

TWILIGHT SECTOR

SPACE PERA<sup>10</sup>

# SIX GUNS

TEAM SEVEN

RESCUE  
ORGANIZATIONS



**Martin J. Dougherty**

**TRAVELLER**

Compatible Product

# TWILIGHT SECTOR

## Six Guns 2: Rescue Organizations

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\*Page 14 illustration is taken from the Soviet poster 'The First Cosmonaut', artist unknown, from the early 1960s, celebrating Yuri Gagarin's spacewalk. Modifications by John Lees.

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*Six Guns 2: Rescue Organizations*



*Don't be like this guy! Know who to call...*

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**EDITOR’S INTRODUCTION**

*Six Guns* is a science-fiction roleplaying supplement using the Traveller rules from Mongoose Publishing. Each issue presents six examples of the topic at hand in detail, with accompanying notes and stat blocks.

This issue’s topic is not a type of equipment, but a set of organizations that provide emergency relief and disaster response. While specific names have been associated with these companies and agencies in the body of the descriptions, and some flavor details provided are specific to the Twilight Sector Setting, all of the following should prove suitably flexible to insert into any Traveller game, regardless of setting.

Note that all features, rules and special effects contained in this supplement are subject to the approval of whoever runs your game. There’s nothing game-breaking in here, but neither is it carved in stone that these items must exist in your game universe. And remember... if you’re allowed to use it, then the opposition can use it too.

# ***TO SERVE AND PROTECT***

## ***RESCUE ORGANIZATIONS***

Wherever people go, they run the risk of getting into trouble. Very remote areas may offer no form of rescue whatsoever, but in most regions some provision usually exists to rescue those who cannot get themselves to safety. This is often a humanitarian issue; few people want others to suffer (and perhaps die) without some manner of assistance. However, it can also mean good business. For example, a spaceport with a reputation as a dangerous place where spacers can lose their lives may experience a drop-off in traffic.

Thus, providing some form of rescue for distressed starfarers, hillwalkers, mariners and the like often serves as a hidden cost of business. As a rule, the more traffic in a given region (and the more that traffic is worth in economic terms), the more necessary some form of rescue service becomes and the more sophisticated it tends to be.

The most basic form of rescue service is an ad-hoc group of volunteers or “usual rescuers” who feel obliged to assist those in distress. Local mountain or cave rescue groups are often formed in this manner, and usually consist of people who enjoy the same activities ready to go to the aid of their kindred spirits (as well as idiots who have no idea what they are doing).

Spacegoing rescue is sometimes “organized” (if that is the right word) on much the same grounds. In this case, the rescuers tend to come from any commercial traffic in the area. This usually means cargo shuttle crews, salvage tug operators and the like. Some spaceports try to keep their costs down by imposing a “duty to assist” clause upon all traffic using the port. (Technically, this already exists under interstellar law, but many port operators formalize it.) Under such a clause, all spacegoing vessels must transmit their capabilities to the port authorities when first entering the port vicinity, and must obey instructions issued by the port’s emergency coordinator. A vessel that refuses to obey these instructions may not be committing an offense

under interstellar law (provided they have a good reason for refusing) but may incur locally imposed penalties.

Some port authorities use this system to force hapless commercial shippers and sublight craft operators to carry out hazardous work. Many visitors never realize their “duties” until ordered to do something dangerous. Penalties for noncompliance range from fines to impoundment of a vessel, or refusal to allow a ship to dock. In some circumstances this is tantamount to a death sentence. Smart spacefarers check the demands of a particular port before visiting; word gets around sooner or later but there will always be some port operators who think they can get away with this sort of thing. Sadly, they are often right.

This means that in some cases, a distressed starfarer can expect no help beyond the assistance of a fellow commercial crew, who may have no real idea what they are doing. These hapless rescuers may be unenthusiastic at best and extremely incompetent at worst; often they are both. They may possess inadequate equipment and non-existent training. If dragooned against their will, they may spend more time finding an excuse to give up than actually helping anyone.

A less exploitative version of this setup exists in many areas, often where a port authority or other facility operator cannot afford a formal rescue brigade but wishes to provide a reasonably effective service. Under this version, crews can volunteer their craft in return for a reduced berthing fee or other incentives, and some local commercial vessels may be designated as rescue ships in exchange for equipment and training for their crews.

Those in need often make little distinction between ad-hoc volunteers, part-time trained rescuers, and full-time professionals. If they get the job done, it doesn't matter. Obviously, experienced specialists are more likely to succeed when things get tough, but emergencies are generally uncommon and rescue personnel do not generate revenue while waiting around for something to happen. Spaceports must balance the costs against the likely need.

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## **EQUIPMENT & RELATED ITEMS**

Rescue personnel have a range of specialist equipment from which to choose. Though usually legal, such equipment often requires specialist training, and the vender might ask for proof of qualifications before selling it to anyone.

### ***Survival Pack, Individual: TL 10, Cr750, 0.75kg***

A survival pack is intended for an individual spacefarer or handed out in an emergency. Some rescue suits carry a dispenser for these packs, and certain space vessels may store them at strategic points. Each pack consists of a small cylinder with two twist-off ends that are color-coded red (actually a bright orange-red) and blue (a lurid cyan). The ends have different textures to permit differentiation in the dark. Twisting either or both ends free causes beads of chemicals in the rims to mix, creating a bright glow which lasts for about two hours. The caps are thus easy to find if dropped and provide illumination when deploying the survival pack in darkness.

The red end contains a fairly standard rescue bubble, of the sort often found in a compartment on spacecraft cabin walls. Users deploy the bubble by pulling it out on a lanyard fixed to the zippered "door" section, then follow the attached cord through the entry port and zip it closed. A good hard yank on the lanyard triggers an air bottle to fill the bubble, providing sufficient air for one person to wait in reasonable comfort for two hours and to survive in increasing distress for at least another four. The bubble can contain two people, though not comfortably.

The blue end contains an assortment of survival items, useful even if there is no need for the bubble:

- /// A chemically powered "squealer" radio beacon/receiver. Once activated, the beacon will broadcast at full power for about 20 minutes, then slowly power down over the next hour. It can receive a signal for about two hours all told. Power runs down more slowly if the user switches off the transmitter for a time, but the chemical power unit, once activated, begins to deteriorate whether the unit is used or not.
- /// Two chemical lightsticks, each good for about four hours at full brightness. They will then fade away over the next four to eight hours.
- /// A cloth facemask which will filter out smoke or dust particles, or offer protection against airborne contaminants.
- /// A short metal bar with a sharp blade on one end. Spacefarers can use it as a small pry bar, ersatz screwdriver or crude knife.

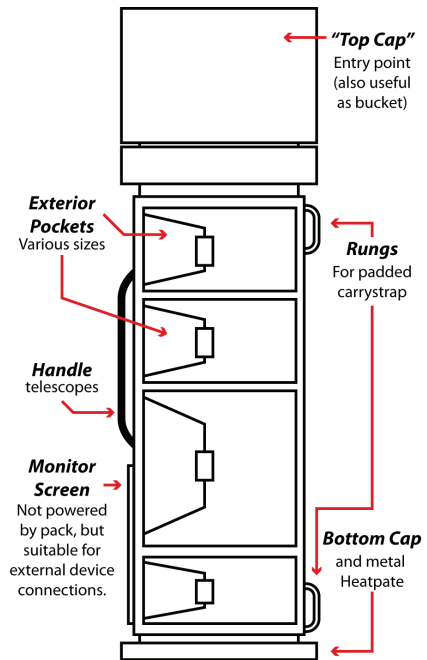
- /// A small container of sterile water with a plunger-operated filter to cleanse any additional water the spacefarer finds.
- /// A “universal” wound dressing and strong generic painkiller tablets.
- /// A “food bar” that prevents hunger for 24 hours or can be eaten in small portions to provide various vitamins over an extended period.

The cylinder itself can be resealed with the caps. It also features a pull-out tube and “universal fitting.” This enables the distressed spacefarer to urinate into the sealed container while awaiting rescue. Some travellers use expended kits as a portable toilet on a regular basis. An expended pack can be refurbished for Cr200, or Cr50 if the bubble has not been deployed.

### **Wilderness Pack, Emergency: TL 8, Cr400, 7kg**

Various manufacturers produce “emergency packs” for those working or enjoying recreation in wilder areas. The pack acts as a fallback while hiking, fishing or working in the wilderness; it contains most of what the user needs for a rugged outdoors adventure. One can theoretically set off into the outback with just one of these kits, a water bottle and a few essentials. They usually appear in the hands of experienced outdoorsmen who know what they are doing, but the occasional idiot will try the same thing because it is “how the real experts do it.” Some of these would-be frontiersmen end up creating an emergency beyond the capabilities of their wilderness pack.

The pack allows the user to respond to a range of situations ranging from an animal attack to a medical emergency. It appears as a 1m cylinder about 30cm in diameter. The cylinder is waterproof if kept firmly zipped shut, and will function as a flotation device if the contents are removed.



*The Sanderson Wilderness Pack, which has all kinds of additional (and experts point out unnecessary) gear and devices. Most Wilderness packs are much more simple and compact, offering a better mass to survival gear ratio for ease of use in the field.*



## **Six Guns 2: Rescue Organizations**

The contents of the wilderness pack include:

- ⚡ A short-barrelled pump-action 12-gauge shotgun with pistol grip and no stock. It holds three rounds in the magazine and one in the breech. A holder containing seven additional rounds (four heavy buckshot, three light snakeshot) is fixed to the side of the barrel. Most users carry the gun loaded but no round chambered, plus seven spare cartridges.
- ⚡ 12 “crackers,” small pellets that emit a rapid series of noisy cracks and a smell that offends many animals. The pellets are harmless (but smelly); they can be held in a pocket and triggered by slapping them hard, or throwing them on the ground.
- ⚡ A light but robust flashlight/beacon light. It employs large chemical “light blocks,” activated by slapping one end hard. The blocks “burn” from one end to the other over about six hours, and can be used loose (though they are more convenient in the flashlight).
- ⚡ 12 small lightsticks of similar composition to the large light blocks.
- ⚡ 12 “food bars” intended to provide short-term energy and prevent hunger (a person can function normally on three per day) or broken up and eaten in addition to other food. They provide essential vitamins in this manner, and an additive causes intense nausea if an excessive amount is eaten in a short time (to prevent the user from “overdosing” on them).
- ⚡ A waterproof/windproof sheet/poncho/shelter.
- ⚡ A pair of waterproof oversocks (which fit over boots and come up almost to the knee) and a similar pair of very loose and uncomfortable gloves which stretch almost to the elbow.
- ⚡ A windproof over-jacket and hood.
- ⚡ A set of filters, purification tablets and water-bladders, intended to be carried in the main container once filled.
- ⚡ A small emergency medical kit including dressings, painkillers, sterilizing powder, needles and surgical thread as well as a surgical probe/blade.
- ⚡ An inflatable tube which can be used as a pillow (usually inside the main container) or to make the container more buoyant.
- ⚡ A firestarting kit containing several two-part firelighters. Separately inert, the components become very hot over the course of 20 seconds when placed in a flammable bag and crushed together.
- ⚡ A chemically powered “squealer” radio beacon/receiver. Once activated, the beacon broadcasts at full power for about 20 minutes, then slowly powers down over the next hour. It can receive a signal for about two hours all told. Power runs down more slowly if the transmitter is switched off for a time, but the chemical power unit, once activated, begins to deteriorate whether the unit is used or not.
- ⚡ A silvered survival “space blanket” which can be used for warmth or signalling.
- ⚡ A set of very basic plastic tools including a surprisingly sharp blade and an adjustable spanner.
- ⚡ Assorted metal survival tools including a wire saw, fishing hooks (and lines) and a basic gravomagnetic compass.

