

Comstar Games/Avenger Presents

Spinward Salvage LIC



Approved for use with Traveller

SPINWARD SALVAGE LIC

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

Spinward Salvage LIC is set in the Official Traveller Universe in 1105, but can be used in any Traveller campaign.

CREDITS

Author

Michael Taylor

Colonial Administrator

William Andersen

Deckplans

Michael Taylor and Ron Vutpakdi (cutter and cutter modules)

Artwork

Bryan Gibson

Avenger Enterprises Editor

Martin Dougherty

Copyright ©2008 Avenger Enterprises in association with Comstar Media LLC. All rights reserved.

Traveller is a trademark of Far Future Enterprises and is used under license.

2 3 4 5 6 7 8 9 10

TABLE OF CONTENTS

Introduction.....	4
Spinward Salvage History And Fleet	7
Converted X-boat Tenders	9
Converted X-boat Tender Statistics	10
<i>Telemon Class Survey Scout - Jeramiah</i>	15
Survey Scout Statistics.....	16
The Scout/couriers	20
Cutters And Modules	21
Vehicle Module.....	24
Fuel Module.....	25
Utility Module	26
Salvage Module	27
Tugs	29
Ship's Locker	30
Spinward Salvage Home Base - Efate	31
Adventure: We've Lost A Shiny New Scout Cruiser - Can You Help Us Find It?.....	35
Cast Of Characters	41
<i>Machii Class Scout Cruiser</i>	42

INTRODUCTION

This adventure details a small corporation operating at the Coreward end of the Spinward Marches - Spinward Salvage LIC (Licensed Imperial Corporation). The company got its start after the 3rd Frontier War salvaging wrecks and bases left behind from that war. Spinward Salvage is a company with a reasonable reputation, but it has been known to employ freelancers of somewhat more dubious reputation - no doubt like Traveller characters in your games. Hence this book is presented as a setting for an ongoing Traveller campaign, either in the form of odd jobs the characters are given by the company, or as a complete Adventure, roughing it on and beyond the frontier, searching for that big salvage strike that could land the characters a fortune - or a whole lot of trouble.

Complete stats are included of all starships operated by Spinward Salvage, its operations, home base on Efate (Regina Subsector), and an adventure which can be undertaken by the characters. Details of key employees of Spinward Salvage are also given.

STANDARDS AND ASSUMPTIONS

In order to use this supplement you will need a set of *Mongoose Traveller* rules. Statistics are included for *Mongoose Traveller*, though other rules sets can be used with a minimum of work. This supplement is designed to be used in the Official Traveller Universe (OTU) although the company details and ships could be used in any setting that uses Traveller's basic background.

Dates: All dates correspond to the standard Imperial calendar from the OTU. This supplement is officially dated 320-1105 (the 320th day of the 1105th year since the founding of the Third Imperium).

LIBRARY DATA

THE THIRD IMPERIUM

Also called The Imperium. Founded in 0 by Cleon Zhunastu from the Sylean Federation in what is now Core Sector. The Imperium grew swiftly during the pacification campaigns and more slowly thereafter until stability was reached in the 600's, by which time the Imperium had absorbed much of the territory of the First and Second Imperiums.

The Imperium can be best thought of as a form of feudal confederation. Member worlds of the Imperium agree to pay taxes and obey a few fundamental laws which the Imperium promulgates, known as the High Laws. In return, the Imperium agrees to patrol the space between the worlds, to protect interstellar trade, to encourage travel and commerce, and to arbitrate diplomatic relations between worlds. Beyond this, individual worlds are left to their own devices so long as they acknowledge the power of the Imperium to rule the space between the stars. Imperial power is present on member worlds in the form of consulates, bureaucratic offices, and bases. Sometimes, larger enclaves of Imperial power are placed where they can enhance the emperor's strength.

The Imperium's territory is divided into sectors, which are in turn divided into subsectors and systems. Groups of sectors, called domains, have been created above the sector level.

THE SPINWARD MARCHES

The Spinward Marches is a frontier sector of the Third Imperium, an empire that covers about 11,000 worlds. The Spinward Marches Sector lies 44 weeks Jump from the core of Imperial power (Core Sector), and is a place of grand opportunity and danger. The coreward ("north") end of the Marches lies on the frontier of Imperial space. Further to Coreward lies the Vargr Extents, while to Spinward-Coreward is the Zhodani Consulate, a huge empire of psionically aware humans.

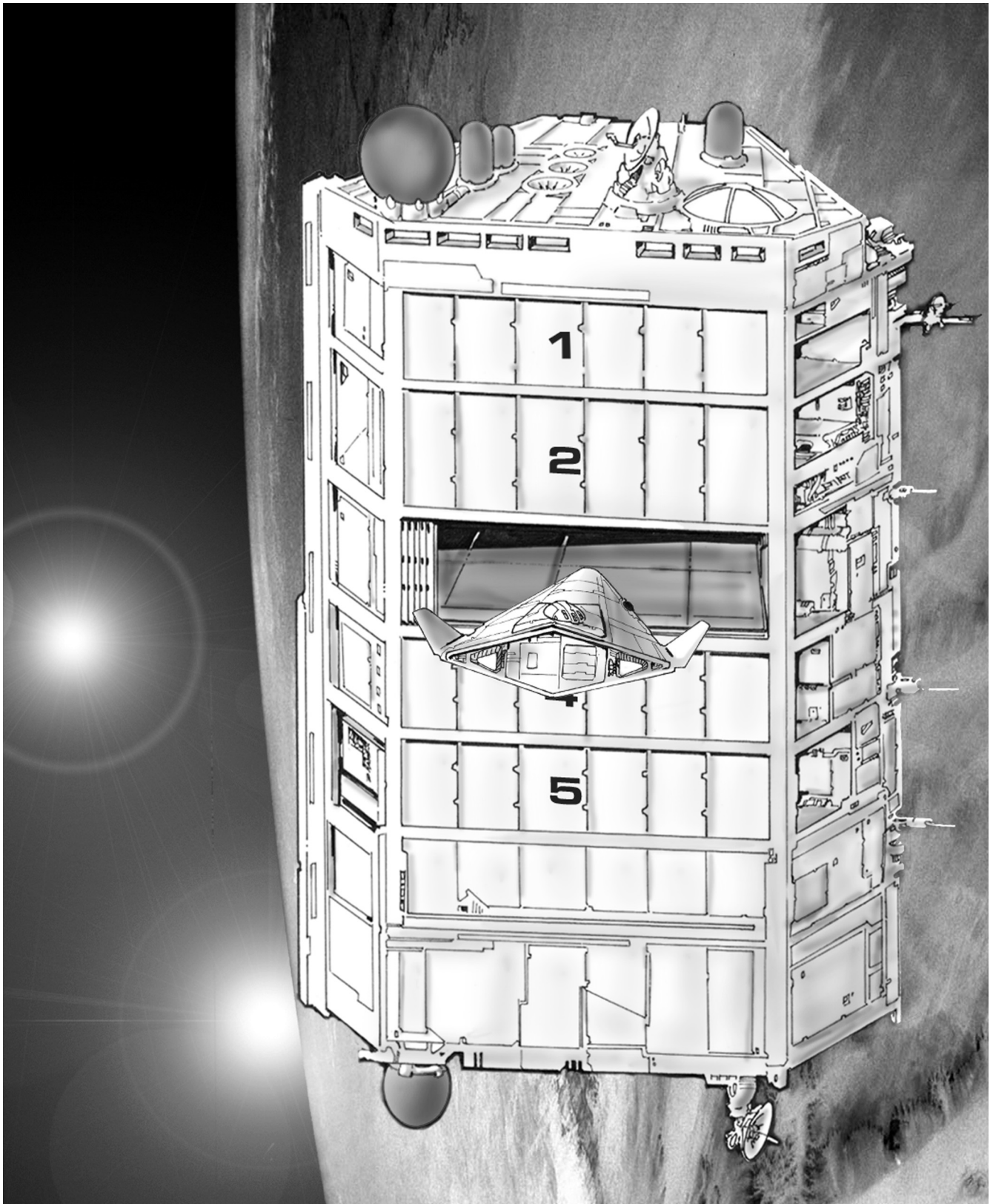
FOURTH FRONTIER WAR

Lasting from 1082 to 1084, the 4th Frontier War between the Imperium and the Zhodani Consulate was over before battle orders from the Emperor reached the Imperial Admirals in the Marches. Sometimes known as the false war, it was largely confined to Jewell subsector and Regina subsector. The Battle of the Two Suns in 1084, fought between Yres and Menorb in Regina subsector, resulted in an Imperial victory, and the Zhodani signed an armistice

that continues to this day.

LING STANDARD PRODUCTS (LSP)

LSP is a huge Imperial mega-corporation that spans the entire Imperium. LSP started thousands of years ago as a mining firm, but has expanded its activities into many other fields, including manufacture of electronic equipment, ground vehicles, air vehicles, starships and their armaments, power and drive systems, software and many other mid to high tech items. It is also involved to a limited degree in banking and insurance activities. A small portion of its operations are conducted beyond Imperial borders.



The venerable X-Boat Tender Minton in orbit around Efate, home world of Spinward Salvage, LIC.

SPINWARD SALVAGE HISTORY AND FLEET

Spinward Salvage officially started operations in 988, after the close of the 3rd Frontier War. Two loud and obnoxious, but commercially savvy brothers, Minton and Friar Delaware, started operations with an old converted X-Boat Tender that was itself salvaged by the Scout Service in 986, then sold to the fledgling company. The brothers started up on Efate, buying (it seems) the worst polluted and cheapest piece of dirt they could find - 40 hectares on the outskirts of 30 South city. The city is so named because it is 30 south of the equator.

The Tender was renamed the *Diamond in the Rough*, and a tug and cutter were also leased to provide lighter support and hulk-shifting capacity. It turned out that the Tender provided an excellent platform for salvage operations, with its multiple boat bays and comprehensive sensor suite. Over the next decade, civilian and Imperial Navy craft of all tonnages were identified and salvaged, with parts accumulating and onsold at a staggering rate back on its home patch on Efate. The Navy and Scout service also engaged Spinward Salvage in formal contracts to clear out wrecks left behind by the war. The Tender operated mainly in the Louzy, Nakege, Mongo and Lysen systems in Jewell Subsector, and the Yres, Menorb, Efate, Feri and Alell systems in Regina Subsector.

In 993 a competitor emerged, Salvage Factors based out of Feri in Regina Subsector. This operation is partly (10%) funded by Ling Standard Products, and has been a major threat to the commercial existence of Spinward Salvage ever since. LSP is however, only a silent partner, which is just as well because of the falloff in work in the last decade. Salvaging teams need decent wars to stay in business, and the 4th Frontier War (1082-1084) did not prove bloody enough to keep both operations flush with work. In recent years both companies have been involved in clashes with each over salvage rights of wrecks, and both have taken to diversifying in the downtimes. Spinward Salvage sometimes charters its vessels, especially for specialised freighting contracts, and this practice continues to this day. The company also manufactures low cost starships using refurbished parts. This is undertaken at its dry dock at its Efate headquarters.

By 995 the operation expanded considerably, with the addition of two more surplus X-Boat Tenders converted in a similar manner to the original Tender. Other small craft and starships soon followed particularly smaller scout/couriers for identification work and small craft for system sweeps.

The brothers died in an accident during a salvaging operation in 1001, and ownership of the company was handed over to the employees in the form of share ownership. Depending on the level an employee holds in the company, they take a certain percentage of shares upon joining. Employees are only allowed to sell the shares to another company employee, hence the company remains in the hands of the staff - a very democratic method of apportioning company profits (and losses). The employees remain fiercely loyal and independent, having rebuffed several attempts to be brought out by Salvage Factors.

OPERATIONS

The company divides its operations into five segments, each led by a "salvage captain", a fancy name for a manager. Each captain has command of a starship, and each starship has a number of attached small craft and even scout/couriers, depending on the scale and type of operation. There are three venerable X-Boat Tenders in the fleet, each commanded by a Salvage Captain. The only Survey Scout is also commanded by a Salvage Captain, and this ship is used for long range missions where it is not practical to move the Jump-1 Tenders. The final Salvage Captain runs the base on Efate, and generally has extensive negotiation, trade and negotiation skills for dealings with potential buyers.

The current fleet consists of the following ships and small craft:

Ship	Type	Joined Fleet	Origin
Minton	Converted X-Boat Tender	1029	Surplus from Scout Service
Friar	Converted X-Boat Tender	1060	Surplus from Scout Service
Phoenix	Converted X-Boat Tender	1084	Salvaged from 4th Frontier War
Jeremiah	Survey Scout	1082	Rebuilt from accident - sold by Scout Service
Redoubtable	Scout/Courier	1057	Surplus from Scout Service
Reliant	Scout/Courier	1089	Purchased from private owner
Renegade	Scout/Courier	1100	Surplus from Scout Service

Small Craft

Four 50 ton Modular Cutters (leased)

Five 30 ton Tugs (owned)

One 20 Ton Launch (leased)

11 Cutter Modules (owned)

The Cutter Modules consist of two general purpose modules, one vehicle module, four salvage modules and four fuel modules.

Vehicles

The company maintains numerous vehicles for use in ground salvage operations.

10 air/rafts.

5 ATVs.

1 G-carrier.

A typical space-based salvage operation would consist of:

A converted X-Boat Tender.

A 50 ton Modular Cutter with fuel module and salvage module.

A 30 ton Tug.

A typical ground-based salvage operation would consist of:

A converted X-Boat Tender.

A 50 ton Modular Cutter with general purpose module.

A 30 ton Tug.

