support supplies cost Cr1,000 per person per week, and any supplies beyond 2 weeks per stateroom require the allocation of cargo space, at 0.005 dTons per person per week. If a relatively small ship is used (such as a small craft, a Scout/Courier or a Seeker), a single person (possessing the Pilot or Ship's Boat skill required to use the ship as well as the Prospecting skill) can do the prospecting job alone.

Mining requires a spacecraft or starship armed with at least one Pulse Laser, as well as workers and/or robots to perform the actual mining work; each Human miner must be equipped with a Vacc Suit (LBB1 p.41), oxygen supplies (and/or an umbilical connecting his suit to the ship's life support system) and a Mining Laser; robots require only a Mining Laser (given below).

Refining the ore requires a Processing Bay to be installed on a ship (400 dTons, MCr250, 40 workers, and, if High Guard is used, 10 EPs).

Belting Licenses

The Referee decides whether or not the star system requires a license to mine its asteroid belt. If random determination is desired, throw Law Level or more on 2D to see if a system requires a license.

To obtain a license legitimately:

Difficult Admin

+1 Difficulty if the mainworld's Law Level is 8+.

-1 Difficulty if the mainworld's Law Level is 2-.

To bribe an official to issue a license:

Formidable Bribery

To obtain a license through underworld channels:

Difficult Streetwise

A license costs 100x3d6xL Credits (where L is the main world's law level) in fees and taxes and is valid for a year; underworld costs are 100x5d6xL Credits; and bribery should be done by offering Cr500 per Law Level to the official.

Find a Rock, Any Rock

Just finding an asteroid of some kind is defined below.

To locate an asteroid:

Average (Prospect or Survey)

There are literally billions of them in any belt; the problem is finding one which is profitable enough for a freelancer to claim and/or mine. Keep in mind that the corporations don't have any problem finding a silicate-rich Chondrite rock, for example, for their space-side industry, and won't usually pay for such a claim; they will, however, pay well for the location of an asteroid containing rare elements, such as radioactives, gold, diamonds or complex organics.

Prospecting the Belt

Finding a possibly profitable asteroid is defined below.

To locate a profitable asteroid:

Straggering Prospecting or Survey

One roll is allowed per day. If a Spectacular Failure has occurred, a minor collision (with a very small meteorite) has occurred due to a navigational error -

roll once on the LBB2 normal hit location table (or the High Guard Surface Explosion table with a DM of +6); a Spectacular Success leads to a chance for a special find, see below.

To determine the find, throw 1d6+Prospecting (max Prospecting DM +4) on the following table:

Table 1: Prospecting Finds

Roll	Find	Size (dTons)	Value (Cr)	Sell DMs
1	Complex Organics*	1D6x10	10,000	NA-4, I+3, NI-5
2	Copper	2D6x100	2,000	I-3, R-1
3	Crystals	1D6x10	20,000	NA-3, I+3, R+3
4	Crystals	3D6x10	20,000	NA-3, I+3, R+3
5	Polymers	3D6x100	7,000	I-2, R+3
6	Tin	3D6x200	9,000	I-3, R-1
7	Tin	3D6x500	9,000	I-3, R-1
8	Silver	1D6x50	70,000	I+5, R-1
9	Rare Earths**	1d6x10	200,000	I-3, NI+4, R-1
10	Rare Earths**	1d6x10	200,000	I-3, NI+4, R-1

* Treat Organics as "Petrochemicals."

** Treat Rare Earth Elements as "Special Alloys."

On a Spectacular Success, roll 1D6 on the following table instead, without DMs:

Table 2: Spectacular Finds

Roll	Find	Size (dTons)	Value (Cr)	Sell DMs
1	Rare Earths*	1d6x100	200,000	I-3, NI+4, R-1
2	Gems	1D6x10	1,000,000	I-3, R-1
3	Radioactives	1D6x10	1,000,000	I+6, Ni-3, R-4
4	Silver	6D6x100	70,000	I+5, R-1
5	Salvage	Varies	Varies	Varies
6	Artifact	Varies	Varies	Varies

* Treat Rare Earth Elements as "Special Alloys."

Selling the Claim

Selling the claim to a corporation is handled according to LBB2's trade system, using the mainworld's Resale DM's; however, the belter receives only 5% of the full price for the claim. Selling mined raw ore (see below) gives 25% of the full price; refined materials are sold at the full price.

Landing on an Asteroid

Most asteroids have very weak surface gravity, making "landing" on them far more similar to docking with a starship than to landing on a heavier planet.

To land a ship on an asteroid:

Average Pilot

This takes 3D6 minutes from a close solar orbit; failure means that the vessel has missed the rock and needs to retry "docking" with it (another 3D6 minutes). Taking off usually doesn't require a test.

Mining

Mining requires a ship or small craft with a pulse laser and several miners (humans or robots). The limiting factor is the miners, not the ship's lasers. Each miner much have a Portable Mining Laser and a Vacc Suit (robots don't need the vacc suit, of course). After the ship's Pulse Laser cuts the rock into large chunks, the miners cut it into smaller chunks and load it unto the ship. A miner (human or human-equivalent robot) can mine and load 1 dTon (14 m3) of material in 4 hours; a miner could work up to 8 hours a day at full capacity; he could work 8 more hours, but will only extract half a dTon per 4-hour period (i.e. an exhausting 16-hour workday could produce 3 dTons). A robot never gets tired (and refueling takes only a few minutes per day) and thus produces (in the case of a small robot) 6 dTons in 24 hours. Ship crews put to use as miners receive their typical salaries (as in LBB2, p.11); hired miners are paid according to the local minimum wage laws, which (in the Solar Triumvirate universe) ranges from Cr2 per hour (in the Lydia Consortium) through Cr3 per hour (in the Solar Triumvirate) to Cr5 per hour (for unskilled labor in the Serpentin Community) - the OTU's Imperium will probably use Cr3 per hour.

