

Denizens II

Credits

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Introduction

Denizens II was created to give another resource to game masters and players alike. Denizens II contains several detail characters that can be used for either player characters, for those times when you really don't want to waste time creating a character, or a particularly interesting non-player character (NPC).

Each character description contains not only game stats but, historical information, insights into what motivates them, any special equipment and skills they may possess, as well as color illustrations of each character. Feel free to add to the characters or remove things to make them fit into your campaign.

All of these character went through the creation process outlined in the Mongoose Traveller Core Rule Book, Book 2: High Guard, and/or Book 3: Scouts. Please reference these books for skill and standard equipment descriptions.

This book is divided into four sections; Characters, Systems Data, Library Data, and Ships. They are described below.

Character section contains the character's stats, skills, possessions, history, and illustrations. The possession section was left general to allow more flexibility when bringing the character into your campaign. When a cash amount is shown it is meant to be the total value of possessions the character owns.

Systems Data section refers to the planetary systems in the subsector of the Foreven Sector. This data contains the standard Traveller system data, as well as a more detailed description of the planets and celestial bodies contained within each parsec. Points of interest will also be detailed.

Library Data section contains any data that may be newly introduced during the character histories. You will find that a few entries from Denizen I have been repeated here. The main reason for this is that they have been expanded upon. Please feel free to use these in your campaign and to expand upon them. If you do please send me an email explaining how you expanded the data. I would love to hear what you have done.

The Ship section is always a must when compiling a supplement. If a character is in possession of a ship or has access to one and it is outside the standard ships already provided by previous books, it will be here. Denizens II plans to stay true to the current form by supplying not only the stats for the ships but deck plans as well. Where possible, a description of the interior will also be provided. This section will also house any bases, towns, starports, buildings, etc., that may be of importance or has been specifically mentioned in either of the three previous sections. A little disclaimer here: It does not mean that every building, port, town, etc., will be provided just the ones that state they are included.

Please enjoy the characters, use them, abuse them, and report on them. We want to know what they are getting into. We hope that this book encourages others to use and build upon the Foreven Sector. Keep your eyes peeled for more products based in the Foreven Sector from K Studio.

Enjoy.

Characters

Name: Frit Ghazil

Age: 34

Race: Human

Sex: Male

Career: Entertainer/Merchant/Pirate

Terms: 1/1/2

Eyes: Brown

Handed: Right

Height: 182.88 cm (72 inches)

Weight: 77.11 kg (170 pounds)

Parental Occupations:

Mom: Master Dance Instructor

Father: Entertainment Agent

Str 10, Dex 13, End 8, Int 9, Edu 8, Soc 10

Skills:

Engineering (Jump Drive) - 3, Carouse -1, Astrogation -

2, Art (Dance) - 1, Art (Instrument) - 2, Persuade - 1,

Gun Combat (Laser Pistol) - 1, Melee (unarmed) - 1, Melee (Blade) - 1, Pilot - 1, Gun Combat (Slug Rifle) - 0,

Tactics (Naval) - 1

Equipment: Laser Pistol, Dagger, Cloth Armour, Reflec Armour, 80,000 credits



Every ship should have a Frit Ghazil, funny, cheerful, hardworking and indomitable. He is a high-level drive technician, a graduate of Luh Denebola Prime's Technical Institute with a double masters in computerized astrogation systems and jump drive engineering. A child of a master dance instructor mother and a father who was an entertainment agent, he grew up in show business. He was a thin and wispy child (though the years have filled him out a bit) who was always the center of attention. Despite this, he was also a bibliophile who had a fascination for machinery and computers. Rumor has it that he can smell the age of a book. His many voyages with his parents and their clients as they went on tour introduced him to the different cultures and ports of the galactic empires and fed his curiosity about space travel.

His looks are striking, with angular features, large brown eyes and dark sometimes curly hair that hangs to below his shoulder. He is tall and walks with a grace and poise that comes from being around dancers in his early life. Aside from the jokes he likes to tell, he is an expert with the hand held drum (dumbek), and the flat skin drum (duff). He has been accompanying dancers with his playing since he was a child. He speaks multiple languages, and is an expert maker of sweets and pastries. His love of rare gems and fine clothing is legendary.

He is a former free trader, that brand of voyager who belongs to the Galactic free traders union. He has been an astrogator on most of the major civilian vessels. During a crisis at the Aslan Border, he was pressed into service when the armed escort assigned to his trading fleet was hit, losing its astrogator and half the command structure. He had been aboard the escort being trained on the new jump drive. He immediately was taken to the bridge to take over the astrogation position.

He safely piloted the damaged ship out of the system and coordinated defensive actions during that flight, for which he was made an honorary inductee into the naval order of combat navigators. His close contacts with the navy that followed were instrumental in getting him involved in the anti-Zhodani privateers that he currently serves with. While there is currently a tentative truce between the HCS and the Zhodani, the privateers are still covertly chartered to harass the Zhodani and keep tabs on their whereabouts. As a navigator and tech expert he is a fully franchised member of the privateers command structure.

In ship board combat he prefers a combination of hand held blaster and sword. He is marginally effective with the rifle, but his shortsightedness makes him of limited use without a scope. He has long legs so his ability to run and walk quickly is good, but offset by a lack of consistent conditioning. He uses kicks in melee combat due to his reach and carries a dagger to compensate for his inability to operate at close range.

He feels the Zhodani are a serious threat to humanity on principle. This also happens to be a convenient justification for targeting civilian ships, and piracy in general. His cat and mouse game with the Zhodani outposts and ships suits his sense of drama and adventure. He has a flare for the dramatic and likes to imagine himself as an old earth swashbuckler. His main motivation in life is to seek adventure and dramatic moments to enhance his romantic reputation. He is always with an attractive younger lady in port, if not two.

“I’m not a pirate I’m a naval entrepreneur, and those Zhodani simply can’t be trusted. Someone has to keep tabs on them and besides, I don’t ask a dime from the taxpayers.”

Name: Fornha “Da Bomb” Reigns

Age: 34

Race: Human

Sex: Female

Career: Marine

Terms: 4

Eyes: Blue

Handed: Ambi

Height: 167.64 cm (66 inches)

Weight: 58.97 kg (130 pounds)

Parental Occupations:

Mom: Population Control Consultant

Father: Hydroponics Technician

Str 7, Dex 8, End 13, Int 6, Edu 8, Soc 8

Skills:

Battledress - 1, Computer - 1, Slug Rifle - 2, Slug Pistol - 1, Recon -1, Explosives - 3, Leadership - 1, Zero - G - 1, Vacc Suit - 2, Tactics (Military) - 1, Melee (Unarmed) - 1

Equipment:

Traveller’s Aid Society Membership, Combat Armour (TL 12), Gauss Rifle, and 60,000 credits

Given the male domination of this occupational specialty, Fornha has the distinction of being one of only a handful of female Explosives Ordnance Disposal (EOD) and demolitions experts that is qualified to deal with nuclear level explosives in the Imperial Marines in her sector. The fact that she is one of the best is even more remarkable.

She was raised on a mobile space mining conglomerate that operated out of converted hollowed out asteroids, outfitted with huge and incredibly expensive jump drives. Her family was integral to the operation of the ship with a perpetual charter from a royal family. They operate in the fringes of the Imperium. As new worlds are cleared for colonization they arrive and help in the initial building of infrastructure and development of resources. They are well paid for their work and have amassed enough wealth to operate as a near independent fiefdom with their own security forces and scientific divisions. They also have an agreement with several major noble houses that any aggression against them will result in overwhelming retaliation since they are responsible for the rapid accumulation of wealth by more than one notable noble family.

She made the rank of captain when she completed a tour of duty in counter-terrorism unit, defusing nuclear warheads, dirty bombs, and taking part in direct action raids on orbital platforms that had been space jacked. She felt that given the risks of this business and the poor quality of recruits that seemed to be sent to EOD during periods of drawdown she would be better off in the private sector working on mining operations, like the one she grew up on.

Part of her expertise comes from the fact that demolitions of all types including fusion devices are part of routine operations on the asteroid ships. She has been studying demolitions and space mining since her childhood and has been deploying and defusing demolitions since her early teen years. Her confidence and ability with them unnerves her peers, inspires her subordinates, and sets employers and superiors competing for her contracts. She is a stickler and a control freak, micromanaging everything down to the last detail. She is quick to fire anyone who



doesn't meet her standards. She is extremely difficult to work with, and makes no apology for it. She is also the possessor of a complete set of limbs, fingers and toes, a rarity for someone who has done this for 16 years.

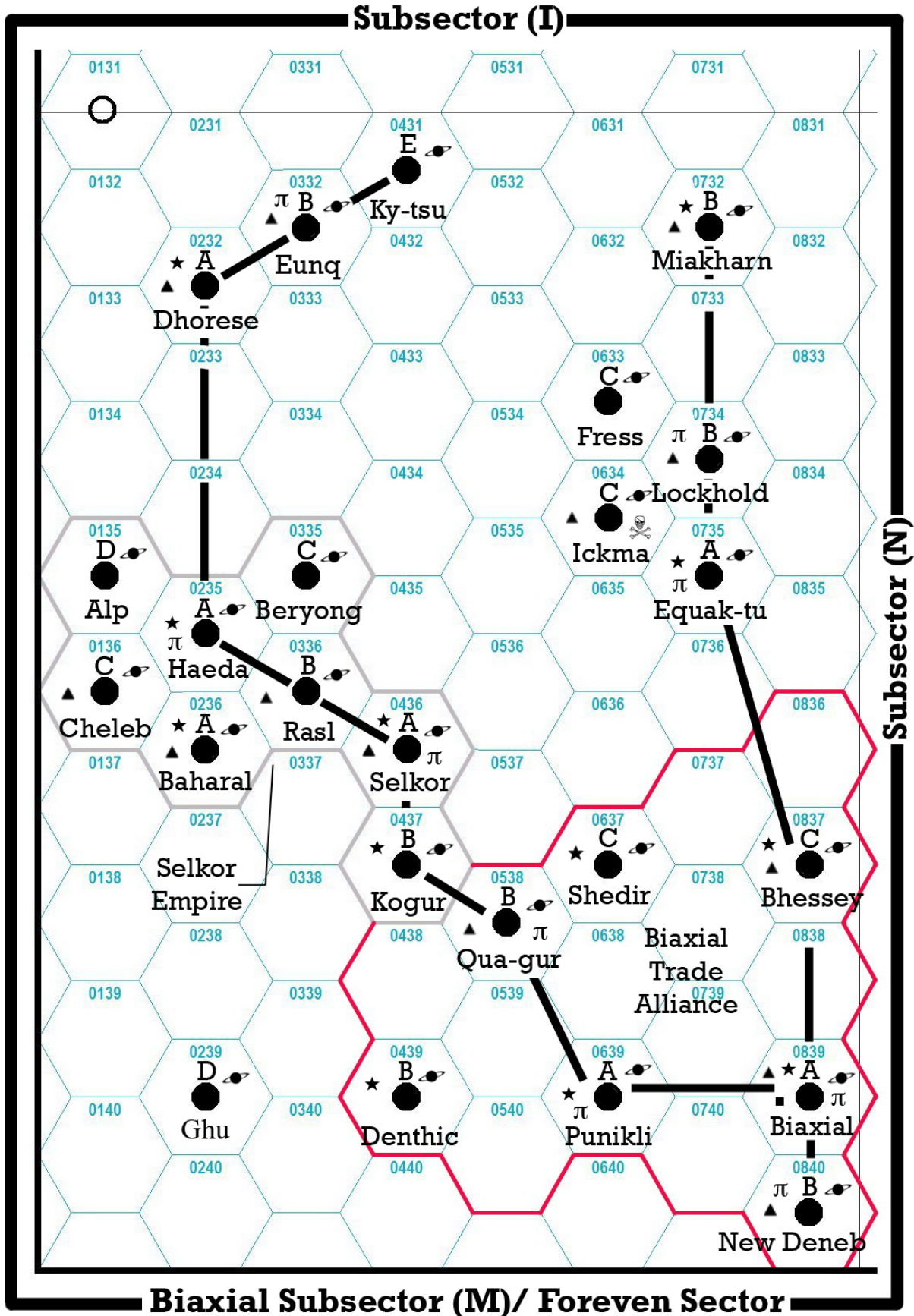
She usually only chooses to work for crews that are comprised of retired or honorably discharged vets of EOD or civilian contractors with more than six years of deep space operations. She feels this is her best chance of continuing her flawless record. She doesn't have time to take on the task of teaching someone how to do this.

Given her on the job persona, it would seem logical that she has a conservative social and personal life. However, she is gregarious with her close associates. She enjoys entertaining, cooking, and putting on parties where drink flows freely. Perhaps as a release from the need to be in control, at the end of a big job she spends a few days drinking and carousing at a port of call. She also has an appetite for the finest clothes and jewelry.

"Just because a girl spends her time on a ship blowing stuff up doesn't mean she can't look good and go shopping."

"If you don't pay attention to protocol even the Zhodani won't be able to tell who you were, once your atoms get blasted across space."

System Data

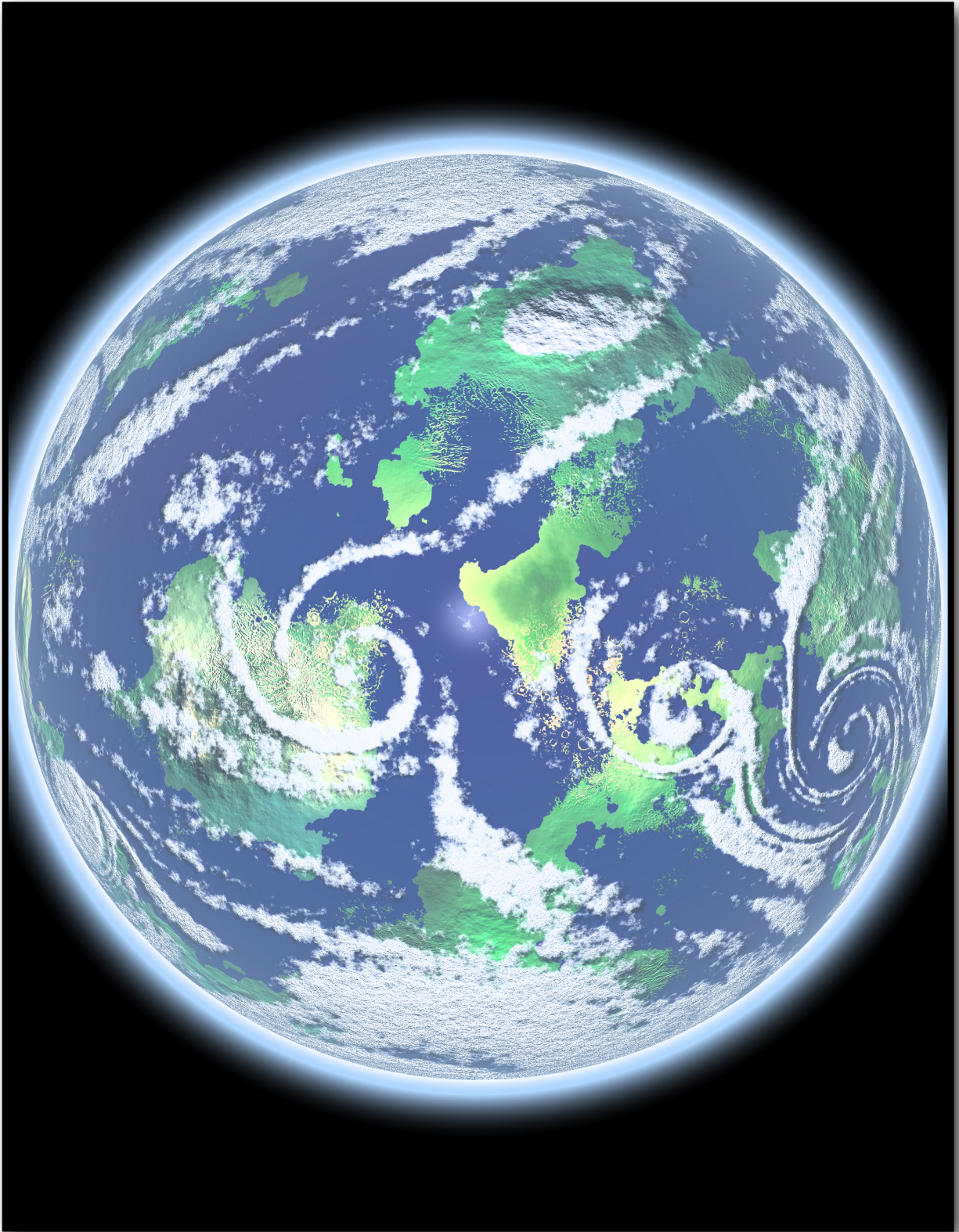


Biaxial Subsector (M)/ Foreven Sector*

Name	Hex	Stats	Bases	Trade Classification
Alp	0135	D98A662-8		Ri Wa
Cheleb	0136	C9879A7-9	Sc	Ga Hi
Dhorese	0232	A75A551-D	Na, Sc	Ga Ht Ni Wa Non-aligned system
Haeda	0235	A6668A8-C	Na, Res	Ga Ht Ri
Baharal	0236	A5867C8-B	Na, Sc	Ag Ga Ri
Ghu	0239	D554788-6		Ag Ga Non-aligned system
Eunq	0332	B253424-C	Sc, Res	Po Na Ni Ht Non-aligned system
Beryong	0335	C558668-7		Ag Ga Ni
Rasl	0336	B9988C8-A	Sc	Ga
Ky-tsu	0431	E7A8431-8		Ni Fl Non-aligned system
Selkor	0436	A8829A8-D	Na, Sc, Res	Ht Hi Selkor Empire Capital
Kogur	0437	B6857C8-A	Na	Ag Ga Ri
Denthic	0439	B772885-A	Na	Ri
Qua-gur	0538	B538877-C	Sc, Res	Ht
Fress	0633	C354758-A		Ag Non-aligned system
Ickma	0634	C787988-9	Sc, Pir	Ga Hi Non-aligned system
Shedir	0637	CA64766-8	Na	Ag Ga Ri Biaxial Trade Alliance
Punikli	0639	A957974-C	Na, Res	Ga Hi Ht
Miakharn	0732	B503565-C	Na, Sc	Ic Ht Ni Va Non-aligned system
Lockhold	0734	B454677-C	Sc, Res	Ag Ht Ni Non-aligned system
Equak-tu	0735	A765888-C	Na, Res	Ga Ht Ri Non-aligned system
Bhessey	0837	C566763-6(A)	Na, Sc	Ag Ga Ri
Biaxial	0839	A8668A3-D	Na, Sc, Res	Ga Ht Biaxial Trade Alliance Capital
New Deneb	0840	B9668D8-A	Sc, Res	Ga Ri

Starports, Naval, and Scout bases, and Research stations are under system control unlike the standard policy within Imperial sectors. Those listed within the Biaxial Trade Alliance and the Selkor Empire belong to their respective capital worlds and as such follow the dictated policies of those worlds. Non-aligned systems are being actively pursued to join one of the established alliances.

* Please see Traveller Core Rulebook published by Mongoose Publishing for "stats, bases, and trade classification" code meanings.



Planet: Biaxial
Biaxial System
Biaxial Sub-sector

A8669A3-D Ga, Ht
Hex: 0839
Grid: M Foreven Sector



Dawn over the Maharlika Desert On Biaxial

The ship's captain had saved his ship, but barely. The hull was breached, the main drive had been safely shut down, but it was irreparable. He and his copilot dusted themselves off. It was only them and their cargo, half of which was ruined. The captain shook his head thinking of the fine imported silks and exotic gems they were going to trade for the even more valuable insect compounds that were used on their home worlds for medicinals. The captain sighed. At least they were insured against crashes, and they might be able to get some of the valuable compounds back home in addition to their insurance money. They didn't need to know that only half of their cargo was still undamaged.

They were waiting for the Biaxial Space Authority to send a rescue team to extract them and survey the damage. They had been working all night to recover their remaining cargo and personal effects. The captain knew the Inspector Senior Chief of the space authority personally. He'd helped him smuggle out more than a few illicit cargoes. The captain knew he could get the remaining cargo declared missing and traded for insect compounds under the table. Years of rule by a dictator and the presence of such importable wealth made bribery a way of life in the Biaxial Government.

As dawn broke, the captain noticed that not a quarter mile from their position a series of tower like structures about ten feet high. A few scattered insectoid figures the length of his arm began moving towards their position. The insectoid's cold blood was stirred by the coming of the bright Biaxial sun. They were sand colored themselves and had long appendages tipped with razor sharp pinchers. He quickly blasted them with his energy rifle.

He shouted to his copilot. "Get on the comm and call the Space Authority now!" we're within line of sight to a Sandcrab hive. I've shot a few of their scouts! We need to be extracted as soon as possible before they swarm our position. I'll reward each crew member of the extraction ship with a hundred credits each if they get us in time!"

The captain knew if the rescue ship didn't get here in time the Sandcrabs would cut them to pieces and bring them back to the hive to feed themselves and their queen. They grabbed their energy rifles, blast grenades and utility laser cutters...

Foreven Sector Survey documents, Worlds A-B Biaxial The Shining World of Contradictions.

This information was brought at great risk since spies are put to death on Biaxial. Our agent was able to infiltrate an organization known as the Traders, and later a secret organization that operates behind the scenes. Compiled over a two year period this is the most in depth record of Biaxial extant.