CONVERTED X-BOAT TENDERS

Scout Service X-boats are unable to maneuver without assistance, so are serviced by tenders. The standard X-boat tender in Imperial service is a Jump-1, 1-G vessel with five 120 ton boat bays capable of holding 600 tons of small and large craft, or cargo, or fuel bladders. The three examples acquired by Spinward Salvage are older designs (the so-called "First Millennium" design), but are well maintained by their engineers. Minor changes have been made to the fitout of the boat bays, but they remain essentially unchanged from their days in the Scout Service.

The Tenders are of a standard configuration, with vertically arranged decks. The top deck, A deck, contains the bridge, 10 staterooms, low berths and two small cargo bays. A special operations suite also handles the operations of the boat bays, and contains a special observation window which provides extensive views.

Decks B through F are the boat bays. Each is capable of holding a scout/courier shaped vessel up to 120 tons displacement. Spinward Salvage usually reserves B deck for housing any embarked small craft (usually a modular cutter, extra module and 30 ton tug). The remaining decks are usually given over to cargo, fuel bladder and storage space for salvaged parts.

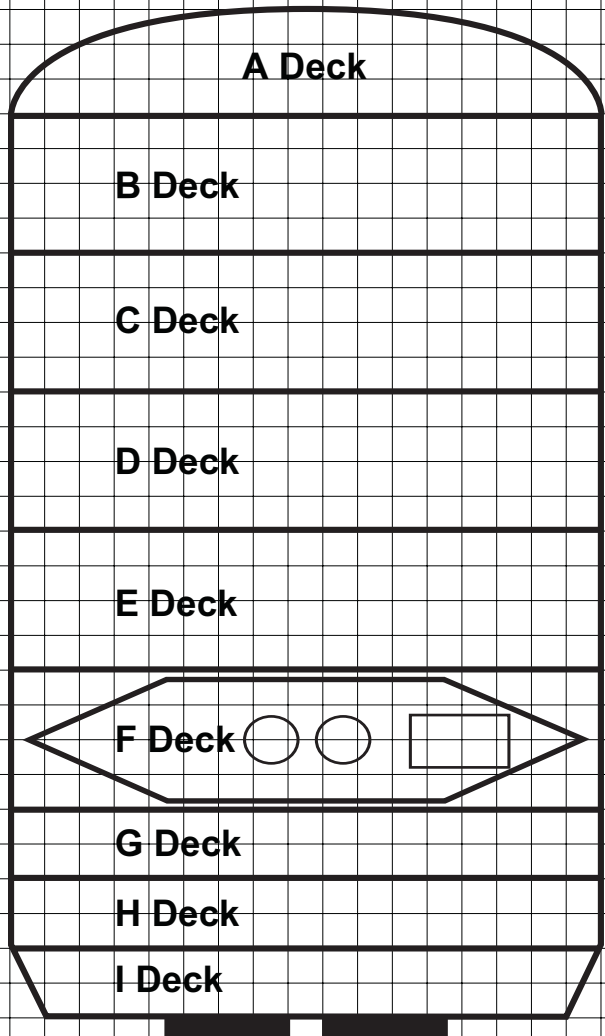
G Deck contains fuel, while H Deck contains fuel and a small cargo bay with a dedicated area for an engineering shop. The final deck is I Deck, which houses the drives and powerplant.

Standard armament consists of two dual beam laser turrets, and a triple sandcaster turret. This mix has been retained in the salvage variant operated by Spinward Salvage.

Spinward Salvage maintains a standard crew complement of 10 for these ships: Salvage Captain, three pilots (who also act as gunners), navigator, two engineers, two small craft pilots (who can also act as gunners) and a medic. There are also between two and six "Salvage experts" embarked, a fancy title for what amounts to freelancers who provide ship-board skills and manpower for the various salvage operations that are undertaken.



CONVERTED X-BOAT TENDER STATISTICS

Converted X-Boat Tender		Tons	Price (MCr)
Hull 1000	Hull 20		100
Standard	Structure 20		
Armour - none			
Jump Drive E	Jump 1	30	50
Manoeuvre Drive E	Thrust 1	9	20
Power Plant E	Rating 1	16	40
Bridge		20	5
Computer Model/3	Rating 15	0	2
Electronics Basic Military	DM +0	2	1
Weapons Hardpoint #1 Triple Turret	3 Sandcasters	1	1.75
Hardpoints #2, #3 Double Turrets	Beam Lasers	2	5
Fuel 205 tons One Jump 1, 85 tons for other craft	4 weeks of operation	205	
Cargo 52 tons		52	
10 Staterooms		40	5
20 Low Berths		10	1
Extras Fuel Scoops		0	1
Fuel Purification Plant	100 tons per day	5	0.25
5x120 ton Boat Bays		600	-
Self Sealing Hull		0	10
Engineering Shop		5	-
Sancaster Storage	60 Cannisters	3	-
Software Manoeuvre/0 -			-
Library -			-
Fire Control/2	Rating 10		4
Jump Control/1	Rating 5		0.1
Maintenance Cost (monthly)			0.0184
Life Support Cost (monthly)			0.022
Total Tonnage & Cost		1000	221.49 (includes 10% discount for standard design)

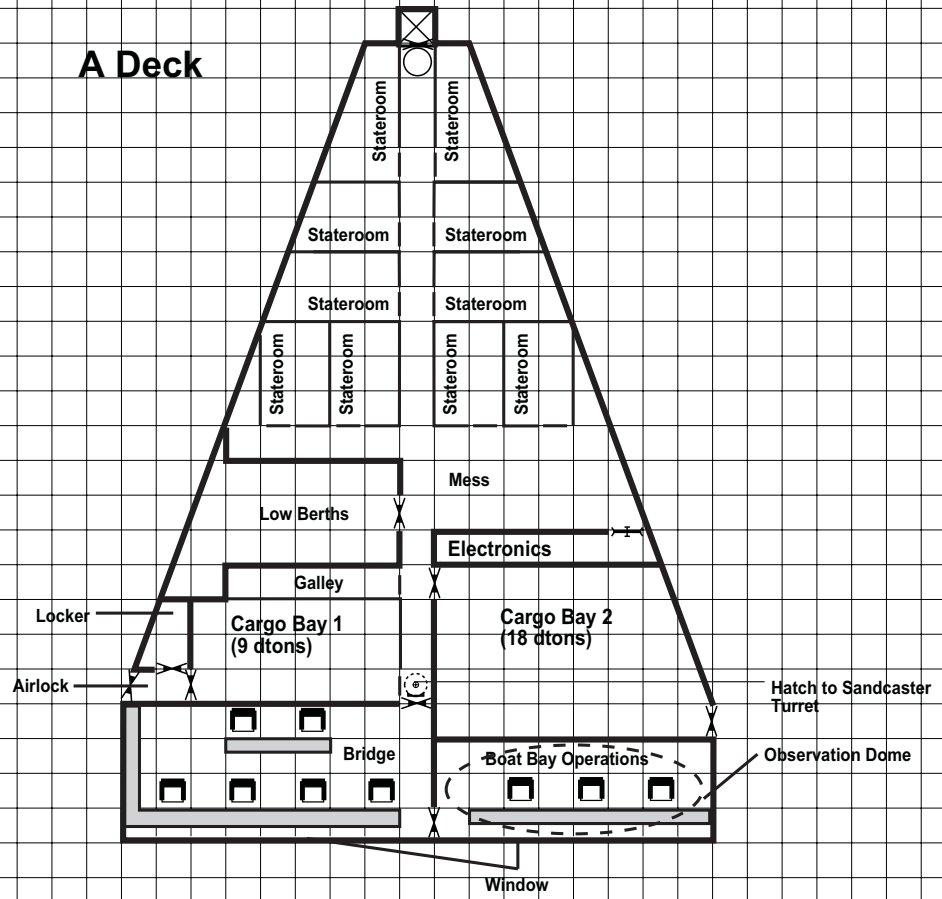


**X-boat Tender
(Salvage Variant)**

Legend

-  1.5m Square
-  Bulkhead
-  Interior Wall
-  Sliding Door
-  Maintenance Hatch
-  Crew Station
-  Iris Valve
-  Manual Hatch
-  Overhead Iris Valve
-  Floor Iris Valve
-  Floor & Overhead
-  Floor Hatch
-  Overhead Hatch
-  Floor & Overhead
-  Lift Shaft

A Deck

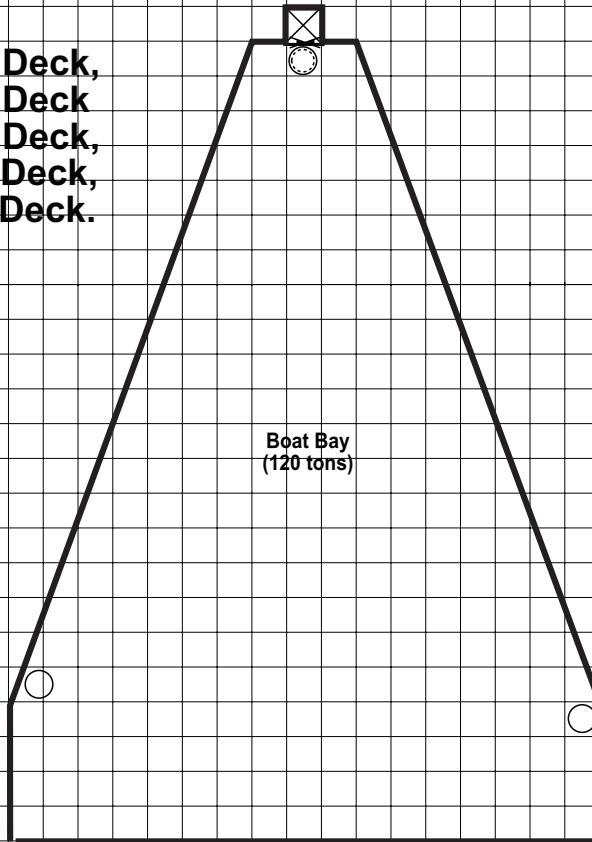


X-boat Tender (Salvage Variant)

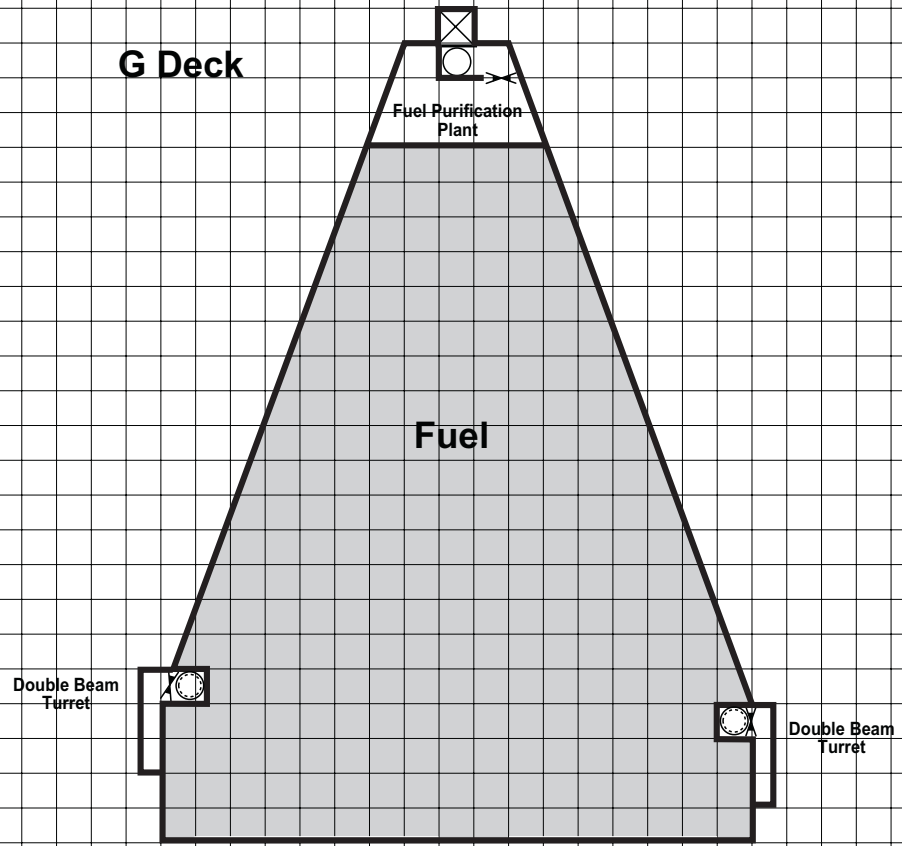
Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft

B Deck, C Deck, D Deck, E Deck, F Deck.