To oversee one day of human work:

Average Prospecting

To oversee one day of robot work:

Average Robot Operations

For every 10 points of Apparent Strength a robot has, rounded down (see LBB8 pp.38-39), it can perform the work of one Human worker. That is, a robot with an Apparent Strength of 50 can mine 30 dTons in 24 hours! A single K'Kree could mine twice the amount of ore a Human could.

Refining the Ore

Refining the ore requires, for the very least, one Ore Processing Bay. Such a Bay requires 39 unskilled workers (or robots) and one supervisor with at least Mechanical-1 (as well as Robot Ops if the workers are robots).

To operate an ore processing bay:

Average Mechanical (or Robot Operations)

A single Bay could process up to 200 dTons of ore per day.

Mining Lasers

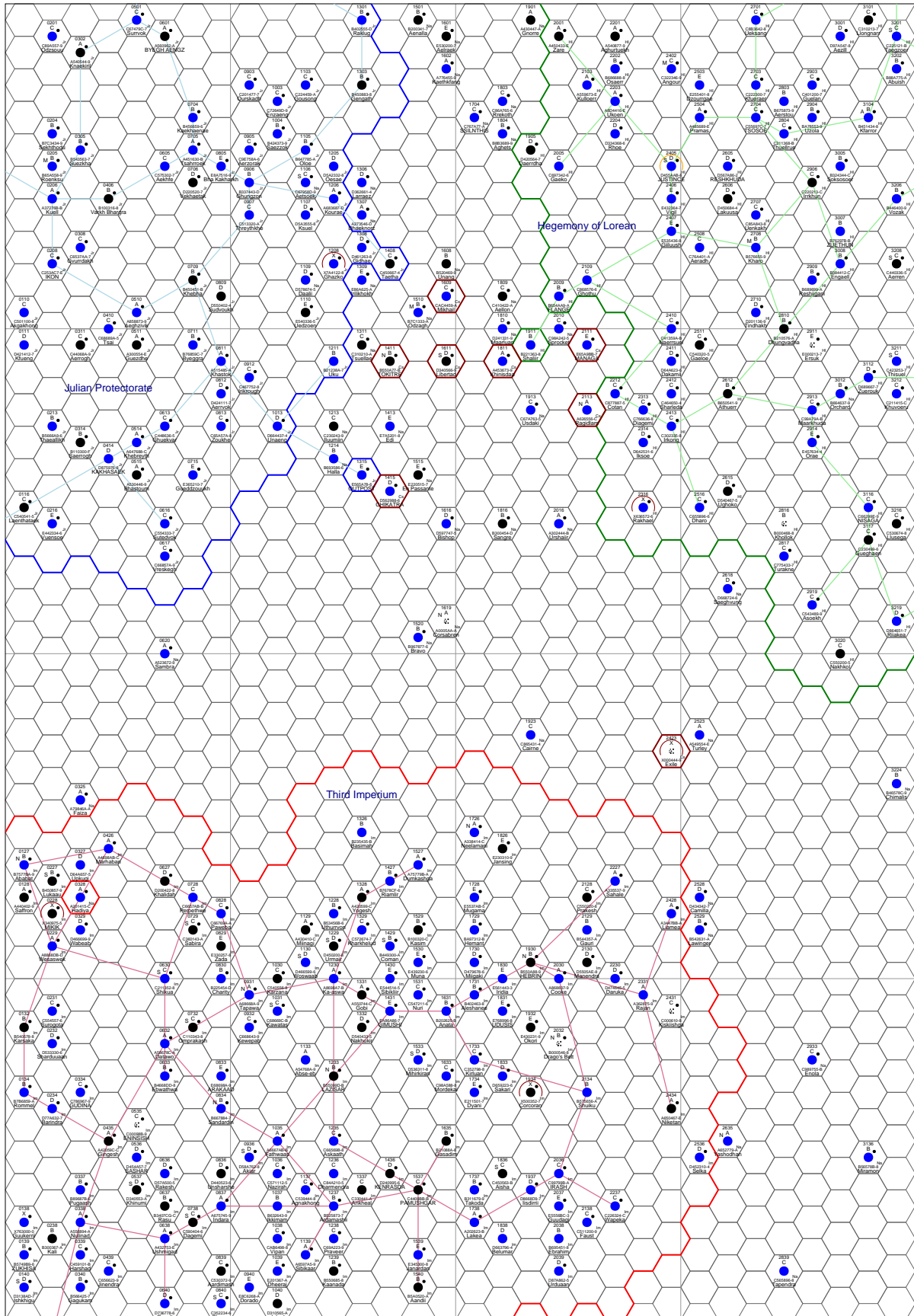
Personal Mining Laser (12 kilograms, including power pack; Cr 6,000; TL9): A man-portable laser drill, similar to a laser rifle, used in asteroid mining. A Laser Rifle's power pack can power the Mining Laser for 20 minutes of continuous use; miners usually draw power to their lasers from their ship's power plant or from a portable generator in order to allow for longer periods of work between recharges. Length: 1200mm. Weight of Mining Laser: 8,000 grams. Weight of Laser Rifle power pack: 4,000 grams. Base price: Cr4,500 (extra power packs: Cr1,500). Cost of recharge, at

commercial rates: Cr300.

When used as a component in LBB8 robot design, a Mining Laser Package has a volume of 16 liters, weights 16 kg, costs Cr6,000 and required 15 kW/H of power.

A Mining Laser used in combat uses the Laser Weapons skill and the Laser Rifle's stats, but causes an additional die of damage; however, it can only attack targets in the Close and Short ranges. A Mining Laser could also be used to cut through walls, cutting a 1m by 1m hole through a weak wall (brick or wood) in one combat turn (15 seconds) of continuous operation, through a ship's interior wall in 5 combat turns (75 seconds) and through a ship's exterior or bulkhead wall in 50 combat turns (12 and a half minutes).