Although quite heavy, the kit can be readily carried on the shoulder or in a vehicle. Most purchasers buy it for the gun (its main attraction over smaller and more standard emergency kits). The weapon remains concealed until used, which suits many “family” users or those with companions who might be upset by open sight of a firearm. “It’s a survival kit” is a truthful and reassuring answer to the inevitable question...

### **Salvage Torpedo: TL 12; Cr 175,000**

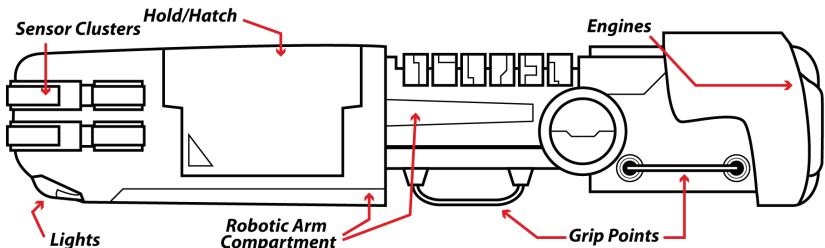
A salvage torpedo essentially acts as a short-range missile. It can be launched from a standard starship missile launcher or from a cradle set up in an airlock. It can also be manhandled outside and fired up in space.

The torpedo is self-guiding and can operate autonomously, conducting a survey of a wreck or disaster site and seeking a suitable entry point. Alternately an operator can give it “waypoint” instructions that allow it to choose its own path. Most “Saltorps” possess grip points that allow suited personnel (either casualties or rescuers) to ride along.

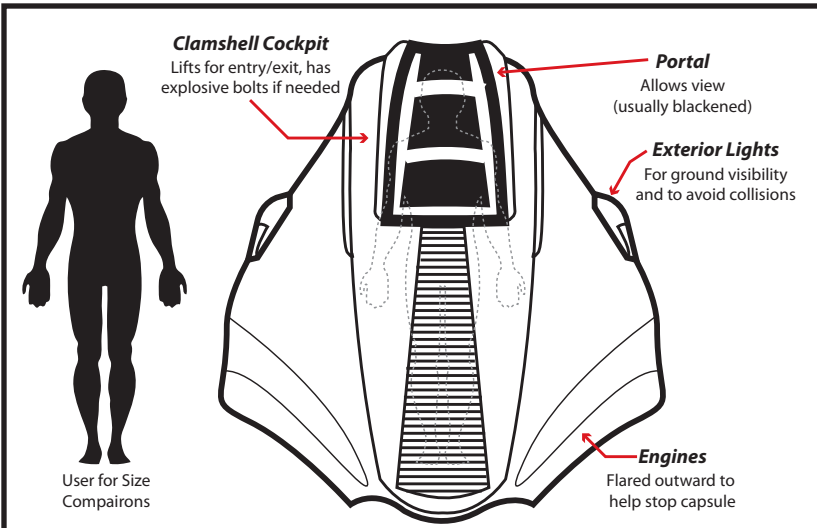
Saltorps are commonly used for remote inspection and as a means to carry equipment to the site (plus salvage or casualties back to the parent vessel). They possess robot manipulator arms and can apply a hull patch or conduct some repairs without direct guidance. A saltorp can also deliver emergency supplies to a distressed vessel by cutting a hole and using its own hull to seal the gap. In this case it will normally deliver emergency suits and rescue bubbles to those within before withdrawing to allow the establishment of an emergency airlock or similar rescue operations.

Saltorps are in no way expendable; refurbishing one after a mission typically costs Cr10,000, though the bill is much higher if the torpedo suffers damage in a hazardous environment.

*The “Brayden” Salvage Torpedo by Duncan Industries, which has carrying capacity, four separate grip points and robotic manipulator arms in six retraction compartments. Designed for moving mass rather than speed, it is next to useless in most ship combat situations.*



## Six Guns 2: Rescue Organizations



The Logan-Addison Drop Pod, generally preferred by the Meteor Teams in the Terra/Sol system.

### **Drop Pod: TL 12; Cr 125,000 (Cr 10,000 to condition for re-use)**

While there are a variety of different ways that one can go from orbit to the surface of a planet (outside of spacecraft), the very best way to jump out of a perfectly good spaceship or low-orbiting satellite and not get yourself splashed all over the ground is to use a drop pod.

Technically, the 'magic' of the drop pod is all in the pre-programming of the drop characteristics and the automated systems, which are designed to do everything necessary to get the occupant of the pod quickly and safely to the ground. The only problem is that 'quickly' is often maximized at the expense of 'safely,' especially when the drop pod is being used for an Emergency Response team-member that needs to get to the ground in a short period of time.

The Drop Pod uses a mixture of gravitics, advanced ablative design and thrusters to guide the vessel down. It contains a minimal amount of cargo space (see pg. 12 for OER personnel's gear) and is definitely no frills. Luckily, unless someone is trying to change their speed or their destination, drop pods require no specialized skills to utilize.

*Of course players being players, the first thing they'll want to do is reroute the thing in the middle of a drop. Thanks to the amazing number of variables there is a -d6 DM on the roll, making it comparatively easy on one drop, and nigh on impossible on another. The check can be made with an Engineering (Electronics) or Mechanics skill (with an additional -1 DM) and requires d6 minutes with the proper equipment (longer with more impromptu tools).*



# SIX RESCUE ORGANIZATIONS

***The following are all examples of rescue organizations that could exist in most areas. They are designed to be dropped into an existing setting wherever they seem appropriate. Variations on these themes exist in many regions under different names and designations. Place names are intended to be generic and can be replaced by whatever location the Referee wishes to use. Port Kansley can easily be the character's local port, and ORI can easily be Freeboat Bob's Stranded Spacer Service run out of an asteroid belt mid-system.***

***Note: As with anything in this book, the Referee has the final determination over rules options that they adopt for their campaigns. At Terra/Sol Games, the campaign is the thing.***

# **ORBITAL EMERGENCY RESPONSE (“Meteor Teams”)**

Several governments maintain orbital emergency response teams trained to quickly reach a crisis area (such as earthquake or tsunami zones, forest fires, orbital debris fallout zones). Orbital entry capsules deliver personnel and backup equipment, which limits the amount of on-hand hardware. OER units are almost universally known as “Meteor Teams,” and often use call signs such as Meteor Seven-Alpha.

The OER teams consist of the very best personnel available, and competition for a place is usually fierce. Teams typically carry six to twelve personnel, but a team can divide up if necessary to cover a

**Orbital entry capsules deliver personnel and backup equipment, which limits the amount of on-hand hardware.**

wider area. This means that any given team member can find himself in the middle of a disaster zone with absolutely no backup and only the contents of his own emergency kit to rely on.

Each team member drops with a portable set of basic gear: a coverall, boots, helmet and kitbag plus a set of personal gear on webbing. Most teams issue a handgun or similar sidearm for self-defense, since crisis zones can be dangerous for all kinds of reasons.

The standard OER helmet contains an advanced multispectral scanner and light-intensification equipment along with a data unit displayed on the inside of the user’s faceplate. This allows him to see in difficult conditions, to locate casualties in the dark, and to pull up maps and other data as needed. The helmet also contains breathing apparatus that uses a filter or an air bottle carried on the belt harness.

The kitbag contains surprisingly little: some very basic tools, a medical kit, light sources and a combination cutting/digging tool which can be put to all kinds of uses. Meteor Teams travel light as their skills are far more important than anything that they may carry. A good OER team member can improvise a solution to all kinds of problems using locally available equipment (and, more importantly, can call in suitable backup).

A central planning staff controls all Meteor Teams, and may include AI coordinators. Depending on the resources available, control may be able to dispatch several large atmospheric entry units containing emergency supplies, medical robots, earthmoving equipment and all kinds of other backup once the Meteor Team assesses the situation.

Meteor Teams are not “senior” to other emergency services as such; they usually answer to the same higher authorities. However, their excellence is such that the Meteor Team usually receives overall command of a situation unless a very senior official arrives to take charge. Even with no official command structure, most emergency responders listen to whatever an OER operative has to say.



The Meteor Teams must sometimes be ruthless. Their training emphasises triage and the “numbers game” above most other considerations. In tough circumstances, they will sacrifice a small number of people to save a larger group. None of them like this of course, and long-term OER team members often suffer psychological trauma over the course of their careers. However, the teams are trained to be realistic about what they can do and what represents an ultimately useless sacrifice.

That said, Meteor Team personnel sometimes undertake a dangerous action even though they have just advised someone else against it. They may do so for entirely pragmatic reasons, such as keeping less qualified personnel from attempting the same thing. However, all OER personnel are well aware of their own value, i.e. the fact that if they are killed or incapacitated then it lowers the chances of others surviving a disaster. They learn to treat themselves as assets in the survival equation, and to expend those assets only as necessary. Grand, doomed gestures go against the nature of the Meteor Teams, though they do happen from time to time.

***...most  
emergency  
responders  
listen to  
whatever an  
OER operative  
has to say.***

Are you searching for...

Work for the Good of Society?

A Renewed Sense of duty?

Action for a Cause?



Then we're looking for you  
Join the Meteor Service!

## Emergency Response Training & Careers

The OER/Meteor Teams are presented here as an example of premier planetary or system government level Emergency Providers, the kind of folks that represent the cream of the crop. While OERs are found on many worlds of the Orion Confederation, there are other agencies with their own unique backgrounds and practices who fulfill this role in the other stellar nations. Even within the Confederation, Meteor Teams are hardly the only planetary-level emergency response agencies. In fact, the 'goody-goody' Meteor Teams might make a good foil against a rival emergency response organization that includes the players.

While Meteor teams often get a lot of good press, they do not exist in isolation. In fact, Meteor's "Angels" (a slang term for their agents which has become so commonplace it affected the way that this agency doles out its rank titles, see the Appendix of this book) need to rely on the local assets that they have once they arrive on-scene. These local emergency response agencies are in fact considered critical assets and not mere "helpers" (unless of course the Referee needs to make the Meteor Teams into the 'bad guy' for their campaign. Remember any large organization has a wide variety of people of all calibers working under them).

Someone who wants to claim to be from/in the Meteor Service must have the following skills at minimum (unless the Referee rules otherwise obviously):

*Athletics (any) 1, Comms 0, Engineering (Life Support) 1, Explosives 1+, Leadership 1+, Mechanics 1+, Medic 1+, Physical Science 0, Sensors 0, Trade: Disaster Work Crew 2+, Vacc Suit 1+, Vehicle (usually Flyer and two others at 0 or higher.)*

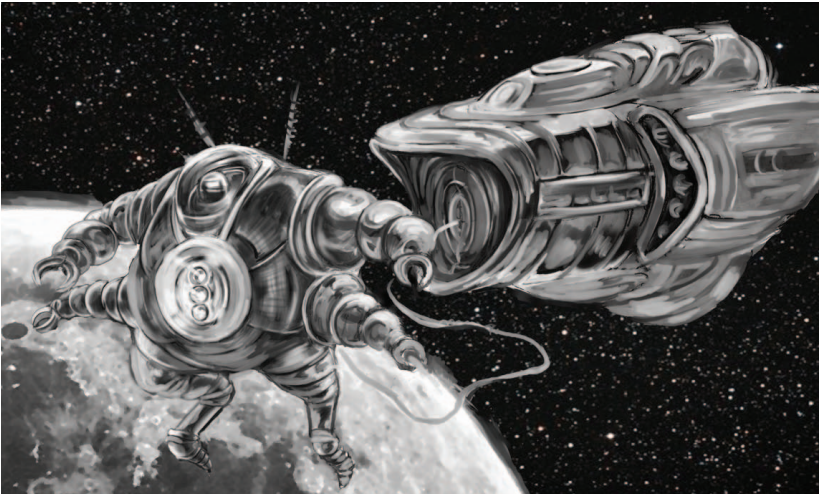
Further skills such as *Computers, Confidence* and *Trade: Exosuits* or some *Powered Armor* training which can be used with civilian suits would also be a plus for this background. Some kind of combat-oriented skill is commonplace, because many OER members are former military personnel, but not required.