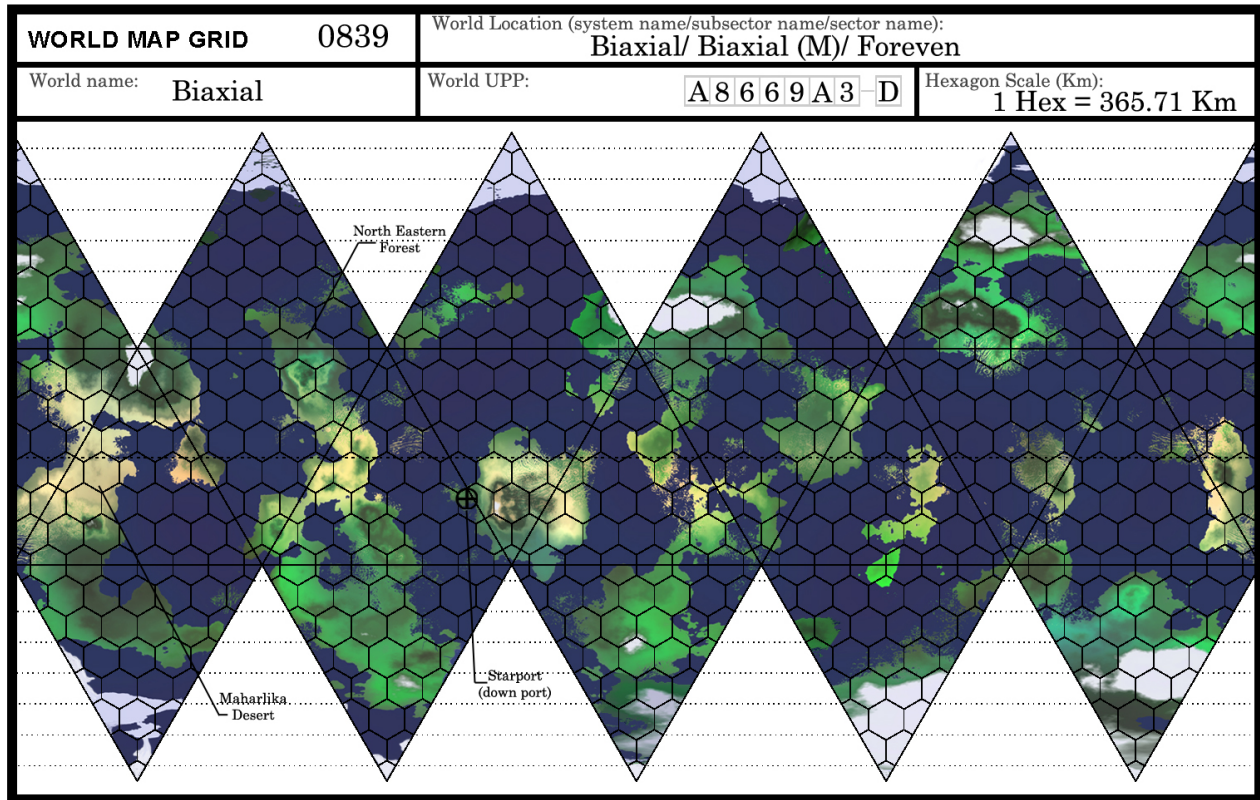
Introduction

Biaxial was settled by Imperial separatists who sought to free themselves from the control of the Emperor and his nobles, though they maintain very loose ties and trade with the Imperium today. There is a small imperial consulate on the world. Biaxial has a large military force funded by it's prosperous port, it's technology and industrial bases. Biaxial also has a habit of leasing out its advanced space ships to less wealthy worlds in exchange for trade rights. This has been key in expanding its influence in the region.

Planetology

Biaxial was called the Shining World by it's discoverers in the early days of the imperial foray in the Foreven sector. It's gravity and atmosphere are much like earth. Most of the land on it is lush with little in the way of desert and ice in comparison to earth. The highest mountains and polar caps have rich snowfalls and the deserts that do exist have a rich variety of life. Its oceans give up a bounty of sea and plant life. The star is yellow and brighter than earth's, but not dangerously so. Hydrocarbons and metals in its uninhabited planets and gas giants support its many industrial efforts.

Biaxial lives up to its status as a garden world, but much of it would qualify as savage garden due to the fierceness of the wild animals and the unique ecosystems that have evolved. Insect life on Biaxial tends towards giantism because the oxygen content is high, and the insects have evolved a much more efficient respiratory system that allows them to accommodate their size. This creates a very different ecosystem here than humans are used to. Insect prey on animals more complex than themselves here, indeed in some climes they are apex predators or near the top of the food chain before the arrival of humans. Given the size, chemical complexity and utility of these insects Biaxial is a dream for Xenoentomologists. There are two areas that every off-worlder makes a point of seeing when they are granted a visa.



World Map Grid

Strangle Trees of the Northeastern Forests

The first is the great forest of the northeastern latitudes. Somehow a mutated plant species arose, supremely well adapted to its environment, crowding out just about every other comparable species. These are the dusky colored invasive species called strangle trees. They reproduce by means of extending roots into the neighboring trees and slowly extracting nourishment from them. Eventually, they sprout through them and, in the end, consuming them.



They have managed to occupy the entire ecosystem they inhabit crowding out all other tree species. They are large in size, comparable to earth's redwood species in thickness, but not height. It has been estimated by scientists that the entire forest, made up of two hundred square kilometers, is comprised of just about four trees. They produce clusters of infertile fruit that while having a sour and bitter taste, are completely edible by most of the local wildlife.

The trees must have been in place for a few million years since three species of birds exist on the fruit nearly exclusively. There are also huge long-necked grazing animals that travel in herds throughout the forest living on foliage and fruit.

Predatory brachiating animals (dubbed "Killer Monkeys" by the settlers) hunt the birds and other mammalian species in the trees. The wood of the tree is incredibly dense and strong with a rich, blood-red hue. Once varnished it is shaped by the skilled local craftsmen into furniture that is acclaimed in the sector. The ground predators are fast and extremely vicious. As would be suspected, safari is a preferred pastime of the noble class.

Sand Crabs of the Maharlika Desert: Hive Minds and Life Extension Drugs

The second area of note is the Maharlika Desert. The largest expanse of desert on the planet in the southern latitudes, it has great rock formations where fossilized remains of gigantic sea vertebrates can be seen. The desert has alternating patches of scrub land, arid plains, and valleys. It produces one of the planet's enigmatic life-forms. The two and half foot long Sand Crabs.

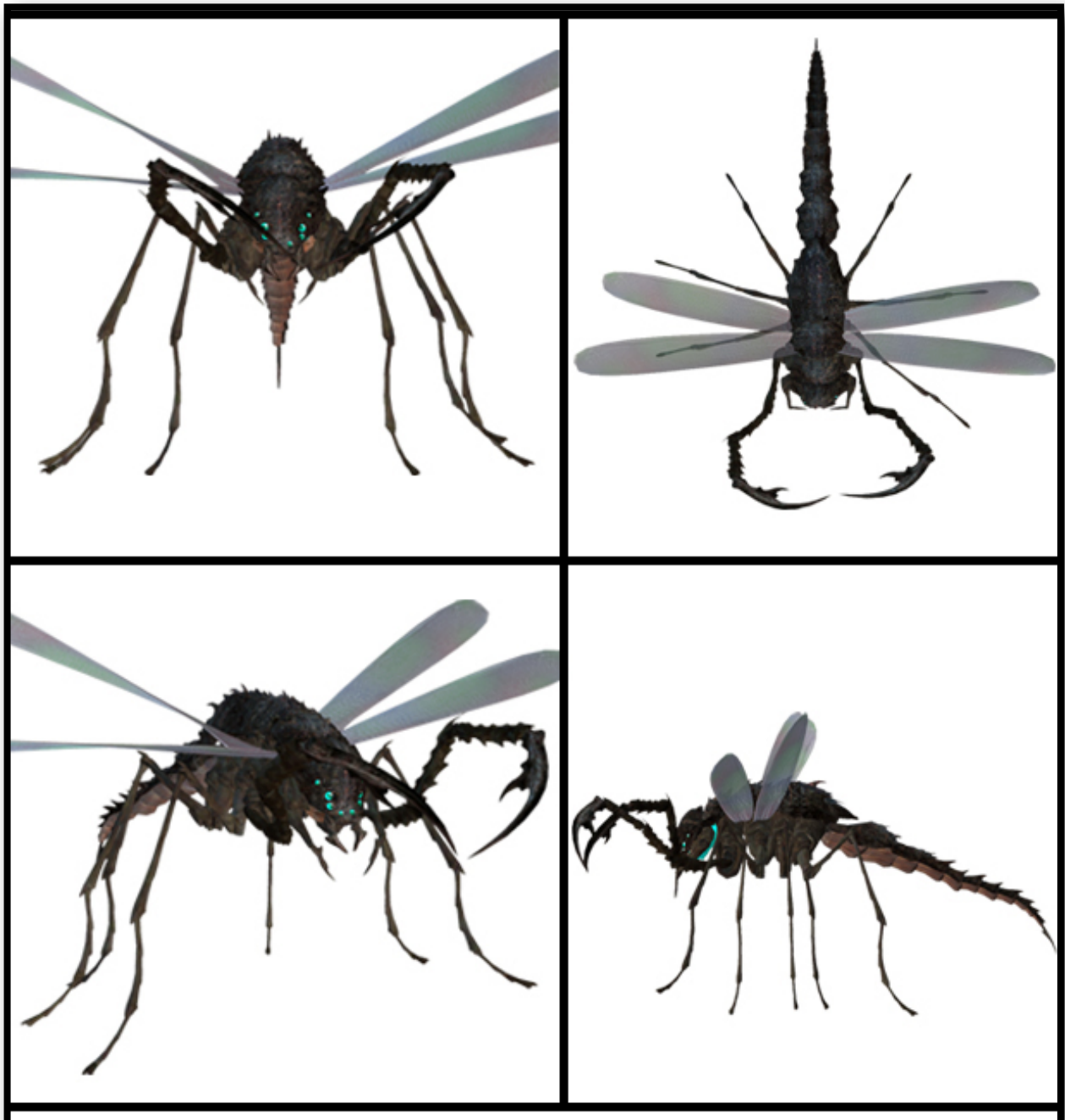
These hive-based invertebrates are not really crabs in the normal sense of the word. Like most insects on the planet each has five limbs extending from each side of its body. They have a central section, a rear section and two forward sections. The central section has three limbs radiating out on each side which are used for locomotion. The section forward of that has two extra long limbs on each side tipped with pincher claws that are as sharp as razors. The foremost section has a pair of mandibles stacked on top of each other strong enough to crack tough, hard-shelled nuts the size of a fist, or to tear the flesh of animals they prey upon.

They have a primitive hive mind with a central queen, who is the egg layer. They are divided into worker, warrior and reproductive specimens. The reproductive males and females are born larger. They are pampered until their mating flight where the males mate with as many females as possible before dying of exhaustion. The females take flight and though they die by the hundreds, new nests are established. These insectoids are omnivorous and in the early days of settlement they had been known to kill a few humans before the settlers understood the risks involved.

The insects dig into the sand and cement their warrens with secretions which hardens the walls to rock-like consistency. Each nest is topped with a series of towers that stand about ten feet high, and mark the edges of their territory. It was discovered by the settlers that the reproductive members of the colony produce beneficial chemicals in their bodies. These have uses for life extension, treatment of long-term radiation exposure from space travel and appear to have a positive effect on intelligence and memory when taken for long periods.

There is a regulated harvesting of the dead males and live females during mating season. The bodies of the males are harvested as they fall. The females who are flying off looking for locations for a nest are captured in flight. Their bodies are harvested for the sex organs and endocrine glands which contain the active compounds. The cracked open carapaces are left out for the local wildlife to feed on. The largest, healthiest females are relocated to pre-planned burrows where they can establish nests in areas the Ministry of Ecological Development deems most auspicious.

The dictator has been taking the most powerful extracts of these compounds to extend his life and help him stay sharp. There is a rumor that in the doses and concentration he takes, it is habit forming and may be impossible for him to stop taking. Off-worlders pay astronomical prices for vials of these medicinals.



Type	Habitat	Str	Dex	End	Int	Inst	Pack
Eater	Desert	4	A	6	0	4	8
Omnivore	Flyer						
Survival-1, Athletics-1, Melee (claws)-2, Recon-1							
Claws and teeth +2: 3d6				Armour: 1 (carapace)			
Weight: 6 kgs (~13.2 lbs.)				Number encountered: 2d6			

Other Climes

The mountain ranges have snow capped peaks and the slopes have a hardy plants and animals adapted to the cold, thin air. Their pelts are used in making winter clothes and luxury items. The introduction of humans when they had developed a green technological base that had no need of fossil fuels and no hydrocarbon emissions meant that even as the population increased and cities were built, the ecological impact was minimal. Humans and local wildlife have both flourished on this planet due to high technology and the use of off planet resources. With unspoiled beaches, islands, grasslands and polar regions, vast herds of wildlife and their associated predators roam free. Biaxial is dream for hunters and outdoorsmen.

The planetary system and human impact

When colonists arrived on Biaxial, they had the means and intention of mining the vast resources. They quickly terra-formed two of Uzum's moons. Uzum is the Gas Giant located in the Habitable zone of Biaxial System. The moons, with a little help of the colonists, could support life. However, a little more help was needed to change them to suit their needs. Green zones of algal blooms had been planted in the oceans and further seeding was accomplished by dismantling comets and other celestial bodies. They then introduced life, producing surpluses of cheap edible fungi and protein from genetically engineered blob-like animals comprised of simple nervous systems and a huge rasping snail like mouth.

It is in orbit of these worlds that Biaxial's famed highports have been built. These ports allow for all manner of visiting ships (and even fleets) to be berthed, fueled, outfitted and refitted. All without disturbing the natural beauty of Biaxial or the lifestyle of the locals. Biaxial's highports have become somewhat of a mecca for advanced Astrogators, spaceship engineers, and workers in that industry. It is the pride of Biaxial's industrialization.

With two life bearing moons to utilize for food and mining operations plus the plethora of uninhabitable worlds of the systems, the surface of Biaxial has been left free of large scale industrialization. Huge farms and ranches grow imported Terran animals and plants with a few large cities evenly spaced across it's surface. Biaxial had become a prime example of a planned society. Life was good once all of these enterprises got off the ground. To this day the population on Biaxial numbers only in the hundreds of millions. Even the lowest paid citizen wants for nothing, enjoys good housing, eats well and has money for entertainments.

At the time of the colonization, the colonists were far from imperial control, though trade was still maintained. Their degree of relative isolation encouraged their desire to explore and utilize space travel and high technology in innovative ways. They established a viable democracy and enjoyed the stability of their wealth. This stands in contrast to modern day Biaxial, which has been controlled by a dictator who has steered the course of that society in a different direction, which will be explained in detail in another heading of this report.

Though the denizens of Biaxial were deeply aware of their roots in the Imperium and stayed current on events, they drifted away from their origins. They developed a term for what they saw as an important aspect of their culture. They called it differentiation. They saw themselves as an alternative to the Imperium and it's ways. During their early history to fairly recent they were a democracy. They made an effort to develop different ways of doing art, religion, industry, song and dance. Just about every aspect of life went through an evolution via differentiation. This growth in culture and questioning of the norms of imperial life fostered a superiority complex in many Biaxialians. They saw the Imperium as merely a bigger and stronger military power that was stagnant and doomed compared to their up and coming vibrant civilization.

Namash Ur: The Dictator's Rise To Power

The events of the last fifty years were spurred by the election of a controversial figure in their history, Namash Ur. Originally a Minister in the Ministry of Finance and Trade, he declared a state of emergency during a minor (but purposely hyped by his media connections) skirmish with an imperial unit. Opportunistically seizing power in response to this, he declared himself Emperor and has been a charismatic and relatively popular dictator ever since.

The current situation:

Life on Biaxial is filled with the contrasts between its high-tech, prosperous society and a repressive dictatorship paired with a strict religio-social system has people stratified in castes. Official media outlets entertain the public with distracting fluff. For the wealthy, the nobles and the technocrats Biaxial is a paradise like world (so long as you don't look too closely at the cracks in the sidewalk). They feel secure (as long as they don't question the government). What made this lush garden world with its earth like gravity, atmosphere, and unspoiled resources such a place?

It should be noted that this process of differentiation and change has been slowing down because of the change in government that occurred due to a shift from democracy to dictatorship. The cultural process of differentiation has been recently channeled into a what some called a cultural paradigm shift. This has also been influenced by the dictator advocating a more stratified society, with heavier surveillance of citizens and control of institutions. While not crossing over into actual persecution, a police state is in effect. Social pressure is directed towards conformity to social norms, a culture of conspicuous consumption and mass media driven (and government approved) outlets of expression. The state religion lends ecclesiastical support to the regime.

Religion

Namash developed a religion based on the interaction between male and female energies of the cosmos. There exists among the nobility the title of Sacred Royal Courtesans that enjoy a high status among society. They participate in the ritual and economic life of the nobility. When different festivals and religious events come up, the nobles come to the temple where the ceremonial courtesans await their arrival. Each noble will bring an amount of money (these are actually mandated tithes extracted from individual fiefdoms taxes) and present it to the temple, along with petitions for interventions with various problems and projects.

The priests look over the requests, tally the tithes and then assign a coupling. The ceremony is consummated. The Lady will then relay the decisions of the priests, who are puppets of the dictatorship. This seemingly bizarre arrangement is actually a way of mollifying and distracting the public since each coupling and the messages relayed back and forth are made into publicized media events, akin to celebrity gossip.

The entire situation was engineered by the dictator in a deliberate plan of providing countless rituals and creating popular dramas involving young nobles and women, in highly scripted relationships. The entire religious life of Biaxial is one designed to distract the populace and keep them occupied. This is even more pronounced since their religion is now the state religion of Biaxial. They along with the priestly class formed a strong part in the establishment of the noble class that was mandated when the current dictator assumed power.

The Nobles and Their Act

The nobles set the trends, in fashion, art and music. Many were given their titles by the dictator because of their powerful industrial connections, great wealth and help in overthrowing the old democracy. A notable few in the top ranks were military personnel who assassinated top generals who were opposed to the dictatorship. They form the



supportive triad that upholds the dictatorship. The priests and sacred courtesans run the rituals that are designed to channel peoples spiritual impulses, while the nobles are the high profile celebrities who entertain the masses.

The Middle Class

Biaxial has a small but influential middle class. The middle class used to be much bigger, before Namash assumed power. Supporters and boosters of the dictatorship became nobility while others who were either uncooperative or unlucky were declared to be lower class. The middle class consists of administrators, civil servants, financial workers, scientists. And one unique class called the Traders who oversee and work in the all important space trade.

Those who were spared being made low class have an insecurity about their position since they know their privileged condition can change with a slight misstep. They enjoy their prosperity and safeguard their words and reputations. The bulk of the administration, financial and administrative functions of the world are dependent on their efforts. They are watched carefully by the forces of the dictatorship.

The middle classes of Biaxial enjoy a high standard of living. They desperately try to spend money to acquire the latest noble approved high fashion, toys and entertainments. Extremely wealthy individuals who display fanatical loyalty and strike it rich in foreign trade can purchase noble titles, though this does little to increase their political power. Their lot is one of ostentation and heavy borrowing to maintain appearances. Aggressive financial trading (they won't call it swindling) with off-worlders to acquire wealth is an accepted means of gaining money since off-worlders are regarded as less civilized, and potential enemies of the state.

The Power of the Traders

The Traders (who model themselves after the ubiquitous Free traders) accumulate great wealth. While not necessarily regarded highly by the nobles and the elite of the middle class, their power is respected. Tradesmen are among the largest segment of society who sympathize with the Imperium and seek a greater involvement and normalization with the Imperium. It is a widely followed, but seldom advertised, practice of Traders to hide funds from other worlds and establish homesteads on other worlds. There may even be a second or third family, such is the extent of their undeclared wealth and activities.

Many Traders will fake a death or disappearance when the Biaxialian government takes too close a look at his manifest and will start over again on other worlds. Despite this, they refuse to allow Imperial spies to operate in their midst. They still love their world and people. Spies are ruthlessly killed by the Traders!

The Highly Skilled Lower Classes

At the bottom of the social ladder are the workers, the farmers, the technicians, and the military. The military is one of the few ways a non-noble can rise to high office, especially in battle promotions in anti-piracy operations. Most of the lower class workers on Biaxial are educated, often with a thorough technical or vocational background. The education system has been in place for centuries, surviving dictator Ur attempts at dismantling it. Biaxialians pride themselves on their education so the "serfs" of the new empire often have as broad and cultured an education as the middle class. The nobility usually pursue the minimum educational requirements of a basic university education. The middle class pursue graduate education in great numbers and many qualified commoners do as well. In fact, academia on Biaxial has never fully adapted to The New Planetary Order, and only grudgingly acknowledges it.

Farmers

Farming on this world is a huge operation that is largely automated and autonomous. Farmers usually report to a fief holder and an individual family oversee vast tracts of land on the terraformed worlds. They enjoy a life comparable with the middle class but they are declared lower class so that there will be no possibility of them leaving the professions. Children of farmers often are recruited into the rank and file of the military, industry or the Traders, since farming needs few humans to oversee it. Like the rest of Biaxial they are much more educated than would be normal on such a world. Many farmers have hired tutors and set up schools on their holdings with little supervision from the government. Since they have never shown signs of disloyalty, and are so critical to the economy, the government has little interference with their activities. However, they are in cahoots with the Traders, and are prepared for the coming paradigm shift.

The Exodus of the Craftsmen

Biaxialian craftsmen are among the most skilled in the sector, their art, carvings, custom made furniture and masonry are considered treasures. Like many skilled and intellectual trades the establishment of a dictatorship has strict regulations on their travel off world. Some of them rise in prominence due to government approval while those with nonconformist and individualist tendencies are denigrated.

There are harsh punishments for any lower caste person slighting a superior caste person or stepping out of accepted social norms. This has caused a slow trickle of them to other worlds, where their exceptional skills and unique styles are welcomed and highly rewarded. Smuggling operations often charge more for humans refugees than cargo containing rare artifacts.

Relations with the outside:

Namash Ur has been slowly militarizing the society and aggressively pursuing the consolidation of assets in regional space. Trade is vital to the expansion of his interests. To this end he has used that to cement alliances and garner military aid. Biaxial is known as the port where just about any ship can be repaired and refueled. The technology level of the world is high. He is negotiating contracts to let off world corporations build warships for his allies on the condition they fund technological research and hire local employees.