G Deck

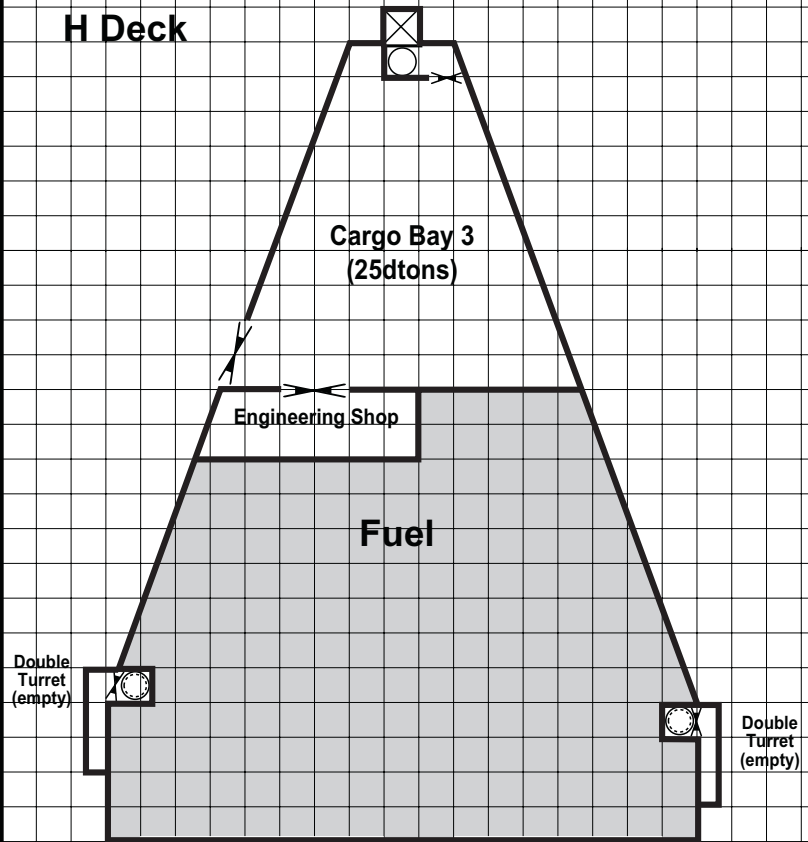


X-boat Tender (Salvage Variant)

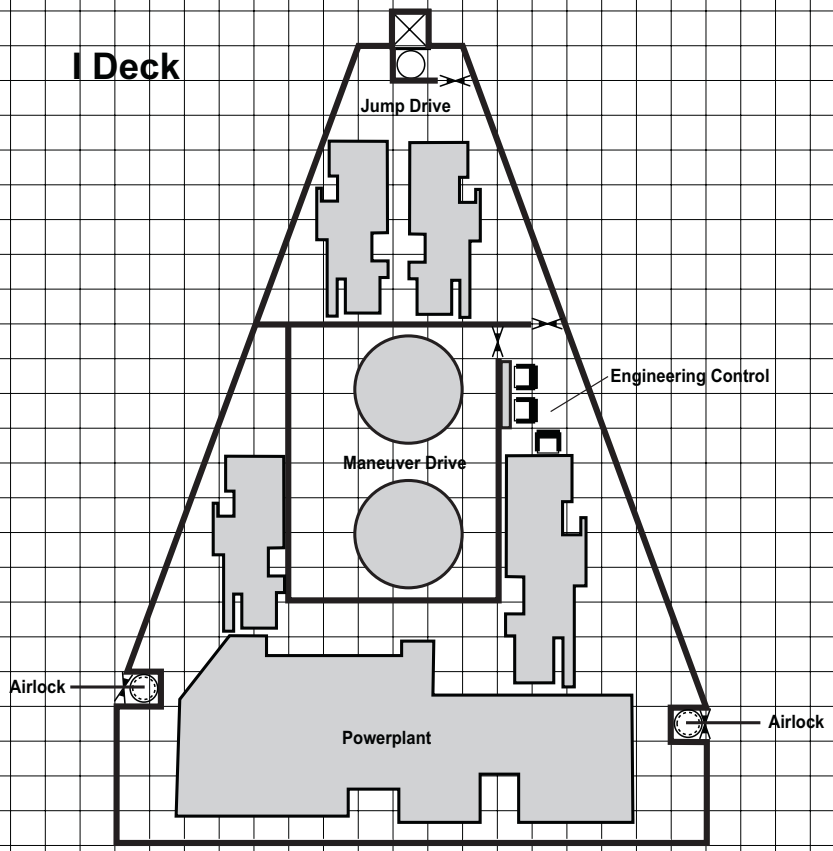
Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- ⊗ Iris Valve
- ⊕ Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- ⊗ Floor & Overhead
- ⊕ Floor Hatch
- ⊗ Overhead Hatch
- ⊕ Floor & Overhead
- ⊗ Lift Shaft

H Deck



I Deck



X-boat Tender (Salvage Variant)

Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft

TELEMON CLASS SURVEY SCOUT - JERAMIAH

A somewhat unusual acquisition made in 1082, the 400 ton Survey Scout was purchased as a barely salvageable wreck from the Scout Service and extensively rebuilt to the standard *Telemon* specification. The ship now operates as a high Jump ship capable of independent search and salvage operations in the Jewell and Querion subsectors, where distances between systems are much greater than the Regina Subsector. The *Telemon* class Survey Scout is an old design that is still produced in some numbers across the Imperium, but has been replaced by the newer *Donosev* class survey scout. The design is noted for its powerful sensors, which aid in detection of salvageable materials.

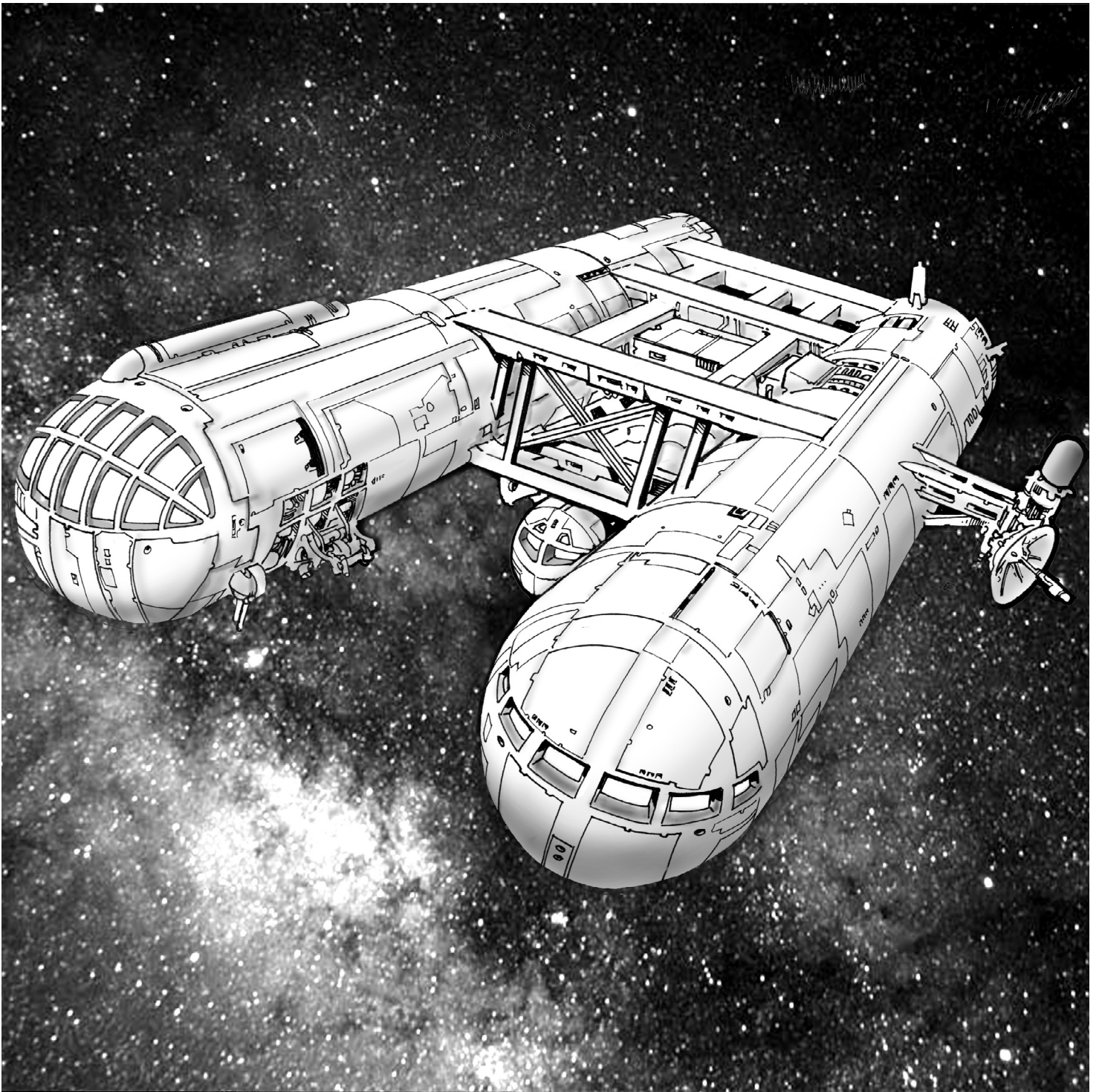
The port cylinder houses the bridge, computer system, avionics, staterooms and the port maneuver drive. A passageway links the port cylinder with the starboard cylinder, which houses the primary powerplant, port maneuver drive, Jump drive, Cutter module bay, a small 7 dton cargo bay and the observation lounge. The Cutter bay normally houses an additional utility or salvage module, while a fuel module is attached to the Cutter. The observation lounge has a huge bubble window and doubles as a relaxation lounge, but its primary function is as a sensor suite, with three sensor workstations controlling the extensive sensor arrays.

B Deck, which is “below” the A deck, consists entirely of fuel, except for the starboard 40 ton cargo bay, which is accessed from A Deck’s lift. Loading and unloading is undertaken via an extendable iris airlock, allowing ship-to-ship transfer of cargo. Transferring the Cutter module to the Cutter is a simple process. The Cutter module bay doors are opened, and small thrusters “push” the module clear of the Survey Scout. The Cutter then maneuvers to pick up the module. A similar process is undertaken when stowing the module.

Standard crew for the *Jeremiah* consists of 8: a salvage captain, two pilots, navigator, medic, cutter pilot and two engineers. Additional “salvage experts” are added as necessary.

SURVEY SCOUT STATISTICS

SURVEY SCOUT		Tons	Price (MCr)
Hull 400	Hull 8		14.4
Standard	Structure 8		
Armour - none			
Jump Drive F	Jump 3	35	60
Manoeuvre Drive D	Thrust 2	7	16
Power Plant F	Rating 3	19	48
Bridge		20	2
Computer Model/4	Rating 20	0	5
Electronics Advanced	DM +1	3	2
Weapons Hardpoint #1 Triple Turret	3 Sandcasters	1	1.75
Fuel 156 tons One Jump 3	6 weeks of operation	144	
Cargo 47 tons		47	
10 Staterooms		40	5
2 Low Berths		1	0.1
Extras			
Fuel Purification Plant	20 tons per day	1	0.05
Enhanced Signal Processing	DM +4	2	8
50 ton Modular Cutter		50	-
Self Sealing Hull		0	4
30 Ton Module		30	-
Software Manoeuvre/0 -			-
Library -			-
Fire Control/1	Rating 5		2
Jump Control/3	Rating 15		0.3
Maintenance Cost (monthly)			0.0126
Life Support Cost (monthly)			0.0202
Total Tonnage & Cost		400	151.74 (includes 10% discount for standard design)

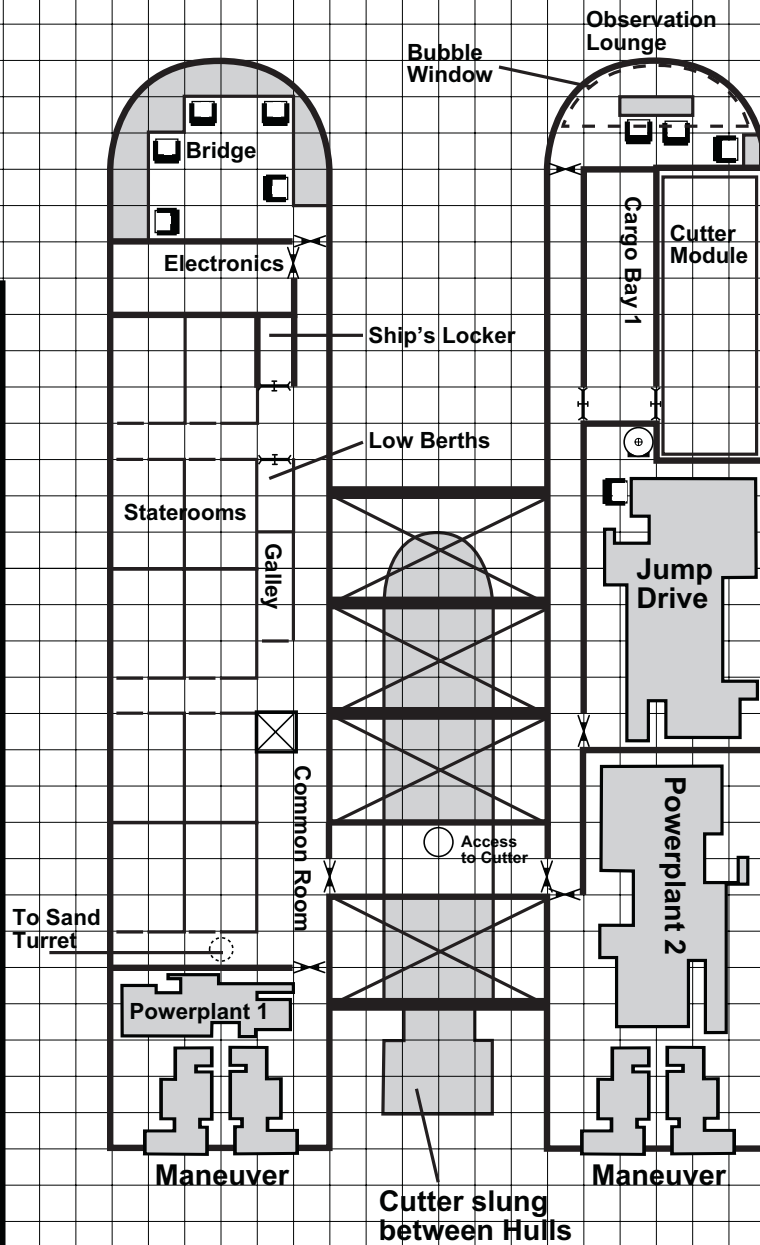


The *Jeramiah* in deep space, somewhere in Jewell Subsector.