Most OER teams use a Meteor insignia, almost universally recognized and respected. The OER has a policy of never lying to anyone or sugar-coating the truth, though its personnel are at liberty to present the facts in any way that gets the largest number of people out of danger. Most people regard them as trustworthy, extremely competent and forthright, which can lead to exactly the sort of blind trust that the teams need from the people they are trying to save. This is no coincidence; the teams' reputation represents one of the less obvious but extremely important tools at their disposal.

Most OER teams work from an orbital station or a spacecraft which can place them rapidly over a disaster area from a ground station. Some work aboard starships operated by governments and relief agencies, where they act as a "first wave" for intervention in a crisis. The expense of their equipment and training limits their numbers, but they are capable of influencing events out of all proportion to their numbers.







## ***PORT KANSLEY IN-SYSTEM SEARCH AND RESCUE***

**T**he search and rescue service operated by Port Kansley resembles that of many formally organized rescue services. It deals with all manner of spacefaring disasters, from onboard emergencies to the full-scale rescue of a vessel or her crew.

The term "Onboard Emergency" generally applies to events that occur within a space vessel and can be handled aboard the vessel with the assistance of other craft. For example, it may constitute a systems failure that requires a technical crew to come aboard, perhaps with appropriate spares and equipment, but which ultimately can be resolved to a sufficient degree to allow the vessel to make port under its own power.

Some onboard emergencies involve the crew or passengers rather than the ship's systems. A crewmember who falls ill, for example, or a passenger who turns out to be a dangerous criminal, are grounds for declaring an onboard emergency. The latter case requires law enforcement or military personnel to respond rather than doctors or engineers, but the principle is much the same.

A situation is defined as "Offboard" if the vessel will cannot make port under its own power, or requires evacuation, towing into a safe harbour or similar measures. Loosely defined, an Offboard Emergency requires significant assistance outside the vessel, such as the transfer of most or all personnel to another craft.

Port Kansley operates just two full-time emergency response vessels (referred to as “rescue cutters”), but these craft are well equipped and crewed by professional personnel. When not engaged in training or other necessary tasks, one cutter patrols the vicinity of the port. Personnel deliver a range of instruction to the crews and passengers using the station. The cutters are also occasionally used for utility purposes, such as navigational calibration or inspection of remote parts of the port’s external structure.

Each cutter is equipped for towing, and can rescue a shuttle or small starship using only its own resources. Larger vessels require the services of a dedicated tug; the port has one and will reassign it as a priority in an emergency, but it is not a dedicated rescue vessel. Instead it pays its way in the commercial sector, reducing the burden on the port’s finances.

**For the EVA Tech, using the suit is the job.**

The cutters are equipped with a good sensor suite to search for survivors or disabled craft, and can launch remote sensor drones to widen the search as well as salvage torpedoes. The duty crew of each cutter includes a pilot, a commanding officer who can double up on other duties, a medic, a shipboard-systems technician and a damage-control/salvage expert as well as the “EVA Tech.”

EVA Tech (Extravehicular Activity Technician) is the most hazardous of the jobs aboard the vessel. This individual is responsible for free-space rescues using a Salvage & Support Suit (see pg 18), attaching towing lines, and facilitating the transfer of other personnel between craft. The medic, technician and damage control expert are all suit-qualified and can use either a standard vacc suit or the cutter’s rescue suit at need, but for them the suits are a means to get where they need to for the job. For the EVA Tech, using the suit *is* the job.

The cutters also process the data from a range of sources, and create an effective search net out of any available craft, sensor drones, navigational buoys and the like. Their own sensors are more powerful than those of

### **Using vacc Suits for long-term repair tasks**

*Using Vacc-suits during Emergency Repairs on a vessel*, Vacc Suit (Dex or Int), Routine (+2), special. This roll should be made for every “shift” of 4 hours that is spent working in space or hostile environments. If this suit test is *failed*, the worker must make (roll d6) an **(1)** Intelligence, **(2-4)** Dexterity or **(5-6)** Endurance test with a -2 DM. If this test is *successful*, the character “just” gains long-term fatigue penalties or extends the fatigue they have. If this second roll is *failed*, take a Decompression Injury (pg. 176, TSPS, note these losses are permanent injuries) **and** be reduced to just 1+d3 points in one stat after a major work injury.

## Six Guns 2: Rescue Organizations

most non-military ships, but the additional data can make a significant difference during a rescue operation.

In the event of a major emergency, the cutters receive support from tugs, utility craft and shuttles from the station, as well as whatever civilian traffic responded to the distress call. But even alone, Port Kansley's cutters can deal with a range of technical and human emergencies: medical assistance, technical support, repairs using a small stockpile of common spares carried aboard, and even casualty evacuations as needed.

Port Kansley's rescue services have a good reputation for professionalism and competence. It is no coincidence that they are not needed very often, as the port has good safety procedures in place and offers a high level of training to visiting ships. An ounce of prevention prevents a pound of cure in many cases, and Port Kansley works as hard to prevent accidents as it does to prepare for them. The benefits in terms of increased commercial traffic (and thus revenue at the port) are there for anyone to see.



### Inside the Rescue Cutter DRV-50

Produced by Athena's St. Kathleen Shipyards, the DRV-50 (see pg. 20) is a well-respected (if somewhat pricey) example of a rescue cutter. Some of its features include:

- /// The Mini-Infirmiry (¾ the size of a standard infirmiry) is well-stocked and equipped with a 'privacy web' constructed of memory plastics (that most medics completely ignore in favor of more room to work).
- /// The External Clamp is only rated at 10-30 tons but the DRV-55 (which can be retrofitted, see pg. 21) refit provides greater towing capacity (up to 300 tons) at the cost of drive performance.
- /// The Model III Computer is definitely overkill for a vessel of this size, but useful for coordinating search and rescue, and in performing as a remote command and control center.
- /// The 3-ton Main Airlock is generally loaded with a "Fatboy" suit (against the far portside wall). This spacious area (even *with* the Fatboy) also allows multiple entry/exit during rescues.
- /// The "Galley" is considered something of a joke. Most owners and crew refer to this nook as a "pantry" as it only holds pre-packaged and self-heating meals. Still, it beats having to store cold rations under the seats.
- /// The cargo area has its own exterior hatches which can be operated from the Cockpit, the Crew Stations, or the Cargo Area itself. This area generally holds spare parts but can be (and generally is) set up with Sensor Probes or Salvage Torpedoes as needed.
- /// The Passenger Cabin area is rated for six long-term (or nine short term) passengers. The Cabin has crash-style seating that allows for a full recline, making them *de facto* beds as well. Most crews between rescues use the Infirmiry beds for naps however as they are more comfortable. The seats can be fully folded, and the last three of which normally are folded down to allow the rear section of this cabin to be used as a recreation area, complete with a folding bed/table and holoproj.

## Hazard Duty and Fatboy Suits

The **Hazard Duty Suit** is based on an heavy vacc suit design, and is perfect for most emergency rescue situations, including hazardous environments and unsafe work areas (like ones covered in debris and sharp metal).



The top-layer of the Hazard Duty Suit is ablative, with an underweave of tough material beneath that prevents rips, penetration as well as thermal damage. Hazard Duty Suits are capable of 6-8-hours steady usage (starting at 6 hours, wearer's positive Endurance DMs adding 1 hour each).

A problem with many Hazardous suit designs is long term wear and tear. Many of these suits must be replaced annually (as opposed to standard vacc suits which can be used for many years). Thanks to the ablative exterior layer, this type of Hazard duty suit can be periodically brought back up to spec through an investment of several hours time and Cr. 5-10,000 [(d6+4)x1,000].

*These suits require a skill of Vacc-Suit 2. Cr. 30,000, Protection 12, TL 12*

The **Salvage & Support Suit** (or Triple-S, aka "**Fatboy Suit**") is an extension of exo-suit and vacc suit technologies. It is larger than a man, taking up 1 ton of cargo floor space on a ship to allow for suiting up and regular maintenance space. The TL 12 ("standard" mass-

production on high-tech worlds in Twilight Sector) version uses waldos and minimal interface technology to control the suit. The TL 13 (high-end production models in Twilight Sector) version uses a full interface mode, with every movement done by mental command.

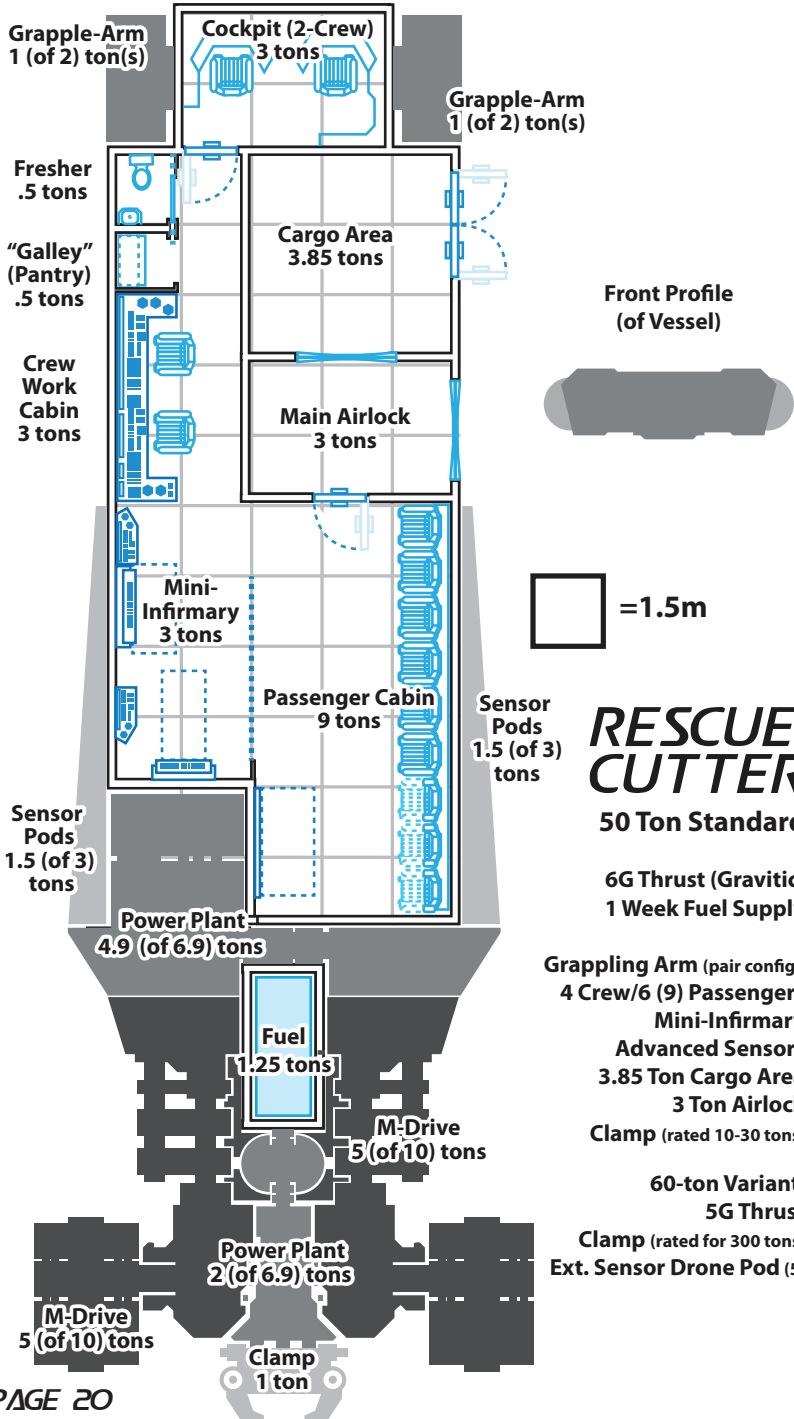
The Salvage & Support Suit chassis has been augmented with a twin pair of arms, one of which is controlled through an onboard Expert System, the other is controlled from within the suit by the operator (at TL 13 the operator can choose which set of arms they control as needed). These extra arms often come in handy to hold larger pieces while they are being worked on. Salvage & Support Suits also incorporate tools, sensors, bright lighting equipment and enough life support to allow users to stay in them on long repair/rescue operations for 9-10 hours (based on user Endurance DM, beginning at 9 hours and adding one-half our per positive DM).