Seeing this as a threat to regional stability, the Imperium and some human client worlds imposed heavy tariffs on Biaxialian products and art (which had the unexpected result of driving demand to the point where it has become a buyers market). This was the start of the rising tension between Biaxial and the Imperium, which makes them aware of their weaknesses. Biaxial has been embarking for the last fifty years in an expansion of their trade alliances, their cultural influences, their technology and their military force. They often employ the mercenaries of Ghu to oversee their interests in Imperium space. The dictator has been making overtures towards the warrior monks of Shedir, as well as, other such groups

Unrest and Opposition

There are two groups actively rebelling against Dictator Ur. One is an underground organization called The Clarion Callers that is comprised of members of the old democratic government who plot for the return of the old ways. Their chief problem is that the society is relatively stable and the prosperity of the current times has made people less willing to take on risks and change. The populace perceive their wonderful world to be surrounded by potentially hostile forces, due in no small part to the omnipresent propaganda. This perception strengthens the government.

Those who want a return to democracy see their cause as inevitably successful because they know that the dictator is aging. His nobles are effete and debauched. The cultural and technological advances made under democracy have been steadily declining in favor of consolidating force and power, militarization and fear mongering.

The second opposition group is the Enigmatic League. This group is a result of the continual trade missions that interact with the Imperium and other human client worlds. They are a core group hidden among the Traders, who set the agenda without anyone knowing it. They see that the former democracy they had (which all traces of are being slowly removed from official histories as "Irrelevant") was a superior system to the present one. They also realize that a power hungry militarized dictator of only one world cannot oppose the Imperium and the other human client states. It has become apparent to them that Dictator Ur is moving in that direction.

This organization wants to establish a supplementary parliament, including the current nobles, as well as a lower house with representatives from the other classes, but excluding the priests and sacred courtesans. They believe this bounded democracy will be the best possible compromise between the democracy they used to enjoy and the dictatorship that is slowly causing a stagnation in their society. They know that their current trade, technology, and cultural factors contributing to their prosperity will not last forever. Given that the dictator has been agitating both the Imperium and other Human client worlds, they seek a new leadership who is less willing to bring them to the brink of war.

The Clarion Callers

Considered the most militant of the two groups, this group has connection amongst the deposed and disgruntled elite of the former government, as well as, the rank and file citizen that resents the changes in their society. They have been amassing arms and resources, and have a small safe house planet hidden in a sympathetic system. Their current MO is to blackmail nobles, ministers, and military officers in attempts to get closer to the dictator and undermine the system.

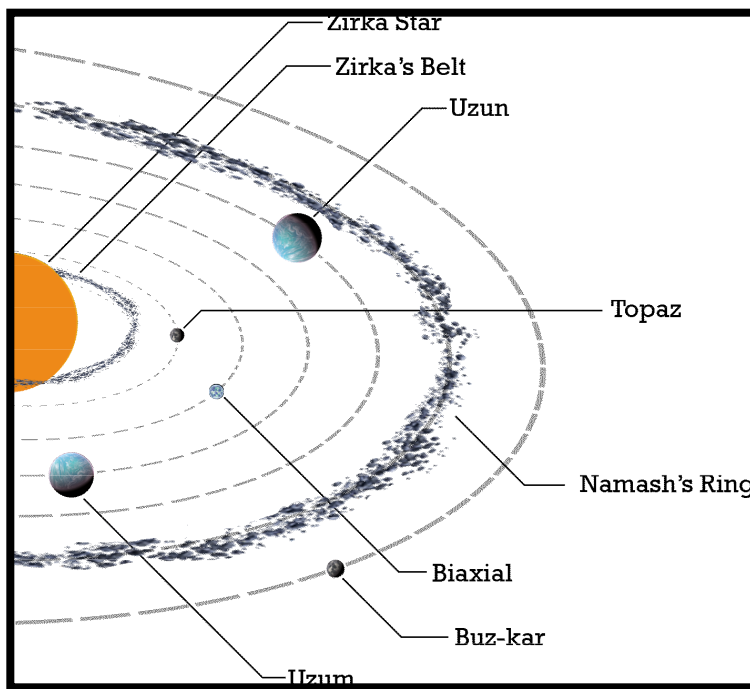
They attract a lot more people these days as the law gets stricter, the nobility rises in power and the children of the older government officials find themselves ostracized and pushed into lower class jobs. Some of the middle class saw their children grow up engrossed in the engineered spectacles of public life and infused with the desire to buy more and more luxuries and fashions. They regret the new ways and welcome the old traditions.

They know that any action they take must be swift, decisive and bold, so they bide their time until the best situation presents itself. Civil unrest and fighting will only strengthen popular support and bring about more repression. Their chief mission is a grand targeted assassination of the dictator and his staff. When the time is right, they will act.

The Enigmatic League

Much more pragmatic and methodical than the Clarion Callers, the Enigmatic League has been building the infrastructure of the Traders and extending their influence since the first days of the rule of Namash. Their chief weapons are embezzlement, gathering information and acquiring off-world assets. Their position is one of patient perseverance. They know the dictator is mortal and his policies are bringing slow stagnation and decay. They also realize that the actions of the Clarion Callers (who are not aware of their existence), may produce a catastrophe as might the death of the dictator through natural causes. They have a plan to infiltrate into military units and regional governments, so that when the inevitable happens they can maintain order.

The Enigmatic League has been slowly and steadily acquiring off world assets, wealth and influence on worlds where the dictator has been seeking alliances. They want to step in when the dictator dies or is deposed and take over these operations, providing continuity and making a profit at the same time. Their motto is that “You can't rock a boat and steer it at the same time”.



Biaxial's system: Gas Giants, Ice and Rock

Aside from the Farm worlds, Biaxial's outer planets are of importance in understanding the economy and military strength of this world. The first thing that stands out is that there are two gas giants, one of which is located in the habitable zone of the system. Second, is that there are only two other planets, both masses of rock, ice and frozen gas. The rest of the system is a belt of rock and icy asteroids, some of them huge enough to have a rounded shape due to gravitation. Farthest out there is the cometary halo where more ice and dust floats around and comets originate.

Gas Giants

The two gas giants are similar, masses of hydrogen and helium with oxygen and CO2 gases liquids and super dense core of what might be liquid metallic hydrogen. Neither gas giant reaches the size of Jupiter or Saturn, although they are close.

Uzum

The giant closest to Biaxial is called Uzum, nicknamed “The Dessert” because of the richness of the variety of elements on its outer gas layer and its multiple moons. Like many gas giants, the interaction of gravitation, volcanism and the interactions of the orbits of its fifteen moons and the rings it possesses create strong magnetic fields and tidal forces. Two of those moons have been terraformed into the Farm Worlds and is home to the famed high ports of Biaxial.

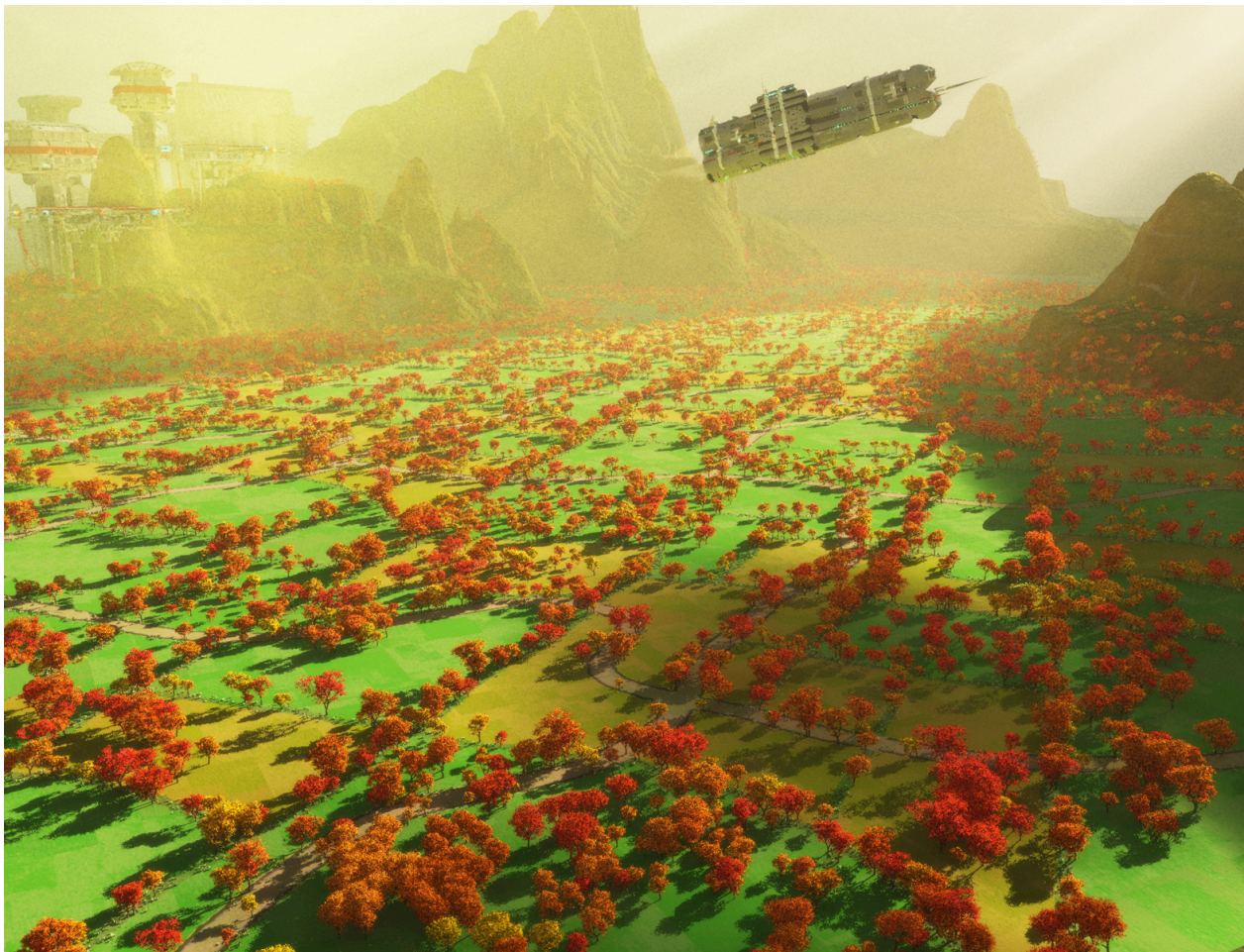
Uzum is the site of some industrial activity, to say the least. Space stations with large internal ecological systems orbit it. These are operated by Traders and Farm Worlders who mine the organic chemicals and raw materials. Other stations handle the large tourist trade and transport into the inner system. The space around Uzum

is dotted with shipyards and construction facilities which is responsible for most of the civilian construction projects. The presence of such rich amounts of building materials mean that Biaxial's ship building boom is far from over. Combined with the easy mining of metals and ice from the Namash's Ring asteroid belt and the Farm Worlds neighboring moons, Uzun is the rich dessert industrialists make it to be.

Uzun

Uzun, Uzum's sister giant, a similar world with only two industries; fueling and ship construction. Far less construction goes on in orbit around Uzun than around Uzum. Much of the equipment needed to do the mining and bulk transport of the raw materials obtained from Namash's Ring are constructed here, as well as some of the systems orbital defense platforms. Huge asteroids are hollowed out and turned into factories that float in geostationary orbits around Uzun. These stations receive raw material and then convert them into ships, weapons, and machines. The dictator Ur has stashed quite a few secret ships and caches of weapons on some of the moons, of which there are six.

The other industry of Uzun is ship refueling. Many ships not continuing further in system use Uzun to refuel, then



they jump out again. Uzun is also the location of one of Biaxial's many military bases. The outer system's patrols are based here.

Topaz and Buz-kar

The next two planets are masses of rock, ice and frozen gases. The farthest world is Buz-kar, a large ice ball 12,800 km in diameter, which has been left largely untouched. Typically, a pair of system defense boats can be found here standing picket duty. Buz-kar is home to one research base which is relatively unknown to the public.

Topaz is the inner most stellar body besides Zirka's Belt and is a rock about 3,200 km in diameter with a standard gravity of about 0.15. Topaz is the home of one construction facility that is kept in the shadow of the planet. This facility was put in place by Biaxial's current ruler and is responsible for most of his secret research projects and some of the military's ship building. Many of the resources need for these projects are harvested from Zirka's Belt.

Asteroid Belts

The asteroid belts of Biaxial are named Zirka's Belt, which is the closest to Biaxial's star Zirka, and Namash's Ring, which holds the sixth orbital around Zirka. More than a few mining and industrial activities exist in these two belts. Dictator Ur is currently selling the rights to mine these bodies and the ice world of Buz-kar to outside interests as a way of outsourcing economic growth to fund Biaxial's military growth. A heavy military presence can be found in either belt.



Library Data

Beef Slug, Biaxialian -

The last insect is not really an insect it's a genetically modified imported life form used on the farm worlds. These are the beef snails. They are huge boneless slug like blobs of flesh that crawl around constantly eating the moss lichens and primitive yeasts and fungi used to terraform worlds. These fungi and lichens themselves are not only responsible for creating a livable atmosphere, but are also food stuffs themselves. The Beef Slugs are simple creatures comprised of a mouth, digestive system and a huge oversized locomotive area (their foot). This foot is the chief edible section of dense muscle meat. They spend their lives rasping up food, moving slowly and growing bigger until they are harvested. If they are not harvested they eventually get so big they cannot move!

The beef slugs are allowed to grow until they reach maturity where they reach a volume of three metres wide by seven metres long by 2.5 metres high. Their flesh is highly nutritious and has a taste reminiscent of beef. It's processed in countless ways, producing various grades and flavors. The manure of the creature is high in phosphates, so they renew the plant beds they feed from.



Diving Segmented Carver -

This creature is the bane of local freshwater fish and anyone foolish enough to swim in their waters without adequate weaponry and defensive measures. These creatures are about a foot across and five feet long. They have a multi-segmented body comparable to a giant sized centipede. Each segment is armored. The forward segment has snapping, sharp mandibles. The tail segment is longer than the rest and has two cilia projecting from the back which act as a propulsion system when it is swimming. These creatures spend most of their time floating on the surface using their flexible body to move their head below the water and scan for fish. They are capable of extended diving but have no gills, so they dive in quick bursts snapping up fish and other morsels that come by.

They are not intelligent enough to avoid attacking humans so, whenever one is the cause of death, the local game authorities go and find as many specimens and nesting sites as they can and exterminate them. These creatures are extremely vicious in a swift attack. Each mandible can shear through bone and flesh easily. They are called carvers because they sometimes find carcasses on land and feed on them efficiently carving up the animals body as they methodically strip the bones of flesh. They lay fist sized eggs in burrows near the water and the hatchlings are fully formed. Avoid them and their favorite haunts.

Type	Habitat	Str	Dex	End	Int	Inst	Pack
Killer	Freshwater	B	17	6	0	D	2
Carnivore	Amphibious						
Survival-1, Athletics-1, Melee (teeth)-1, Recon-1							
Teeth +2: 4d6				Armour: 4 (carapace)			
Weight: ~50 kgs (~110 lbs.)				Number encountered: 1d6			

The Shedir-Brothers of Shedir: A paramilitary force of warrior monks -

Shedir is most famous for the paramilitary religious organization the Shedir-Brothers. Their contribution to the Human Client States (HCS) in terms of expeditionary forces is becoming increasingly visible in their sector. Their unit cohesion, thorough training, and expertise in small unit tactics make them a formidable force on par with Imperial Marines and other special operations forces. They are often used on special operations as adjacent forces in HCS operations in this sector, though it is not widely spoken of. Many nobles hire out detachments of them for anti-piracy operations. Their history is intertwined with that of Shedir and the religious order of Shinsa which came from that system.

Shedir system: An overview

Shedir- The second brightest star in the Cassinuco constellation. It is about 576 light years from Core. Though it is cooler than earth's sun, it is about 500 times brighter. Thus, its inhabitable zone is highly unusual. Given the low temperature it is counterintuitive that the inhabited planet is relatively far out, but special conditions exist to support life. The planet is 1.7 times more massive than earth with a rich nickel iron core. The gases in the atmosphere make it cloudier than earth. This facilitated life, since the gases kept heat in and deflected enough of the light to allow life to flourish. This is such an unlikely event that it is speculated that the ancients supplemented its natural atmosphere and set up the conditions for life here.

It was this that first attracted the Imperial survey. There are no known ancient ruins on it, though rumors arose after the Imperial Xenopaleontology survey. It seems that most rumors are based on the planet's unique environment. The gases and the bright light give Shedir an omnipresent borealis during dawn and dusk. The planet has vast swamps, forests, and jungles punctuated by mountain ranges and an ocean teeming with life. Given the richness of its biosphere Shedir has a baffling variety of creatures including elongated creatures that seem incongruous in the higher gravity. Many Terran animals, both wild and domestic have been brought to the planet. They are far more muscular than they would be on earth given the differences in gravity, as are the Shedirians themselves, who were of original Terran stock. They underwent gene therapy for themselves and their animals before immigrating and colonizing the planet early in the history of space colonization.

Humans on Shedir came from three main groups, each immigrated en masse from different worlds. The delegations were then sent, as per baronial orders, when a newly formed alliance was signed into treaty. This treaty divided colonization rights amongst the factions. Given the richness of life on Shedir and the many resources

available on the uninhabited worlds of any solar system, there was a strong incentive to colonize the system. Many flocked to the new world's opportunities.

But as might have been predicted, homogenous populations of a religiously and culturally polarized nature who had a history of warfare, didn't make for the smoothest of relations. Different secular and religious leaders vied for power and influence. Old tensions sometimes flared up in incidents of violence, ranging from bar fights to mass clashes in the city streets. The baronies charged with extracting the wealth of the system and making the colony flourish were sometimes forced to take drastic steps to keep the peace.

Talal Mikami: Founder of Shinsa and pivotal figure in Shedirian history.

It was into this milieu that Talal Mikami was born. He was one of the new generation of children born in marriages between the different groups. Able, by his looks, to fit in completely with one group, he also had strong ties with the two others through blood and friendships with similar children. His parents were well educated technical workers. Raised in the environment of tension and the occasional flare up of street violence, he became an adept of martial arts and meditative practices, both to safeguard himself and seek calmness in this environment. It is well documented that in his early life as a college professor he was an agnostic with skeptical views on all manners of religion.

Thus, his later role as a self proclaimed receiver of divine revelations comes as a shock to his biographers but, that too is matter of public record. His founding of the Shinsa religion, with its melding of various schools of thoughts and philosophies into a cohesive and far reaching religion that eventually gained the majority of his world as followers, is one of the enigmas of history in that sector. Many scholars claim he never, ever truly believed his own preaching to the letter, but instead invented the religion as a way of promoting unity. They state that he used his academic training in sociology and his intimate connections in the various communities to tailor a religion and ideology to serve his purposes. The opposing camp cites his ceaseless devotion to his cause and his often austere lifestyle, which seems incongruous to the idea of a self serving power monger. The truth is, there is no conclusive evidence one way or the other, just the legacy of his efforts, which serve to bind Shedir's still vibrant and diverse communities more tightly than they were prior to his arrival.

What is known is that Shinsa shared a mass appeal on Shedir by its ability to unite different ideologies among those born there. It stressed meditation and social interaction. Shinsa adherents were enjoined to form a community that cut across the lines of birth, at a time when discord seemed to threaten Shedir's stability. Its use of purification rituals conducted in groups in the natural settings of Shedir, with all of their grandeur, focused peoples thoughts on their world, and served to detach them from their families worlds of origin. There is pilgrimage mandated every decade which serves to strengthen the ties to their own world as well. It was the first truly Shedirian cultural phenomena, and that, more than Talal Mikami's personal charisma may have been the most important factor in its acceptance by the populace.

It is no secret the home worlds of the original settlers and the nobles governing them welcomed the new religion. They encouraged Talal Mikami's efforts since they saw a potential disaster brewing in the developing violence on their new colonial holding and not wishing to lose the significant political propaganda value of a symbol of their new alliance they openly support him. One of the ironies of this is that The Shinsa religion is unofficially discouraged from these worlds by imposition of tariffs and limiting quotas on their delegation. There are modest communities extant there though. In the rest of the sub-sector and through the HCS, Shinsa has gained a large enough following to attract attention and the efforts of their Shedir brothers on behalf of the HCS have gained them a degree of favor.

The founding of the order

The leader of the Shinsa sect is called the Rosham. Chosen from the senior most members of their brethren and subjected to both a vote and a series of tests this patriarchal title is to be served for a period of twenty years, barring disability, death, illness or a unanimous vote in times of duress to elect a new leader.

By the term of Hada Opth The Thoughtful, the patriarch of their religion and the 20th Rosham of ShintoSunni, Shedir had become a haven for ex-warriors. They sought solace in the meditative disciplines and calm, ordered lifestyle that was available On Shedir. Many of them taught and shared their martial arts and the mind body disciplines with their religious brothers and sisters. There was, at the time, a problem with piracy in the

sector, and a dearth of HCS troops to patrol the sector. Many of these ex-warriors petitioned the Rosham for permission to form a militia to drive away these pirates. Once he gave his approval the organization became a formally recognized entity within the sect. Four years later the pirates had been mostly driven away or apprehended. The baronies of the region provided funding for a permanent garrison to the Shinsa sect and the Warrior Brothers of Shinsa on Shedir were formed. Later this was shortened to the Shedir-Brothers.

The making and career of a Shedir-Brother

Typically a Shedir-Brother is recruited from among members of the Shinsa by age 12, though younger novices have been accepted for exceptional mental and physical maturity. Once the candidate is approved and permission is given by the parents the boy is put through a series of tests gauging intelligence, attitude, theological knowledge, aptitude for learning, endurance, strength, agility, and health. Those who make the cut (up to twenty percent do not) are then sent to four years of schooling at the academy.