Telemon Class Survey Scout A Deck

Legend

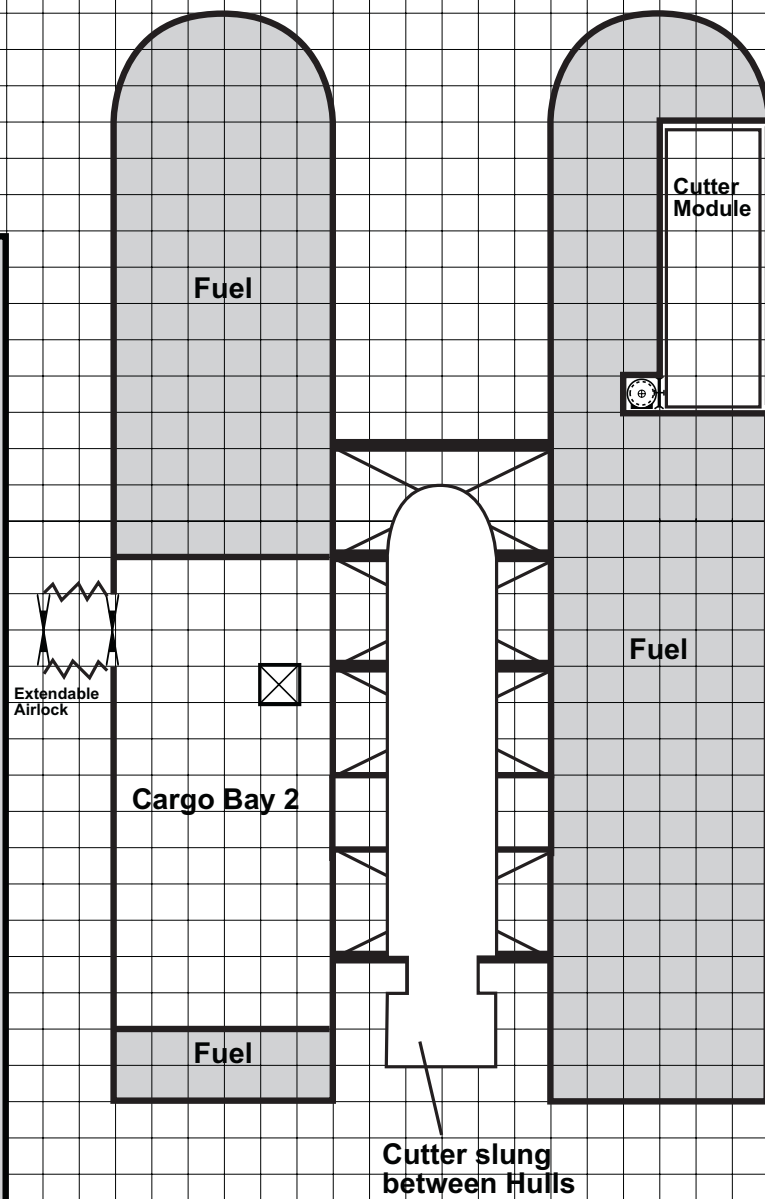
- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft



Telemon Class Survey Scout B Deck

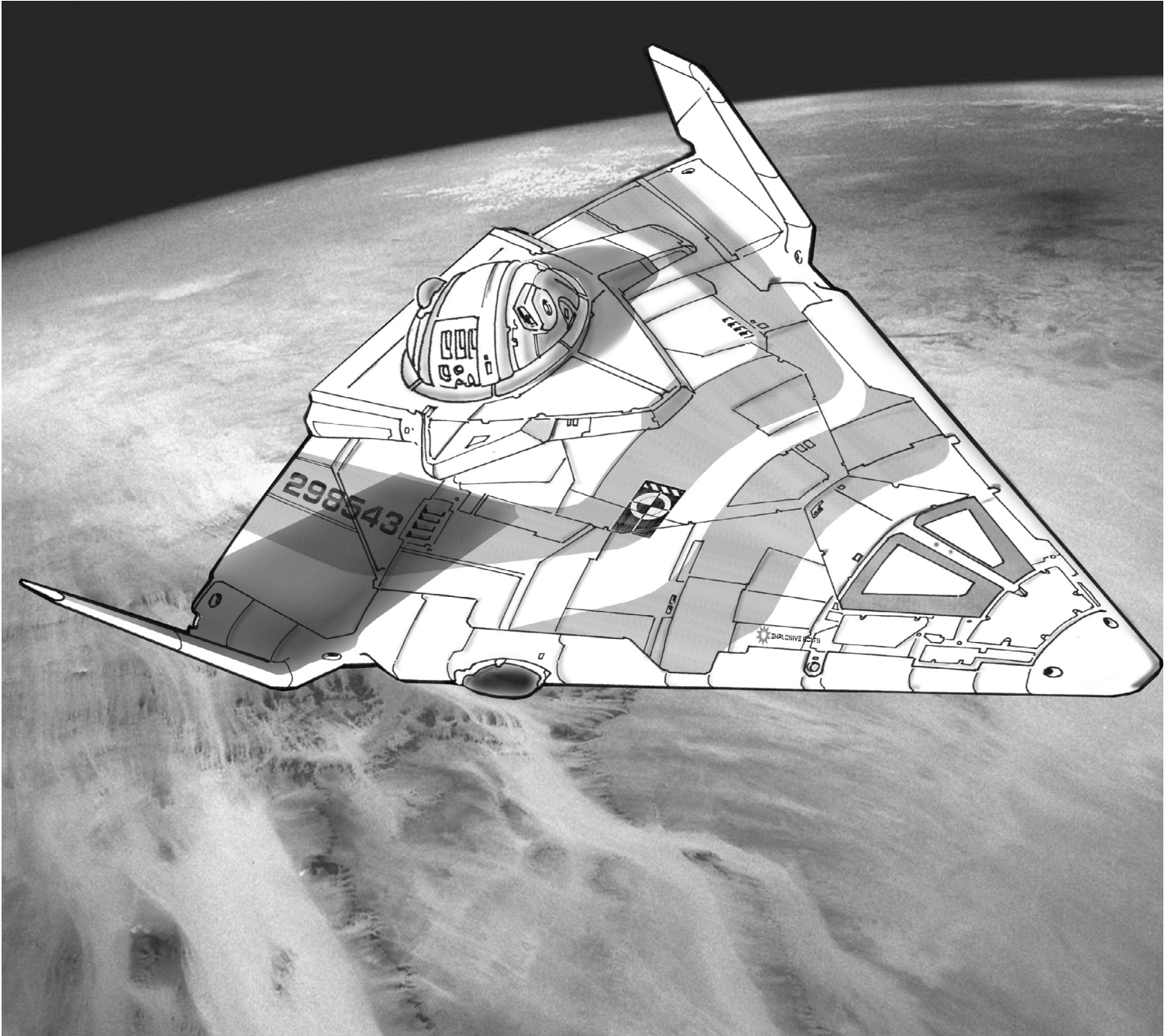
Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft



THE SCOUT/COURIERS

The three scout/couriers in service with the company are standard models, and are used for scouting missions to find and appraise salvageable ships or other installations. All three have had aeroforms fitted to assist with flight performance in atmospheres, although most company employees consider them to be a complete waste of time and have merely been fitted so these ships “look sexy”.























The Spinward Salvage Scout/courier Renegade in orbit over Efate, ready for another mission.

CUTTERS AND MODULES

A cutter is normally carried on each X-boat Tender and the *Jeremiah* as a fuel collector, lighter, or salvage ship with the company's salvage module. The general purpose modules have been used as mini-space stations when needed, as well as a ground station when undertaking planetary salvage missions. A special Salvage module has been designed and build by Spinward Salvage, and the company now builds a limited number for other salvage companies - so long as they do not operate in the Spinward Marches.

Modular Cutter			Tons	Price (MCr)
Hull	50 Tons Modular	Hull 1		1.65
	Streamlined	Structure 1		
Armour	None			
Manoeuvre Drive	sK	Thrust 4	5	11
Power Plant	sK	Rating 4	3.9	7.5
Bridge	Control cabin for 2		6	0.25
Computer	Model/1	Rating 5		0.03
Electronics	Standard	DM-4		
Weapons	None			
Fuel	1 ton	One week of operation	1	
Cargo	3.1 tons		3.1	
Extras	Airlock		1	0.2
	30 ton module		30	0.99
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost (excluding module)			30	19.458

Symbol Guide

	Bulkhead		Avionics/Computer/Sensors/Comm
	Wall (Partition)		Controls/Displays
	Viewport		Drives/Power Plant
	Sliding Door		Food Dispensers/Storage/Prep
	Maintenance Hatch		Fuel
	Lift		Life Support
	Iris Valve		Manual Hatch
	Floor Iris Valve		Floor Manual Hatch
	Ceiling Iris Valve		Ceiling Manual Hatch
	Floor and Ceiling Iris Valves		Floor and Ceiling Manual Hatches

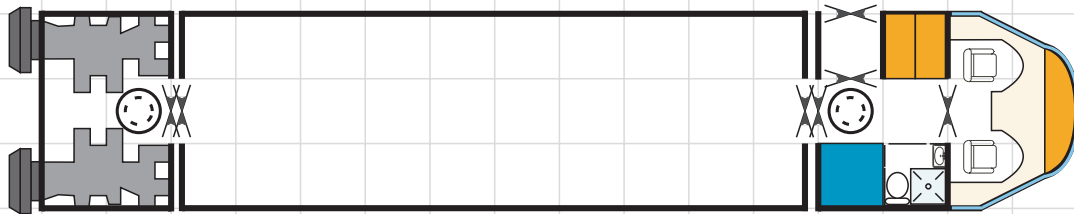
ACCESSWAY

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m



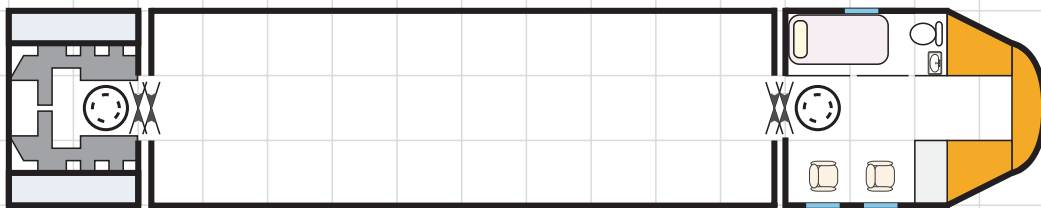
UPPER DECK

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m



LOWER DECK

0.0 m 1.5 m 3.0 m 4.5 m 6.0 m



VEHICLE MODULE

30 tons. The Vehicle module can carry up to two wheeled or tracked AFVs and includes a space for a maintenance area to allow quick repairs of grav, wheeled and tracked vehicles. The 20 ton vehicle bay allows transport of other types of vehicles as well. For example, the module could carry 4 air/rafts, or 2 G-Carriers. This module is used by civilian as well as military organizations for a wide range of roles: pure vehicle transport, vehicle repair and carriage of AFVs into a battlezone.

The Vehicle Module is essentially a large open bay. The floor of the bay contains a ramp which may be used to disembark vehicles. The side bay door also open to provide another means of egress. Most of the larger shop tools and vehicle lift equipment are suspended from the ceiling with additional tools stored in the upper walkways.

Vehicle Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	none			
Bridge	none			
Computer	none			
Electronics	none			
Weapons	none			
Fuel	none			
Cargo	5.5 tons		5.5	
Extras	2x10 ton vehicles (see above)		20	
	Cabin space for 3		4.5	0.225
Software	None			
Total Tonnage & Cost			30	1.525

FUEL MODULE

30 tons. A Fuel Module is designed to store and transport fuel, and includes fuel scoops to allow fuel to be skimmed from gas giants or oceans. The Fuel Module is also useful for unstreamlined starships that cannot skim fuel from oceans or gas giants, and which have a cutter or cutters as small craft.

Fuel Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	none			
Bridge	none			
Computer	none			
Electronics	none			
Weapons	none			
Fuel	none			
Cargo	30 tons		30	
Extras	Fuel Scoops			1
Software	None			
Total Tonnage & Cost			30	2.3

UTILITY MODULE

30 tons. The Utility Module is designed to be a multifunction module that provides considerable flexibility for a modular cutter or ship. The four staterooms can be used for either crew or passengers. A 5 ton space is provided on the lower deck which can serve as either a vehicle hanger for an air/raft (or some other light vehicle), or cargo space. A single turret is ventrally mounted, and a small power plant is included to power up to one laser in the turret. The turret however, relies on the carrying cutter's or ship's computer and sensors. A half ton armoury is also included, and is sometimes used as a missile magazine if the laser is replaced by a missile rack.