*The suit's robotic arms have an effective Strength characteristic of 15 (+3 DM) and the suit's Dexterity matches that of the user with a -1 off the score (not the DM), (this is Dex-3 for TL 12). These suits require two skills to use properly: Trade: Exosuit 2 and Vacc Suit 1; **or** Powered Armor (HAVE) 1, and Vacc-Suit 2. MCr. 1.5 (TL 12) and 2.25 (TL 13), Protection 16, TL 12/13*



Six Guns 2: Rescue Organizations



**Rescue Cutter DRV-50, Vessel Breakdown**

			<b>Tons</b>	<b>Mcr</b>
<b>Hull</b>	50-ton	Hull: 1, Structure: 1	—	1.5
	Heat Shielding			5
<b>Armor</b>	None			
<b>Maneuver Drive</b>	Type SQ	Thrust: 6G	10	20
<b>Power Plant</b>	Type SQ		6.9	14
<b>Bridge</b>	Cockpit	2-Person	3	0.3
<b>Computer</b>	Model III	Rating 15	—	2
<b>Electronics</b>	Advanced	+1 DM	3	2
<b>Hardpoints</b>	None			
<b>Fuel</b>	1.25 Tons	One week operation	1.25	—
<b>Main Cargo</b>	3.85 tons	Exterior Bay Hatches	3.85	—
<b>Workstations</b>	Crew Stations	Two crewmembers	3	0.1
<b>Passenger Cabin</b>	Passenger Cabin	Occupancy: 6 (up to 9)	9	0.3
<b>Extras</b>				
	1 ton luxuries	Fresher, Pantry	1	0.1
	Airlock	3 tons total	3	0.1
	Grappling Arms	Pair (125m total range)	2	1
	Mini-Infirmmary		3	1
	Clamp	Rated for 10-30Tons	1	0.5
<b>Totals</b>			<b>50</b>	<b>48.8*</b>

\* without Standard Design Discount taken into account (43.92 Mcr with)

**Rescue Cutter, Model DRV-55 (Tug/Hauler Variant)**

The DRV-55 is 60-ton variant of the DRV-50, which can be offered as a retrofit of the DRV-50 model as well. It replaces the one ton, 30 ton-rated, external clamp with a ten ton, 300 ton-rated, upgrade. Modification consists almost entirely of exterior bracing (external ventral and dorsal) to enable the vessel's superstructure to distribute larger loads; the interior arrangement of the ship is left untouched. Drive performance is negatively impacted (5G Thrust), but most buyers consider this a small price to pay for a more useful (or utilitarian) vessel. St. Kathleen's designers have also fitted an exterior pod to the bracing for launching probe drones, which helps to supplement or replace what would otherwise be carried in the cargo area. (Increase cost by 2.1 Mcr for DRV-55).

# **OUTSYSTEM RESUPPLY INCORPORATED**



**O**RI is not a rescue service as such, though its vessels have come to the assistance of distressed outposts more than once. The firm operates a flotilla of small space vessels and starships that carry supplies

to locations away from the main world and spaceports of a star system. In many cases it costs less for an outpost operator to contract ORI (or a similar organization) to resupply and support the installation than to buy support craft of its own.

Most of ORI's vessels are capable of interstellar travel, though a few dedicated in-system runs have been set up with sublight craft. The typical vessel runs a contracted route, delivering supplies and sometimes replacement personnel to the target either on a there-and-back basis or along a circuit.

Although the firm calls itself a "resupply" organization, it does more than deliver food, clothing and spares. Most ships carry a technical crew who service equipment or undertake repairs as part of the contracted operation, and at times ORI contracts a suitably qualified person to work at a given location (usually on a short-term basis, e.g. until the next ORI ship comes through, until a more permanent crewmember can be hired, or in cases requiring a specialist).

However, ORI does sometimes contract to "resupply" a facility with suitably qualified personnel. In this case the firm charges a higher fee than the expert's salary and retains the expert on its payroll. If the installation wants to hire ORI's expert permanently, the facility operator becomes the expert's employer after the fee is paid.

ORI retains a considerable number of experts with saleable skills on its books. Many of them actually work as freelancers but some are full-time employees of the firm. They include everything from mining engineers to doctors and accountants, as well as the more obvious spacegoing technicians, pilots and engineers.

ORI also operates a fleet of "mini tankers" that can transport water to an outpost needing to replenish its supply, but that more commonly

carry starship fuel. These vessels often act to support and resupply commercial or exploration starships, and they occasionally work for military operations. The latter is more likely to be connected with redeployment or exercises than warfare, but ORI is willing to undertake military operations for the proper fee.

These capabilities make ORI an ideal candidate to send to the rescue of a distressed vessel or facility in the outsystem, and all ORI crews are trained and equipped to carry out emergency operations. They are more likely to deal with an equipment breakdown or urgent but not critical supply shortage than an imminently life-threatening situation, but their arrival can stop a moderately bad problem from becoming worse.

**...their arrival  
can stop a  
moderately bad  
problem from  
becoming worse.**

For example, a mining outpost on a distant moon should be more or less self-sufficient under normal conditions, with recycling and perhaps some hydroponic gardening supplying most of its needs. It requires only a regular shipment of food and spares unless something goes wrong. But if that installation suffers a water tank leak or a recycler breakdown, then resupply becomes a matter of life and death.

Ideally, ORI will arrive with spares and a crew to fix the problem, then replace the lost water (or whatever) fairly quickly. If so, then the situation constitutes nothing more than a glitch. But without that resupply run, the problem may quickly morph into a crisis that could cost lives. Thus some missions become more critical than others, and a few take on the nature of a true rescue mission.

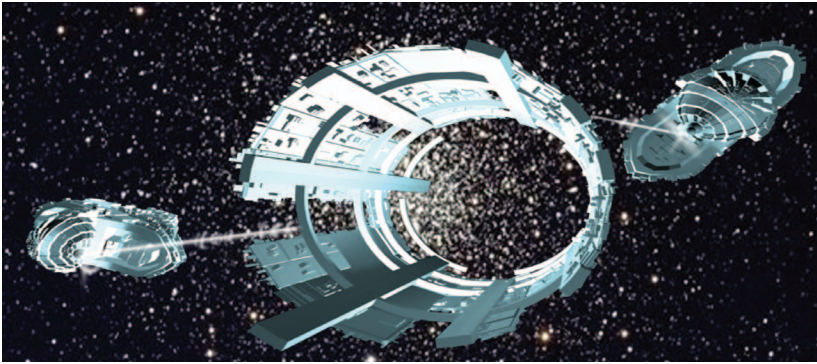


### **Resupply vs. Rescue**

The differences between resupply of vessels and Search & Rescue Operations can be slight in Twilight Sector, but there is a difference. For some misdrops and bad course plots, all that is needed is a bit of fuel, for others more serious aid is required (such is the nature of retrieval operations that would otherwise be performed by SRV's, see *Microdrops*, pg 37).

When ships which have dropped out of T-Space some distance from their intended targets, light days or even light weeks away, their biggest problem is generally fuel, and this is one of ORI's specialities. Assuming that the ship is undamaged, just well away from the system primary, it however be might be days or weeks of conventional ship movement to get back to civilization. Occasionally, this situation turns deadly, especially in the case of a truly bad drop, several light weeks away.





## ***SOLDERHN BROTHERS SALVAGE AND RESCUE***

**S**olderhn Brothers Salvage and Rescue (SBS&R) has not been owned by the Solderhn family for at least three decades, ever since the original founders sold the firm and retired on the proceeds. Starting out joint operators of a single salvage tug, the three brothers expanded their operation to the equivalent of a small merchant line, with no less than twenty vessels operating under the SBS&R banner. Most were privately owned and operated under a franchise system, but the brothers owned seven vessels outright when they retired.

Today, SBS&R owns about thirty vessels and has perhaps four times that number of local operators on its books as part of the franchise. Most vessels are capable of interstellar travel, but some are permanently deployed in-system where there is a lot of traffic. Many smaller ports prefer to contract a ship from SBS&R rather than maintain their own rescue and salvage services.

SBS&R started out as a salvage firm and that remains their primary purpose. Most of the time its vessels take on salvage or repair work, including in-suit repairs for ships or facilities. For various financial reasons, some starship operators prefer to have their vessels repaired or maintained in space rather than in a port. This is a more difficult way to work, and requires highly skilled technicians with good robotic support, but it does have the advantage of maintaining a ship wherever it happens to be rather than scheduling a stopover at a port with a suitable yard.

For the ship operator whose vessel is no longer spaceworthy, in-suit repairs may represent the only option, and the same comment

applies to commercial facilities; SBS&R repairs and maintains astronomical outposts, navigational buoys and even wrecks designated as war graves to prevent them becoming a hazard to navigation. As its ads say, its vessels “bring the repairs you need to the place you are.”

SBS&R also salvages vessels and installations, and uses salvaged parts in its repairs when the client wants to keep costs down. The firm also runs a useful sideline in rescue work, and enjoys a good reputation for getting ships fixed up and underway after a disaster. While not a dedicated rescue service, the firm’s ship operators possess the requisite skills. Perhaps just as importantly, they know that their company was built on an ethic of taking on tough jobs under difficult circumstances and seeing the task through to completion.

Upholding this tradition matters a great deal to many employees and even the least company-loyal franchise operator knows that living up to the standards set by the original three brothers is vital. The SBS&R name brings in a lot of business, and the firm does not renew franchises that fail to meet its standards.



## Merit Salvage

The term **Merit Salvage** is used when there is no prior contract between the owner of the goods salvaged and the person conducting the salvage operation (the ‘salvor’). For legal ownership of salvage, the salvor must go to the local court which will award them some portion of the salvage (or it’s value) based on the “merit” of the salvor’s service. Of course, rogue operations simply avoid the trouble and take their chances with a fence (often getting even less return). In order to win their claim, the salvor must establish two fine legal points:

- /// *First, the property must be in peril* (which is easy to prove when the property is in space);
- /// *Second, the services must be rendered voluntarily* (invalidating military, law enforcement, and port authority officials; For corporate owned vessels, salvage claims are secured by the corporation and any crew reward or bonus is a separate issue).

The amount of compensation for the operation is based on whether the situation is classified as a High Order or a Low Order Salvage Operation and a variety of factors such as the risk involved in the operation, whether the operation eliminated some hazard to space navigation, or saved lives.

**High-order** salvage occurs when the salvor is exposed to risk of personal injury and/or loss of equipment. The ship might be in danger of falling out of orbit, or in a radiation pocket. Commonly, the award is around 33% but can go as high as 50%.

**Low-order** salvage occurs in cases of little to no personal risk, including some towing operations (most towing operations however are contracted between owner or rep and the salvor for some vastly lower amount). In these cases, salvage awards range from 10% to 25% of the property salvaged.

# HAZARDOUS ENVIRONMENT SURVIVAL & SAFETY AGENCY

**H**ESSA is a government agency whose remit covers all aspects of hostile environment work. This includes deep water, vacuum, dangerous atmospheres and a range of other hazards. A “rockball” world that orbits close to its star and

thus poses a radiation and heating hazard to anyone working on the surface would be an area of interest to HESSA, as would a petrochemical-skimming low orbit rig in the upper atmosphere of a gas giant.

HESSA is mostly concerned with certifying equipment and overseeing standards at training facilities, as well as ensuring that standards are met and equipment is up to the job at hand. However, it does operate emergency response teams in some areas. Wherever significant

commercial activity takes place in a hostile environment, HESSA will likely have a deputation present. This does not routinely include orbital habitats unless they are located somewhere hazardous, such as in a system which suffers a lot of solar flare activity.