The Shedir-Brother Academy is the second highest ranked educational institute for non-university education on Shedir. Even those who don't graduate but make it past their first year, tend to do well in any university they later attend or military service in the regular forces. They are put through academic, military and



space based education and training with the intention of making them consummate warriors. One unique feature of this academy is that all novices must also take up vocational training in one of the more ancient trades or crafts involving use of the hands, such as carpentry, sculpture, metal work or similar relatively primitive trade. This is believed to give a future warrior a grounded perspective on life and an appreciation for the command. Successful graduates then go through a four year apprenticeship where they are assigned to a unit and mentored by a senior Shedir-Brother. Despite their youth, graduates from the academy often deploy to combat zones for their apprenticeships and later participate in combat once they come of age. Those who undergo the four years of formal and four years of practical education are seen as having the best combination of skills and experiences to carry on the traditions of warriorship of their order. Once an apprentice brother becomes a full brother they are assigned apprentices of their own so that they can pass on their combat experiences quickly.

Shedir-Brothers have great hand-to-hand and hand held weapons skills. Many prefer a molecularly reinforced scimitar as a sidearm and advance combat rifles (ACR's) as long arms. They have adequate pilots and space crew but the bulk of their training and forces are small unit and special operations oriented. They have a creed of never surrendering, never leaving even dead

member behind. Many have off world experience from being detached in units in service of the HCS. Regarding pirates as particularly offensive subhumans they often show them no mercy and won't take prisoners among them unless ordered to do so.

Candidates for master Shedir-Brother are dispatched to do a period of knight errantry whether they serve as individual members of exploration, anti-piracy, or body guarding details to give them greater experience and familiarity with the workings of the HCS and the Imperium. This also develops their ability to think and act without help. Upon completion of this term they are tested by their brethren and upon passing are assigned as masters, instructing at the academy. They are usually assigned an arranged marriage and given a small holding of land on Shedir for their family's needs.

Their order today

Currently there are over 2000 Shedir-Brothers on Shedir as part of the academy not including novices undergoing their initial training starting at the age of 12. They have their own starport, training areas in various climates and space stations where training is also conducted in all forms of planetary and space combat operations. They do have several small outposts on other worlds and maintain offices roughly analogous to embassies on several worlds where their units are deployed. The number of off planet Shedir-Brothers is estimated to be no more than 9,000 by the most conservative estimates and over 12,000 by others.

The Shedir-Brothers are growing in influence and power in this sector. Each successive generation of masters has added their wisdom and energy to the academy, making a center of power that pundits are keeping their eye on.

Battle Sisters of Shedir

The establishment of the warrior monk order of the Shedir-Brothers was a progression from a small security and anti-piracy force to a large elite force capable of large scale operations. At some point during this evolution it became obvious that the organization was headed places. The exploits of the Shedir-Brothers brought fame, travel, trade, money and attention to Shedir.

This necessitated the introduction of an administrative, logistic and supply infrastructure that could cope with the demands of a growing force that spanned worlds and systems. Due to the high risk conditions that these units operated in any unit of personnel attached to the Shedir-Brothers needed to have adequate combat and space training. As the Shedir-Brothers began to be used in more elite roles, especially in support of imperial special operations and raids, the shipboard personnel command structure and the hordes of support troops had to follow suit. More importantly they had to be capable of sustaining defensive combat operations in deep space and a variety of worlds.

The inevitable happened. Ships were overrun and outposts were engaged in close combat, pilots and crews crashed on inhabited worlds and the hostile environments of uninhabitable worlds. Like their fully combat oriented troops the support troops were acquitted themselves in combat, with stellar results. The HCS troops that the Shedir-brothers were matched with were impressed with the training, fierceness and unit cohesion of these troops. More than one was approached with a recruitment offer. It was this pivotal phenomenon that sowed the seeds of the establishment of the Battle sisters of Shedir.

Female officers and NCO's of the Shedir-Brother support troops (and those that had been lured away with HCS commissions retired from active duty) began to lobby for the establishment of a female component to the Shedir-Brothers. Shedir society had a unique dynamic in male female relationships; they were both egalitarian in nature and stratified. Men and women on Shedir have no taboos on public mingling, nor did they have any social or theological edicts on the superiority of one sex verses another. However, the Shedir lifestyle and society developed so that men and women preferred different social activities. Shedir is also a very family oriented culture. Women were free to enter military service but, there was a widely held public belief that women were too valuable to society as thinkers, mothers, administrators and the transmitters of culture to glorify their role in combat.

Nonetheless the increasing ability of the Shedir-Brothers to provide a means of liaising with HCS forces and by extension government and culture, and the resultant high status and prestige associated with them has resulted in the creation of the Battle Sisters of Shedir. At the present time they are smaller than 15% the size of the Shedir-Brothers. Growing in size and scope, the unit has been tested in many skirmishes and policing actions. As a result they have a wide variety of combat and combat support roles.

For the past few years, a section of the Shedir academy was expanded for the use of the Battle Sisters and has been used to bring their training up to the standards of the Brotherhood. As one of the premier all female forces in the sector, their reputation is growing. Many of the senior commanders and NCOs have been chomping at the bit



to engage in a major operation to prove their worth to the Shedir hierarchy and society.

This pent up aggression and desire to prove themselves makes them the butt of more than a few jokes from their male counterparts, though they never denigrate the obvious skill and bravery of the sisters.

They have a large combat medical and service support component with enhanced infantry and crew served weaponry capabilities. They are forward deployed in huge ships that carry the various equipment and supplies needed by the Shedir-brother organization. Many of the pilots of the ships that take troops to the surface of the worlds they operate in (under combat conditions) are Shedir battle sisters.

They possess two squadrons of highly skilled pilots that are considered to be the equal of HCS and Imperial pilot academy graduates. The two squadrons specialize in the nap of the earth close air support that special operations entail. They typically fly just ahead of the troop ships to strafe targets just before the Shedir-Brothers drop into the hot drop zone. They take out targets as they appear in the operation and cover the exit of the troops once a raid or hit is complete. During extended operations they set up positions of their own on a world or in orbit and respond to up to the minute battle reports and often fly escort for search and rescue (SAR) operations.

The area where they have had the biggest impact on relations between Shedir society and the rest of the HCS is an exclusive unit made of sisters who have been

discharged from duty but, have petitioned to be returned to active duty. This unit has been named the Emissary sisters. The Shedir government allows them to return on the condition that they join special anti-piracy contractors comprised of former sisters who serve three year tours on board trade vessels, luxury liners and exploration missions. It is believed that there are two advantages to his practice. The first is that the veterans are allowed to readapt to military life and organize among themselves in a way that refreshes their skills without placing them directly under command of active forces. Second, the contractors are a subsidiary of the government and the resultant profits are channeled into the growth of the sisters. An unexpected benefit of this is that these forward positioned sisters have been instrumental in funneling technology and culture from other parts of the Foreven Sector. They bring fresh ideas and energy to their active units when they return to a regular unit.

Another component of the battle sisters is that they have a follow on force of heavy weapons and armored vehicles that are used when setting up defensive perimeters and holding captured ground. The Shedir-brothers prefer these units to HCS troops since they have been on maneuvers countless times before. They intimately know

each others operating procedures and call signs. There is talk of expanding the Shedir-sisters into other areas including: joint operations with the Shedir-brothers in raids, extended infantry operations and units forward deployed in other sectors.

No matter where they are deployed and the missions they have been tasked with, this all female force has been an unexpected and dynamic addition to Shedirians military and cultural progress. It is projected that they will eventually comprise 25% to 35% of all Shedir-brother related forces, excluding the regular, coed service and support units recruited directly from the civilian populace. Whatever happens, the sisters grow in numbers, increase their training and sharpen their skills... They know soon they will be tested and will rise to the occasion.

Land Scorpion -

These are truly frightening for any human who encounters them on the beaches and coastal areas of the equator. They are the one drawback to vacations on the luxurious and beautiful coasts of the shining world. The name is something of a misnomer because they spend most of their time in the water where they lay in wait covered in sand for prey. They do venture to land in the hours of dusk and dawn when it is cooler and they can move about. They evolved to live off coasts where the largest apex predators of the oceans cannot hunt them. In their environment they have no natural enemies and they are apex predator.

These land scorpions are large enough to pull down cattle, but usually only get wounded or sick land animals since they are relatively slow. They stand four foot high and average about twenty feet in length. They have no stinger like a scorpion, but their claws are massive and strong enough to remove limbs or decapitate someone. Though they are relatively slow in walking speed they have quick limbs when it comes to extending a claw to grab something. On land they often dig up burrows and nests of sea animals as well as scavenging carrion.

A land scorpion has no real hearing, they possess eyes on stalks and a sense of smell that operates on land and even better under water. They travel in small groups, usually because one is hungry and following a scent and the others are merely following the first one that took initiative. This is not to be mistaken for pack hunting. There is not an organized effort by the group. They tend to congregate at certain times of the year, on land and in the shallow waters, effectively shutting down some beaches part of the year and some all year long.

Their mating season is a spectacle, having the appearance of a frightening nightmare amphibious invasion occurring at dawn. They congregate past the shallow waters in a huge mass of mating animals. Once that is done the males return to their hunting. The females crawl up en masse and walk up to the sand, well past the high tide mark to lay their shiny green eggs. Exhausted and nearly out of oxygen they make their way back to the water, barely slowing down to dismember and eat any living thing they encounter to regain their energy.

New born land scorpions are born with both small gills and open lungs, as they grow the lungs shrink and the gills take prominence. This may indicate that they may have an evolutionary origin on land and later adapted to sea life. The young typically spend a month on land near fresh water and later when they become bigger begin craving the ocean. They snap up smaller creatures. Though they can be a nuisance they don't hunt in packs so they are rarely lethal, unless someone is wounded and unable to move. They are inveterate carrion eaters and congregate on carcasses. Travelers are cautioned to avoid them though because their claws are sharp and cause wounds.

Type	Habitat	Str	Dex	End	Int	Inst	Pack
Trapper	Ocean Shallows/ Beaches	18	9	G	0	8	1
Carnivore	Amphibious						
Athletics-0, Melee-1, Recon-0							
Claws +2: 4d6				Armour: 5 (carapace)			
Weight: ~400 kgs (~880 lbs.)				Number encountered: 1d3			

Mercenaries of Ghu -

A former planet of exiles and outlaws, the inhabitants of Ghu are descended from escaped slaves and exiles from the Imperium. From this hardened and embattled group of pioneers they developed themselves into a strong military force, often hiring themselves out as mercenaries across the Human Client States (HCS) when nobles didn't want to implicate themselves with direct action of their own troops. They fought a protracted war with the Human Client States until they united forces to defend themselves against an Aslan expeditionary force. Having signed a truce with the Human Client States they send a portion of their mercenary force (usually their more experienced troops) to serve the Human Client States for designated periods as a unit. Due to their being raised from childhood to be professional soldiers they have a lot of small and large unit experience.

Since they do not see more honor in death than victory they have developed great emphasis on initiative, defensive capabilities, special operations, unorthodox tactics, and deception. They believe winning and living to collect the fee is better than winning and dying in battle. They have a reputation for pulling off impossible victories. It is not widely circulated but they are considered man to man more formidable than many elite troops of the Human Client States.

Paqujitsu -

Transcript of the introductory chapter of the Paqujitsu manual

History

Congratulations! If you have earned this book the right way, you have completed your Paqujitsu training to apprentice instructor, taking a minimum of 16 years. You need another eight years of hard training to fully integrate all the skills of Paqujitsu into your body-mind, but you've learned all the techniques you'll need for the rest of your training. Remember our art is spontaneous and creative. In a moment of need, in the midst of battle you will create what you need without the interference of conscious thought. Aside from teaching, your main job is to safeguard the reputation, preserve the history and continue the legacy of Paqujitsu.

Our art is relatively modern. Our founder, Pa Qu' Fili, was a student of various martial arts, but loved most of all Jujutsu a battlefield art descended from the Samurai warriors of ancient earth. He was a biological researcher who was pioneering the use of biofeedback techniques and body-mind disciplines in the context of advanced athletic training. After being contracted to train military troops in these disciplines and observing the quantum leap in their capacities he applied this research (breaking the law to do so) to his own martial arts training group.

PA Qu was seeking answers to dilemmas he saw in martial arts training. The efficient moves of martial arts like jujutsu and the close range striking arts of Wing Chun and Kenpo enabled experts to deal efficiently with most attacks. They were easy to do, efficient, and practical. Other martial arts such as Northern Shaolin, Hwarangdo, Karate et al, used wide ranging motions and dynamic movements. Though being less efficient, these arts had training which served to turbocharge the body-mind by taxing it fully, using full range of motion and enhancing the physical condition and neuromuscular facilitation of movement. For example a high kick uses more energy, exposes the groin and travels longer to target, but practicing them develops the legs speed, flexibility, and power more than practicing low kicks.

He observed that the more efficient fighting style provided strategic superiority. However, individuals who invested a lot of work and time into developing dynamic power, speed, reflexes, non-telegraphicness and coordination sometimes made much less efficient techniques work on skilled practitioner of efficient arts because of their attributes.

Seeking to bridge the gap between the two training approaches he experimented with many martial arts, yoga, biofeedback and other disciplines. When he made his breakthroughs in human potential research he created Paqujitsu as a blend of efficiency and enhanced human performance.

Our training course is divided into five phases. The first four phases last four years each assuming the trainees do their self training routines daily and attend the academy three times a week or more. Trainees have been known to take longer to complete a phase and drop outs and washouts are common. It is your job to insure that each student be brought through the phases fully and with the right instruction at each and every step. Once this is completed your students will need no further guidance as the skills they have will be in their subconscious and

instinctive minds for the rest of their lives. Beyond that point maintaining the physical training is their responsibility to keep optimum performance level, though even an old or out of condition Paqujitsu exponent is an assailants nightmare. With continued use of the physical training templates, the enhanced capabilities you impart will make them formidable fighters by any measure for as long they are alive and ambulatory.

Phase 1: Physical conditioning and mental/neurological preparation.

The first term is one where no combat techniques are learned. The body has to be reprogrammed and realigned. The student is taught calisthenics and gymnastic routines to develop complete muscular, cardio respiratory and neurological development. Not concerned with mere physical conditioning, each exercise has a lesson permanently programming attributes into the body-mind. Attributes such as faster reflexes, enhanced control of all movements, fast twitch muscle fiber recruitment are developed. The ability to control heart rate, respiration metabolism and mental state is also trained.

While this is happening the mind is being programmed through hypnosis, subliminal messages and virtual reality sessions conducted while the student is in a sensory deprivation tank, each of these sessions is conducted for each physical training session. This is why all schools involve twice a day workouts, either in the morning or afternoon and the evening or back to back. It is said a year of Paqujitsu training is equal to three years of conventional training.

Phase 2: Acquisition of martial arts techniques, and development of reflexive action.

Once the body-mind is fully prepared for its future training the student is taught the basics of martial art, falling, rolling kicking punching, throwing etc. Most of the techniques are drawn from jujutsu, Wing Chun and Kenpo, three efficient martial arts of old earth. The virtual reality sessions reflect this, running through endless simulated actual self defense situations where the student feels as if he is involved in actual combat but without being killed and maimed.

At this phase the student is introduced to the use of supplements designed to facilitate learning, health and repair of joints and tissues. Vision is corrected, the body is realigned and advanced treatments to optimize organ function is undertaken, all expensive processes. Without these supplements and the advanced medical facilities on site, the injury rate would be prohibitive as even with padding, the students are put through some rough training. Now striking of targets, and learning how to react to blows is taught. This is accomplished by having students taking turn donning armor and applying punishment to each other.

Phase 3: Weapons, multiple attackers and weapons defense.

The introduction of use of weapons, defense against weapons and multiple attackers is stressed. The student must be progressively put into greater and greater high stress situations but learn to move with relaxation and intent. By now the cellular, neuromuscular and cardio respiratory systems are beginning to show results from the daily personal routines, the virtual reality sessions and the hypnosis sessions. By the end of this phase the students reflexes, speed, power, accuracy and the physical structure of their body have exceeded the normal human range.

A variety of realistic anatomic dummies are used which allow the simulation of killing and crippling blows which cannot be executed on practice partners. The students striking surfaces are hardened by repetitive impact and cellular modification technology. Paqujitsu students upon completion of this phase have the formidable abilities to move and strike with deadly results in each possible movement. They will need to spend a few years controlling and harnessing this.

Phase 4: Advanced environmental and scenario training.

This is the last phase where new material is introduced but much of it involves working with blindfolds, environmental challenges such as cold, dark, heat, etc. Students practice blindfolded or with hands tied or similarly handicapped. The students are immersed in cold or subjected to dehydration, exhaustion, and other stressors while practicing multiple attacker routines. The training load is actually decreased, since it is devoted to learning how to teach the psychology of dealing with students and instruction in the administrative side of the academy as they are being groomed to be accepted as apprentices and eventually masters.

It is here where many wash out and have to repeat earlier phases. This also serves to dissuade the casual student because Paqujitsu is kept a costly endeavor to attract the committed. All phases to be repeated are at full cost. By the end of phase four all skills needed are there. Many graduates of this phase become apprentice instructors.

Phase 5: Solidifying skills and becoming a master.

For the next four years the student maintains their personal solo routines practice to put the body-mind into the state that is characteristic of Paqujitsu and allow the physical being to mature into being capable of operating under optimal parameters. The mental capacities of the student also find a four year adjustment is ideal. But the actual training time, hypnosis and virtual sessions are actually kept to a minimum. The degree to which an instructor or student practices beyond this is point is considered maintenance and how much is up to them. A graduate of this phase is considered a master instructor, fully qualified to run an academy. Most of their training at this point is in learning how to run an academy, use and maintain the equipment and dealing with the daily ups and downs of instructing. The four years they spend is also an apprenticeship.

The principles of Paqujitsu

The body-mind

There is no mind separate from the body. When mind and body, yin and yang, spirit and flesh separate there is death. Paqujitsu does not seek to separate aspects of man but, to remind men they are whole. For every aspect of your training, involve the body-mind, the spirit and the unconscious. Each stage of your training will have physical training, virtual reality simulation, hypnotic/subliminal training and two person exercises for that reason.

Relaxation

The secret to Paqujitsu is relaxation. When not moving seek greater relaxation of mind and body using only the energy needed to do a task and nothing else. A relaxed body-mind operates at its greatest efficiency, deals with stress and pain better and can swiftly change into any maneuver. Tension is your enemy, relaxation is our first secret.

Never think of just one opponent or just what appears to be. There is no one attacker in Paqujitsu. We always assume that there are other attackers nearby even when there are none visible. The same goes for weapons. An unarmed attacker may have a weapon in reserve. Someone you knock down may pick up a stick or rock, or a jagged piece metal lying around, and change the dynamics of what is going on. Therefore, we move in circles and maneuver our attackers into each others way. We disable attackers completely and quickly to prevent them from finding weapons or deploying them. Anything else is not Paqujitsu.

Efficiency and economy of motion.

These two go hand in hand. All techniques should be trained with this in mind. Paqujitsu is easy or it is not Paqujitsu. No one without your training should be able to touch you, unless you are gravely ill. To this effect motions are done as small as possible to accomplish a given task. Kicks are low, all strikes are sent to vulnerable targets. We attack the nearest target with the closest weapon in the simplest possible way, with maximum efficiency. While a skilled martial artist, especially one with the capacity enhancing training of Paqujitsu can do many incredible maneuvers, a Paqujitsu adept make moves nearly invisible. He strives to do amazing things with humble actions.

Natural is better than unnatural

Adopting stances that are stretched out, athletic maneuvers, fancy and complicated techniques, and anything that goes against common sense, what do these have in common? Two things, they are unnatural and they are not part of regular Paqujitsu training. Paqujitsu encourages you to learn things from other martial arts and stretch your limitations by perhaps seeking other instruction once you learn the art. However, remember that in our style and training everything is as natural as possible, done in motions that resemble daily life.

The best weapon and the best strategy

The best weapon of a Paqujitsu practitioner is his wisdom. The higher functions of the body-mind are what created civilization, technology, language and spiritual advances. This is where your Paqujitsu ultimately comes from. Never cease to develop your best weapon. Develop it through study, experience, meditation and interaction with intelligent and positive people, in addition to your Paqujitsu training. Remember that even a less skilled opponent may develop a way to nullify your advantage.

Never forget the best strategy. This is to maintain awareness at all times and blend in with your environment. A more cunning foe may ambush you and hit you when you are unaware and weak. Often trouble is a sign you have been leading the wrong kind of life. Simply being in tune with the universe, using all available senses and not fighting the cosmos is the best way to deal with potential violence. The best defense is to not be there and the best attack is prevention.

Ramchandras Grub, Biaxialian -

This two inch long grub is the source of local silk prized for its luster and tensile strength. They had an important though unfortunate role to play in the first days of colonization. These grubs took a liking to the local fruit trees and some vegetable crops, devouring them voraciously. They make a cocoon when they reach maturity and emerge as huge wasp like creatures that has no stinger, but ejects a high pressure stream of chemicals that cause a burning sensation in the eye and mucus membranes that effectively stop a man sized animal from doing anything for the next ten minutes.

The grubs made agriculture a very difficult and high maintenance prospect on Biaxial, until the Xenontomologist Joo'seph Ramchandras, who they were named after, figured out a way to produce a chemical repellent that repelled both the adults and larvae. It was he that also came up with the idea of harvesting them for their silk, and the flesh of the grubs as animal feed. Now tree orchards are planted with the idea of breeding the grubs which makes a great cash crop.

Spherete -

How to do the Zero G combat and sport martial art.

Ever since human kind began to fight, there are certain universal principles that applied to combat, that every martial art shared. Besides the fact that the human body is the same no matter what culture one belongs to or where one lives, the pull of gravity is a constant. The first time humans began to fight in the absence of gravity the rules changed radically. Striking an enemy without the anchoring effect of gravity meant that the more powerful the blow, the faster one would be propelled away from your target. Even a simple block would generate enough reaction to send both combatants careening and spinning out of control.