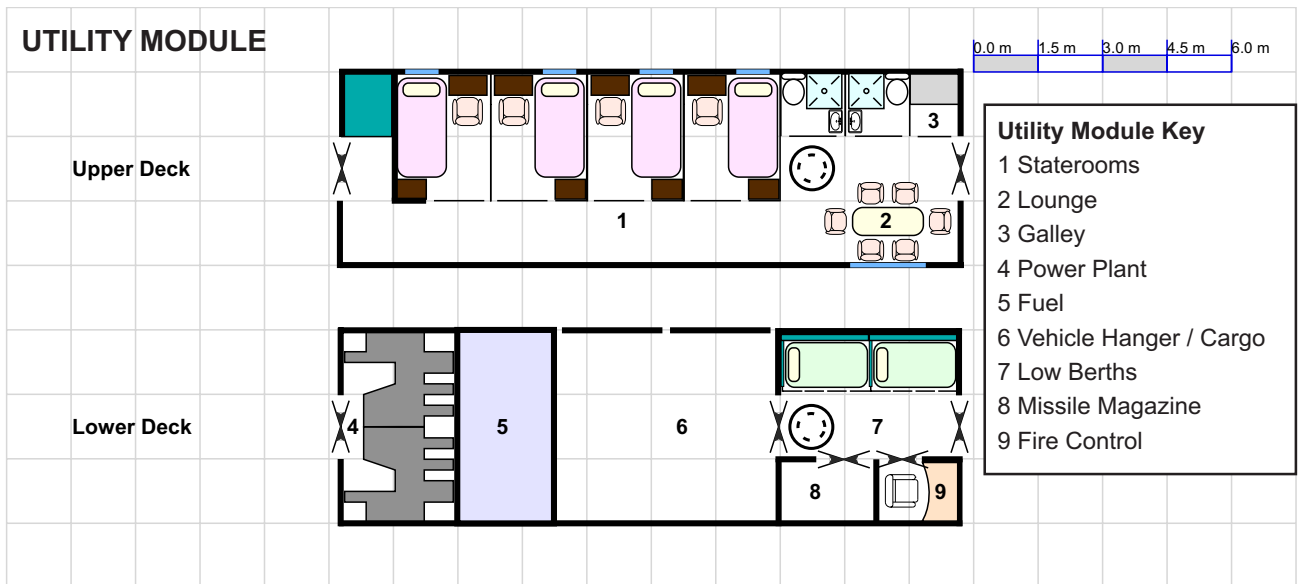
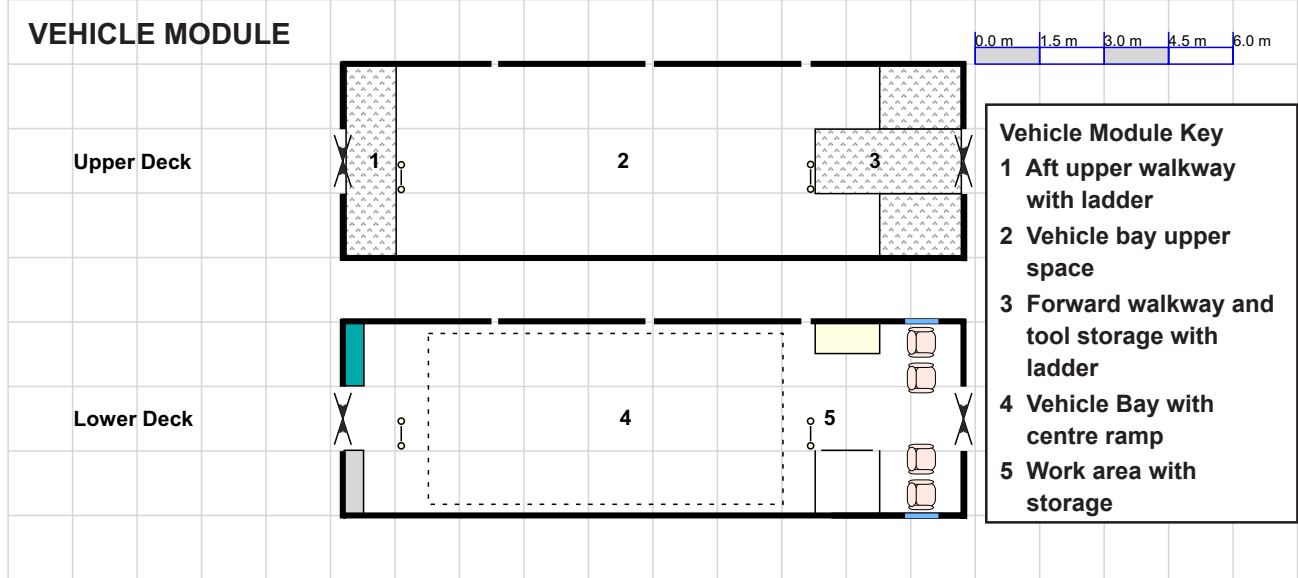
The Utility Module is sometimes used as a small space station, or landed on a planet for use as a small forward base.

Utility Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	sG - Fusion	Rating 4	3	6
Bridge	none			
Computer	model/1			0.03
Electronics	none			
Weapons	Single Turret: 1 Pulse Laser		1	0.7
Fuel	1.5 tons	2 weeks operation	1.5	
Cargo	5 Tons		5	
Extras	Airlock		1	0.2
	4 Staterooms		16	2
	4 Low Berths		2	0.2
	Armoury		0.5	0.125
Software	library			
Total Tonnage & Cost			30	10.555

SALVAGE MODULE

30 tons. The Salvage module is built exclusively by Spinward Salvage, and consists of a modified Utility Module with an attached grappling arm for handling components externally and the staterooms ripped out to make room for storage of salvaged parts. A cockpit is fitted to control the grappling arm, which can telescope out to 250 metres, providing great flexibility during operations. The pulse laser is retained as at a lower power setting, the laser can be useful if metal needs to be cut during a salvage operation.

Salvage Module			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	none			
Power Plant	sG - Fusion	Rating 4	3	6
Bridge	none			
Computer	model/1			0.03
Electronics	none	DM-4		
Weapons	Single Turret: 1 Pulse Laser		1	0.7
Fuel	1.5 tons	2 weeks operation	1.5	
Cargo	18 Tons		18	
Extras	Airlock		1	0.2
	1 Cockpit (for arm)		1.5	.15
	4 Low Berths		2	0.2
	Grappling Arm		2	1
Software	library			
Total Tonnage & Cost			30	9.58



TUGS

The Spinward Salvage possesses standard 30 ton tugs which are used to move wrecks. They are little more than drives attached to a cockpit, and are workhorses found throughout the Imperium. The following table shows the potential of the tugs to move wrecks.

Size of Wreck	Maximum Acceleration
100 tons	6-G
200 tons	6-G
300 tons	5-G
400 tons	4-G
500 tons	3-G
600 tons	2-G
700 tons	2-G
800 tons	2-G
900 tons	2-G
1000 tons	2-G
1200 tons	1-G
1400 tons	1-G
1600 tons	1-G

Tug			Tons	Price (MCr)
Hull	30 Tons	Hull 0		1.3
	Standard	Structure 1		
Armour	None			
Manoeuvre Drive	sW	Thrust 14	16	32
Power Plant	sW - Fusion	Rating 14	10.5	26
Bridge	Cockpit for 1		1.5	0.15
Computer	model/1	Rating 5		0.03
Electronics	standard	DM-4		
Weapons	None			
Fuel	1.75 tons	1 week operation	1.75	
Cargo	0.25 Tons		0.25	
Software	library/0			
	Manoeuvre/0			
Total Tonnage & Cost			30	53.532

SHIP'S LOCKER

The X-Boat Tenders and Survey Scout have extensive ship's lockers, with the following equipment provided as standard. Where 10-20 is denoted, the Survey Scout will carry, 10, and the X-Boat Tender will carry 20.

10-20 TL9 Hostile Environment Suits
10-20 Breather Masks
10-20 TL 8 Vacc suits
2 TL 10 Computers
10-20 Commdots
10-20 TL 10 Comms
10-20 Geiger Counters
6 Binoculars
3 Light Intensifier Goggles
4 Electronic Tool Sets
4 Mechanical Tool Sets
2 TL 10 Medikits
3 TL 10 Habitat Modules
8 Tents
Water purification tablets
Prepackaged food and water for 20 people for 10 weeks

Weapons and Armour

10-20 Flak Jackets
10-20 Snub Pistols (200 rounds per gun)
10-20 Blades

SPINWARD SALVAGE HOME BASE - EFATE

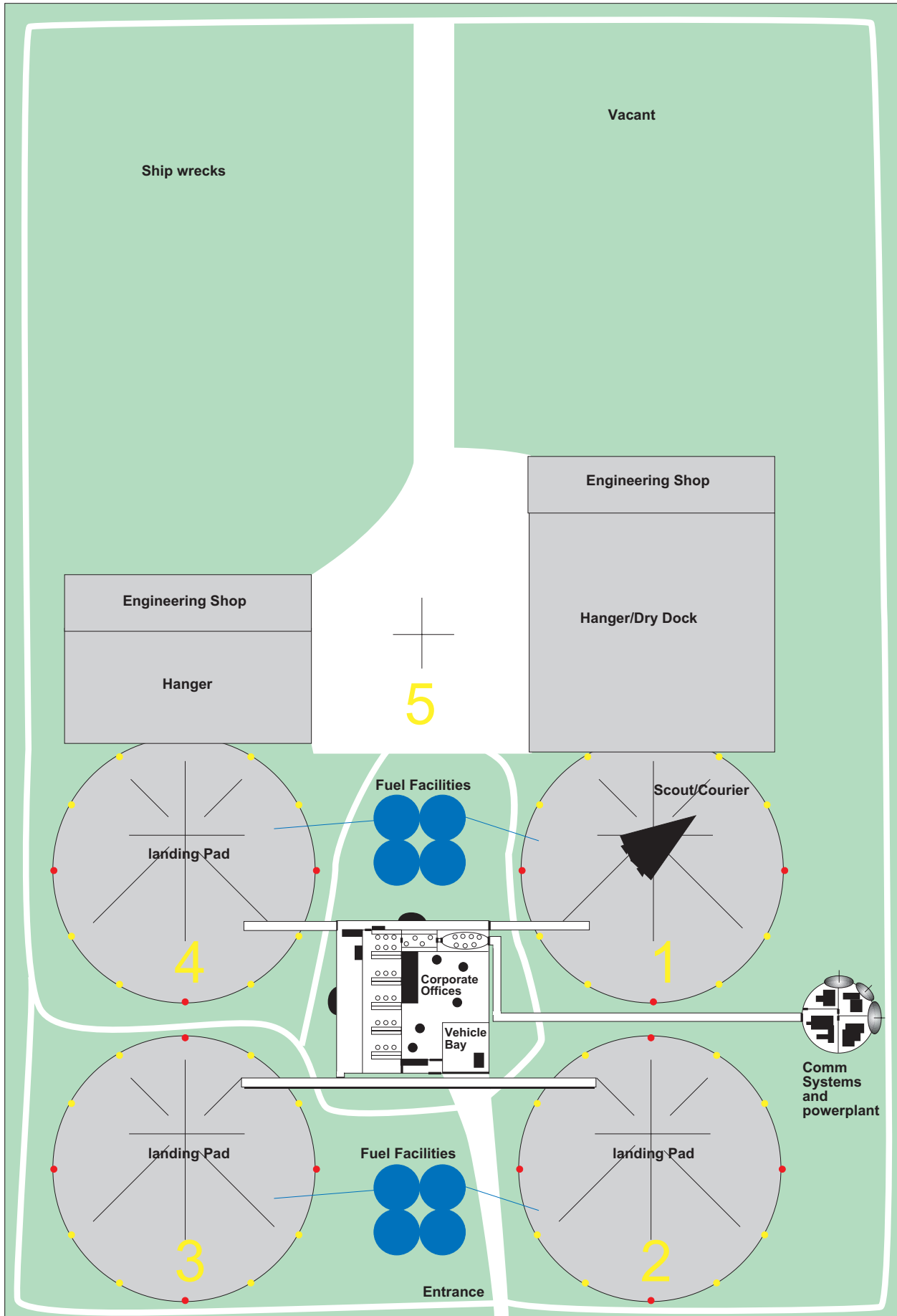
Spinward Salvage has maintained a base on Efate for over a century, just outside the city of 30 South. The 40 hectare site contains numerous facilities, including an administration office, fuel depot, engineering shops, hangars, landing pads, a small drydock and storage space for wrecks and ship hulks. A portion of the site is still vacant, but it is filling up year by year. The site is virtually a mini starport, and has five landing pads that can support up to 1000 ton ships. Overhauls of the company's 1000 ton Tenders are undertaken at the base, but it is a slow process to bring the ungainly Tenders down through the atmosphere for landing.

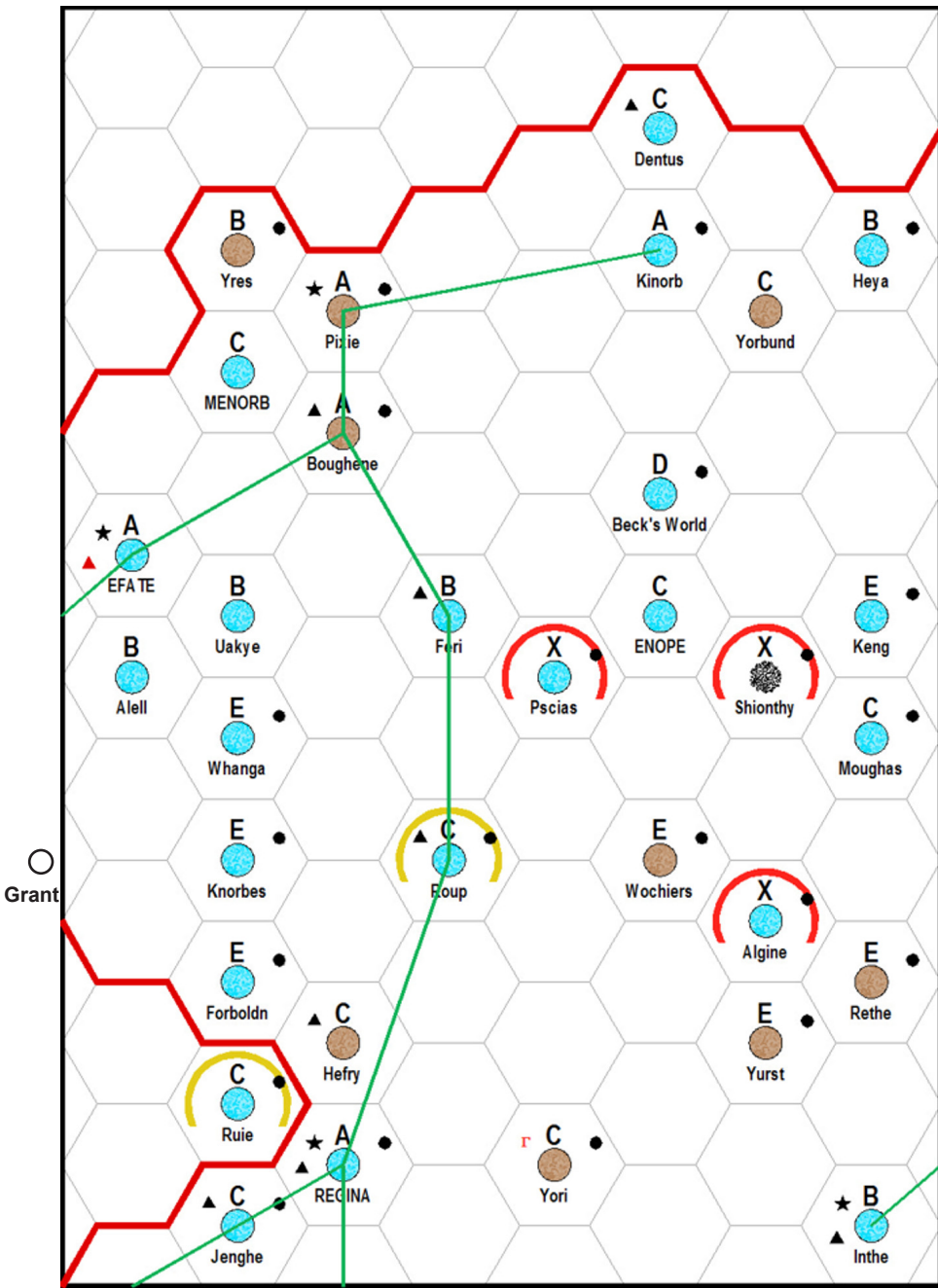
The dry dock can also accommodate ships of up to 1000 tons, and is used to modify existing ships or construct new ships - mainly with salvaged internal parts. These low-cost ships have new-build hulls, so their structural integrity is good, but there may be quirks in some internal systems. Spinward Salvage has been in the business of constructing such ships to order for over 50 years.