Empty Quarter Sector



Sector In Review: Empty Quarter 993

By Jason "Flynn" Kemp

Over the first four issues of the Stellar Reaches fanzine, we have explored the four quadrants of the Empty Quarter sector during the Imperial 993 Era. For convenience and ease of use, the following is a listing of all of the sector data for the Empty Quarter sector in one place. Please note that the stellar data has been updated as errata.

Name	Hex	UWP	Base	Remarks	Zone	PBG Alleg	Stars
Akgakhong	0110	C501100-8		Ic Lo Ni Va		810 Jr	M1 V
Kfueng	0111	D421412-7		Lo Ni Po		700 Jr	M1 V M8 V*
Laenthataek	0116	C540541-5		De Ni Po		902 Jr	G2 V
Ababat	0127	B7577BA-9	N	Ag		334 Im	K0 V
Saffron	0128	A440402-9		De Lo Ni Po		803 Im	G2 V
Karsaka	0132	B540578-8		De Ni Po		502 Im	F9 V
Rommel	0134	B7B6859-A		Fl		802 Im	M9 V
Guukerrii	0138	X763000-0		Ba		001 Im	F1 V
ZUKHISA	0139	B5749B9-6		Hi In		612 Im	F9 V G5 V*
Ishkhigu	0140	D3138AD-7	S	Ic Na		324 Im	F1 V
Odzsouu	0201	C89A557-9		Ni Wa		423 Jr	G1 V
Sekhthodu	0204	B7C3434-9		Fl Lo Ni		624 Jr	M5 V* M5 V
Roensku	0205	B65A558-9	M	Ni Wa		622 Jr	K4 V* M6 V
Kuell	0206	A37276B-B				624 Jr	K2 V
IKON	0208	C253AC7-E		Hi		103 Jr	K5 V
Thaeallikh	0213	B5666A9-6		Ag Ni		723 Jr	G0 V
Vuensoe	0216	E442334-6		Lo Ni Po		402 Jr	F9 V
Lukaau	0227	B450857-9	S	De Po		303 Im	K0 V
MIKIK	0228	X340975-5		De Hi In Po	R	523 Im	M6 V
Wesaswek	0229	A8868DB-D				225 Im	F5 V
Surogota	0231	C554557-6		Hw Ag Ni		123 Im	G9 V
Sharduuaan	0232	D533330-6		Lo Ni		623 Im	K8 V
Barindra	0234	D77A632-7		Ni Wa		323 Im	K3 V* [M6 III]
Kali	0238	B300367-A		De Lo Ni Va		920 Im	K7 V
Knaekiril	0302	A540544-9		De Ni Po		523 Jr	G0 V
Suezkha	0305	B543563-7		Ni		823 Jr	K5 V
Gvurrdakh	0308	C6537AA-7				703 Jr	M1 V
Aerrogh	0311	C44068A-9		De Ni Po		923 Jr	G2 V* M0 V
Saerrogh	0314	B110300-F		De Lo Ni		113 Jr	M4 V
Faiza	0325	A79846A-A		Lo Ni		723 Na	G2 V
Upkugi	0327	D64A657-5		Ni Wa		100 Im	M6 III M1 V*
Hadiya	0328	A201415-C		Ic Lo Ni Va		423 Na	K3 V M7 V*
Wabeab	0329	D466699-9		Ag Ni Ri		924 Im	G1 V* [M0 V]
GUDINA	0334	C786967-9		Hi		324 Im	G6 V* [M4 V]
Pugaash	0337	B89687B-6				523 Im	G7 V* [M4 V]
Nulinad	0338	A556894-A				923 Im	M0 V* [K6 V]
Harshad	0339	C459101-B		Lo Ni		722 Im	G4 V
Gagukam	0340	B566425-7		Lo Ni		522 Im	F7 V* M6 V
Varkh Bhargra	0406	B100316-8		De Lo Ni Va		124 Jr	M1 V* M8 V
Tsai	0410	C68689A-5		Ri		213 Jr	K5 V
KAKHASAEK	0414	D875976-8		Hi In		110 Jr	K4 V
Marhaban	0426	A4698AB-C		Hw		701 Im	G4 V* M0 V [M2 V M6 V]
Gingesh	0435	A42059C-C		De Ni Po		913 Im	M3 II* G8 V
Jinendra	0439	C656623-9		Ag Ni		622 Im	G0 V
Surrvok	0501	C67479C-7		Ag		601 Jr	K9 V* M1 V
Aeghzivik	0510	A858873-9				701 Jr	K2 V
Guezdhe	0511	A300554-E		De Ni Va		212 Jr	(G6 V M2 V)
Khebreyth	0514	A647688-C		Ag Ni		112 Jr	M7 III F1 V*
Bhastoum	0515	A530446-9		De Lo Ni Po		523 Jr	M7 V
ENINSISH	0535	C00098B-9		As Hi In Na		312 Im	G5 V
SASHAR	0536	D454A57-7		Hi		111 Im	M0 III G2 V*
Khinumi	0537	D340553-A	S	De Ni Po		724 Im	A9 V G7 V*
BYEGH AENGZ	0601	A560962-A		De Hi		434 Jr	F7 V
Aekhfe	0605	C575302-7		Lo Ni		220 Jr	M7 V
Ghuekvar	0613	C448636-5		Ag Ni		834 Jr	G8 V
Sutedvok	0616	C554333-7		Lo Ni		503 Jr	K9 V
Vreskegh	0617	C66857A-9		Ag Ni		424 Jr	G7 V* M4 V
Sambra	0620	A523672-9		Na Ni		824 Na	K0 V M5 V*
Khalidah	0627	D200422-8		De Lo Ni Va		325 Im	F2 V