It was this experience that drove the development of Spherete. The word has its roots in two languages, Sphere from the Greek word Spharia, globe or ball, and Te is the Japanese word for hand. This word is modeled after the word Karate (empty hand). The idea behind the word is that the exponent is moving in all directions since there is no up and down orientation, hands, feet and even the head are interchangeable in many applications. The theory is that all motions of the human body are circular in some form, true linearity being an illusion. Movements then are said to be orbits. If all possible movements in a zero g environment are drawn out they can form into the pattern of a sphere with the person in the center of the orbits. This is because the movement patterns are truly three dimensional.

Originally it was started as a recreational pastime by two high level martial arts enthusiasts as an off duty exercise. The first expert Daniel Aragao-Karimov was an instructor Afro-Brazilian art of Capoeira, known for its tumbling and inverted movements. He was an engineer who gave up his Brazilian citizenship to become one of the first citizens of the massive orbital facility Mk-57J89A462, which was declared a neutral state for the purposes of holding diplomatic meetings.

The second expert was the chief of security for the facility, Govindkrishna Vijayanam, lineage holder in the Indian art of Kalaripayat and a high ranking black belt in Okinawan Karate. It was their sparring sessions that spawned the art, which was later taught to the security forces that operated in the zero g environments of the off world facilities. Spherete has an evolution different than most martial arts. It's a sport that developed a combative form, rather than a form of combat that developed a sporting format!

In its current form Spherete is a highly sophisticated art. The syllabus of the art involves areas of technique.

Maneuvering in zero g enclosed space.

The truth is there is no stability in freefall. The Spherete practitioner is bound by Newton's laws. If there is nothing bolting them down, combatants drift unless directed in some way. The Spherete practitioner is always using the surfaces of the enclosed space they are in to bounce off of in patterns of movement. Each pattern of movement is tailored to the particular intent of the moment. This is of necessity often quite acrobatic. Maneuvers impossible on earth are commonplace. The practitioners spin, shoots, rebounds and moves along surfaces. If a security force trains or operates in the spaces where a conflict occurs, they should know intimately each handhold, and thus have an advantage. In situations where combat is engaged in a novel location, the fighter must figure out how to locate

and use the terrain features on the fly. In competition Spherete matches are held in a standardized space in the shape of rectangular cube. More will be revealed on this at the end of this document.

There are patterns used when searching for their opponent, when maintaining avoidance, when attacking and when defending. It is rare that a Spherete practitioner would simply idle and let their Brownian motion or inertia from previous motions direct them, unless they are using it a ruse. This is a highly developed science. In group on group combat the intricate patterns of teams of fighters engaging each other in freefall have been described as poetic until the moment of contact. The initial collision then has many intervening variables.

Collision

Collision is one of the most important phases of Spherete because it is the diciest part of the combat engagement. Some collisions are a focused attack where the attacker slams into an opponent. This is an attempt to do injury to the person while maneuvering themselves into a better position. The biggest problem here is that given no weapons (there is an armed version) there is often little damage because the strike propels the opponent farther away, thus minimizing the damage incurred. A particularly hard collision that is off center may send both colliding bodies glancing off in unpredictable spins. One unique maneuver is the rebounding attack. A combatant uses a hand to stay secured to the opponent and maneuvers himself to a position where both feet face the enemy. The legs kick violently into the enemy propelling the attacker way into a wall where he rebounds into the next attack pattern.

Some collisions are merely intended to use the collision as a bouncing off point for approaching either an important location in the space or to prevent someone from occupying the space. Most collisions are intended to be the initiation of combat, rather than a finishing move. The only way to do this is to either use the collision to pin someone on a surface where a grip can be purchased, or to as quickly as possible establish a grip on the opponent. It is when the opponent is latched on to that the actual combat begins. As soon as one combatant frees or is let go, the bodies can be separated. A blow, for example, will accelerate the bodies away from each other in proportion to its force.

Grappling and striking

Grappling is the most important part of the post collision combat. The Spherete expert strives to be able to latch onto his opponent with any limb in some way or another despite the attempts of the opponent to get free and strike back. The main strategies are the python attack and the guard. Each of these methods has permutations.

In the python the arms are used to wrap a limb. The hands are quickly dug into either a firm grip. If the skin is bare or clothed in lighter clothes (often true in space stations today) the flesh is gripped with a clawing motion seen in many gravity bound martial arts. With either one or both hands wrapped and gripping, the mouth is used to bite and tear flesh, especially the throat ears, nose and face. One variant is called the striking scorpion, here the hands grab and dig into flesh while the knee is brought in with each violent pull of the arms into the groin and other areas. This soon exposes the face because the hands usually move to defend the areas being struck. Once the face is open the bites are applied. The viciousness of these attacks takes some training, but time and time again in life and death zero g struggles it has come down to these bloody and effective movements to determine the outcome of many fights.

The Guardmount

The ideal situation to execute strikes is to have three points of contact and a free limb. Called the guardmount it reflects its similarity to the guard and mount used in ancient earth grappling. This can be accomplished most easily by the application of the guardmount from grappling either from the front, rear or flanks. The free limb (either hand or leg) can thus utilize the stabilizing action of the grip to deliver strikes that can impart the full force of the blow into the opponent. Usually the legs wrap around the center of the enemy, while one hand controls as much of the enemies hands or legs as possible. Due to the fluidity and ease with which it is possible to free oneself, this position is usually held only for a brief moment. The fighter must move quickly and capitalize on the advantage or be bucked off and lose the advantage.

Many of the most damaging as well as the lethal techniques are possible once the three points of contact are made.

Techniques include:

1. Rear naked choke with a bite
2. Neck break from the rear mount.
3. The throat strike
4. Elbow smashes
5. Finger locks and breaks

*The aim of most locks in law enforcement Spherete is to cause sudden pain, set up a stunning blow and allow the person to be put into high tech restraints. Various law enforcement restraints have been created by Spherete masters who are always looking for a better way to restrain suspects without resorting to deadly force in the absence of stun weapons. Of course, there is another set of Spherete masters working for other side developing countermeasures for the same devices!

6. Impalement
7. Ear slap with cupped hand and the concept of scissoring

The Spherete League and Spherete today

In competition Spherete matches are held in a standardized space. A regulation volume rectangular cube with the square ends being the designated entry points. This simulates the typically modular construction of most space stations and ships humans are known to use. Immediately after the fighters, three categories of padded objects, roughly the size of a human torso are released to simulate drifting items in a space station. Each fighter is followed by two padded pyramids, two padded squares and two padded globes. These can either confound movement or be used to set up an attack. This format is believed to both simulate safely critical aspects of zero g combat and test skills in movement and awareness.

Growing popularity as more military and civilian space workers train in and take home with them Spherete knowledge, the sport has gone mainstream. The Spherete league was formed to give experts a way to challenge themselves and test out their abilities in a legal format. Exciting matches have been known to bring celebrity and notoriety to individuals, though prize money and endorsements lag far behind other sports, or even zero g sports. There is also talk of team events being formed and larger playing room being designed for this purpose.

Swooper, Biaxialian -

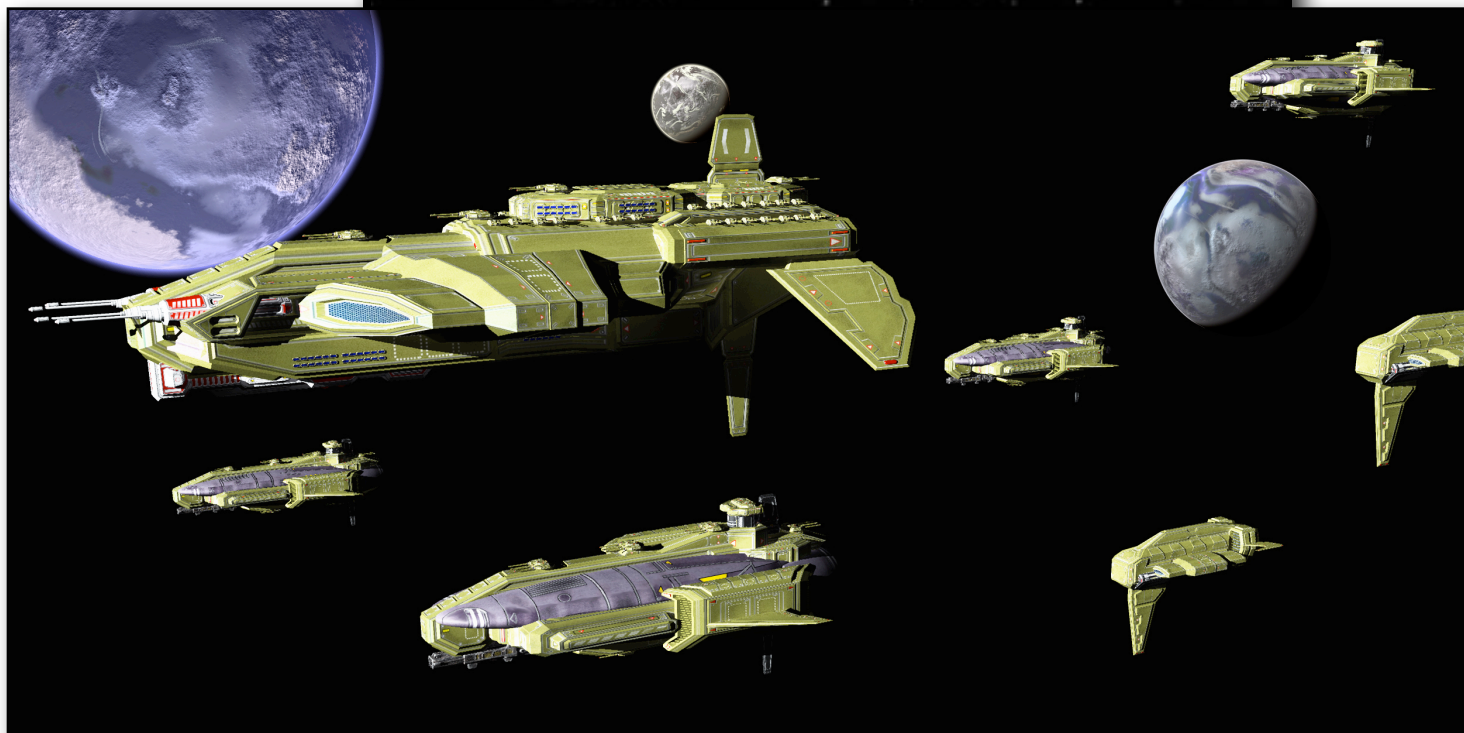
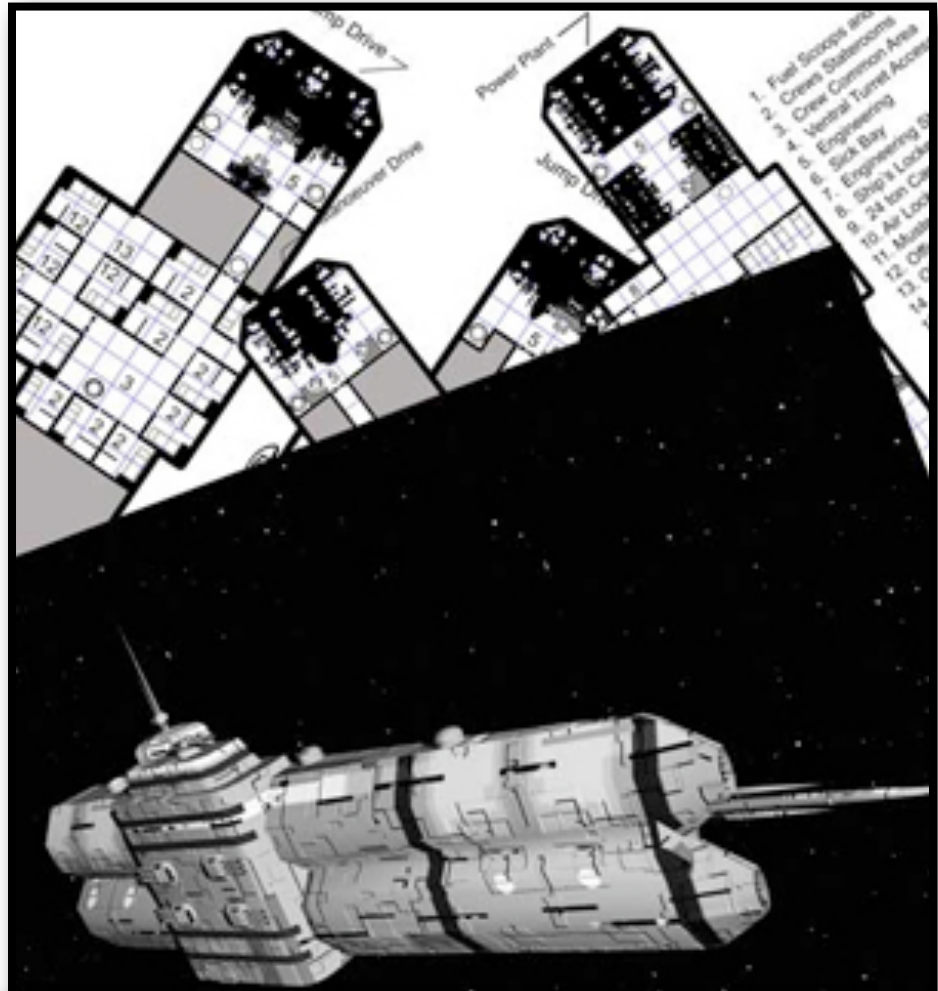
These small (for Biaxial) insects are a few centimeters big and fly on long gossamer wings that create a telltale buzzing sound. In the jungles they are a considerable hazard if one doesn't take the proper repellent to discourage their attacks. They were called suicide bugs at first because they would dive down and start drinking the blood of the first few settlers they encountered. This proved to be toxic to them, most Swoopers who did this died within minutes thrashing and oozing liquids from their bodies. Their long proboscis tended to produce huge punctures which were terrifying to their first victims.

Swoopers usually attacked exposed flesh so a puncture to the eyes or throat was a crippling and sometimes lethal attack. The famous xenoentomologist, Ramchandra developed a repellent that causes all Swoopers within a fifty foot radius of the wearer to be violently repulsed.

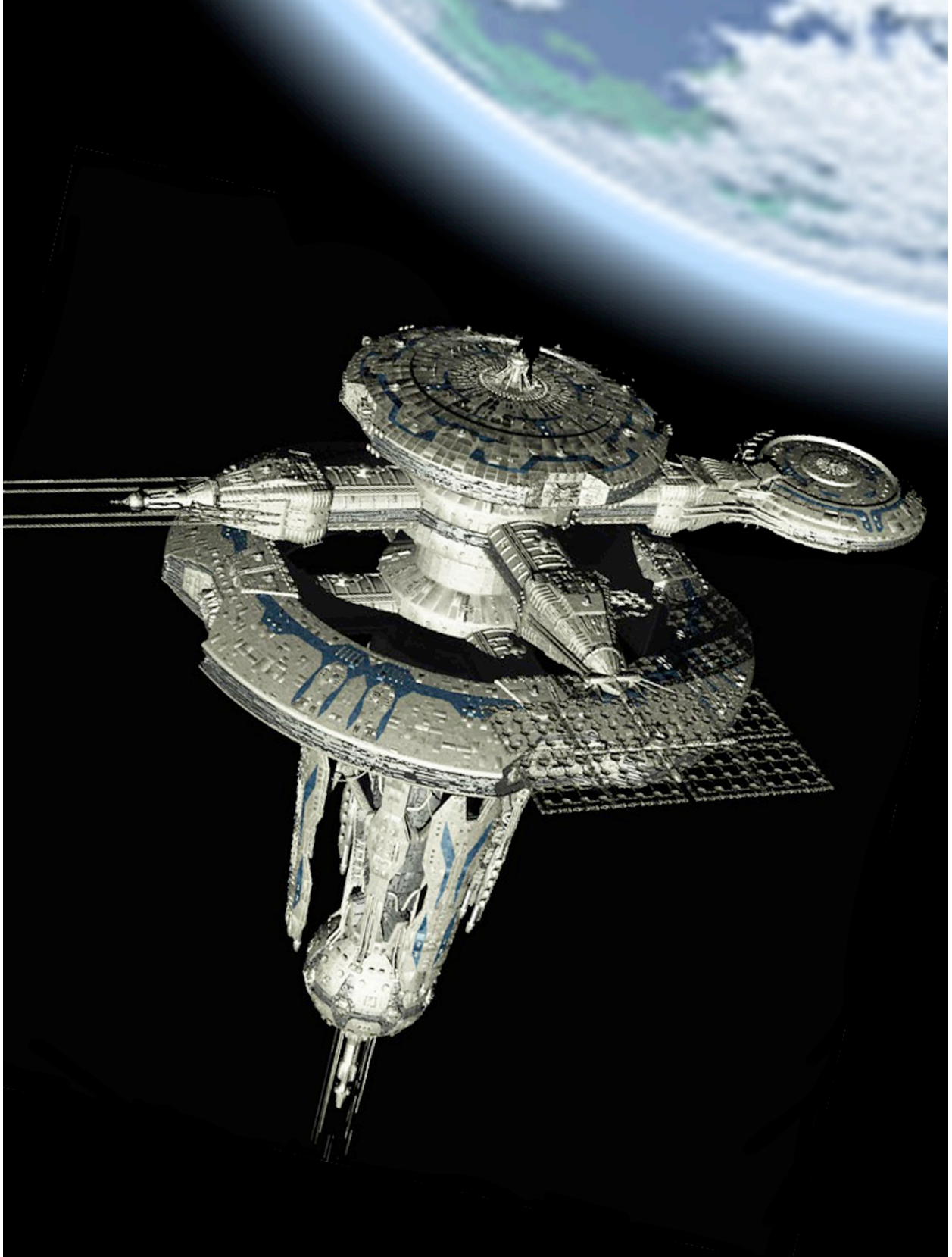
It is believed that most areas with Swoopers are being taken over by descendents of Swoopers that developed an aversion to human scents due to the lessening frequency of attacks. Although this means attacks on unprotected humans are going down, the occasional one does happen, so travelers are advised when they are in the tropics to take the necessary precautions.

Ships

The ship section is always a fun place to be. In this section several ships will be detailed that are seen cruising the sub-sectors of the Foreven Sector. Standard Traveller ships can be found in the Traveller Core Rule Book, as well as, several other books that have come out since it's printing. This section is for those ships that are unique to this portion of the galaxy. Also included in this section is the Biaxial High Port. Due to its size the deck plans have been moved to the end of the book.



Biaxial High Port



The High Port of Biaxial

The High Port of Biaxial is perhaps the most enigmatic place in the entire system in terms of politics and cultural relations. The Dictator Namash Ur has created yet another contradiction by the force of his policies. Bribery is rampant. The need to create alliances has necessitated a greater degree of leeway in controversial matters. There is also an unstated goal of accommodating influences that might act as a "pollutant" to the tightly controlled Biaxialian society, and restricting them to the port. The Mall is where this dynamic tension between contradictory elements happens.

Biaxial's lucrative trade in Sandcrab compounds, it's wheeling and dealing of mining rights and the negotiations with the Shedir brothers ensure that the place bustles with trade at all hours. The visiting traders, diplomats, secret societies, wanderers and adventurers mingle with a staggering level of cultural diversity in a high tech setting. There are eateries that cater not only to regional tastes, but also delicacies and staples that are exotic, even some from Zhodani and Aslan cuisine! The black market as well as the rampant bribery and corruption of the space authority is an open secret. In the freewheeling, rapidly changing, ever chaotic port there is an unparalleled degree of opportunity for someone who knows where to look. The mall may very well be the most interesting place in the Biaxial system!

Some of the points of interest inside the station are the Free Traders Grotto, Land Scorpion Lounge, Guimat's, the Simulsensorium, and the various tour agents and out-fitters. The following information is for the game master and should not be freely given to the players. Each point of interest is detailed below. Biaxial's secret police outpost is also described below and should never be open information for the players. This, as well as, the other locations on the station make for great adventure plots and side encounters. Please note that the scale of the deck plans has been adjusted to fit on the pages. One square equals 1.5 metres by 1.5 metres by 3 metres.

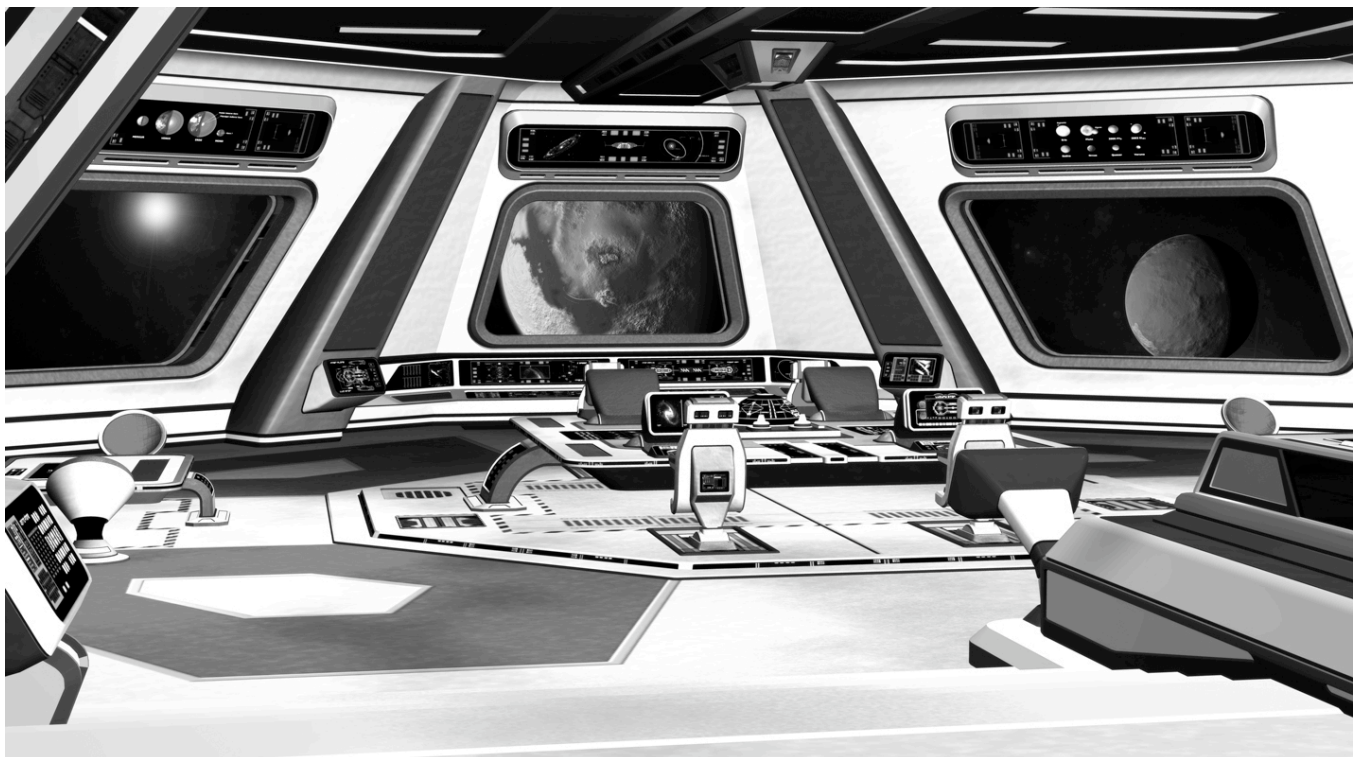
A few words need to be said about the common areas of the station. In the crew areas, they represent dining area, entertainment rooms, meeting places, etc. Every deck that contains staterooms has at least one kitchen and pantry area, as well as, a day room to keep the off duty personnel entertained. Within the hotel portion of the station, the common areas are sitting areas with fantastic views of both the interior and exterior of the ship. Video displays and terminals are part of every chair in these areas. All the guests have to do is touch the display screen with their embedded chips to activate the terminals. The guests are expected to dine at one of the fine station establishments, the park, or within their rooms.