The powerplant is a fusion plant which powers all systems in the complex, making the operation independent of Efate's power grid. Communications systems housed in the same building provide Advanced level sensors throughout most of the Efate system, providing the company with a secure means of communicating with their ships in-system.

Because of the non-existent law level on Efate, there are extensive security measures in place to prevent unwelcome visitors to the site. The entire compound is fenced with barbed wire, security cameras and security drones who will use stunners to incapacitate intruders. In addition, armed guards conduct regular patrols in two air/rafts and two ATV's. The guards are armed with assault rifles and stunners, and have flak jackets. The ATVs and air/rafts are also armed, with light machine guns. At any time there are two patrols each of four guards operating, 24 hours per day.

The perimeter is also patrolled by small drones armed with stunners. These provide support and backup for the human guards.





**REGINA
SUBSECTOR**

**WORLD
CHARACTERISTICS**

- No Water Present
- Water Present
- Asteroid Belt

BASES

- ★ Imperial Naval Base
- ▲ Imperial Scout Base
- ◆ Other Base
- Independent Base
- T Research Station
- ▲ Scout Way Station
- R Imperial Reserve
- P Imperial Prison
- X Exile Camp

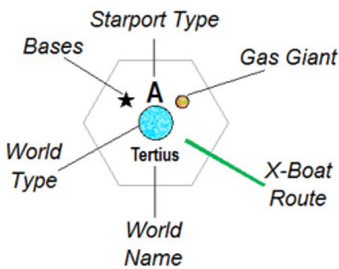
TRAVEL ZONES

- Amber Zone
- Red Zone

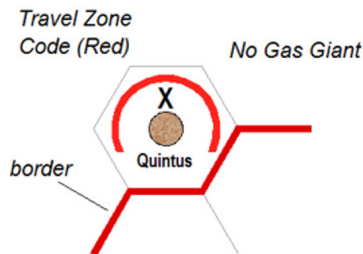
POPULATION

- Secundus** under one billion
- PRIMUS** over one billion

MAP LEGEND



1 Parsec Hex



REGINA SUBSECTOR

The Regina Subsector lies at the Coreward end of the Spinward Marches Sector. To Coreard (“north” on the map lies the Vargr Extents, while to Spinward “left” on the map lies Jewell Subsector, which borders the Zhodani Consulate.

The following Amber Zone is set in the Red Zone system of Grant, which lies on the Regina/Jewell subsector border. This system is also denoted on the Regina Subsector map.

ADVENTURE: WE'VE LOST A SHINY NEW SCOUT CRUISER - CAN YOU HELP US FIND IT?

PLAYERS' INFORMATION

The players are hired by the chief recruiter as a freelancer crew on a world in the Regina Subsector (preferably Efate, but it could be any world). The pay offered is Cr6,000 per month per crew member, plus 1% of the value of all items salvaged for the entire group of freelancers. In all, a lucrative deal. The salaries are high because salvaging has such danger attached to it that "hazard pay" is offered.

They are taken to the HQ of Spinward Salvage on Efate, and treated to a massive dinner with much free-flowing mead. The players are taken the next morning via Modular Cutter into orbit, and are transferred to the ship they will be commanding, the Survey Scout *Jeramiah*. On the bridge they are introduced to the Salvage Captain for the mission, Fera Jemasie, an ex-Merchant Vargr. Jemasie explains the job.

The Scout Service has commissioned Spinward Salvage to locate and salvage a ship they have lost. The Scouts are "99%" sure that the system the ship was lost in was the Grant system in Jewell subsector - Grant being a Red Zone. The ship is a 1000 ton *Machii* class Scout cruiser. It is so new only two have been built - the *Machii* being the lead ship of the class and therefore could be classified as an experimental ship. It has been designed to replace the old 1000 ton *Qasar* class Scout cruisers, which have been in service for over two centuries and in dire need of replacement.

The role of the *Jeramiah* is to use its powerful sensors to locate the stricken vessel, investigate and if possible salvage as much equipment as they can from the wreck. The situation on board the *Machii* is unknown, but the Scout Service is sure that they are dealing with a salvage scenario rather than a rescue scenario. Jemasie explains that the search started when it became two months late arriving back at its homeport. The search proved fruitless, but the Scouts discovered that the ship's final Jump was from the Lysen system into the Grant system, so the search should naturally start in the Grant system.

It should become evident to the players that the Grant system is a best guess. The ship may not in fact be in that system. It could have misjumped, in which case the *Jeramiah* will be looking for a needle in a thousand haystacks. The Grant system itself is a Red Zone. Jemasie says that the reason for the Red Zone is rumoured to be an atmospheric contagion, but the interdiction force is actually a number of Navy-run satellites in geostationary orbit that will shoot down any craft approaching the planet. Automated warnings are in place to advise ships to refuel at one of the two gas giants. A small Scout Service detachment is also operating at one of the gas giants, to serve as an additional warning to ships that may pass through. The "space station" there is nothing more than 5 cutter modules docked together, with a lifeboat for emergency use. In a Service where isolated duty is often the norm, this posting would be the most isolated posting of all the isolated postings.

The *Jeramiah* has been outfitted with a standard Modular Cutter, a fuel module and a salvage module. The permanent Spinward Salvage crew members on board are the Salvage Captain and the two engineers. The other positions that require filling are: two pilots, navigator, medic and small craft pilot. Two additional "salvage experts" could be carried if there are additional characters who need to be part of the crew.

Required Skills and Equipment

Shipboard skills are essential, particularly pilot, engineer, computer, sensors, zero-G and astrogation skills. If the players don't have at least some of these skills, they won't be hired. Additional useful skills for part two of this adventure would be streetwise, investigate, carouse and stealth skills.

REFEREE'S INFORMATION

Spinward Salvage has built up a good working relationship with the Scout Service in the Marches over the decades, partly due to the company's willingness to buy surplus Scout ships, and partly due to the company's great track record undertaking salvage work for the Service. These connections are invaluable, as the Scout Service has another job for the company - an important one.

The Scout Service is also looking for the *Machii* in systems other than the one Spinward Salvage is looking in, but all involved are doubtful that they will find the *Machii* in any mainstream system - otherwise it would have been located by now.

The lush jungle world of Grant is interdicted because the atmosphere of the planet has a particularly nasty hallucinogenic effect on humans - inducing extreme paranoia. The first Scout mission to survey the planet ended in disaster, as the crew ended up killing each other after blowing up their scout/courier. Further missions revealed that the atmosphere somehow penetrated hostile environment suits, so after the loss of more Scouts, the world was permanently interdicted. The players may find this out the hard way if they decide to run the satellite blockade for some strange reason. Within 2D **hours** of exposure to the atmosphere, the players will be actively engaged in trying to kill each other.

JUMP TO GRANT

After the necessary preparations are complete, the Survey Scout will Jump to the Grant system. The system itself has two gas giants, Grant itself, three rockballs and two asteroid fields. There is a significant amount of space to cover to try to detect the ship.

The system statistics are as follows:

0.4 AU*:	ROCKBALL	100000-0
0.9 AU:	GRANT	664100-0
4 AU:	SMALL GAS GIANT	(Scout detachment of 5 people in a small space station)
5 AU:	ROCKBALL	S00000-0
6 AU:	ASTEROID FIELD	
10 AU:	ROCKBALL	S00000-0
21 AU:	SMALL GAS GIANT	
25 AU:	ASTEROID FIELD	
100 AU:	OORT CLOUD	

* Astronomical Units

On exiting Jump space, the ship will be hailed by the Scout space station. "Spinward Salvage vessel *Jeremiah*, this is Scout station 01 at Grant A, welcome to the welcoming Grant system. We have been expecting your arrival." The Scouts explain that no ship can enter orbit around Grant, otherwise they will be shot to smithereens by the Navy satellites. They explain that if one were to land on Grant, they would be committing suicide, as an atmospheric contagion causes death in hours. Other than that, the Survey Scout is free to search the system. The Scouts further note that they did not detect the *Machii* or any other Scout Service vessel entering the system in the last two months, so they are adamant the ship is not in the system. Their lifeboat has been used to make some sensor sweeps of the 4 AU gas giant orbit, as well as the Grant orbit, but nothing has been found.

However, such a search is the domain of a ship like the *Jeremiah*. Within a one light year volume of a star lies 9.46 trillion cubic kilometres of space, so there is a lot of volume to search.

THE DISCOVERY

The *Machii* is in fact in the Grant system. It is however, drifting without power in the outer asteroid field. Depending on where the *Jeremiah* starts searching first, it may take days or weeks to find the ship. Each orbit should be searched with 12 formidable rolls (one every 6 hours - 4 per day) against Sensors skills and intelligence and the associated modifiers for the sensor suite the Survey Scout possesses. The Oort cloud will take ten times as long ie: 120 formidable rolls - and they wont find the *Machii* there anyway. The search through each orbit can be widened if the Cutter is used, but the cutter's sensors are poor compared to the Survey Scout, so the cutter may search the 25 AU orbit, but will not find anything.

Eventually (hopefully), the Survey Scout will find the *Machii*. It will be a lucky find, with false returns from asteroids confusing the sensor picture. Returns may seem to indicate a ship, but only if the formidable roll is made, will the ship actually detect the *Machii*.

Salvage operations can now begin. The Survey Scout and/or the cutter will pull alongside the hulk, and there will be no signs of power on the vessel. There is some considerable damage to the hull, so the ship appears to have suffered a mishap of some sort, either in Jump space or when it arrived in the Grant system. The crew will investigate the wreck through some reasonably dangerous EVA. Everything is recorded through cameras on the vacc suit helmets, so footage can be reviewed in the future. The ship's structure is largely intact, but much of the interior of the ship has been trashed - methodically so. A search of the entire ship will reveal the following disturbing facts.

1. There is no sign of the crew - no bodies, nothing. However, if the characters decide to undertake a scan of the surrounding area (a difficult check against sensors skill), they will find the bodies of two dead scouts floating in space, a male and a female. They are not wearing vacc suits, and appear to have suffered from explosive decompression. The bodies should be retrieved for return to their families.
2. The damage to the hull can be discerned by anyone with engineering skill to be impacts from asteroid type bodies. This is what caused the explosive decompressions.
3. Both small craft (the lifeboat and the launch are missing). The air/raft is still in its bay, so this is salvageable. The ATV bay is empty, but the briefing indicated that no ATV was carried. This may lead the characters to scan for the small craft. They will find none.
4. The turrets are also salvageable, and will require an average mechanic check to successfully remove. An exceptional failure could mean major issues out in the zero-G environment. The work is hard and time consuming, but the eight beam lasers are in good condition. The sandcaster turret is smashed however, by an impact from an asteroid fragment. This is easily confirmed because the fragment is firmly wedged inside the turret.
5. The bridge controls and computer systems, as well as all the sensors, have been carefully removed, as if by a salvage team. A difficult roll against computer skill is required to retrieve some data from the few remaining systems. The data reveals that the *Machii* successfully entered Jump, but upon exiting Jump in one of the Grant system's asteroid fields both the ship's power systems suffered a massive overload, frying all electronics and power conduits. Floating helpless in space, unable to even send a distress signal, the ship seems to have simultaneously suffered a collision with a debris field, causing explosive decompression. It is a strange and cruel set of circumstances. The data stops when the ship's power system was fried.
6. Any salvageable parts from the Jump drives have been removed (Zuchai crystals etc).
7. The cargo bay, ship's locker and staterooms has been stripped clean of anything valuable.

During the salvage, each significant action undertaken during EVA will have to be checked against zero-G skills. There is considerable danger in the tasks, hence the need for checks. Exceptional failures will result in the need for remedial action. For instance, an exceptional failure in retrieving debris floating in space with a thruster pack could see the character concerned needing to be rescued by others. An exceptional failure in opening a struck hatch could mean a tear in the character's vacc suit that may need repairing. The table below outlines the kinds of actions that require checking.