Shikua	0630	C211352-8	S	Ic Lo Ni	124 Im	K4 II
Datawo	0632	A58678C-A		Ag Ri	324 Im	G5 V
Ebwathwa	0633	B4668DD-8			425 Im	G5 V
Rakesh	0636	D57A500-5		Ni Wa	923 Im	K9 V* M1 V
Rasu	0637	B3407CG-C		De Po	713 Im	K8 V
Ushmigad	0638	A432753-E		Na Po	711 Im	K9 V
Gasali	0640	D736778-6			512 Im	M1 V* M7 V
Kaekhaenae	0704	B456659-6		Ag Ni	202 Jr	F9 V* M3 V [K1 V]
Tsahrroek	0705	A451630-B		Ni Po	425 Jr	M0 V
Vekhaetak	0706	D220520-7		De Ni Po	824 Jr	M4 V M8 V*
Khebha	0709	B450451-B		De Lo Ni Po	624 Jr	G5 V
Byeggra	0711	B76859C-7		Ag Ni	624 Jr	G3 V
Gueddzouukh	0715	E365210-7		Lo Ni	412 Jr	G2 IV K1 V*
Perpethwe	0728	C6657AB-B		Ag	710 Im	G1 V G5 V*
Sabira	0729	C360143-A	S	De Lo Ni	123 Im	F4 V
Omprakash	0732	C110343-8	S	De Lo Ni	424 Im	M1 V M9 V*
Dagemi	0738	C590404-6	S	De Lo Ni	323 Im	K8 V* [F9 V]
Bha Kakharkh	0805	E8A7516-9		Fl Ni	824 Jr	M1 V
Sudvoukh	0809	D550402-4		De Lo Ni Po	620 Jr	F9 V* M7 V [M9 II]
Khastok	0811	A515485-A		Ic Lo Ni	424 Jr	K9 V M7 V*
Aerrvok	0812	D424111-7		Lo Ni	303 Jr	(K0 V M4 V)
Zoukhe	0813	C65A57A-8		Ni Wa	102 Jr	G7 V
Paweba	0828	C66769A-A		Ag Ni Ri	122 Im	M1 V
Zada	0829	E330257-8		De Lo Ni Po	200 Im	M0 V
Charity	0830	B225454-D		Lo Ni	213 Im	G9 V
ARAKAAD	0833	E68698A-9		Hi	524 Im	M5 V
Sandardin	0834	B667884-7	N	Ri	913 Im	F6 V
Unsharshe	0836	D440523-6		De Ni Po	624 Im	K2 V K3 V*
Indara	0837	A675745-9		Ag	611 Im	M5 II M8 V*
Aardimash	0839	C530372-9		De Lo Ni Po	224 Im	M9 V
Shuura	0840	C352234-6	S	Lo Ni Po	124 Im	F7 V
Ourskadh	0903	C201477-7		Ic Lo Ni Va	323 Jr	M3 V
Aerzorak	0905	C9E758A-6		Ni	124 Jr	M1 V
Ghungzon	0906	B337443-D		Lo Ni	100 Jr	M2 V
Threythkhe	0907	C513320-A		Ic Lo Ni	300 Jr	K9 V
Irikrough	0912	C467752-8		Ag Ri	824 Jr	K4 V* M6 V
Tapawa	0931	A68668A-9	N	Ag Ni Ri	523 Im	M1 V
Kewepab	0932	C668643-9		Ag Ni Ri	624 Im	G5 V
Akiar	0936	D58A762-8	S	Ri Wa	734 Im	K9 V* M7 V
Dorado	0940	E8C6268-A		Fl Lo Ni	100 Im	M9 V
Enzaeng	1003	C72649D-9		Lo Ni	725 Jr	M9 V
Saezzok	1004	B424373-9		Lo Ni	124 Jr	Fa V
Unaeng	1013	D664437-4		Lo Ni	922 Jr	M9 III F9 V*
Karzana	1030	C540556-8		De Ni Po	414 Im	K5 III K5 V*
Kawatas	1031	C68669C-B	S	Ag Ni Ri	424 Im	F6 V* G8 V
Fathwaas	1035	A6667AB-B		Ag	123 Im	K1 V
Nazirah	1036	C571112-5		Lo Ni	623 Im	K3 V* M7 V
Ikkimam	1037	B632643-9		Na Ni Po	800 Im	F8 V
Vipan	1038	CAB6498-8		Fl Lo Ni	311 Im	M8 V
Dheeraj	1039	E201367-A		Ic Lo Ni Va	703 Im	M7 V
Jaleel	1040	D310565-A		De Ni	100 Im	K7 III
Gousong	1103	C224459-A		Lo Ni	233 Jr	F6 IV
Oloe	1105	B647785-A		Ag	225 Jr	M5 V
Aetsoek	1106	C67958D-9	S	Ni	522 Na	G8 V
Ksuel	1107	D5A3555-8		Fl Ni	525 Jr	M7 V
Daalii	1109	D578674-5		Ag Ni	825 Na	K7 V
Uedzoen	1110	E540336-5		De Lo Ni Po	512 Jr	K6 V
Miinagi	1129	A430410-C		De Lo Ni Po	323 Im	M0 V* M8 V
Woswaab	1130	D466599-6	S	Ag Ni	200 Im	G8 V
Abse-eb	1133	A54768A-9		Ag Ni	400 Im	Gp IV K4 V*
Agnakhong	1137	C539444-8		Lo Ni	725 Im	M9 II* M5 V
Sibikaar	1139	A6597A5-9			123 Im	G6 V* G7 V
Oesae	1205	D5A2332-8		Fl Lo Ni	900 Jr	M3 V* M3 V
Kourae	1206	A683687-D		Ni Ri	503 Jr	M8 V
Ghazko	1208	X7A4122-8		Fl Lo Ni	624 Jr	A9 V* K5 V
Uku	1211	B21238A-7		Ic Lo Ni	400 Jr	F3 V* M7 V
Iluumiin	1213	C230243-9		De Lo Ni Po	700 Na	Fa V
Halla	1214	B693586-6		Ni	500 Na	G3 V
Uthurrvon	1228	B53456B-6		Ni	603 Im	G1 V
Urmair	1229	D450200-8	S	De Lo Ni Po	134 Im	M0 V M4 V*
Ka-aswa	1230	A8698A7-B			913 Im	K1 V
LAZISAR	1233	B55099D-B	N	De Hi Po	303 Im	F6 V* G8 V
Askaath	1235	C66569B-8		Ag Ni Ri	722 Im	M1 V M6 V*
Dharmendra	1236	C84A210-5		Lo Ni Wa	110 Im	K4 V* M9 V
Ardamashii	1237	B525873-7			822 Im	G9 V