On Crew Deck 7, level 21, there is a long walkway that runs from the Security/Customs Office all the way to the Security booth for the Station Mall. This hallway is know as the "Highway" and is the only access to the Mall for anyone coming from the docking clamps prtion of the station. All doors along the "Highway" are locked and require a station personnel I.D. card to open each time they are used. Station Security patrols this area frequently and will arrest anyone trying to make unauthorized entry into any of the doors.

Due to the size of the deck plans for the station, they were placed at the very end of the book. The scale was increased on some pages to increase their usefulness. Please feel free to photocopy or print out the pages you need for personal use. They are not for resale.

				Tonnage	Cost (MCr)
Tonnage	300,000 dtons	TL: 13			30
Configuration	Standard Cylinder				
Hull Code	CS	5 Sections	Self Sealing		3000
Armour	Crystaliron	TL:10	Armour Value: 12	45000	18
Drives:	Manoeuvre	1 G		3000	1500
	Power Plant	6	Fusion	15000	37500
Fuel:	Power Plant	4 weeks		20000	0
	Small craft			10000	0
Bridge:	5 command modules	Hardened and Holographic controls		7500	1125
	Computer	Core/7 TL: 13	Rating: 80		70
Sensors/ Electronics	Counter Measure Suite			7	6
	Enhanced Signal Processing TL: 13			2	8
	Distributed Arrays			18	28
Screens	Nuclear Dampers	2		100	120
	Meson Screens	2		160	200
Weapons:	Rapid Fire Particle Spinal Mount	Type E	+5% damage	4000	2800
	50 Large Meson Guns - 13	Accurate		5050	10000
	50 Large Railguns	Accurate	Long Range	5050	3000
	200 Large Torpedo Bays			12200	9600
	206 Triple Particle Beam - 11 turrets	Accurate	High Yield	206	5150
	600 Triple Beam Laser - 10 turrets	Accurate	High Yield	600	4200
	300 Triple Missile turrets			300	975
	560 Triple Sandcaster turrets			560	980
Other	50 Briefing rooms			200	25
	100 Armouries			200	50
	25 Libraries			100	100
	2 Vaults			24	12
	9000 Luxuries			9000	900
	Repair Drones			3000	600
	10 Probe Drones			2	1
	20 Laboratories			80	20

Small Craft:	100 50 ton Fighters	ex-large hangers		10000	2000
	20 90 ton Shuttles	ex-large hangers		3600	720
	50 10 ton Launches	ex-large hangers		1000	200
	10 60 ton Boarding Craft	ex-large hangers		1200	240
	10 30 ton Tugs	ex-large hangers		600	120
	30 10 ton Maintenance Craft	ex-large hangers		600	120
	10 90 ton Cargo Shuttles	ex-large hangers		900	180
	2 Launch Tubes	for 50 ton craft		2500	1250
	Internal Hanger Space	for maintenance of large ships		60000	120000
Docking Clamps:	10 50 ton clamps			500	80
	10 20 ton clamps			200	40
	10 10 ton clamps			100	20
	10 5 ton clamps			50	10
	10 1 ton clamps			10	5
Cargo	20,709 tons			20709	0
	Ammunition:	12,000 Torpedoes	Bomb-pumped	30000	216
		32,400 Missiles	Smart missiles	2700	81
		60,480 Sandcaster Barrels		3024	30.24
		60,000 Railgun rounds		3000	3
				300000	209577



Station Hit Location Table:

When a luxury hit location is rolled, it is referring to the hotel section attached to the High Port

	Engineering Section		Aft Section		Amidships Section		Main Section		Forward Section	
	External	Internal	External	Internal	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	Particle Beam Turrets	Manoeuvre Drive	Sensors	Bridge/Engineering	Large Torpedo Bay	Hanger	Sensors	Bridge	Sensors	Bridge
4	Manoeuvre Drive	Power Plant	Spinal Weapon	Spinal Weapon	Launch Tube	Hanger	Craft - Maintenance	Hold	Sensors	Computer
5	Large Meson Bay	Large Meson Bay	Particle Beam Turrets	Fuel	Missile Turrets	Fuel	Large Torpedo Bay	Torpedo Storage	Particle Beam Turrets	Large Meson Bay
6	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
9	Sandcaster Turrets	Fuel	Large Railgun	Fuel	Sandcaster turrets	Hold	Laser Turrets	Fuel	Laser Turrets	Hold
10	Manoeuvre Drive	Manoeuvre Drive	Spinal Weapon	Spinal Weapon	Craft - Fighters	Hanger	Craft - Shuttle	Spinal Weapon	Craft - Launch	Computer
11	Particle Beam Turrets	Power Plant	Sandcaster Turrets	Power Plant	Labs	Screens	Sandcaster Turrets	Luxuries	Luxuries	Bridge
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

Welcome to Biaxial Prime Station.

The gentle “whoosh” of the shuttle bay doors as they open, brings you one step closer to the hustle and bustle of the space stations grand hotel. You are greeted with a cacophony of sound; mechanical and bipedal, all blending together in a fantastic symphony. As you move your way through the tunnel which leads from the shuttle bay to the main concourse, you are surrounded by all the colors of the spectrum. Panels of colorful light set deep in the recesses of the walls explode like shining beacons in the darkness. Digital posters line the walls showing different views of the station, hotel and the solar system at large. Various advertisements for the many clubs and restaurants are interwoven with the stunning views of the digital posters. They flood your senses as you step upon the illuminated walkway which transports you effortlessly towards your destination. The smooth, brilliant colors of the archways of glass and lucite lead out to the lobby.

This premier hotel is a combination of convenience and comfort; the décor luxurious yet not overpowering. The walls are decorated with masterful artwork; a detailed sketch of the space station, a colorful rendering of the planets, a life-like portrait of the dictator of Biaxial; and many other paintings and photographs. Aesthetically placed throughout the lobby are beautiful, lush, green plants set in delicately hand painted urns. As you become acquainted with the layout of the hotel lobby, a sense of awe and well being about your surroundings flows over you.

Scattered throughout the lobby are groups of sturdy tables and chairs where weary travelers can take a break and gather their thoughts before going about their business. Floating effortlessly on top of each table are small globes which provide just the right amount of light that you need; not too dim; not too glaring. These same hovering orbs are strategically placed throughout the hotel concourse.

Not far from the center of the lobby are clusters of seating, conveniently tucked away in little nooks and crannies. They are surrounded by standing screens which allow for greater privacy. Some travelers prefer the peace and quiet of these intimate corners, allowing them to conduct their business in the comfort of plush overstuffed chairs, away from the noise and hectic activity. Patrons of all walks of life gather around these convenient meeting places; some alone, others in pairs; each waiting for their prospective partners to arrive. Traders set up their computer screens and make what they hope are the final drafts of their proposals. Communication devices, whether hand held or hands free, are the life line of these business travelers. There is a great deal of talking; some conversation loud and boisterous while others seem hushed in secrecy. Some travelers sit nervously tapping the table tops; others pace back and forth. The atmosphere is charged with excitement and anticipation.

Many business travelers meet in small groups, hashing out the details of their future plans. For the convenience of larger groups, there are beautifully polished wood tables set low to the ground. They stretch out in length, allowing space for computers and other items. Elevated voices can be heard as parties struggle to come to a mutual agreement; their seemingly aggressive posturing just for show. As quickly as the argument began, it is over; the contract sealed with a hand shake or a signature. Some conduct business over drinks; laughing back and forth; slapping each other playfully on each others backs as if they were old friends. For the discerning businessman or woman, deals are made over a hot meal. The hotel’s restaurant provides a fine dining experience for those who wish to entertain their business partners in style; treating them to the best wines and first rate cuisine.

For the convenience of the hotel guests, there are a few kiosks which sell various and sundry items. People wander in and out of small stores; some by themselves, others with automated attendants by their sides. Another amenity of the hotel is the computer access points which enable you to connect with your business partners. All your arrangements can be made through these portals, ensuring that your trip will be a successful one. Any and all information you may need about the layout of the hotel and the space station in general can be interfaced with a touch of a button from these sophisticated, free standing computer screens.

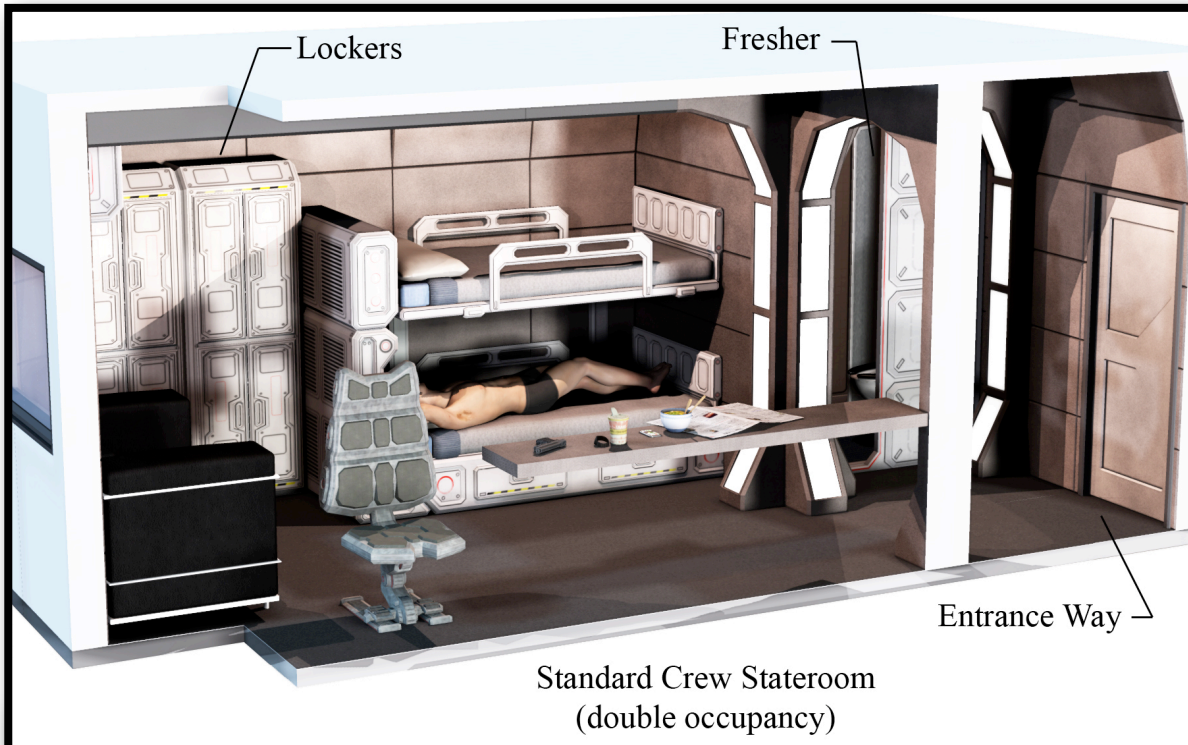
In the center of all this activity is the hotel check-in station. Directly over the middle of this area is a large, incandescent, domed shape globe. An artistic steel structure encases the globe; metal strips criss-crossing over each other. The check-in area is flanked on either side by elegantly carved columns capped by saucer shaped light fixtures; their pale green light casting an illuminating glow.

The sophisticated equipment used by the hotel staff enables you to register and check-in with ease. After finalizing the details of your stay, you may, if needed, enlist the help of a personal, automated valet. This mechanical assistant can carry your belongings, whether personal or professional to your room and can be later utilized for your business gatherings. Once your reservation has been confirmed, you proceed to the elevators which will lead to your room. These glass, marvels are encased in a fantastic clear tube; each one encircled artistically with highly polished metal rings on the outside. Separating the two elevators is a magnificent cascading waterfall which goes through a series of color changes and designs throughout the day.

Once the elevator pod stops at your floor you make your way down the hall looking forward to the comfort and convenience of your room, another hallmark of this great establishment. When you settle in to your private sanctuary you look forward to tomorrow and the successful business deals it will bring.

Single Stateroom

When business is your priority, you don't have time to fuss about the details of your accommodations. Our state rooms are designed with the business traveler in mind. Your profession requires convenience over luxury. However, this does not mean that your comfort is compromised. Your lifestyle is hectic and requires many hours of negotiations. Are you a high powered go-getter that attends serious meetings in a formal setting? Are your contracts signed in the greatest of secrecy? Perhaps you are just the type to settle your affairs over dinner and drinks; sealing the deal with a handshake. No matter what type of business you are in and the way you conduct it, we provide you with what you expect; the very best at an affordable price.



After a hard day (and sometimes night) of negotiations you'll need a place to retreat, a place to gather your thoughts and plan your future strategies. Our rooms will provide you with the atmosphere you require to get the job done. One thing you will notice when you enter our state rooms is the simplicity of its design. The room is clean and well maintained. The furniture is sleek and modern. The soft yet not too fancy bed linens are a neutral color to match the walls. A few pieces of artwork are strategically placed; a picturesque mountain stream or the serenity of a pristine ocean beach. One or two natural potted plants set in clay planters add to the calming atmosphere.

There are a few extras included in the room, should you require them. Soft music can be piped in to relax you after your tiring day. If you have difficulty sleeping an aromatherapy scent will fill the room; its gentle and soothing powers helping you to forget your worries as you drift off to sleep. The mattress on your ergonomically designed bed is adjustable, enabling you to get the proper nights rest so you can start the next day free of tension. Small lights hung by wire and sturdily secured on metal bars are suspended from the ceiling. One set is directly above your bed, should you prefer to work there instead of at a desk. Another is installed in the center of the room. A classic desktop lamp is provided for you at our writing table for those who work best in that type of setting.

For your convenience our writing tables are equipped with everything you need in case you have forgotten something in your travels. Each desk has its own computer built with the latest technology. These free standing screens give you access to all information about the hotel enabling you to meet your prospective clients at the appropriate setting. Should you prefer conducting the negotiations within the privacy of your state room; hands free communication devices are at your disposal. They can also be used for dictating into your own personal devices if you need to take notes at any time during your stay.

If you prefer to dine in the comfort of your own room, simply contact the concierge and your meals will be hand delivered to you via a personal, automated assistant. This mechanical valet can also come in handy should you need assistance at your meeting. The assistant will be able to carry all of your necessary items and set them up for you to make your presentation run smoothly.

After successfully concluding your business you can relax away the stress of your hectic day by enjoying our soothing and massaging showers in your private bath. Allow us to provide you with everything you need. Our housekeeping staff is constantly on their toes, ensuring that your bath is well stocked with everything you need. An enclosed shower, with adjustable settings and heated floors come standard in all of our staterooms.

Our frequent clients will tell you that the excellent service and conditions we give our business customers is worth the affordable price you pay. Convenience and comfort are what you ask for and we are obligated to give it. It is our pleasure to assist you in any way we can to make your visit both a pleasant and profitable one.

Double Stateroom

Welcome to your luxurious suite!

At check in, a micro chip will be temporarily implanted in your index finger which will allow you access to your first class hotel suite. Your own personal valet will be assigned to you for the duration of your stay. This automated attendant will escort you to your room, floating silently with your belongings as you take in our breathtaking scenery.

Your personal valet will allow you access to all the venues within our hotel. Once at the door to your room, merely press your index finger upon the key pad and the implanted chip will open the lock, the door opening for you effortlessly. Our hotel rooms are designed to accommodate the individual and your personal valet is programmed to respond to your every wish. In addition, each state room is equipped with its own computer touch screen. This state of the art technology connects you to all hotel information, as well as complete access to the planetary information grid.

The room itself is simple with clean lines and an elegant design. You will feel right at home in your stateroom because the room was attuned to your personal style, as you listed on your check-in form. The room sensors read the information from your micro chip and knows what you expect to find in a luxurious stateroom. The temperature in the room automatically adjusts to your comfort zone. The crystalline lighting mixes the colors of the spectrum not too bright not too dark. Set within the recesses of the walls of your room, the lighting adapt as your mood changes. It also adjusts as day sets into night.

Equipped with the most advanced audio technology the music selection is programmed to your tastes. The volume and all other settings will adjust until the perfect selection and harmony is reached. Mix this with half wall video screen and your room becomes a private theater.

All of our rooms are pristine and unscrupulously clean. Your valet will unpack your belongings, which will be placed in our specially designed bureau and closets which are hermitically sealed and will only respond to your touch. With our patented technology you can adjust the color and feel of the hard surfaces within your room. If instead of our clear, glass-like structures you prefer something warmer, you need only think it and the micro chip will transfer your thoughts to our patented material. Before your eyes, the furniture surface will change to cherry wood or lacquer or whatever you desire.

The floors are cool and crisp beneath your feet can also be replaced with marble, hardwood, or any other substance you desire short of transparent. The temperature of the floors can be adjusted to adapt to your body heat. The bed is also constructed of a liquid material that will whisk you away for the perfect nights sleep. As you lay upon it, the mattress conforms to your body shape. It reads your preference for firmness and adjusts accordingly. Anything is possible in our state of the art suites.

If your suite is located on an exterior wall just press your finger to it and watch as the entire wall becomes transparent, presenting you with a breathtaking view of Biaxial and the inter-system. Carved lounge chairs made from the same material as your bed allow for your optimum relaxation as you take in the beauty of Biaxial. If you wish to change your surroundings, simply touch the chair and the room's computer will present you with a realistic and panoramic view of your choosing.

Our bathrooms are the epitome of luxury and technology. These elements merge into one to give you the exceptional bathing experience you come to expect from a five star hotel. The multi-head shower can be adjusted to any speed or temperature. The full sized hot tub will massage away your aching muscles. The room also doubles as sauna and steam room at your command. Heated lamps in the ceiling will dry you as you enjoy the amenities of a fully equipped spa, right in your own room. As you prepare for an evening at one of our fine dining establishments or that intimate meeting for two, try one of our samples of perfumes, body oils or colognes to give you that final touch. They are also available at various stores within the station.

Before turning in for the night, enjoy the bar and refrigerator, completely stocked with the food and beverages to please your individual palate. It is fully automated and capable of catering to a variety of culinary needs.

Such is the kind of service and quality you come to expect from our establishment. Courtesy, luxury, ambience, convenience and the latest technology is the hallmark of excellence. We strive to give you our best so that your stay here with us is the ultimate experience. Your pleasure is our business. Thank you for choosing Biaxial Prime.

Honeymoon and Presidential Suites

In the very center of our establishment lies the most luxurious of all our rooms. The epitome of grandeur; the two honeymoon suites are connected by a single wall forming a perfect circle. This wall can be removed to allow access to both suites. As with all our rooms, the honeymoon suites provide a level of comfort one expects from such a high quality hotel. The rooms are unscrupulously clean and impeccable in every sense of the word. An enjoyable experience and comfort are always a priority.

As you enter, you are welcomed by a serene and peaceful atmosphere far different from the excitement of the hotel's main concourse. This is your special time and therefore you deserve a room that is full of tranquility and grace. Our honeymoon suites exude an air of sophistication that are unequaled. Romanticism comes to mind as you survey your surroundings. Exotic scents permeate the air, they waft in via strategically placed vents throughout the suite. There are perfect concoction of spices from throughout the Empire which have been blended together to delight your senses. The intensity of the fragrance can be adjusted with the touch of your hand. Soft music performed and created by the most talented musicians drifts through the sophisticated audio system. Small lights flicker from elegantly carved sconces made of the finest metals which are polished to perfection. The glow of the taper accentuates the sheen of the sconces which provide just enough lighting to create the consummate atmosphere.

The lights flicker this way and that as if performing a dance. They illuminate the walls, casting shadows and adding a warm feeling to the room. They are painted in warm, rich hues the elegant jeweled tones adding to the romanticism and setting your mind at ease. The walls are covered in the finest paintings. Original masterpieces have been crafted by the most famous artists. Jeweled frames encase these works of art, no detail being spared. Sculptures of the finest marble are set upon equally magnificently carved pedestals placed throughout the room. Exotic plants from across the Empire are strewn about the suite in large pots carved from red clay.

You walk upon mahogany colored hardwood floors cut from the tallest and strongest of trees. Shipped in from the far reaches of the Empire, these strips of wood were painstakingly laid and burnished by expert craftsmen. As an added amenity, the temperature of the floors can be changed to suit your individual needs.