Task	Characteristic	Difficulty
Open a stuck hatch in Zero-G (1-6 minutes)	Strength	Easy
Force open a struck valve in Zero-G (1-6 minutes)	Strength	Easy
Retrieve debris floating in space (such as bodies) using a thruster pack (10-60 minutes)	Dexterity	Difficult
Use the cutter module's grappling arm to move an object (1-6 minutes)	Dexterity	Routine
Crawl through a small accessway on the <i>Machii</i> (10-60 minutes)	Endurance	Routine
Move a large object in space with a thruster pack (1-6 minutes)	Strength	Difficult

The salvage operation is now complete - the hulk is all that remains to be picked up by a larger ship. The burning question is however - who beat them to the salvage? How did this mystery salvage team know where to look - in a Red Zone system that hardly ever sees any traffic? Why did the Scouts in their little space station not detect another ship in the system? Why did this salvage team (or bunch of scavengers or whoever they are) not take the weaponry and the air/raft?

QUESTIONS ON EFATE

These questions should be asked back at the headquarters of Spinward Salvage. Once back in orbit around Efate, the characters take a trip to the home base via the Survey Scout's cutter. The debriefing at the administration office is attended by the CEO of Spinward Salvage, Lar Derren, and his head of security, Diane Hertzog. The small item of payment for the salvage is also taken care of. A payment of Cr 82,750 is made, being 1% of the value of the salvageable material. The hull is not counted, as it is probably not salvageable, according to Derren.

Arrangements are made for the Scout Service to retrieve the hulk in the Grant system using a 20,000 ton Scout ship, which will leave from Efate as soon as possible.

The debriefing continues, with the details conveyed through the character's descriptions of events as well as video footage of the salvage itself. At the end of the discussion, Hertzog, who has said nothing but recorded everything on a digital dictaphone, speaks up.

"Either we have a mole in our company passing information to a rival - or the Scout Service in the subsector has a mole. Either way, the only way a rival firm could conduct a salvage so quickly was if they had information about the system where the scout cruiser was last headed to. Our preparations for salvage didn't move quickly enough." She turns to Derren, who is contemplating what to say next.

"I think we need to do some digging ourselves. We need to find out what Salvage Factors knows about the *Machii* and its fate. We would like your team to investigate this further. I think the best way to go about this is to get to Feri as soon as possible and find out whatever you can about the current operations Salvage Factors is undertaking. Their home port is Feri, so it may be best to start there. We will keep you on the payroll for a bit longer, until we get to the bottom of this. You should take the *Jeramiah* - it will only take one Jump and you will be there. If you find out it is Salvage Factors doing the dirty on us, you will be handsomely rewarded."

Should the characters be pushed on what "handsomely" means, the CEO will merely say that at the very least, he will keep the team on the payroll, having done such a good job so far. "We have plenty of work to be done, and plenty of resources at our disposal."

The team should leave for Feri as soon as possible. The Salvage Captain steps aside from this mission, as it is not a salvage mission, but a corporate spying mission. The characters will take command of the *Jeramiah* directly.

FERRETING ON FERI

The Jump into the Feri system proceeds immediately. Hertzog accompanies them and during the Jump discussion takes place on how to approach the mission. Hertzog recommends Jumping into the system as far as possible away from the mainworld, and approaching via cutter. She does not want the *Jeramiah* to be detected, and then for questions to be asked at the starport and in the Feri underground. Several avenues exist for extracting the required information. If the characters do not think of them, Hertzog will suggest them. Cunning characters could think of more.

1. Go to Feri's Highport or town where the Salvage Factors offices are located and start asking some questions amongst people who may know what is going on.

Following this approach will reveal some startling facts - Feri locals generally like the company, and they seem to dislike offworlders who come to the planet to ask questions. No amount of bribery will generate any useful information. In fact, at one bar near the Salvage Factors offices the characters will be confronted by five thugs who will not take kindly to the questions being asked. They will start a brawl. It is not initially clear whether these thugs are in the employ of Salvage Factors, but it soon becomes clear that they are low level workers for the company. They are burly men with a great deal of loyalty to the company, and will be very aggressive.

Only after this encounter will someone useful contact the characters and ask to meet them in a private location. Jane Armitage, a middle aged woman with a nervous disposition will meet with the characters. She will show her Salvage Factors employee card, and show other credentials to prove her links to Salvage Factors. Armitage seems uncomfortable with what she is doing, but explains that she is looking after her sick husband who cannot work, and asks for Cr 50,000 before she will talk. Hertzog initially rejects the offer, but relents given that there are no other

leads. The payment is made, and Armitage gives a full explanation along with stolen data on disk to back up the story. See "A Minefield of Information", below.

2. Hack into the Salvage Factors computer network and obtain the information illegally.

If any of the characters have reasonable computer skills this could be a possibility. The characters can gain access to the network via the Feri's Worldnet computer grid. To break into the system will require a Very Difficult roll against computer skill with intelligence modifiers. The task will take 1-6 hours. Intrusion programs can be used, and security programs are being run by the company. Hertzog has available on her hand computer a TL 11 Intrusion program, but if the characters want a higher level intrusion program, they may have try to purchase one on Feri, a Very Difficult task against any streetwise or investigate skills the characters may possess. The company is running a TL 12 Security program on their internal network. An exceptional failure will mean the characters have been detected, and will be hunted down by the local police. An average failure will mean the intrusion attempt will be detected the next day by Salvage Factors staff, but the source of the hacking cannot be determined.

Such an encounter depends on where the characters have their gateway to the Worldnet. If the characters have positioned themselves and the gateway on the planet's surface or in the Highport in orbit, the police will arrive within 1d6x10 minutes and attempt to arrest the characters, assuming they are still in that location. If the characters have accessed the Worldnet from a more remote location - for instance via a commlink from orbit on the cutter, their ship will be approached by an armed police ship's boat within 2d6x5 minutes and asked to heave-to and be boarded. The ship's boat will be armed with a single pulse laser. This will lead to arrest and possible imprisonment.

3. Break into the Salvage Factors offices on the surface of Feri and collect the information needed.

While it is a given that the characters will find the information they are looking for, it will be a difficult task to break into the offices, and a very good chance of being caught. A brief survey of the offices, which are located in a high rise building, reveals extensive security - armed guards, sniffer dogs and controlled access to the floors. This may be a last resort, but Hertzog will not stand in the way of such an approach. However, the characters will probably be caught, injured and possibly even killed in the attempt.

If the characters are caught doing anything illegal, Spinward Salvage will come to their aid and hire the best lawyers to get them off. They will be banned from entering the Feri system again however. If the characters kill or injure anyone in any of their attempts to gain the information, they will be charged and convicted, and sent to a Feri jail. There will be little Spinward Salvage can do about this. Obviously, going around maiming or killing people on a high law level world will have devastating consequences. Injuring others will attract a 1d6 year prison term, and killing 1d6+10 years.

A MINEFIELD OF INFORMATION

Assuming the characters come across the verifiable information their employer requires, it will not be good news for Spinward Salvage, LIC. But the information will prove of great value to Spinward Salvage, and the group will be paid a bonus of Cr 100,000 on their return to Efate, as well as continued employment with Spinward Salvage, should the characters wish to do so.

Essentially, the relationship Salvage Factors has with Ling Standard Products (LSP) has proven to be of great value. LSP provided Salvage Factors with the complete flight plan for the shakedown cruise of the *Machii* in Jewell subsector. After all, it was LSP who built the ship on Mora, and LSP engineers were part of the crew of the *Machii*. Obviously, LSP did not expect the *Machii* to be lost, but as soon as LSP operatives in Regina subsector found out their new-build ship was overdue, they traced the last Jump to the Grant system and immediately contracted Salvage Factors to conduct a secret search and possible salvage operation. A LSP-registered Jump-4 ship was hurriedly prepared at an LSP facility in the Feri system, with a stealth coating applied to the ship to make it almost invisible to sensors. Crewed by salvage experts from Salvage Factors, the ship Jumped to the Grant system, located and conducted the salvage before Spinward Salvage arrived. It was an incredibly lucrative operation for both LSP and Salvage Factors.

It seems LSP wanted to find out what went wrong and collect what was salvageable, as well as get paid for the rebuilding of the *Machii*. However, Spinward Salvage has now found out about the deception, and as soon as Lar Derren is presented with the information, he travels with the characters and Hertzog to the Scout Way Station

orbiting Efate, to present to the local Scout Service officials. The meeting lasts only two hours, but at the end the Way Station commander points out that it is highly unlikely LSP will be building any more scout ships of any kind for the Service in the Marches, and they will probably have the contract to build the *Machii* ships cancelled. As for Salvage Factors, he would make sure the Scout Service in the Marches would never undertake work with them again. Their favoured company would remain Spinward Salvage.

Derren and Hertzog can barely contain their glee at the stupidity of LSP and Salvage Factors. Derren points out that it is a tough market, and any kind of edge over Salvage Factors is a huge advantage.

ALLIES AND ENEMIES

The characters will gain some new allies, notably the CEO of Spinward Salvage and their staff. However, the local Scout Service personnel at the Way Station in the Efate system will also become allies of the characters, especially when they are in the employ of Spinward Salvage.

It is the enemies the characters have gained that will be an issue however. Salvage Factors staff are now even more implacable enemies of the characters and Spinward Salvage staff, and any meeting between them will usually result in some kind of violence. LSP staff in Regina subsector now become enemies of the characters, and this may become an issue outside of Regina subsector over time.

Two weeks after the meeting with the Scout Service, the Spinward Salvage compound on Efate is attacked by mortars. There is some damage to a hanger and no injuries, but it serves as a reminder that the cold war between Spinward Salvage and Salvage Factors is about to get much hotter. It is also learnt that the informant on Feri "committed suicide" - a police investigation is underway, but it shows what a high stakes game corporate espionage is, and LSP and Salvage Factors mean business.

The characters are asked to stay on. They are given a choice of roles. One is to crew the Survey Scout to conduct a salvage of an old mining base in Lanth subsector. Unfortunately the world's critters are a tad un-welcoming, as is the climate. so there may be some bloody critter-clearing to do. There is also the command of a company scout/courier up for grabs for another corporate spying mission against Salvage Factors in the Regina subsector. It's their choice...

CAST OF CHARACTERS

JERAMIAH ENGINEERS

Merchant (Free Trader) 777777 3 Terms

Vacc suit-1, drive (wheeled)-0, broker-0, steward-0, comms-0, persuade-1, engineer (J-Drive)-1, engineer (powerplant)-1, engineer (M-Drive)-1, engineer (life support)-1, zero-G-1.

Equipment: commdot, TL 8 Vacc Suit, electronic kit, blade.

FERA JEMASIE - JERAMIAH SALVAGE CAPTAIN

Vargr Merchant (Free Trader) 576888 6 Terms

Vacc suit-1, drive (wheeled)-0, broker-2, streetwise-1, advocate-1, steward-0, comms-1, persuade-2, jack-of-all-trades-1, zero-G-1, pilot (spacecraft)-2, sensors-1.

Equipment: commdot, TL 8 Vacc Suit, blade, snub pistol.

DIANE HERTZOG - HEAD OF SECURITY FOR SPINWARD SALVAGE

Agent (Corporate) 698887 5 Terms

Streetwise-2, drive (wheeled)-1, investigate-1, computers-2, recon-1, gun combat (slug pistol)-1, deception-1, stealth-1, comms-1.

Equipment: TAS membership, commdot, TL 8 flak jacket, snub pistol, blade.

LAR DERREN, CEO OF SPINWARD SALVAGE

Citizen (Corporate) 777A99 6 Terms

Advocate-2, admin-2, broker-0, computers-1, diplomat-0, leadership-2, trade-2, streetwise-2.

Equipment: TAS membership, commdot, hand computer, TL 8 flak jacket.

SALVAGE FACTORS THUGS/WORKERS

Drifter (Scavenger) 979665 4 Terms

Vacc Suit-1, trade-1, pilot (small craft)-0, mechanic-1, astrogation-0, zero-G-1, gun combat (slug pistol)-0, melee (unarmed)-2, streetwise-1, survival-1.

Equipment: commdot, Mesh armour.