Praveer	1238	C69A223-9		Lo Ni Wa	823	Im	G9 V* [M5 V]
Kaanada	1239	B550685-8		De Ni Po	524	Im	G6 V
Raklug	1301	B402555-D		Ic Ni Va	122	Jr	K3 III
Gengath	1303	B450883-8		De Po	134	Jr	K5 V
Larraez	1306	D362661-4		Hw Ni Ri	721	Na	M5 V M6 V*
Dhaeknorz	1307	A273546-D		Ni	802	Na	K4 V M8 V*
Gidhae	1308	D461263-8		Lo Ni	134	Jr	M4 V
Irilikhokh	1309	E86A625-A		Ni Wa	523	Na	F5 V
Tsuellae	1311	C310210-A		De Lo Ni	114	Na	K2 III M7 V*
OUTPOST	1315	E565A78-6		Hi	925	Jr	G0 V
Basimah	1326	B235435-B		Lo Ni	600	Im	M3 V* M3 V
Yogesh	1328	A420599-C		De Ni Po	314	Im	G4 IV
Kharkhelud	1329	C572674-7		Ni	314	Im	G7 V* M0 V
Gobi	1331	A550744-C		De Po	235	Im	G7 V* M6 V
Nakhukir	1332	D540433-5		De Lo Ni Po	834	Im	K1 V
Ankheal	1337	C330441-A		De Lo Ni Po	620	Im	M1 V* M8 V
Taetha	1408	C450667-4		De Ni Po	123	Jr	A9 V F5 V*
TOKITRE	1411	B550A77-B	N	De Hi Po	824	Cs	K3 V
Edi	1413	E7A5201-8		Fl Lo Ni	200	Na	M7 V* [M9 V]
CHIKATRA	1415	D562988-6		Hi	123	Cs	G9 V
Riamlir	1427	B7678CF-6			612	Im	K3 V* M3 V
Coman	1429	B449300-A	S	Lo Ni	822	Im	G6 V* M7 V
Sibikliir	1430	E544514-5		Ag Ni	123	Im	F4 V
GIMUSHI	1431	EA86A86-7		Hi	534	Im	M9 V
KENRASDA	1436	D240995-6		De Hi In Po	724	Im	M2 V
Aenalla	1501	B200341-7		De Lo Ni Va	623	Na	K2 V K9 V*
Odzagh	1510	B7C1333-A	M	Fl Lo Ni	923	Na	M8 II
En Passante	1515	E220515-7		De Ni Po	523	Na	M8 V* M9 V
Bravo	1520	B967877-6		Ri	124	Na	G8 V* M6 V
Dumkashga	1527	A75779B-A		Ag	533	Im	K7 V
Kasim	1529	B100320-C		De Lo Ni Va	324	Im	K7 V
Muna	1530	E439230-6		Lo Ni	624	Im	M7 V
Nuri	1531	C547211-6		Lo Ni	933	Im	G6 V* M6 V
Mihirkiran	1533	D536311-8	S	Lo Ni	113	Im	M2 V
PAMUSHGAR	1537	C4409BB-B		De Hi In Po	734	Im	G0 V
Janardan	1539	E345300-8		Lo Ni	523	Im	G7 V* M3 V
Aandii	1540	B5A0520-A		De Ni	412	Im	M2 V
Aelraek	1601	E530200-7		De Lo Ni Po	602	Na	F1 V* [K2 V]
Kaethkfang	1602	A776455-9		Lo Ni	702	Na	G4 V* G6 V
Unang	1608	B520469-9		De Lo Ni Po	200	Na	G8 V
Mikhail	1609	CAC4459-A		Fl Lo Ni	634	Cs	(M5 V M9 V)
Libertad	1611	D340566-9	S	De Ni Po	522	Cs	Bw V K5 V*
Bishop	1616	D597747-5		Ag	124	Na	G1 V
Corsabren	1619	A0005AA-A	N	As Ni	900	Na	M7 V
Anata	1631	B202625-B		Ic Na Ni Va	223	Im	(M0 III G3 V)
Mordekai	1633	C98A588-8		Ni Wa	622	Im	G5 V M2 V*
Gasadim	1635	B21088A-8		De Na	124	Im	G4 V* M3 V
SSILNTHIS	1704	C767A77-A		Hi	323	Na	K7 V* [F3 IV]
Neelamani	1726	A338414-C	N	Lo Ni	803	Im	M1 V
Mugama	1728	E5537AB-5			921	Im	G1 V
Hemant	1729	BA97312-B		Lo Ni	414	Im	M0 V* M6 V [M3 V M7 V]
Miigaki	1730	D479678-6		Ni	522	Im	M5 V
Aleshanee	1731	B402463-8		Ic Lo Ni Va	414	Im	Pr V M8 V*
Kirluan	1733	C352798-8		Po	323	Im	K5 V
Dyani	1734	E211501-7		Ic Ni	934	Im	M0 V
Takoda	1737	B311679-9		Ic Na Ni	824	Im	M9 III K7 V*
Lakea	1738	A202623-B		Ic Na Ni Va	924	Im	M0 V
Rrekoth	1803	C86A765-6		Ri Wa	102	Na	G8 V
Aghets	1804	B8B3689-9		Fl Ni	314	Na	G7 V
Aellon	1809	C410422-A		De Lo Ni	223	Na	F5 IV
Maarluan	1810	D241331-9		Lo Ni Po	434	Na	G5 V
Khinisdaa	1811	A453673-9		Ni	604	Cs	G5 V
Sangre	1816	B300454-D		De Lo Ni Va	422	Na	D M9 V*
Jansing	1826	E230310-9		De Lo Ni Po	422	Im	M6 V
Iridia	1830	E561443-3		Lo Ni	710	Im	G9 V
UDUSIS	1831	E768996-8		Hi	313	Im	K8 V* [M1 III]
Sakari	1833	D659223-6		Lo Ni	123	Im	G9 V
Aisha	1836	C450563-B	S	De Ni Po	410	Im	G0 V* M6 V
Belumar	1838	D663796-4		Ri	910	Im	K3 V
Gnorre	1901	A430447-A		De Lo Ni Po	100	Na	M5 V
Daerrdha	1905	D420564-7		De Ni Po	713	Hl	M3 V* M8 V
Shaliir	1911	B221363-8		Lo Ni Po	310	Hl	Dr V
Usdaki	1913	C67A763-5		Wa	834	Na	K7 V* M3 V [M2 V]
Cairne	1923	C865431-4		Lo Ni	620	Na	G4 V
HEBRIN	1930	B550A88-9	N	De Hi Po	423	Im	K3 V