To most starfarers, HESSA constitutes a nuisance. Its agents and inspectors turn up at awkward times and want to crawl all over a ship, facility or vehicle: checking all the seals and looking in the emergency equipment lockers. It routinely grills personnel about safety and emergency response procedures, and may force them to recertify any oversights that do not meet the standard. Many spacefarers think that HESSA makes money on the courses it forces personnel to retake, but this is not actually the case.

Nor does HESSA make anything on equipment required to bring vessels and installations up to standard. It does receive a fee from training providers and equipment manufacturers in return for certifying them to operate in the hazardous-environment sector, and it has authority over the content of survival courses. However, its main function is preventative. No matter how much of a nuisance



the inspectors make of themselves, they still prevent a significant number of fatalities due to inadequate equipment or training (and thus indirectly save money for their employers).

Small firms that try to remain under the radar and get by with equipment and training that “will do for now” tend to despise HESSA on general principles. Such firms rarely have much money to spare and will often push their luck in dangerous environments. A HESSA inspection that suspends operations can put such a firm out of business, and a “notice of requirements” – stating the changes required to bring the operation up to code – can wipe out the profits for a year of hard, dangerous work. (Some notices are immediate and require a suspension of operations; most have a date by which they must be in place. Sometimes HESSA issues a “notice of advice” – a non-binding recommendation – and occasionally actually commends a firm.)

Popular entertainment often depicts HESSA as the employer for a low-level agent trying to expose the exploitation of hazardous-environment workers by big corporations, or attempting

to expose a covered-up disaster. This does happen (though not nearly as often as the entertainment vids pretend), and HESSA often acts as a facilitator or expert advisor to law enforcement agencies investigating such an occurrence.

HESSA does maintain a hazardous-environment rescue service. It has two functions, namely to provide a worst-case rescue service and to maintain the current experience of its trainers, who then pass on their skills to the rescue and support workers of firms operating in the hazardous-environment sector.

HESSA’s rescue teams receive the absolute best equipment available, along with extensive robotic support. All personnel are trained for a variety of environments, but specialists exist within each team, as do fully formed specialist teams trained for underwater and zero-gravity operations.

Although many firms and operators dislike HESSA, its rescue teams sometimes constitute the only hope in a radiation-flooded submarine lying crippled on the bed of a toxic sea, or when fire breaks out in the petrochemical-processing tanks of an atmosphere-skimming rig working on the surface of a gas planet.

***No matter how  
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of fatalities...***





## **CRISIS SOLUTIONS, INCORPORATED**

**C**risis Solutions, Incorporated (abbreviated CSI) is a paramilitary protection and rescue service: not quite a bodyguard service or security agency but something slightly different. The firm recruits ex-military and ex-law enforcement personnel wherever possible, though it does have a training program of its own.

CSI provides a range of armed security services, offering to “get you in, get them out, and keep it safe.” The most basic service is a security detail for certain types of personnel or operations. Specifically, CSI’s main field of operation is the protection of relief workers, aid convoys, foreign workers and evacuees in disaster zones. Its clients include aid agencies, large firms and governments that cannot send their own troops into a troubled region to protect their citizens.

This kind of security operation usually acts as a deterrent or preventative force, and is usually subject to a fairly long-term contract.

***For the most part though, CSI exists to get people and assets out of a troubled area.***

A few armed security personnel can deter an attack on otherwise attractive targets such as well-off foreign workers or distribution centers for humanitarian aid.

CSI is only rarely contracted to get someone into a troubled region, though it does happen. Their entry skills normally get personnel into place to facilitate an extraction, though once in a while someone wants to get into an area.

This might be a party of investigators or journalists, or someone who simply wants to return home. CSI is quite willing to help a potential revolutionary slip back into his homeland... providing it doesn’t cause too much of a problem with the authorities outside that region (and the fee provides appropriate compensation).

For the most part though, CSI exists to get people and assets out of a troubled area. Governments and large corporations cannot always send their own assets, and when they do, they have their own priorities. CSI serves the needs of those with the money to afford an extraction, but who lack the political influence to make a government launch one.

The firm offers a “go in and get them out” service for people and other assets trapped in unstable areas. It has proven equally capable at getting valuables out of an earthquake zone and retrieving businesspersons cut off in the middle of a civil war. CSI does not specialize in dramatic hostage-rescue missions to free people from the clutches of gunmen, though it does maintain a few teams capable of doing so. More commonly, it sends a team in to contact the clients and escort them to safety after making suitable travel arrangements.

This sort of rescue involves lawyers and negotiators as well as security professionals, and in many cases depends as much on good administration as effective weapons handling. Sometimes it requires only a skilled bureaucrat to make the correct arrangements and put the paperwork in order. However, if this goes wrong, then CSI will happily adopt another approach (which could mean something as mundane as a legal challenge... or as intense as a covert infiltration and high-speed extraction).



### **The CorpWar of 2988 (Vidnovel, 2987)** **Chapter 11, section 24:04, aka Mason's Rescue Scene**

Mason was tired. The split lip bothered him again, but his mouth was so dry that he knew probing at it with his parched tongue would just be a lesson in futility. Oh, and he was blind.

*Blinded.* he reminded himself. Either the Neo-Capitalizationists had decided it was economically wasteful to invest in blindfolds, or had no wish to deal with complications. One used a laser targeter to burn out his retinas right after capture.

A new sound came. Shooting. Then the sound of footsteps. More of both. Not all of the shooting was from the kidnapper's weapon of choice. Which meant...

He smirked. *Finally got here. About time.*

The smell of cooked meat rankled his nose; to his mild amusement this triggered his salivary glands. So it was then that when the door opened and he got a first breath of fresh air, Mason was also licking at his split lip.

The new voice was strong, authoritative. “Mr. Mason? My name is Kay and I'm with CSI, we've been sent to bring you home.” On seeing his scarred eyes her voice took a sympathetic tone that irked Mason: “You've been injured...”

“No matter,” Mason pushed her hands aside as they probed at the sockets of his ruined orbs. *That* was something he could deal with easily. “Just get me out of here... I've got a war to expedite.”

*Six Guns 2: Rescue Organizations*



*Thanks to CSI, Bob's morning commute got a whole lot more interesting after his promotion.*

# ***REF'S SECTION***

***Rescue Organizations offer a wide variety of possibilities for Referees and Players. The following section is intended to address some of these issues for your campaign.***

***As usual, the material provided is geared towards a general Traveller audience, however it will be of special help in a Twilight Sector Campaign. The Emergency Responder Career (as one example) follows the format of the Careers in Terra/Sol's Career Book Tinker, Spacer, Psion, Spy (although it can certainly be adapted to the standard Traveller character generation process).***



## Six Guns 2: Rescue Organizations

### Adventure Seeds: Rescue Organizations

**General Seeds:** An emergency/rescue agency is a good place for PCs in an organic campaign. The adventures generally come to them, there are a wide variety of sub-plots (mystery, action/combat, even horror) that can take place during emergency operations. The following are just a few of the different types of scenario-seeds that might involve player-groups:

#### /// **Rescue with the Dead Body:**

While finding a dead body is certainly nothing new in the emergency field, this particular operation involves finding a suspicious dead body that makes the whole crisis somewhat more murky than the average rescue.

- ☛ *Manufactured Crisis:* The body comes during the event, and it is a fellow responder. If one of the PCs friends dies in the curious rescue, will they be honor-bound to uncover more? What happens when the higher-ups in their organization tell the players to drop their efforts? What happens when the local LEOs are unwilling or unable to pursue the matter?
- ☛ *And I Would Have Gotten Away With It If It Wasn't For You Pesky Kids:* The emergency situation is just a feint for something else (better with a smaller crisis like a single ship out of commission or a crisis that looks worse than it really is). The players however needs to find out who is behind it to forestall any further loss of life/property.
- ☛ *Just the Tip of the Iceberg:* maybe a viral outbreak, or a killer-program that has been hacking into bodies that allows AI (and other digital entities) to control people *without* extensive implants, or to plant suggestions into their subconscious to control their actions.

#### /// **Rescue with lots of Shooting:**

An emergency can always turn violent, but this emergency is tied in with some major gunplay. Things such as...

- ☛ *Comes a Rushing Wind:* A hull breach precipitates a major decompression event unless the PCs can get to the right place and perform the correct repairs in time, all while the bullets are *still* flying.
- ☛ *All in the Twist:* In order to provide cover for their Op, a group of mercenaries stage a crisis. The mercs might be on a raid, or a snatch-n-grab, a retrieval or kidnapping et al, and it is up to the players to stop them in the middle of all that confusion.
- ☛ *Stage One:* The crisis was just part one of an operation designed to get the emergency responders into the open... where they are now the prey.

#### /// **Rescue with the Creepy Music:**

An emergency occurs, the PCs go in and respond only to discover that... this crisis is a prelude to something far deeper, far more disturbing.

- ☛ *Supernatural:* If Refs like to add a touch of the fantastic to their games, this is an excellent staging area for Thing Man Was Not Meant To Know, alien parasites or maybe even a secret battle against the forces of Darkness.
- ☛ *No one can hear you Scream:* A salvage operation performed on a rotting hulk that contains a science experiment gone bad or an alien creature bypassing quarantine.
- ☛ *Serial Killer:* Everything starts like "Rescue with the Dead Body" above, then goes all slantwise very quickly. What happens when *another* body turns up at the next rescue and it looks like there is a serial killer around? Is "he" targeting the site of accidents or Responders such as the PCs?

**Orbital Emergency Response Seeds:**

- /// *As a member of the Meteor teams:* the PCs could become involved in any number of thrilling man vs. nature kind of adventures, pitting their skills and their wits against the natural disasters that make the OER teams such a mainstay of popular literature and adventure tales of the 30th Century. This could be an interesting diversion from “usual” roleplaying that involve murders, investigation and other troubleshooting aspects. You come down in a pod and have a minimum of equipment, inadequate backup and a dire situation barreling down on you.
- /// *Outside of the Meteor teams:* the PCs might be called in to investigate a suspicious death of a OER member (on or off duty), or they might be called in to provide specific assistance when an OER team member drops into their area in the middle of a disaster. What if this is in the middle of another adventure altogether?

**In-System Search & Rescue Seeds and Outsystem Resupply Incorporated:**

- Due to their similarities, these two agencies have similar adventure seeds.
- /// *Port Intrigue:* Starports have become the new nexus of the space era, allowing a wide variety of adventure possibilities: smugglers, terrorists, refugees, stowaways, microgravity emergencies. These kinds of agencies place the players on the front lines of this kind of an adventure.
  - /// *The Hijacking of Pinnacle 131:* A small craft is hijacked and about to be used for a suicide run. The command crew, who were already online with the players have just gone offline. After apprising the Port Authority on a secure channel, The PC's cutter is the only ones close enough to make a difference.

**Solderhn Bros Salvage & Rescue Seeds:**

- /// *Getting the license:* the adventure prospects of a salvage operation abound, but in order to operate as a legal Salvage & Rescue operation, most local governments (including orbitals) demand that a license be secured first. Sometimes getting (or keeping) this is an adventure in itself (or dangled in front of a team in order to get them to do something for an official).
- /// *All in Good Fun:* Competition between these types of teams is intense, as is horseplay, and uncommonly elaborate Cons and practical jokes.

**HESSA Seeds:**

- /// *Due Diligence:* While HESSA seems like a sleeper, this organization could be very helpful to refs looking for Patrons, as HESSA often acts as a ‘facilitator’ (read : ‘patron’) for freelancers to dig up dirt on various kinds of bad practices (dumping hazardous chemicals, sweatshops and slavery rings, serial safety violators).
- /// *The Inspectors:* A good HESSA-based campaign might concentrate on their Emergency Response team or the expert assistants for a seasoned (and high-ranking) Inspector.