The stately furniture of our bridal suites is made from the same sturdy yet exquisitely finished wood beneath your feet. Burnished metal handles adorn the drawers. The designs are delightfully and delicately carved into the wood. The furniture is brilliantly finished with a lustrous sheen. There is ample room for all your belongings as such a large room accommodates several dressers and a standing armoire. There is a desk, should you need one for any reason and the hotel has provided its own technologically advanced computer system. With its sleek screen, you have access to all information and services that we can provide. Room service is available at the touch of your hand. All that you desire can be delivered via our automated attendants or, if you wish, through our advanced vertical valet system, another amenity afforded to those who stay in our bridal suite. Simply program the machine for whatever you desire and your meal or any other item will be delivered to you within minutes. Any store

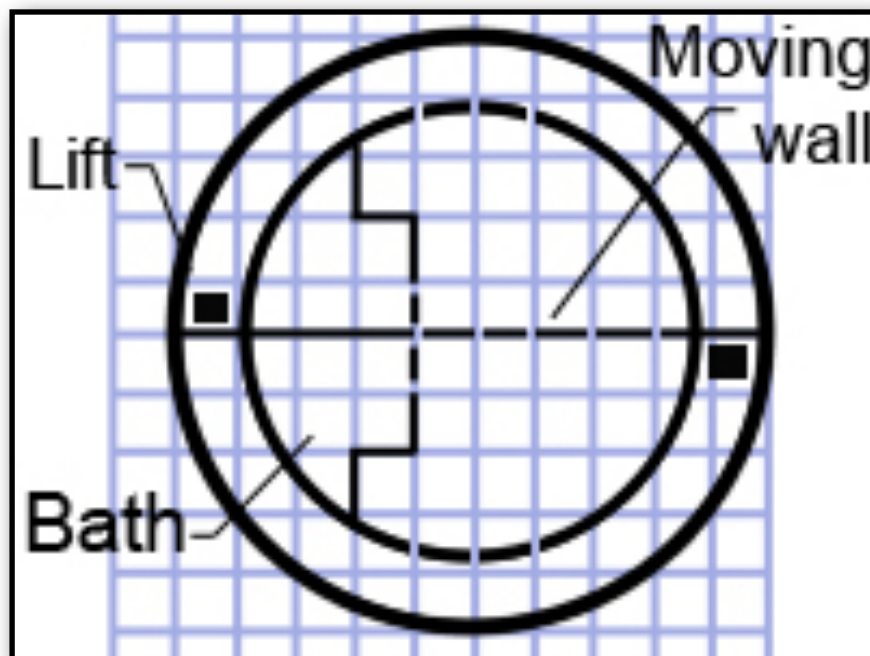
on our concourse can be accessed from your room. If you prefer to peruse our shops personally, an automated attendant will escort to the stores and carry your purchases for you.

There is no better example of the luxury we afford you than the comfort of our finely designed and expertly crafted beds. The huge four poster bed is topped with a canopy dripping with hand knitted lace of the finest silken thread. Sheer curtains hang down its sides, pooling at the floor. They can be tied back during the day or hung loose in the evening to further enhance the romantic atmosphere of the room. The sturdy, and adjustable mattress is covered with satiny sheets, the fabric of the pillows and coverlets matching the neutral colored curtains.

No honeymoon suite would be complete without a fabulous bath. The very essence of opulence awaits you as you enter your own private spa. There is no need to travel to a resort, when one awaits you in your own suite. The honeymoon bath also gives one the feeling of old world elegance from a time gone by. The equipment itself is modern and efficient. Space is not wasted and yet you are not cramped. There is a feeling of ease within these walls, as if the spa was outdoors, surrounded by manicured lawns and lush gardens. Set atop a marble table is a small fountain. In the absence of a summer breeze, whimsical wind chimes mechanically propel themselves and serenade you. Small, green plants hang from the four corners of the ceiling. The shower is equipped with various settings. With the touch of a button it can be transformed into an enclosed steam room or sauna if you wish. The large bath tub is outfitted with massaging jets to calm and soothe you. Heated lamps and floors will add to the enhancement of your bathing experience.

Our two bridal suites are separated by a single wall. This wall can be removed and the two rooms joined as one. The wall is removed only on the rarest of occasions to accommodate special personages. It is usually a visit from the dictator of Biaxial himself that justifies the removal of the wall and the joining of the two bridal suites. In such an instance, the layout of the room is changed to suit the needs and particular tastes of the dictator. The furniture is rearranged to allow for the dictator to receive envoys and other important visitors. Instead of the opulent décor of the bridal suite, a more conservative atmosphere is needed when important business and matters of state are to be tended to.

When the dictator holds conferences during the day, special seating is required. A semi-circular table is brought to the room in sections and joined together. This allows for all of the visiting diplomats to have their own special place, with the dictator naturally at the head. If necessary, the wall separating the two suites can be used as a back drop for a projection screen, when these conferences are held. Should the dictator wish to entertain visitors and friends, the conservative and practical business furniture is removed and replaced with elegant chaise lounges and large velvet covered couches with overstuffed pillows. Hand woven rugs of the finest silk are laid out meticulously upon the hard wood floors. Depending upon the mood of the dictator or the tastes of his guests, the decorations in the room are changed. When entertaining, the best cuisine is prepared, place upon trays of precious metals, and served by the dictators own personal staff. Nothing is too extravagant for our dictator, and nothing is too costly for you, our special guest. Know that we value your patronage highly enough to give the very best. Feel confident that you receive the highest quality and service from our dedicated staff. Our hotel is known for is quality, dependability and its service. We have a reputation to maintain and what better way to do that than offer you the elegance and luxury in the same suites shared by our benevolent ruler.



The Free Traders Grotto

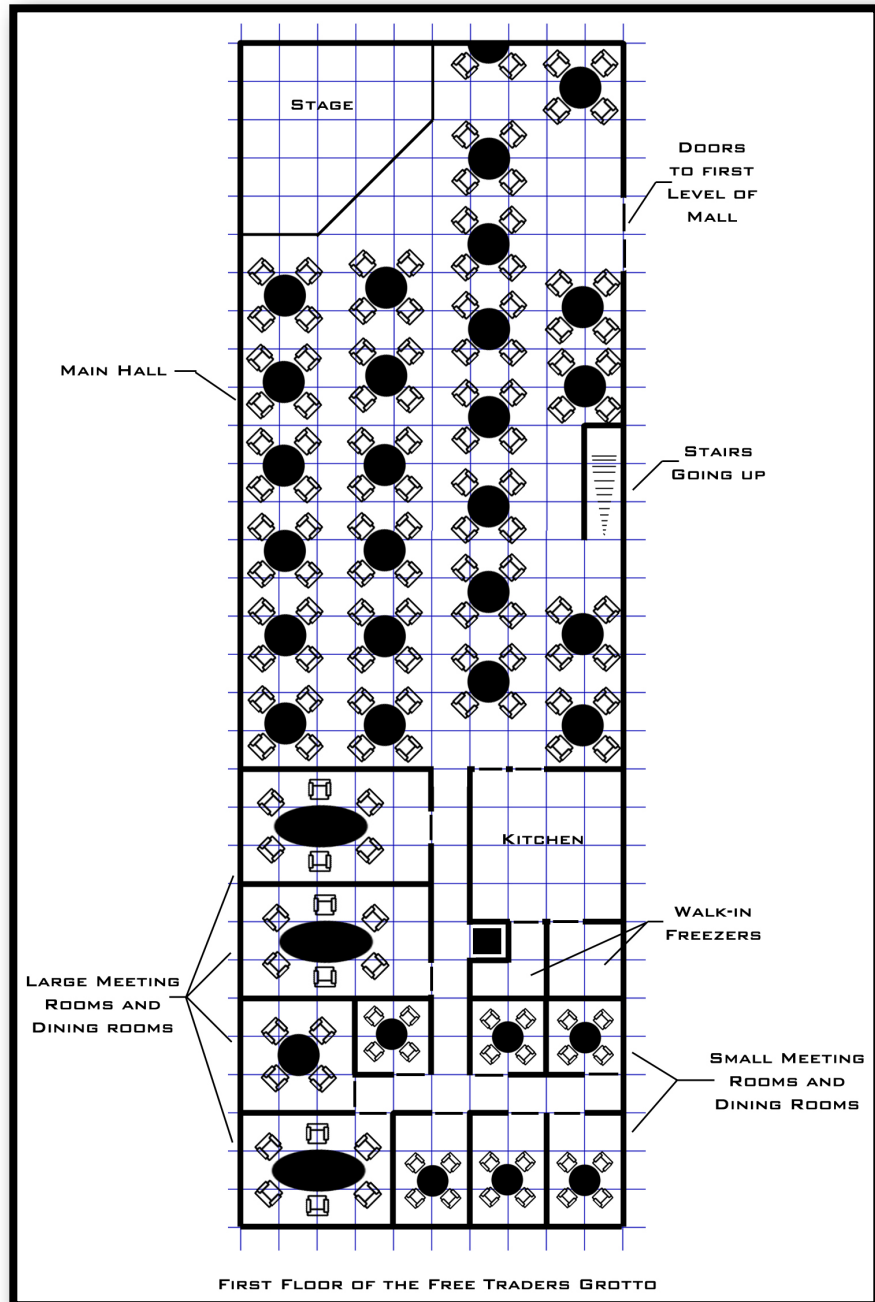
This is a huge establishment occupying five domed rooms. This space wasteful design is an indication of the status of the Free Traders, since the dome has to fit in either the rectangular or square spaces commonly used in spaceport design. The Biaxiallian Traders have strong relations with the Free Traders and see themselves as allies. The combination of Free Trader and local Trader influence is why the Biaxiallian Space Authority uses this large luxuriously and furnished establishment as the location of many negotiations.

In the business climate of Biaxial no deal may be negotiated without meals, entertainment and drink. Over drinks and delicacies, negotiators haggle while they show status by competing to outdo each other in paying for lavish fare and entertainment. Expensive, richly decorated garb, whether male or female, is worn to project strength and show wealth. But under the veneer of a richly and elegantly attired man and woman of trade with their exquisite hair and ceremonial, bejeweled daggers and broaches, lurks the cunning and ruthless heart of predators who smilingly look for weakness.

Biaxiallians have a belief that in business there is always a party that wins and a party that loses. They believe in using every advantage they can to get a better deal. With the rapid influx of foreign investors and contractors, fortunes can be made and lost in the course of a single Biaxiallian day. Off worlders come to The Grotto and see a glamorous setting, and can be dazzled by the sumptuous décor and attractive servers in their expensive uniforms. Those in the know call it by it's secret nickname, "The Arena"

The Grotto has one main hall that is a sort of entertainment complex, complete with a stage, a bandstand for the still popular live music (a status symbol

locally and abroad), special seating for VIPs and an assortment of holography equipment. The main hall, with it's awesome roominess is frequently used by the Dictator for official announcements. It is then that the pomp and excess of Biaxial come to the forefront. The entire high port is converted into one well armed military base, bristling with security and glittering with richly clad celebrities when one of these gala events is held. At these times his larger than life holographic image is projected like a glimmering god in front of his richest nobles and off world guests. The privilege of purchasing a high priced ticket to one of the events is often dangled as a reward to those the



dictator wishes to influence, because it is here that names are made as the Paparazzi relay pictures of the best and worst finery. How surprised would they be if they found out, that the great fanfare of the dictators personal space yacht and the accompanying squadron of fighters and the security contingent are transporting a team of doubles?

At these times the dictator is always on one of his planetary hiding places, directing everything remotely, either live via instantaneous hyper-space projection or by a prerecorded message! Meanwhile every VIP in the gala

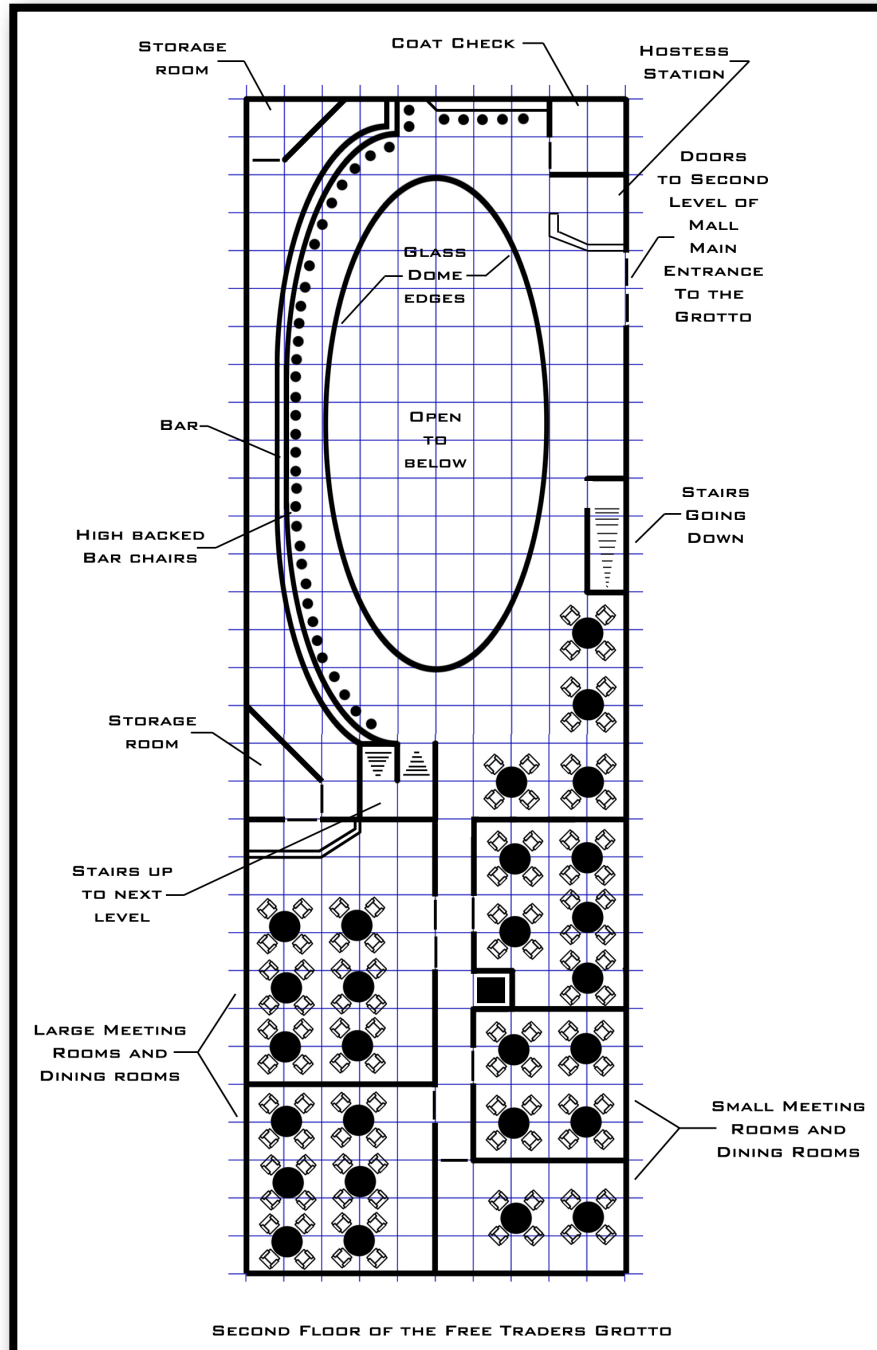
is being monitored, the dictator's agents circulate freely taking notes on those who come, ferreting out moles, conducting back room deals. The dictator watches, aware of all that can possibly be monitored, seen by none.

The other four domed rooms don't have the high ceiling off the main room, and are divided into three floors each. Each room has three floors, with each successive floor having fewer (and progressively costlier) rooms as you go up. The top floor has one domed room available for private parties, high powered business banquets and special exclusive engagements of the most fashionable entertainers. Rooms represent fashionable restaurants, spas, meeting rooms and communication centers where messages can be sent off planet for a price.

Throughout Foreven Sector this saying is known "All trade, all wealth and all power coming and going from Biaxial moves through The Grotto." Travelers are well advised to heed this.

VIP's of The Grotto

The Grotto manager is a political appointment. Silhas Ladmilas, the current manager, is 31. She is tall, has auburn haired tending towards a darker tone, hazel eyes with a slightly tan complexion and sharp



cheekbones. Silbas' athletic build mimics her dedication toward her position.

She is a daughter of a former member of the democratic government of Biaxial from pre-dictator days. Her father was a prominent critic of the Dictator until he was imprisoned for sedition. Eventually the dictator pardoned a number of these dissidents (who were by and large, merely guilty of critical speech and publications). However as a

precaution, he granted "scholarships for life" to the youngest of the children or grandchildren (a total of 219 children) of these dissidents where they became wards of the state. They were sent to government run elite boarding schools where they were trained to be civil servants, military leaders and diplomats, the cream of the crop of Biaxiallian government raised from the earliest to lead in his government.

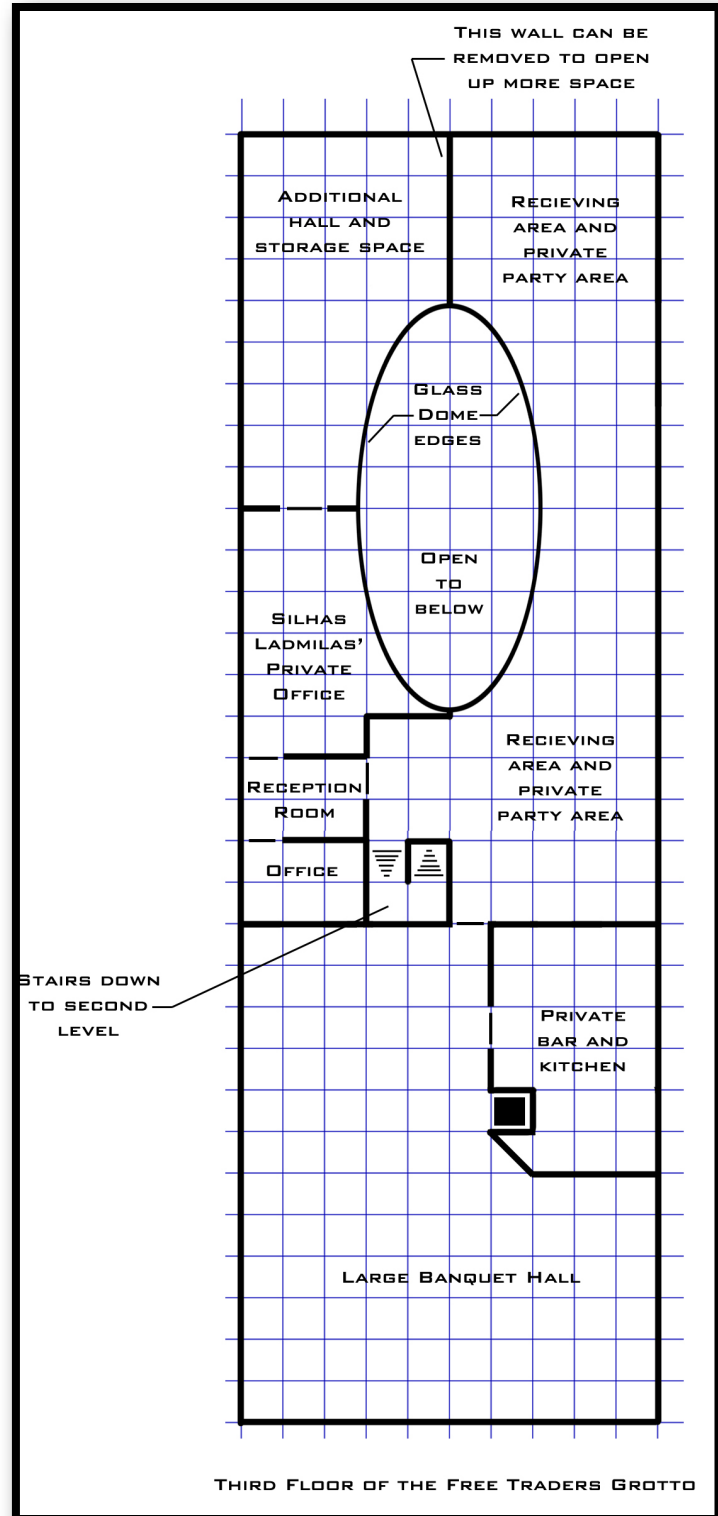
Since they have known nothing but official patronage and indoctrination and since their parents are now part of a pariah like group who have limited access to society, they are often fiercely loyal to the Dictator for his protection and patronage. As the highest status members of their families they use their influence to get their siblings in jobs which they have power over. This nepotism is not in any way detracting of the Dictator's power, since they also use their power and influence to keep their sometimes less patriotic siblings from straying too far afield.

They are the ones who financially and socially support their parents and grandparents (whose presence is avoided by the rest of the citizenry). They keep a benevolent, yet careful watch on their relatives and discourage them from further anti-government involvement. In this manner the Dictator keeps these nominally dissident families firmly, yet gently under his heel, knowing full well both the indoctrinated children, their siblings and families can be rounded up and dealt with at any time.

This makes the Grotto manager the most powerful non-military person on the port. She knows everyone, dresses in the best clothes and rubs shoulders with the wealthiest, most powerful and influential citizens both native and visiting. The rest of the traders however, see her as an unwelcome overseer who is more loyal to the emperor than to them. They keep a guarded courtesy around her elegant and cultivated graciousness. Her family history is not kept secret since people like her are seen as examples of the Dictator's all powerful, forgiving and beneficent generosity.

She has no official mandate to spy on things, she does it as a matter of course. Like all children similarly educated and raised, the Dictator is a benevolent father figure to her. She wouldn't think of doing anything but having her hand on the pulse of the station. She knows much about much that happens there. Her looks and charm are useful in getting information from off planet visitors.