Okori	1932	E430231-9		De Lo Ni Po		122	Im	M1 V
Corcoran	1934	X500352-7		De Lo Ni Va	R	512	Im	G8 IV K2 V* [G3 V]
Iisdირი	1937	D8668D9-7				124	Im	G9 V* M5 V
Zare	2001	A450433-E		De Lo Ni Po		124	Hl	G8 V
Gaeko	2005	C697342-6		Lo Ni		400	Hl	M2 III F9 V*
FLANGE	2009	B654AA9-A		Hi		924	Hl	G0 V
Sprocket	2010	C98A242-5		Lo Ni Wa		124	Na	M9 V* [M3 V]
Urshaiir	2016	A302444-B		Ic Lo Ni Va		335	Na	M2 II* M8 V
Cooke	2030	A868837-9				423	Im	F5 V
Drago's Belt	2032	B000546-8	N	As Ni		923	Im	M0 V
IRASH	2036	C99799B-A		Hi In		122	Im	F6 V* M5 V
Guudagi	2037	E5556BC-3		Ag Ni		324	Im	G4 V
Ebrahim	2038	B695451-8		Lo Ni		110	Im	F2 V* M3 V
Urduaan	2039	D87A862-5		Wa		934	Im	K0 V
Kulloerr	2103	A559673-E		Ni		422	Hl	F2 V
Ghothu	2109	C868576-6		Ag Ni		500	Hl	M7 V
MANAGA	2111	E65A9BB-7		Hi Wa		723	Cs	M3 II GO V*
Ragidlam	2113	A626556-C	N	Ni		500	Cs	A9 V M5 V*
Prakesh	2128	C550220-8		De Lo Ni Po		502	Im	G6 V
Gauri	2129	B544357-A		Lo Ni		410	Im	K2 V
Manendra	2130	D5505AE-8		De Ni Po		123	Im	G2 V* G9 V
Shuiku	2134	B575656-A		Ag Ni		910	Im	G0 V
Faust	2138	C511200-9		Ic Lo Ni		124	Im	M8 V
Aghurtuekh	2201	A540877-9		De Po		902	Hl	M7 V* M7 V
Osaerr	2202	B686688-8		Ag Ni Ri		824	Hl	G6 V
Ukoen	2203	A8D4416-E		Lo Ni		703	Hl	M2 III
Rhoe	2204	D334368-6		Lo Ni		924	Hl	M3 V
Cotan	2212	C877887-5				824	Hl	G5 V
Sahale	2227	A335537-9		Ni		623	Im	M5 V* M8 V
Daruka	2230	D474645-5		Ag Ni		522	Im	F6 V G2 V*
Wapeka	2237	C226324-C		Lo Ni		712	Im	M8 V
Diagemi	2313	C766636-8		Ag Ni		123	Hl	K6 V* M1 V [M5 II]
Iksoe	2314	D642531-6		Ni Po		124	Hl	K9 V* M4 V
Rakhael	2316	X636572-6		Ni	R	725	Hl	K4 V
Rajan	2331	A362875-9		Ri		100	Im	G8 V
Angour	2402	C322346-9	M	Lo Ni Po		625	Hl	M9 V
JUSTINCE	2405	D455AAB-8	S	Hi	A	225	Hl	K2 V* [M3 V]
Vigil	2406	E432364-7		Lo Ni Po		414	Hl	M9 V
Giiluush	2407	E535436-8		Lo Ni		334	Hl	M5 V M6 V*
Naerrsuel	2410	C41359A-B		Ic Ni		723	Hl	K6 III* F5 V
Dakamii	2411	D64A623-6		Ni Wa		523	Hl	F3 V
Sharleda	2412	C464650-4		Ag Ni Ri		823	Hl	K5 V* M4 V
Irkong	2413	C302335-8		Ic Lo Ni Va		602	Hl	M0 III
Exile	2423	X000444-9		As Lo Ni	R	300	Cs	M0 V
Liamea	2428	A3447BB-A		Ag		334	Im	K3 V
Kiskiishga	2431	C000610-8		As Na Ni		422	Im	M4 III
Niketan	2434	A650467-E		De Lo Ni Po		722	Im	G7 V* [M8 III]
Dzourrgae	2503	E255401-8		Lo Ni		710	Hl	K5 V
Pramas	2504	A485689-E		Ag Ni Ri		122	Hl	F3 V* M3 V
Aeradh	2508	C76A401-A		Lo Ni Wa		200	Hl	G2 V
Gaeloe	2511	C540320-5		De Lo Ni Po		212	Hl	K0 V
Dharo	2516	C655896-6				723	Hl	K1 V
Turley	2523	A549554-E		Ni		100	Na	F8 V
Camilla	2528	D434342-7		Lo Ni		723	Na	G2 V
Lawinger	2529	B542631-A		Ni Po		704	Na	G9 V* K5 V
Selka	2536	D452310-4		Lo Ni Po		521	Im	G3 V
RESHKHUDA	2605	D567A86-2		Hi		304	Hl	M2 V
Lakuusa	2606	D450684-4		De Ni Po		712	Hl	M2 V
Athuerr	2612	B650541-9		De Ni Po		423	Hl	K0 V
Ughoko	2615	D540467-5		De Lo Ni Po		523	Hl	G4 V
Saeghvung	2618	D668724-6		Ag		312	Na	K4 V
Yashodhan	2635	A652779-A	N	Po		200	Na	K2 V* [M2 II]
Ueksang	2701	C8B3642-8		Fl Ni		823	Hl	M6 V
Kfueraer	2703	C222300-7		Lo Ni Po		423	Hl	K9 V* M1 V
TSOSOE	2704	C55697C-7		Hi		725	Hl	K8 V
Uenkakh	2707	C85A843-8		Wa		721	Hl	F6 V
Kharo	2708	B576655-9	M	Ag Ni		900	Hl	M0 V* M3 V
Tindhakh	2710	D201136-9		Ic Lo Ni Va		103	Hl	M4 V
Aerstou	2803	B675873-9				500	Hl	G7 V
Thuellrue	2804	C211368-B		Ic Lo Ni		924	Hl	M1 V* M2 V
Dhungvadha	2810	B210576-A		De Ni		824	Hl	M0 II
Khollok	2816	B000468-8		As Lo Ni		400	Hl	M7 V
Turakne	2817	C775433-7		Lo Ni		124	Hl	K0 V
Tapendra	2839	C565896-8		Ri		800	Na	K8 V
Guelan	2903	C401200-7		Ic Lo Ni Va		523	Hl	Bw V