**Crisis Solutions, Inc. Seeds:**

- /// *Hello McFly:* it seems condescending to discuss the adventure prospects of a CSI extraction team, but there are a lot of different *kinds* of missions they might run in addition to these ‘break in and get out’ type details, from standard defensive perimeter ops to ‘find-the-assassin-before-they-strike’ missions.
- /// *The Opposition:* CSI doesn't ask a whole lot of questions when they get hired, or they do, but those are mostly focused on the money. This means that bad guy the character wants might have dropped the thugs and hired some crack CSI troops. Good luck!

# SUPERLUMINAL DRIVE

## TWILIGHT SECTOR'S INTERSTELLAR DRIVE MECHANICS

In the Twilight Sector Setting, the standard method of Interstellar travel is the **Superluminal Drive**, which is *also* used outside of a gravity well; and *also* travels at a speed of parsecs equal to the drive rating per week of travel; and *also* utilizes 10% of the Vessel's dtonnage in hydrogen slush fuel. In fact, the tonnage and cost of the Superluminal drives themselves is *also* equal to that of a Jump Drive.

So how is a Superluminal Drive *different* from a Jump Drive? The difference lies in the fact that Superluminal Drives move at the rated speed *until they drop out of Tachyon Space* rather than for a set amount of time, thus continuing to move at the rated speed for perhaps several weeks.

**For example:** *A vessel whose Superluminal Drive is rated at 2-Parsecs makes a 2 parsec journey in a single week, but a 1-Parsec journey in only 3.5 days, and a 4-Parsec journey in two weeks. A Vessel which is rated at 3-Parsecs would make a 5-Parsec trip in 11.67 days or 280 hours, while the aforementioned 2-Parsec ship would take 17.5 days or 420 hours to make the same 5-parsec journey.*

The Superluminal Drive operates by the Drive phasing the vessel into Tachyon-Space or T-Space using Tachyon Particles released by the Drive. These Tachyons are created by the consumption of the Fuel inside of the drive (which in turn utilizes the still little-understood Precursor technology discovered in the crashed alien vessel on the Titan Moon Europa). Despite the singular-sounding descriptor, "Tachyon-Space" is actually a collection of dimensions where the distances between points in normal space are compressed. How compressed these distances are depends on the amount of Tachyons in the initial burst by the Drive system (tied in turn to the drive's rating).

*The rules as presented here are identical to those in Setting Update Alpha with the exception of this textbox:*

### **Long Trips:**

When travelling in T-Space, the use of Power Plant fuel is reduced to ¼ normal. This allows the 2 week minimum of onboard fuel to be extended considerably beyond the normal limits. *As with all alternate rules for Twilight sector*, Referees are free to ignore this rule and require spare fuel to be carried for long trips as ship's cargo instead.

Once a vessel enters into T-Space, the ship coasts at a constant speed through T-Space until they reach the endpoint of the journey as calculated by the vessel's astrogator\*. Then, a small reserve of Tachyon Particles are used to force the vessel back out of T-Space altogether with a flash of Cherenkov Radiation that announces the vessel's arrival in conventional space.

Astrogators thus have to make two checks (rather than the single check listed in the

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\* *Although some researchers claim that it is Tachyon-Space which moves around the vessel.*

Traveller Main Rulebook) when using Superluminal Drives, and an extra optional check for better modifiers. The optional check comes first (if used), followed by the two required checks: one to determine the path in which they travel (and the potential for an anomaly), the second to allow for the precise time in which they will emerge from T-Space.:

**Number Crunching the Gravity Wells (Optional Check):** *Physical Science/Mathematics* (Education), 0, 0-60 minutes. These calculations are “good” for all transits made during d6 days. Some ports (such as Terra/Sol and Monument) have orbital firms which specialize in performing these calculations (known as *Void Reports*) on an ongoing basis in return for pay. They generally receive 100-6,000cr for their data, depending on the presence and quality of competition.

**Plotting Check:** *Astrogation* (Intelligence or Education), +4, 10-60 minutes; DM of -1 per Parsec of the intended course.

**Drop Check:** *Astrogation* or *Starship Piloting* (Intelligence or Education), -2, 1-6 minutes

If the Plotting Check is off, the course itself is problematic, and the ship will be off of their intended destination by a considerable distance. Alternatively, Referee’s may simply argue that the journey takes significantly extra time instead. The knurls and curves of Tachyon-Space have to be taken into account by the Astrogator, and the mapping of interstellar space is a constant activity for the various governments (only a part of which are the *Void Reports* mentioned above). If the second check is off, the vessel has emerged from T-Space too early or too late (falling short or overshooting the target). This can add a considerable amount of time to the trip under conventional drives.

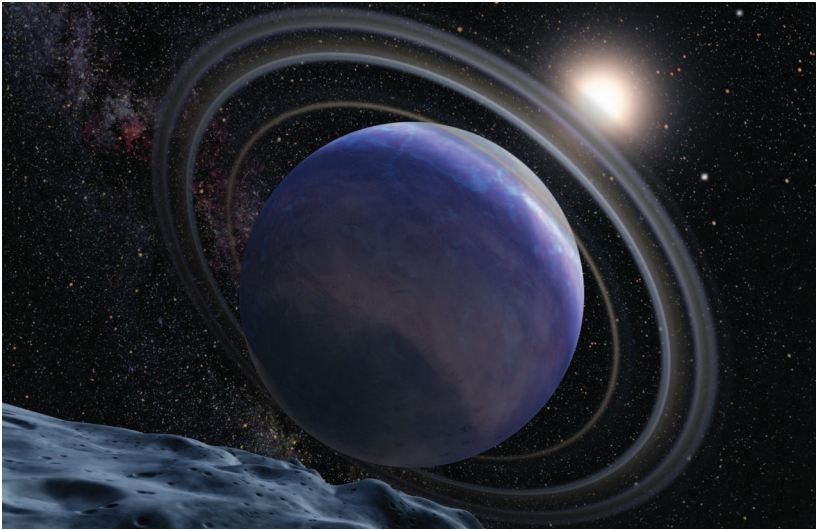
There is a small (1 in 36, roll of a natural 2 on Plot Check) chance for an anomaly to develop during Transit, which ranges from the beneficial to the annoying to the deadly. See *Mistress of Orion* for details, although Referees are free to come up with their own *ad hoc* complications (tremors, radiation surges, strange lights, vessels drawn or sent careening off course; truly deadly results are rare).

An ill-plotted course can be a serious problem, vessels which are a single light hour off (missing the target number of the Plot Check by as little as 1 point) are 1.079 Billion Kilometers from their destination (the last line on the *Interplanetary Transit Times Table* in *Traveller Main Rulebook*, pg. 145). Vessels which are this far out may not be able to make it before they run out of fuel for their Maneuver Drives and may not be able to survive thereafter without power and life support.

### Chart 1: Skill check results

Effect	Plotting Check	Drop Check (in diameters)
-6	d6 Light Weeks off	(2d6*100) diameters
-3 to -5	d6 Light days off	(1d6+1)*100 diameters
-1 to -2	d6 Light hours off	100+(2d6*10) diameters
0	d6 AU	100+(2d6*5) diameters
1 to 2	on Target	100+(2d6*2) diameters
3 to 5	+1 DM for Drop	~100 diameters
6+	+3 DM for Drop	in parking orbit

## Six Guns 2: Rescue Organizations



Credit: NASA, ESA, and G. Bacon (STScI)

Most inhabited Worlds carry specialized Tenders whose function is to “reel in” individual vessels, or at the very least help them refuel enough for a microdrop (see below) back to the system’s inhabited planets. In well-populated systems, these are often organized as Search & Rescue Vessels or SRVs, and are generally government run or government sponsored.

An additional use of the Astrogation skill can reassure Spacers that they have selected the right path in the first place. Because gravity wells are exaggerated in Tachyon Space while the immense gulfs between worlds are compressed, Astrogators can calculate whether they are on the course or not as they go. These checks are rather difficult to perform, each layer of Tachyon-Space is slightly different and so there are no fixed ‘constellations’ (both in a literal and figurative sense), thus on-the-fly measurements and outright guesses are involved. Still, it does give the Astrogator something to do during the trip. This is resolved as a Task Chain, first to make the measurements involved and then to conduct the actual analysis.

**Measuring the Variables (Step 1):** *Physical Science/Physics* (Intelligence or Education), -2, 1-6 hours; or *Gravitics* (Intelligence or Education), 0, 10-60 minutes

**Analyzing the Course (Step 2):** *Astrogation* (Intelligence or Education), -3, 1-6 hours

If the Analysis check is a *Marginal Success*, the computations will not add up properly but there is no real information on how badly they are off. If the Analysis check is a *Success*, then the Analysis should be able to read how far off the vessel may be. The course may then be adjusted (a second Plotting Check is made with a DM equal to the negative effect of the initial check -1).

**Chart 2: Microdrop Modifiers**

<i>Distance</i>	<i>Time in T-Space</i>	<i>DM</i>
7-20 AU, 1-3 Light Hrs	2.38 to 6.8 Seconds	-4
21 AU-60 AU, 3-16 Light Hrs	6.8 to 20.4 Seconds	-3
1-6 Light Days	1 to 6 Minutes	-2
1-6 Light Weeks	7 to 42 Minutes	-1

## MICRODROPS

While Microdrops are indeed possible, they are not very economical, nor are they easy to perform with any accuracy. This is because Microdrops are excessively short, ranging from just a fraction of a second in duration to under 6 minutes (the usual prep-time required for a standard Drop per the Drop Check above).

**1 AU** = .34 Seconds of 1-Parsec Superluminal transit.

**Microdrop Check:** *Starship Piloting* (Intelligence or Education), DM from Chart, 10-60 minutes

The poor economy of the Microdrop stems from the fact that Superluminal Drives do not function at less “speed” than 1-Parsec per week. A Microdrop thus requires 10% of the tonnage of the rescue ship despite the fact that the vessel may only be in T-Space for a few seconds or a minute. There are also components which can wear (or blow out) in a Microdrop which do not in regular drops (see below), which imposes long term maintenance costs as well. The prep time for Microdrops is the same as any other transit: unless the Drives have already been warmed up or the vessel has a Fast-Cycle Drive, it takes approximately an hour to prep a vessel for the Microdrop, which is far less time than they will spend in T-Space.

Lastly, like any transit, there is a chance of an anomaly cropping up (see *Mistress* for more details) which is actually much higher than normal transit: the chance for an anomaly during the Microdrop is 1 in 6 (any doubles) rather than the normal 1 in 36 (double 1s) for standard (non-Microdrop) transits. This alone should make pilots wary of making a Microdrop.

### COMPONENT LOSS ISSUE

How much does the “component loss” affect the use of Microdrops? The most simple, accurate answer is that ‘it depends’. Referees can impose a special maintenance fee for sustained Microdrop use as they think appropriate for their game. While this seems like a non-answer, we want to provide Referees maximum latitude to determine how much or how little the Microdrop is featured in their games. Twilight Sector products will *not* feature Microdrops as regular features in the setting books. Instead, our microdrops are desperate acts for rescue teams and the like; they also increase the likelihood of T-Space Anomalies (see *Mistress of Orion*) and thus are the providence of heroes like the players. Your game, your choice.

*Six Guns 2: Rescue Organizations*



*Duncan never imagined what budget cuts might do to the Meteor Team insertion protocols...*

# EMERGENCY RESPONDERS

Emergency Agency Carrers, TSPS-Style\*

## Advancement/Survival

	Survival	Advancement
<b>Rank 0-3</b>	End 6+	Edu 6+
<b>Rank 4-6</b>	Int 5+	Edu 7+
<b>Rank 7-8</b>	Int 4+	Soc 8+

## Qualification: Int 7+

**DMs:** -1 for each previous non-military career, +1 for having a military or LEO career, +1 if any skill from "Responders" column is at skill level 3 or higher.