FERI POLICE

Agent (Law Enforcement) 888766 3 Terms

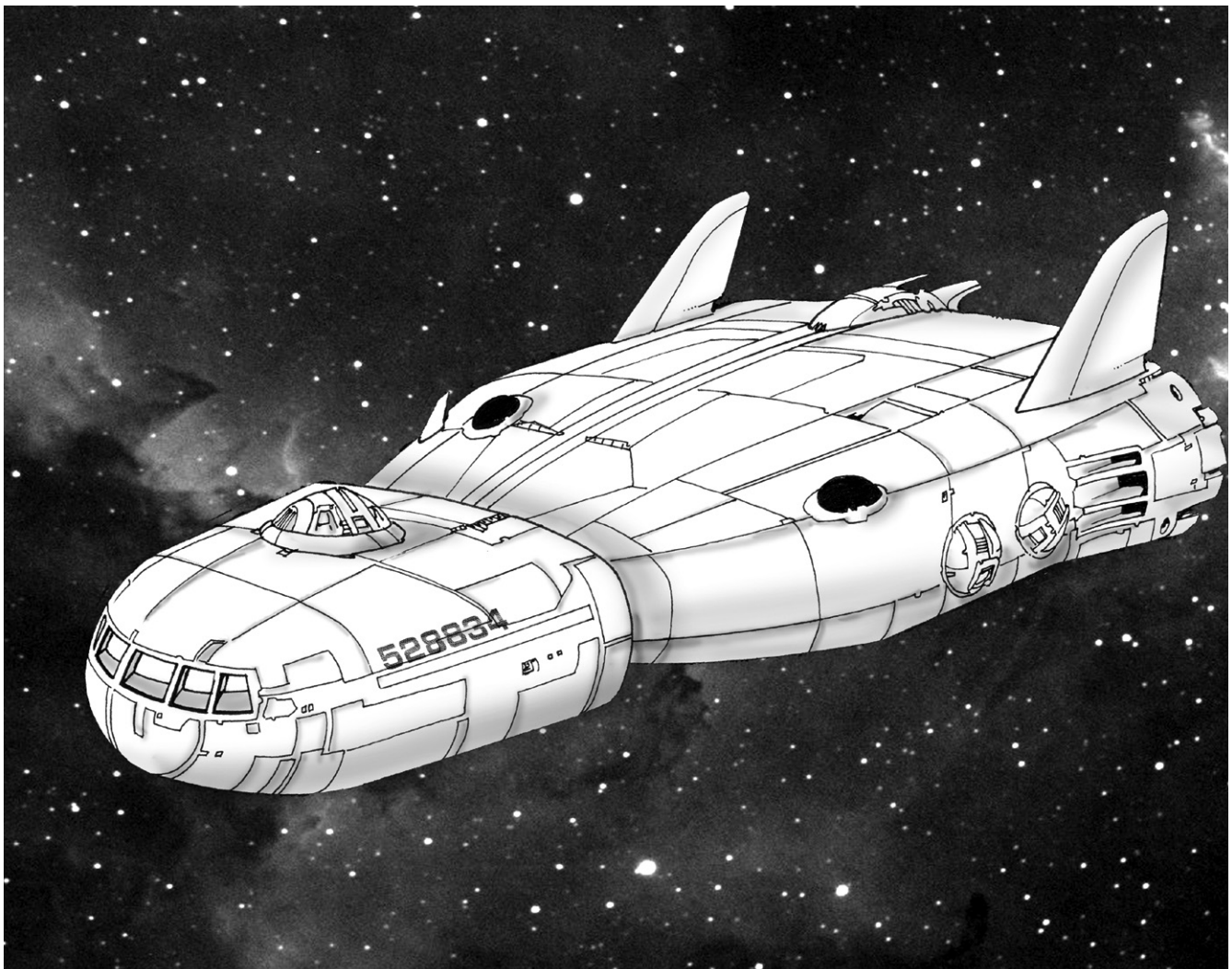
Streetwise-1, drive (wheeled)-1, investigate-1, computers-0, recon-1, gun combat (slug pistol)-1, gun combat (energy pistol)-1.

Equipment: commdot, TL 8 flak jacket, blade, TL 10 stunner, snub pistol.

***MACHII* CLASS SCOUT CRUISER**

The *Machii* is the lead ship of a new class of long range Scout Cruisers designed to operate independently both within the Imperium and beyond its borders. The design is rather more rational than its predecessor, the *Qasar* class Scout Cruiser, which included a 100 ton scout/courier as one of its “small craft”. The *Machii* has extensive redundant systems, including a backup Jump drive, thrusters, computer and backup powerplant. The *Machii* also packs in extensive sensors and probe drones, designed to collect vast amounts of data while surveying worlds and systems. The *Machii* also carries an extensive complement of small craft - a Launch, a Lifeboat (which can be easily configured to carry passengers), an air/raft and ATV. The *Machii* is designed to land on the surface of worlds.

Built by Ling Standard Products at its Mora dockyard, the *Machii* was on one of its shakedown cruises in the Jewell Subsector when it was lost. The second ship of the class is currently building at the same shipyard, and is currently un-named.



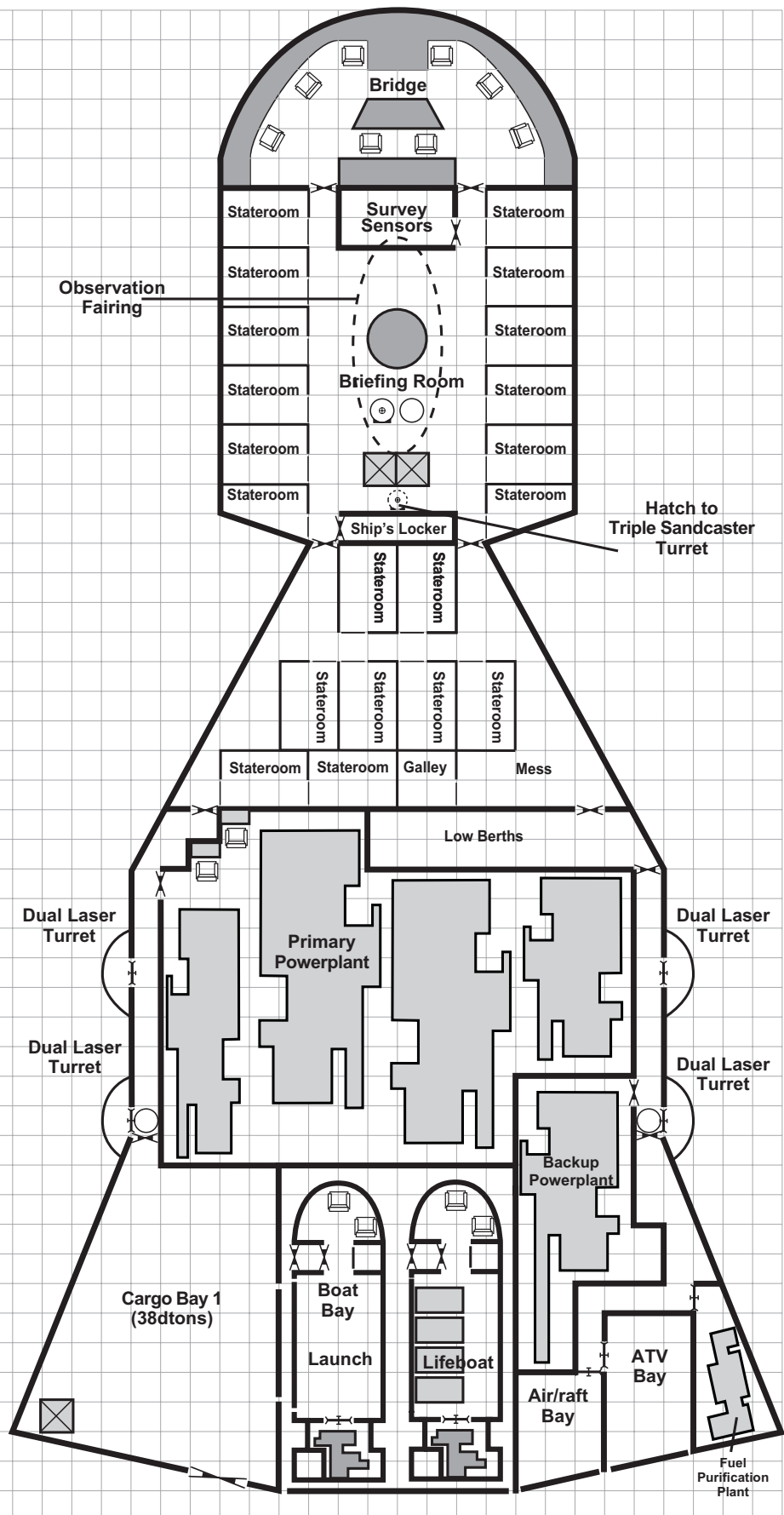
The Machii on its first shakedown cruise in the Mora system.

MACHIII CLASS SCOUT CRUISER		Tons	Price (MCr)
Hull 1000	Hull 20		100
Streamlined	Structure 20		10
Armour - none			
Jump Drive P	Jump 4	75	140
Manoeuvre Drive H	Thrust 2	15	32
Power Plant P	Rating 4	43	112
Backup Jump Drive E	Jump 1	30	50
Backup Manoeuvre Drive E	Thrust 1	9	20
Backup Power Plant E	Rating 1	16	40
Bridge		20	5
Computer Model/4	Rating 20	0	5
Computer Model/1	Rating 5	0	0.03
Electronics Survey Sensors	DM +1	10	10
Enhanced Signal Processing	DM +4	2	8
Weapons Hardpoint #1 Triple Turret	3 Sandcasters	1	1.75
Hardpoints #2, #3, #4, #5 Double Turrets	2 Beam Lasers per turret	4	10
Fuel 456 tons One Jump 4	Four weeks of operation	456	
Cargo 128 tons		128	
20 Staterooms		80	10
20 Low Berths		10	1
Extras Fuel Scoops		0	1
Launch Hanger		26	5.2
Fuel Processing Plant	200 tons per day	10	0.5
Lifeboat Hanger		26	5.2
Laboratory		8	2
80 Probe Drones		16	8
Self Sealing Hull		0	10
Air/raft		4	-
ATV		10	-
Sandcaster Cannisters	20 Cannisters	1	-
Software Manoeuvre/0			-
Library			-
Fire Control/3	Rating 15		6
Intellect	Rating 10		1
Auto-Repair/2	Rating 20		10
Evade/2	Rating 15		2
Jump Control/4	Rating 20		0.4
Maintenance Cost (monthly)			0.0505
Life Support Cost (monthly)			0.042
Total Tonnage & Cost		1000	606.08

Machii Class Scout Cruiser A Deck
















Legend

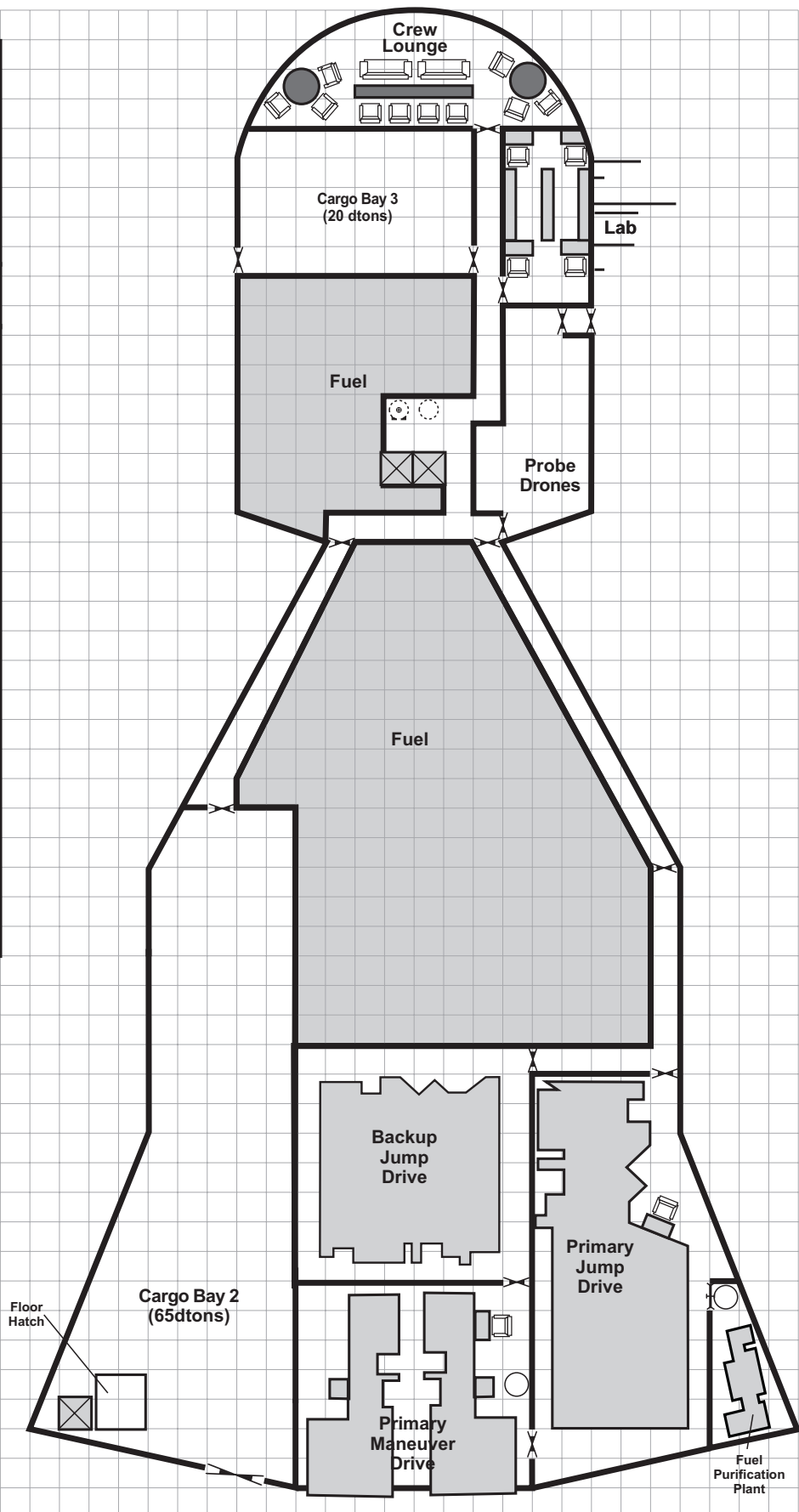
- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft



**Machii Class
Scout Cruiser
B Deck**
















Legend

-  1.5m Square
-  Bulkhead
-  Interior Wall
-  Sliding Door
-  Maintenance Hatch
-  Crew Station
-  Iris Valve
-  Manual Hatch
-  Overhead Iris Valve
-  Floor Iris Valve
-  Floor & Overhead
-  Floor Hatch
-  Overhead Hatch
-  Floor & Overhead
-  Lift Shaft



**Machii Class
Scout Cruiser
C Deck**

Legend

-  1.5m Square
-  Bulkhead
-  Interior Wall
-  Sliding Door
-  Maintenance Hatch
-  Crew Station
-  Iris Valve
-  Manual Hatch
-  Overhead Iris Valve
-  Floor Iris Valve
-  Floor & Overhead
-  Floor Hatch
-  Overhead Hatch
-  Floor & Overhead
-  Lift Shaft