Uzola	2904	BA78553-9		Ag Ni	224 Hl	F0 V
Irrkhun	2906	C220213-C		De Lo Ni Po	523 Hl	M2 V
Reshiigani	2909	B689699-A		Ni Ri	102 Hl	M2 III M2 V*
Ersuk	2911	E000213-7		As Lo Ni	423 Hl	G6 V
Maarkhuda	2913	C99A79A-B		Wa	113 Hl	G9 V
Orae	2914	E457634-4		Ag Ni	823 Hl	F9 V
Asoekh	2919	C543489-9		Lo Ni	224 Hl	G2 V
Enola	2933	C989755-B		Ri	202 Na	F0 V* M9 V
Aezill	3001	D97A547-8		Ni Wa	322 Hl	K0 V* [D]
Soksosoer	3005	B324344-C		Lo Ni	633 Hl	M2 II M9 V*
ZUETHUN	3007	B76297B-B		Hi	310 Hl	M3 V* M5 V
Engaell	3008	B384412-C		Lo Ni	623 Hl	K3 V
Orchard	3012	B664637-9		Ag Ni	223 Na	G0 V
Nakhkol	3020	C550200-5		De Lo Ni Po	200 Hl	F5 V
Llongnarr	3101	C310213-7		De Lo Ni	224 Hl	F7 V* M5 V
Kfarror	3104	B451434-8	A	Lo Ni Po	411 Hl	K4 V
Zuerouk	3112	D689667-7		Ni Ri	124 Hl	G5 V
NISAGA	3116	C66299E-9		Hi	923 Hl	K8 V
Gueghaen	3117	C230499-6		De Lo Ni Po	122 Hl	M2 V
Miramon	3136	B56578B-8		Ag Ri	723 Na	K9 V* M5 V
Taegzoer	3201	C225121-B	S	Lo Ni	600 Hl	K7 III
Abuish	3202	B88A775-A		Ri Wa	723 Hl	K7 V* M9 V
Vozak	3206	B446400-9		Lo Ni	603 Hl	G2 V* M0 V
Aerren	3208	C440336-5	S	De Lo Ni Po	424 Hl	K1 V* M8 V
Thisuel	3211	C423253-7	S	Lo Ni	610 Hl	F4 V
Khuvoeru	3212	C211415-C		Ic Lo Ni	612 Hl	Bw V* G6 V
Llusega	3216	C530674-8		De Na Ni Po	113 Hl	M7 II* M2 V
Riiakea	3219	D864651-7		Ag Ni Ri	324 Hl	M0 V* M3 V
Chimalis	3224	B46578C-9		Ag Ri	600 Na	G9 V

Patron: Dan "the Man" Ugaliisash

By Jason "Flynn" Kemp

Patron Type: Merchant

Necessary Skills: Vehicle skills appropriate to the local tech level

Location: Starport

Players' Information:

A fidgety and excitable young entrepreneur, Dan "the Man" Ugaliisash has a thousand plans to get rich quick through his local business, DTM Industries, and now he's caught between two of them. Since Dan "the Man" has more work than he can handle himself at the moment, he seeks to hire the characters to take a part of the workload off his shoulders. A large speculative cargo has recently arrived on-planet that needs delivery to a buyer in another city on the planet's surface about twelve hours of travel away. If Dan handles the delivery himself, he won't be able to close a few other local business ventures that desperately need handling over the next few days. Dan "the Man" will offer Cr200 per character to hire them for the next two days to take the DTM Industries vehicle to the distant city, transfer the cargo to the buyer, and then return back to the starport with the empty transport. He won't offer more up front, but he might be convinced through hard bargaining to offer a flat Cr1000 to the band of characters for successful delivery upon their return to the starport. Checking Dan out through local resources reveals that he is a genuine merchant, though his track record for pursuing get-rich-quick schemes is evident.