## Emergency Responder Skill Tables

Roll	Responders	Monitor/Prep	Downtime	Support
1	Engineering	Computer	Athletics	Remote Piloting
2	Explosives	Notice	Art	Sensor
3	Trade: Dis. Crew	Science	Carouse	Medic
4	Mechanics	Survival	Soc Sci (X Topics)	Vehicle
5	Medic	Sensor	Gambler	Science
6	Notice	Trade: Dis. Crew	Steward	Engineering

Roll	Leadership	Training	Orbital	Investigative
1	Leadership	Athletics or Melee	Vacc-Suit	Investigation
2	Leadership	Vehicle	Vacc-Suit	Notice
3	Trade: Dis. Crew	+1 Dex	Zero-G	Admin
4	Admin	+1 Str	Zero-G	Science
5	Instruction	+1 End	Engineering	Advocate
6	Advocate	+1 Int	Pilot (Sm. Craft)	Investigation

**Notes:** The skill "Trade: Dis. Crew" is Trade: Disaster Work Crew (see next page)

## Rank Table, Emergency Responder Agencies

Rank	IM	Planetary (Meteor Teams)		Local (First Responders)	
0	+0	Ishim	Tr: Dis. Crew	Recruit	Tr: Dis. Crew
1	+0				
2	+1	Elohim		(Fire) Boss	Leadership
3	+1		Tr: Dis. Crew		
4	+2	Malakim		Chief	
5	+2				Admin
6	+2	Seraphim	Admin	Watch Commander	
7	+3				
8	+3	Throne	+1 Soc	Director	+1 Soc

\*For notes on using the **Tinker, Spacer, Psion, Spy** method for chargen, see pg. 48



## Six Guns 2: Rescue Organizations

### EMERGENCY RESPONDER EXTENDED BASIC TRAINING PACKAGES:

*Emergency Response Agencies cover a wide range, from the more mechanically oriented Port Cutter services, to the dashing and adventurous OER (or "Meteor") Teams to the paper-pushers of HESSA. While Meteor teams often get a lot of good press, they do not exist in isolation. Most Meteor men and women have previous disaster or emergency service training and do not start out as OER-certified in their first terms.*

**Investigator:** Not all emergency responders are first responders, some also conduct analysis of the data and perform investigations and inspections.

*Admin 1, Advocate 0, Computers 0, Investigate 1, Science (Any) 1, Sensors 1, Survival 0, Trade: Disaster Crew 1, Vehicle 0*

**Trauma Team Medic:** This is an emergency responder that has been specifically trained to provide medical assistance during the emergency.

*Advocate 0, Computers 0, Comms 0, Investigate 0, Life Science (Biology) 1, Medic 1, Sensors 1, Survival 1, Trade: Disaster Crew 1*

**Emergency Responder:** These are the people that run *into* the burning building. These individuals usually have some basic survival training previously (if not they don't get the Comms basic training).

*Athletics (any) 1, Comms or Survival 0, Engineering 0, Explosives 1, Mechanics 1, Medic 1, Physical Science 0, Sensors 0, Trade: Disaster Work Crew 1.*

Note that Being a Disaster Worker/Emergency Provider can also be an outgrowth of the Civilian, Law Enforcement, Settler or (for some governments) Criminal Careers. Simply add the "Responders" skill list from this career in place of one of the optional (or bold/italic) lists at the lower-right corner of the *TSPS* career table.

### Mustering Out Benefits

Roll	Cash	Benefit
1	3,000	Implant
2	6,000	Ally
3	12,000	4 Shares
4	18,000	+1 Int
5	24,000	6 Shares
6	48,000	Implant
7	96,000 (P)	Stateroom Condo

**Note:** P=Portfolio

### Trade: Disaster Work Crew

This is the skill of knowing what to do during a disaster or emergency situation, and how to spot potential "problem areas" in emergency situations (fires moving faster up slopes for example). This skill also covers the basics of using disaster related-equipment. If a character lacks a specific skill to use said equipment that the Referee considers relevant, they can use this *Trade* specialty with a -2 DM instead (note this might actually increase said tool use *above* their listed skill, which is appropriate).

*Determine how (and when) to start a "back fire" to escape being overwhelmed by a larger fire. Education, d6 seconds, Difficult (-2)*

*Locate a "safe zone" from debris during an earthquake, tidal wave or landslide. Intelligence, d6 seconds, Routine (+2)*

**[Note** actually getting to this safe zone is another matter, this is just the check for finding one in the character's area]

*Using a Laser Saw to remove someone trapped in wreckage without injury; Dexterity, d6x10 sec., Very Difficult (-4)*

**[Note:** the time listed is minimal because an industrial laser cutter can be used very quickly to get through ordinary metal, but extra time is usually taken for positive DMs that make this a more time consuming operation. A failure *will* result in significant damage.]

# EMERGENCY CAREERS

## Emergency Agency Carrers, TMB-Style

### Specialties

**Responder:** The type that runs into the burning building (largely groundside).

**Space Rescue:** Space-based emergency responders.

**Regulator:** Works for an agency that regulates some dangerous or hazardous environment.

### Qualification: 7+

-1 for each previous non-military career, +1 for having a military or LEO career

### Advancement/Survival

Specialties	Survival	Advancement
<b>Responder</b>	End 6+	Edu 6+
<b>Space Rescue</b>	Int 5+	Edu 7+
<b>Regulator</b>	Int 5+	Edu 7+

### Emergency Career Skill Tables

Roll	Personal Development	Service Skills	Advanced Education
1	Athletics or Melee	Engineering	Remote Piloting
2	Vehicle	Explosives	Sensor
3	+1 Dex	Trade: Disaster Work Crew	Medic
4	+1 Str	Mechanics	Vehicle
5	+1 End	Medic	Computer
6	+1 Int	Recon	Engineering

Roll	Spec: Responder	Spec: Space Rescue	Spec: Regulator
1	Athletics	Vacc-Suit	Investigation
2	Notice	Comms	Sensor
3	Science	Trade: Disaster Work Crew	Admin
4	Survival	Zero-G	Science
5	Sensor	Engineering	Advocate
6	Trade: Disaster Work Crew	Pilot (Sm. Craft)	Trade: Disaster Work Crew

### Rank Table, Emergency Agencies

Rank	Responder & Space Rescue		Regulator
0	Recruit	Tr: Dis. Crew	Class 3 Investigator
1			Investigate
2	Gang Boss		Class 2 Investigator
3			Advocate
4	Chief	Leadership	Class 1 Investigator
5			Admin
6	Watch Commander	Admin	Inspector-General

Note: This page is for those who do not use the chargen methods from Tinker, Spacer, Psion, Spy

## EMERGENCY RESPONDER MISHAPS

### Roll Mishap

- 1** **Rescue Accident:** The character is severely injured...
- 1-2 Decompression related:** Roll on the Decompression Table with a d6, treating a "1" as Total Exposure (same as result "2").
- 3-4 Radiation Exposure:** Roll on the Radiation Injury Table.
- 5 Vessel Collision/Major Damage:** Battlefield Injury Table.
- 6 Loading Accident:** Roll on the General Injury Table.

The character does not have to leave this career. (charts on pg174-176 TSPS)

- 2 Protocol Violation:** The character is implicated in a scandal, after which they are pushed out the door. Gain *Advocate*. A Leave of Absence is allowed, but the character must wait d6 terms before returning.
- 3 Legal Troubles:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173, TSPS.*
- 4 Burnout I:** The character either suffers from serious emotional stress or accumulated frustration over their work.
- *Serious Emotional Distress*, make a roll on one of the skill tables. Roll on the Psychological Injury Table (pg. 177 TSPS). A Leave of Absence is possible, but Player must be gone for d3+1 terms.
  - *Frustration*, gain *Advocate* for the long difficult hours filling out paperwork requests and analysis reports. The character may take a Leave of Absence of any duration they see fit, they also keep their benefit roll from this term.
- 5 Career Ender:** The character is summarily dismissed. Gain a roll on the Downtime Table, since they spend a lot of time putzing before dismissal.
- 6 Burnout II:** The character just decides that they cannot do this job anymore and leaves. This happens a lot. Gain *Empathy 1*. A Leave of Absence is allowed.
- 7 Report Discredited:** The character was dismissed as a result of one of their reports being thoroughly discredited. In fact, it was discredited so badly that the character was for a time considered for legal charges. No Leave of Absence is allowed for any of these.
- *Character Malfeasance:* the character was paid off. Gain 100,000 cr **or** 10 Shares and an enemy (someone who knows you did it).
  - *Fact-Checking:* the report was done properly, it was the investigation which was shoddy. Take a roll on the Investigation skill table. If the character is willing to forgo this skill roll, they proved their point and may continue in this career.
  - *Setup:* Someone set the whole thing up. Gain an enemy (who set the character up) and if the character wants to, they can try to prove their innocence. They get one try, the character must re-qualify for the job with a -2 DM for havng been blacklisted. If this is successful, the character's good name is restored as well as their former rank.

**DM:** +1 if the character is a member of a monitoring agency (like HESSA)

# EMERGENCY RESPONDER EVENTS

## Roll Event

- 11 Dangerous Save:** The character undertakes a dangerous rescue operation, flying by the seat of their pants. Roll against one of the following skills: *Trade: Disaster Crew, Sensor, Athletics*. If the roll is a success, the character gains in the skill rolled. If the roll is a failure, roll on the Injury Table and gain either in that skill (they still learned some tricks and what not to do) plus an Academic Contact in the medical field (who patches them up later).
- 12 School:** The character is enrolled next term in a program within their agency that gives them access to an academy. See Academic Packages (see Page 11, TSPS), but *do not* sacrifice the requisite Benefit.
- 13 Incident:** The character becomes involved in a major incident that causes them to have professional problems. Their next Advancement Check is an automatic failure.
- 14 Job Hazards I:** The character suffers from... (d6):
- 1-3 Work Injury:** Roll on the injury table (TMB 37, TSPS 174-177)
  - 4-6 Boredom:** Make a skill roll on the Downtime Chart.
- 15 Orbital Duty/Ground Duty:** Whichever type of rescue operation the character normally operates in (space-side or ground side) is reversed, as they are sent off for some cross-training. Gain *Vaccsuit* or *Survival* as appropriate (if the character feels like they do both equally, just assign a point to the lowest of the two current skills).
- 16 Save the Civilian:** Characters tend to save the darndest people. The character acquires *either* 1 Contact of their choice or d3 Random Contacts. If the character wants to make a roll on the Injury table, 1 Contact may become an Ally instead.
- 21 Investigation:** While some agencies (like HESSA) perform investigations all the time, all rescue/emergency operations conduct analysis and try to maximize their efficiency. This event represents a major investigation (or a minor one that proves very important later) headed by the character. Gain *either Investigation or* d2 (player choice) Contacts (who were interviewees).
- 22 Performance Evaluation:** The character gets an excellent Performance Evaluation because they earned it. Make a roll on any one skill table for the career. Make a check of the skill rolled. If successful, the character gains a +2 DM to any Advancement Checks next term; if the roll is unsuccessful, the character 'bought' their performance mark at a cost of  $d6 \times 1,000$  Cr.
- 23 Mentorship:** For some murky reason, the character is assigned a greenie (if the character is themselves is in their first term, this is a civilian associate of the agency instead). Gain *Instruction* and make a check against the skill (with their Career Interaction Modifier as a +DM) to determine if the greenie becomes either an Ally (success by 3 or more), Contact (success) or Rival (failure).