Referee's Information:

Should the characters accept Dan's offer, the merchant will give them directions to his warehouse, and informs them that the warehouse manager will be expecting them within the next hour. When the characters arrive, they discover that the transport is older than they expected, and the cargo is a lot larger than they thought. Working with the warehouse manager and a few locals, the characters should be able to load the transport after an hour or two of hard labor. The administrative paperwork for the cargo looks legitimate. The directions to the cargo's destination reveal that it is a backwater outpost on this world, and a few hours further out than Dan originally described. All attempts to contact Dan over the next twelve hours to clarify the situation do not succeed, and the warehouse manager is insistent that the characters head out so he can contact the buyer to let him know the cargo is on its way.

1. All is as presented above. Aside from some potential frustrations, everything proceeds as it should.
2. The cargo turns out to be live herd animals, which have special handling instructions that create some major inconvenience en route. Subsequent events are left to the discretion of the Referee.
3. The transport is faulty, and is much more likely to break down under rough conditions or extended use than the average surface-based cargo transport. This could result in the characters (and possibly the cargo) being stranded in the empty miles between the starport and the backwater outpost. Subsequent events are left to the discretion of the Referee.
4. A local crime lord has taken an active interest in the cargo, and will attempt to ambush the characters and steal the cargo while it is en route to its destination. Subsequent events are left to the discretion of the Referee.
5. After a long trip, the characters arrive at the backwater outpost, only to discover that the original buyer has changed his mind and refuses to accept the cargo, demanding his money back from Dan "the Man" instead of completing the sale. Subsequent events are left to the discretion of the Referee.
6. The characters are very unlucky in this particular business arrangement. As numbers 2-5 above, the cargo turns out to be live animals, the transport is faulty, a crime lord attempts to steal the cargo en route, and when they finally get to their destination, the buyer refuses the cargo and demands his money back. Subsequent events are left to the discretion of the Referee.

Calling All Adventurers



Intrigue, Espionage Opportunities, Corporate Trade Wars, Mysteries Abound, a Higher Calling and a Long Lost Treasure...They are *not* sure that you have want it takes.

Ready to prove them wrong?

Join the Adventure over on the **Citizens of the Imperium** Board! Look under:
Adventures: Re: Interactive Story - LARP/MMORG for the whole CofI to join in, if you like or dare.

Picture Copyright 1996? Far Future Enterprises. Used with permission.

Legal Text

Traveller T20 and Classic Traveller Fair Use Policies

Verbatim from Far Future Enterprises's Fair Use policy, which can be found at <http://www.farfuture.net/ffe/n7001.html>:

"The Traveller game in all forms is owned by Far Future Enterprises. Copyright 1977 - 2003 Far Future Enterprises. Traveller is a registered trademark of Far Future Enterprises. Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this site are for personal, non-commercial use only. Any use of Far Future Enterprises's copyrighted material or trademarks anywhere on this web site and its files should not be viewed as a challenge to those copyrights or trademarks. In addition, any program/articles/file on this site cannot be republished or distributed without the consent of the author who contributed it.

Traveller is copyright by and of Far Future Enterprises, and its use here is by permission. [http://www.farfuture.net/.](http://www.farfuture.net/)"

Verbatim from Quicklink's Fair Use policy, which can be found at <http://www.travellerrpg.com/fairuse.html>:

"The Traveller game in all forms is owned by Far Future Enterprises. Copyright 2002 QuikLink Interactive, Inc. Traveller is a registered trademark of Far Future Enterprises. QuikLink permits web sites and fanzines for this game, provided it contains this notice, that QuikLink is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this site are for personal, non-commercial use only. Any use of QuikLink Interactive's product identity, copyrighted material or trademarks anywhere on this web site and its files should not be viewed as a challenge to those copyrights or trademarks. In addition, any program/articles/file on this site cannot be republished or distributed without the consent of the author who contributed it."

GURPS Traveller Online Policy

From Steve Jackson Games' online policy, which can be found at http://www.sjgames.com/general/online_policy.html:

“Disclaimer

Some of the material presented here is the original creation of the contributing author, intended for use with the GURPS system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

Notice

GURPS is a registered trademark of Steve Jackson Games, and some of the art here is copyrighted by Steve Jackson Games. All rights are reserved by SJ Games. This material is used here in accordance with the SJ Games online policy.”

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any

work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D20 System Rules and Content Copyright 2000, Wizards of the Coast, Inc.; Authors Johnathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

T20 - The Traveller's Handbook Copyright 2002, Quiklink Interactive, Inc. Traveller is a trademark of Far Future Enterprises and is used under license.

All original Open Game Content from "Minor Races of the Imperium: The Iper'Mar", "Sand Castles" and "Seasons Change" Copyright 2006, Alvin Plummer.

All original Open Game Content from "Belting 101" Copyright 2006, Omer Golan.

All other original Open Game Content from "Stellar Reaches, Issue #5" Copyright 2006, Jason D. Kemp.

DESIGNATION OF OPEN GAME CONTENT

The UWPs provided in various articles are designated as Open Game Content. The T20 information contained in the BITS Task System is designated as Open Game Content. Any and all other material derived from the SRD and the Traveller's Handbook is designated as Open Game Content.

The remainder of this document is considered Closed Content and contains Product Identity belonging to Far Future Enterprises. No challenge of their copyright is intended by its inclusion here.