## Six Guns 2: Rescue Organizations

**24 Job Lure:** The character is offered a chance at a job far away. Roll (d6):

- 1 On-Planet:** Not a long way at all, hardly a change of scenery.
- 2 In-System:** There are lots of job opportunities at other agencies in the less-developed parts of the system (or conversely there are more openings in the primary world). If the character is going from the primary world to a secondary/tertiary world, gain a skill roll on any table. If the character is going from the secondary to the primary, gain *Language*.
- 3 Neighboring System:** The character was sought out either (player choice)
  - ⌘ ... *because they have heard of you*, in which case they are given +4 Advancement next term when they get there (making them a shoe-in for the next Rank);
  - ⌘ ... *or because the distant world's emergency agency has need of your special knowledge of a particular problem, or a particular offender*. If this is the case gain a *Social Science (Psychology)* or other appropriate *Science* specialty).
- 4 Neighboring Sector:** The situation is similar to the above. Use that result, but the distance is longer.
- 5 Neighboring Nation:** In the Confederation this usually means the APR, but it could also be the Terran Union. This is still somewhat more dicey. Lose half of the character's Contacts not because they have left the area but for political reasons.
- 6 Other side of the Known Galaxy:** The character has a friend they met in the War (even if they were not a combatant) that has lined something up for them in an interstellar nation on the other side of the Known Galaxy. Drop all existing Contacts (or closer to the truth, leave them behind) and gain d3 new Contacts in the place where they are going.
  - ⌘ *If the character accepts the job*, they receive an extra Immediate Cash Roll taken as if a roll on the Cash table equal to their rank. (i.e. a Rank 3 Emergency Res-ponder will receive the monetary reward they would have if they rolled a 3 on their table).
  - ⌘ *If the character refuses the job*, they earn the respect of their current colleagues +2 Survival or Advancement Check next term (choose after roll).

*Note 1:* Contacts do not follow the character, but one Ally might accompany the character. Note what Contacts have been left behind in the old location, and which are picked up on the "new location."

*Note 2:* Some amount of "retconning" might be appropriate, such as assuming the character came from somewhere else and moved locally.

**25 Maverick:** The character is seen by their new boss as a maverick (and if they are the usual type of PC, they probably are). Gain a Rival (their Boss) *and* a skill roll on the Monitor/Prep or Downtime Tables.

**26 Fiasco:** The character is involved in a significant fiasco that nearly costs them their position, **either** lose the Benefit Roll from this term **or** incur a legal debt of 5,000 Cr in combined legal fees/fines paid used in their defense.

**31 Pleasure Working with You:** The character develops an unusual Contact within the Rescue Community but outside of their own agency who works with a (d6) rival (1-2), neutral (3) or friendly organization (4-6); (roll d6):

- 1** A Mutant, these tend to be either very high profile or mavericks
- 2** A centennial who is a legend inside of their agency. He is tough to get hold of, also confers a +1 DM to Advancement next term.
- 3** d3 Foreign Nationals in rescue organizations of other Interstellars.
- 4** An Uplift, who works in (d6): an insular Uplift community (1-2), a "mixed" community (3-4) or the character's own community (5-6)
- 5** An AI, who can be useful (+1 DM to next term's Survival)
- 6** A Psionic, who teaches them *Anti-Psi* skill.

**32 Outreach:** The character serves with a different group for a time, one very different from their own. Gain *Social Science (Psychology)* 1 or *Language*

**33 The Big Show:** The character becomes involved in a huge rescue operation. Make a roll of *Admin*, *Medic*, or *Trade: Disaster Work Crew*.

- ⌘ *If the roll is a success*, the character is able to impress the agency. Gain a +2 DM to **both** Advancement and Survival next term.
- ⌘ *If the roll is a failure*, (if *Admin* or *Medic* rolled) reduce Rank by 1 as a mistake you make costs someone their life; (if *Trade* rolled) either take a wound (TMB 37, TSPS 174-177) or a -4 DM on Survival next term by showing great bravery (wounded) or cowardice (Survival penalty).
- ⌘ *If the character got an Effect of 0*, choose as failure above, but with an (2d6) 7+ chance of getting a last-minute reprieve (what looked like cowardice was justified by the situation, the person who died wasn't their fault anyway et al).

**34 Tragic Save:** The character is involved in a rescue that goes wrong. Roll d6:

- 1-3 Co-Worker Killed:** One of their co-workers is killed during the Rescue, which creates a lot of strife both inside and outside of the agency. Take a -2 DM to next term's Survival **or** Advancement.
- 4-5 Major Losses:** The rescue was going very well until, purely by random chance, things turned horribly wrong. The character spends several months in a regeneration chamber, and gains +1 Endurance in the process (and the loss of some feeling as well).
- 6 Loved One Killed:** The character's romantic partner (if they have one, a close relative if not) is killed during this rescue (if they too are responders) or sometime around this rescue (if not).

**35 Time Away:** The character spends a lot of time away from their home interstellar nation or culture group within that nation. Gain 1 Foreign (player choice) Contact and *Language* skill.

## Six Guns 2: Rescue Organizations

**36 Job Hazards II:** There was a major injury taken during the rescue. Roll d6:

**1 Near Mortal Injury:** The character suffers a mortal injury (although they are revived), which reduces one of their Physical Stats by -1 even after Bio-Replacement surgery.

**2-4 Lost Limb:** The character suffers a lost limb. Roll d6: even this loss is an arm, odd this loss is a leg. Roll another d6: if the result is under your Rank, the character is provided a Bio-Replacement, if the result is the rank or over, a Cyber Replacement.

**5 Lost Eye:** The character suffers the loss of one of their eyes. Roll d6, if the result is under your Rank, the character is provided a Bio-Replacement, if the result is over the rank, a Cyber Replacement.

**6 Mental Scars:** The character is left with emotional problems. (177 TSPS)

**4x Roll on the Life Events Table:** See Appendix 6, pg 180-187.

**51 Job Hazards III:** The player is injured during.. (Player choice)

✎ *A Training Exercise:* ...roll twice on the Injury table (TMB 37, TSPS 174-177) and take the lesser of the two injuries. Also, the character gains in *Instruction* skill.

✎ *Actual Emergency:* ...the character rolls on the injury table (as above, but only once taking the result). Also, the character gains a skill roll on the skill table of their choosing for this career.

**52 I'll Be There for You:** During a rescue, the character saves a co-worker or fellow first responder (LEO, Military, et al) which they gain as an ally, or a (players choice) Contact who also owes them a Favor.

**53 Basic Training:** The character receives some basic training. Take any single skill from the skill tables of this career as a level-1 skill.

**54 The Big Rescue:** The character plays a key role in a successful rescue mission. Increase one of *Medic, Trade: Disaster Work Crew, or Admin* skill. **Also ...**

✎ If Rank is 1 or 2, increase the next Advancement Check by +4.

✎ If Rank is 3 or 4, increase the next Advancement Check by +2

✎ If Rank 5 or above, they gain a Government (Authority) Contact

**55 Grooming:** The character has been "spotted" by someone in the upper echelons of their agency who thinks they have a bright career. The Character acquires 1 Contact (Agency related, Government or Corporation as appropriate) and a +2 DM on their next Advancement Check.

**56 Serious Downtime:** Sometimes it's all about getting cats out of trees and relatively simple (although probably very important) rescues... select:

✎ *Get a Hobby:* The character takes up a hobby, *Social Science (X Topic) 2*

✎ *Moonlighting:* the character takes on a separate job/position outside of the agency. Gain a single roll on the Cash Table as an immediate Cash Benefit. Also, Roll 2d6, on a 4- the character is caught and fails their next Advancement Check, on a 10+ make a skill roll in another Career.

✎ *Enjoy Life:* The character can make a check on the Life Events Table, if they do not like the result, they can ignore it with a 2d6 roll of 9+

- 61 Hot Times:** The character has an unusually active term.  
**(OC):** Gain a roll on the Responders or Monitor/Prep tables.  
**(APR)** Gain *Instruction* as the character is pressed into a training role.
- 62 Layers of Government:** Emergency Agencies often have to deal with multiple levels of government.  
**(OC):** The character has the opportunity to deal with several different layers of the complex political system in the Confederation, increase *Admin*, or *Social Science (Politics)*.  
**(APR)** The character has to deal with someone above or below their status level, gain either *Diplomat* (dealing with the upper-level) or *Deception* (dealing with the lower).
- 63 Rivalries:** Responders often have to deal with different agencies within their own government that seek to do the same tasks. The character's agency either doubles down (gain a skill roll on the Responders skill table) or engages in a petty PR-based "war" with the other agency (gain *Deception*).  
**(OC)** The agency "wins" if the character makes their Advancement check. If not, the agency folded. The victor sweeps up old employees though, so the PC still has a job.  
**(APR)** The agency neither wins nor loses, something continues, and that something is beholden to the state, whatever the acronym. Be Seeing You!
- 64 Agency-Wide Threat:** The character's agency is threatened politically...  
**(OC)** Gain *Social Science (Politics)* and a Government Contact, but the character must also roll their new skill or be released from the career at the end of the current term due to political games being played.  
**(APR)** Gain *Deception* (and drop one of their Benefit rolls) or *Admin* (and acquire a rival in Government). The agency survives thanks to their action.
- 65 Precursor Involvement:** The character's investigation/mission runs into a Precursor-influenced situation. While Espionage and Government officials quickly take over, responders are still needed to handle emergencies.  
**(OC)** Gain a Benefit roll if they can be trusted to keep their mouth shut, if not, gain an extra skill roll on the Downtime skill table since they are forced to sit out most of the action.  
**(APR)** Gain *Space Science (Precursors) 1* (based on their observation of the weird phenomena) or an Espionage Contact (someone they have saved).
- 66 Automatic Promotion:** The character lands a promotion. Check against the character's *Admin*: if successful, the character has risen quickly through the ranks thanks to their good timing and handling the right mission. If unsuccessful, the character gains the promotion in a "lateral shift" away from the character's new agency (i.e. they are offered a higher position in **another** agency).



### **Making Characters the Tinker, Spacer, Psion Spy way:**

For those who don't own *Tinker* or are interested in the differences between the basic method and this Twilight Sector Alternative:

- /// **Characteristics are derived and the background skills are selected.**  
This material can be found in the TMB, pg 5-6, or any other Traveller-related source desired.
- /// **Select their first Career and make the qualification roll.** If the Qualification roll is failed, the character in Twilight Sector can choose career on Hold (TSPS, pg 21). Otherwise use the TMB.
- /// **Select one of the Extended Basic Training Skill Packages** for their character. For those skipping ahead, the Extended Basic Training Package *replaces* the **selection skill** for the first term. **Note:** Characters only get *one* Extended Basic Training Package *in their lifetime*. This is usually in their first term, although Referee's can always delay this for a 'starter' career that doesn't define the character.
- /// **Make a Survival and Advancement Check** per normal.
- /// **Select a skill table for their skill roll** unless they rolled a mishap.
- /// **Make a roll on the event table** (or the mishap table if they failed their Survival Check).

In subsequent terms, players will...

- /// **Make standard Survival and Advancement Checks** as listed per the career. (In Twilight Sector these are Rank Based)
- /// **If the Survival Check is failed:** Roll on the mishap table and roll for a single skill on a table of the players choice unless told otherwise in the Mishap description. Unless noted on the Mishap Table, the character leaves the career and Musters Out with a number of Benefits that does *not* take the failed term into account, sometimes the character may choose a Leave of Absence instead (TSPS, pg 20). This is as normal in the *Traveller Main Rulebook*.
- /// **If the Survival Check is successful:**
  - /// **Select one skill from a career skill table for the Selection Skill.**
  - /// **Make a roll on a second table for the Rolled Skill.** The character cannot use the same table for both skills in same term, and may not choose Attribute bonuses for selection skills. Characters who are psionic also cannot choose psionic skills for their selection skills but may *elect* to roll both randomly and receive two psionic skills that way.
- /// **Make a roll on the Event table.**

**Note:** Advancement rolls **do not** entitle the character to another skill (all Twilight Sector characters get two skills/term unless they roll a Mishap), but skills and other benefits from rank are acquired as usual at listed ranks.

**Note:** When characters change careers they **do not** get another Extended Basic Training Package, but they may choose **two** skills from the appropriate Package at level-1 (i.e. max skill: 1) and two at level-0. *If they have all of the skills at level-1 or higher, they treat it as a normal term (i.e. one rolled skill, one selection skill).*

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