The traders have created an unofficial policy of making sure they seem to cater to her in every way, while striving to keep as much in-house as possible. They resolve disputes among themselves as much as is feasible and make sure nothing looks out of place. Their ability to liaise with off-worlders and Free

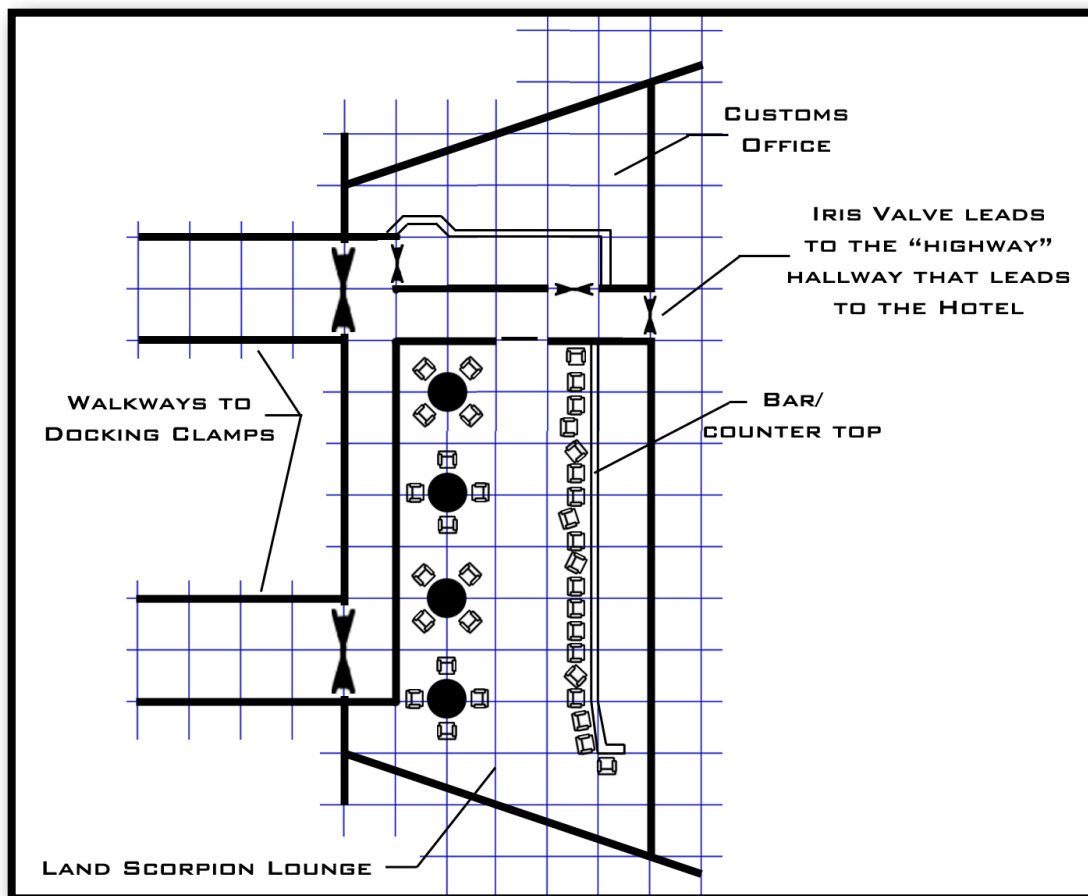


Traders is something they underplay, especially in the Grotto. It is off-planet or on-site but, out of the Grotto where the real smuggling, dealing and bribery takes place. Since it is their hope that one day the Dictator will be deposed, they have a contingency plan for having Silhas killed via a poison derived from Sandcrab compounds. This will leave no trace of anything but Sandcrab life extension drug metabolites!

Land Scorpion Lounge

Away from the more glamorous sections of the port, and close to the nitty gritty of daily space operations it's a place where space hands who are used to camaraderie and freewheeling ways of space can unwind. It's a large, long rectangular hall. Bigger than many on planet bars but cramped, the lights are dim and food and drink is plentiful and varied. Unlike the grotto and it's neighboring areas where prices tend to be high and everything is high end, here travelers find foods suited to multiple tastes and their wallet sizes. The many forms of beef slug and Biaxialian local specialties are popular and affordable.

It's a place where a brawl or two, so long as it doesn't get out of hand, isn't met with heavy handed law enforcement. Attractive servers of both sexes are the norm, automated dispensers and impersonal service are despised here as on all of Biaxial. Just as the Grotto is the center of official business, institutionalized bribery and



ostentation, here is a place where many let their hair down and relax. The Lounge (as it is affectionately called) is the place where smugglers make contacts, but bribe money never changes hands here.

Tradesman and fixers, finders, pimps, space hands looking for work and recruiters prefer this place. But although money, never changes hands here, unless you are selling legit products and services, the underground connections are there. The smugglers and black marketeers feel people out to see if they can be directed offsite where money can change hands and business can be done, with fortunes exchanged in days.

Guimat's

Larger than the other shops at the mall, Guimat's does brisk trade in just about every clothing item imaginable. From expensive business suits to working uniforms. Guimat is named after the late founder of one of Biaxial's most popular clothing stores. If you are not part of the richest or most famous elite of Biaxial citizens you

have bought something at one of these stores, and even they like to drop in and get an item now and then, and look at the stunning men and women who work there.

Via official connections, the clothing store chain has a virtual monopoly on all clothing sales on the port, excepting a group of small appointment only tailor shops catering to the ultra rich. As to be expected, this franchise has a greater variety of imported off-world clothing than those on planet.

Guimat's has one other distinctive feature that draws even jaded celebrities. Most of the orbital Guimat's franchise is staffed by a group of refugees called the Ranatu. They are twenty-five in number with fifteen of them being females. Both the males and females have a homogenous look, deeply tanned with high cheekbones jet black to auburn hair that is wavy and kept long, with a preponderance of brown eyes, though some lighter tones exist. They are all well built, in an athletic mold, with symmetrical and attractive features.

They are regarded as extremely attractive by any humans who meet them. Dressed in the latest fashions, courteous and professional, they are part of the mystique that this franchise presents to its patrons. They keep to themselves, claiming to be an extended family from an obscure barony in the Imperium. Their official story is they were part of a clan massacred in a vendetta.

The story of the Ranatu

The origin and composition of these refugees are a state secret. The refugees are a human offshoot which the ancient ones placed on a world with near earth-like conditions and abundant resources. They flourished, developing a stable and stagnant society that never advanced to industrialism, although their art, philosophy and political system was quite sophisticated. Their idyll was shattered by the crash landing of an alien ship which although the inhabitants died, created a seismic shift in their technology and society.

They soon developed a population explosion due to their acquiring advanced industrial capacity. To alleviate this they reduced their numbers through voluntary sterilization and the adoption of universal homosexuality. They reproduce only by cloning, and have only a small number of individual types. Their society is stable, and technologically advanced, homosexuality is something they accept as a norm on their home world. Heterosexuality is considered both a crime and a mental illness to be treated with advanced mind reprogramming techniques.

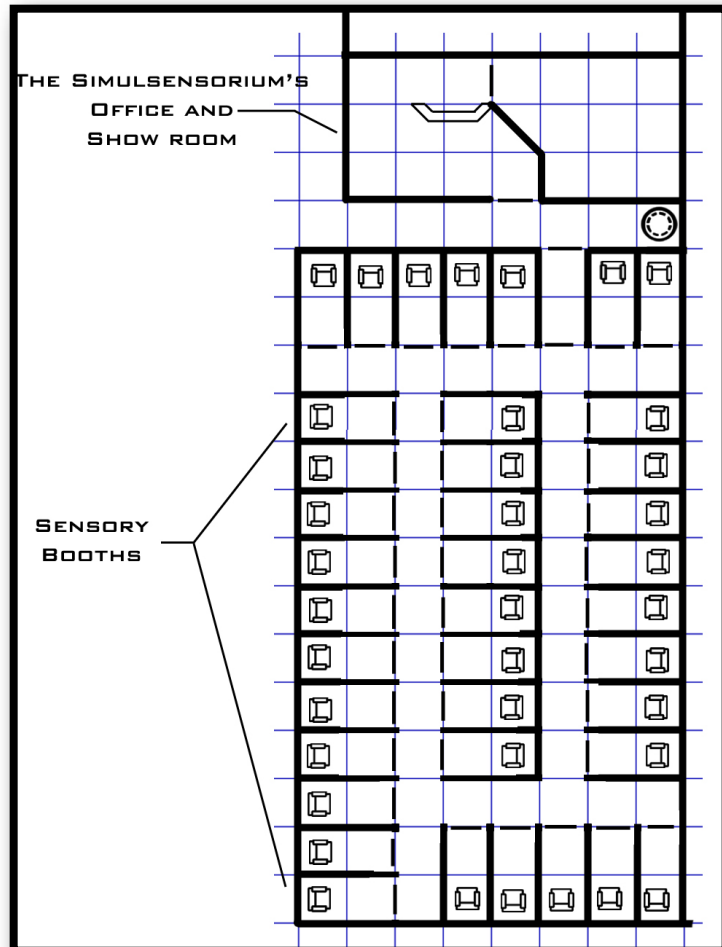
The Ranatu (the name means Those Who Refuse) are descendants of a splinter group who decided to pursue biological reproduction and heterosexuality. Their ancestors escaped their society in suspended animation to colonize new worlds. Their planet was eventually found and a war of subjugation was fought against them. The Ranatu are the only existing members of their group, all others have been killed or reprogrammed. Despite their attractive looks, they are much more conservative than the Biaxialians. They are polygamous it is true, but sexual activity outside of one's marriage is a grave offense. They used to have two more males in the group, plus five other females but they were killed by the group because of this. The Ranatu have not considered breeding with humans, they want to increase their number naturally by arranged marriages. They are negotiating for a commission to work on the farmworlds in one of the less hospitable climates, to keep outside contact to a minimum.

The dictator grants them asylum and keeps the location of their species a secret because he wants to equip a delegation to contact them when he feels his power in the Foreven is more secure. He isn't sure whether this new branch of humanity will be an asset or a liability, but he knows such knowledge is power to be used at the right time.



The Simulsensorium: The cheap man's entertainment.

It is a dingy place, where all manner of riffraff congregate. It's a tightly packed series of Simulsense booths, just large enough for a human to sit in a chair and be connected to a series of Neurojacks that will place him in a complete virtual reality experience that can last up to four hours and include a variety of possible or physically impossible activities and adventures depending on what the patron is willing to pay.



It is an unfortunate fact that in this section of the mall prostitutes, drug dealers, and just about any one who wants to help you break the law in a terms of petty crime can be found. The smugglers stay away from here though, too many chances to be under scrutiny by mall security. Drinks and food are available, served by an automated dispenser, showing the low status of the place.

Mall security police

Despite the small fry connotations carried by their name, mall security at the high port is an elite unit. The many cultures, diplomats, nobles and celebrities doing business here require high levels of both vigilance and courtesy married with ability to take violent action in a special environment. Mall security police are hired for their tall physiques and handsome looks, as well as their proficiency in law enforcement tactics. They are all graduates from a special academy and are very smartly dressed. Each officer has high topped boots, a blue and white uniform with rich embroidery a finely crafted badge and a functional saber to compliment the stun weapons they carry. The onsite garrison is fully equipped with more powerful weapons and they are trained in their use.

They are quartered in the Marine barracks and are platoon sized in strength. This is actually an asset to the Marines. The small sacrifice of a platoon sized barracks region is more than compensated by the crowd

control capacity of the mall police. They have a preexisting battle plan for the mall security being deployed for crowd control, riot control and hostage rescue situations in the event of martial law. This has happened several times, so the need for this capacity is far from theoretical. They have proven themselves in this account.

The position of Mall Security is a well paid, highly competitive position. In a society of vain and sometimes touchy nobles who nonetheless need to be kept in place from time to time without a heavy hand, they are courteous and firm. They liaise and train with the port security forces who are full fledged Naval and Marine personnel, so they are quite capable and well trained in close combat and hostage rescue.

Their swordsmanship is superb as well, since many nobles and celebrities carry expensive and functional swords, while no one at all is allowed to carry even stun weapons on the mall, or even in any common area of the port. If there is a imbroglio involving a drunk or irate noble, there is a cultural perception that being controlled or killed at sword point is less disgraceful than being shot, which will prevent the offended family from declaring a vendetta against the Security officer's family.

Watch Captain Hozgur

A young man with ambition and attention to detail. 27 years old, he has light sandy toned hair mustache and goatee. His distinctive feature is, one green eye and one light brown eye. His prominence in this appearance conscious organization speaks volumes. He is a gifted leader, and superb swordsman and hand-to-hand combatant.

Despite the eyes, he is regarded as handsome man with a strong jaw line, prominent cheekbones and a tall, strong build like all of his troops.

Hozgur is commanding officer, and liaisons with many prominent citizens and officials. He is skilled in a lot of technical aspects of space port life because he has a background in space operations. Originally pursuing a career in the former Militia as a junior (teen member) he received officer training on Biaxial and competed for the position of Mall Security Police, rising to the top quickly.

He is efficient and impartial. His childhood as a highly educated, independent farmworlder has given him a wry contempt for most of Biaxial's ostentation. He plans on cultivating relationships within the armed forces and government then settling on his home world to buy an estate and participate in the militia. He feels this would enhance their efforts to prepare for any dangerous times a sudden shift in power might bring. He regards both the Traders and Silhas as somewhat of a frustration because his main goal is to keep things calm and quiet on the mall, where drunken nobles often pick fights with each other and his men.

He says most of the lives he saves are of the nobles who want to try their blades on each other or his men. He has a standing order. "If two nobles fight, try to get them controlled unscathed, it avoids bother. If one draws blade on you, fight to kill, most of them have no real power and a crippled noble causes more trouble than a dead one." He's personally killed six nobles, four in duels. He's neither proud nor ashamed of this fact.

Biaxial Tours

Despite all of the intrigue, the government and the increased signs of militarization there is a huge volume of tourism flowing into Biaxial, though only the elite of Biaxial go off planet with regularity merely for pleasure. The farmworlders will sometimes take tours of Biaxial because of the greatly varied terrain which is something that they cannot get at home. There is a glamour to going on safari on Biaxial and hunting the exotic and often dangerous game in the jungles, forests and savannahs. Biaxial Tours is the official government recognized owned and operated tour and travel company that handles this.

As one can imagine, the volume of tours that come and go through the station necessitates a well staffed facility complete with a variety of services. The Space Authority deals with this by a licensing agreement and an abundant amount of office spaces that are located around and are subordinate to a main office. Each region of Biaxial that has a distinctive feature which tourists are interested in seeing, has an agent representing them. Thus the office has an array of offices organized by region, by interest and by the nature of the business. Scientific tours are covered by one group of agents in one office, trade delegations, religious visits by another. Most off-worlders who are not interested in Biaxial's flora and fauna will go to the major cities to enjoy entertainment, vices and endless varieties of clothes, jewels and goods that status conscious Biaxial produces. This is no trivial thing. As noted earlier business on Biaxial is done over drinks, at banquets, at intermissions and after parties. Connections made in the Traders Grotto results in invitations to enjoy the nightlife on planet, so these tours are critical to government and private sector businesses. It is not by chance that the travel agencies and pleasure cruises are government regulated.

Tourism is something the dictator takes an active hand in. He has a committee that makes sure every possible way to use tourism (to fill his coffers) are employed. He has been known to say "Biaxial is my business and Biaxial is business. Every sub credit an offworlder spends on tour is well spent. Biaxial has more to offer than any other world, and I'm going to ensure Biaxial gets a fair return for what it gives."

Scientific tours

This type of tour is a government sanctioned scientific expedition which despite it's official status is regarded chiefly as an opportunity to bring in wealth to the planet. While outsiders are discouraged and prohibited from the sandcrab grounds, there is an increasing number of research tours on planet for the purpose of developing better compounds. The dictator wants to live forever and consolidate his power indefinitely. However his best biologists and biochemists have been executed, sought employment elsewhere or are imprisoned. He knows that scientific progress has slowed down in Biaxial and is allowing experts in the biological and medical sciences to do their work here, as a means of outsourcing talent.

Safari

The safari is popular among the more adventurous. Safaris are arranged by a separate department because of the gear rentals and purchases involved, as well as the stringent and costly procedures that have to be followed in order to allow for trophies to be taken off planet. The office of safaris has many experts on big game and survival who will arrange tours in a given clime. There are several permits issued per year and many agents covering the hunts. They are all regulated to keep the numbers of animals stable and keep the hunters happy.

The only exception being the Hyrakal Hunters Safari. Tour permits are only issued to the wealthiest and most influential of guests and can be the equivalent of the annual wages of ten Biaxialian craftsmen. These tickets are a status symbol in the worlds of the Foreven that trade with Biaxial. For this type of safari, there is only one

guide in operation at a given time and they are the best of the best. They have to be deaths from hypothermia, drowning and other causes are common. The Hyrakal is a rare animal, so the hunting of it is severely restricted to keep the numbers abundant, as well as create a high demand for it.

Other safaris are more affordable and many guides are available in the facility. Some arrange tours of the land scorpion mating season while others hunt the great herbivores of the plains. The strangle tree habitat is a popular place to go on safari, and the second highest priced tour is the Sandcrab deserts. The Sandcrab deserts tours are brought within telescope range for non scientific tourists, and over head flights are more common. There is a particularly dangerous hunt where teams of hunters attack a Crab Catcher with specialized spears with explosive tips that are able to pierce the armor of the reptile. Fatalities are less common than in Hyrakal hunts, but they do occur, as do injuries.

Secret police

This is a special branch of Biaxialian government. The secret police are all recruited from among the cadets at the military academies. In clandestine manner they are evaluated without their knowledge or that of their instructors. Once they are commissioned in the military and serve their first tour of duty, usually encompassing one year at a duty station, they are approached for special duty as a member of the secret police.

Most fit a profile of being very adaptable, some are less than the ideal soldier type in terms of physicality or conformity to military hierarchy, but have great linguistic skill, ability at masking their emotions or taking on different persona. They tend to be happier operating alone and independently. They are sent to special training, where they are taught to blend in and neither outshine those around them or fall behind them in their undercover roles.

They appear to be nondescript characters who blend in easily gaining either trust or lackadaisical indifference from those around them. Many are transferred often enough that they have a string of aliases as middle ranking soldiers and civil servants, farmers, craftsmen, and space hands. They are equipped with small hidden stun weapons and paralyzing or lethal neurotoxins. Unlike many in the Dictator's security forces, they tend to be shorter than average and rely not so much on strength or deterrence, but instead on ambush and cunning. With specialized training in kidnapping, interrogation and eidetic memory, they record and watch from a ground eye, grassroots perspective.

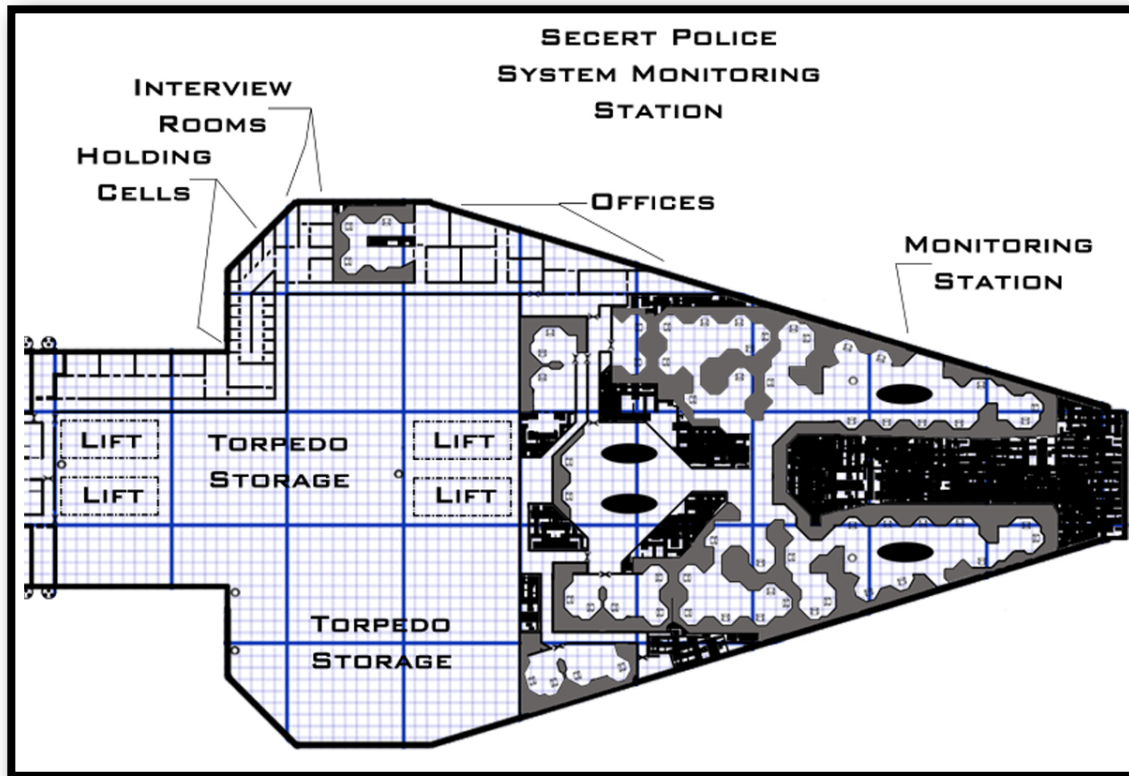
Secret police headquarters

The secret police have headquarters in every major city on Biaxial, on the farmworlds (though the small population there makes their numbers small) and of course on the space stations like the High Port. At the High Port they have an unusually deep cover for their operation. They employ three layers of cover. The first layer is that they are in a "Shedir Battle Sister Embassy". It's a large projection from the station under the main communications grid, with spacious offices, computer links, and interrogation rooms.

Of course the Battle Sisters don't have an embassy as of yet. They and their parent organization are currently negotiating for one. Three of them at a given time man the security entrance by maintaining a sham office which is the first thing anyone entering their area encounters, while the rest of the fifteen woman detachment are training and working with the fifteen person Biaxial Military Intelligence Corps Functional Cadre (BMICFC). The BMICFC is training the Shedir Battle Sisters in intelligence operations and using them as female agents among the spaceport. All of them are senior officers and NCO's. These thirty individuals are the ostensible occupants and operators of the headquarters. As you penetrate deeper into the compound area, you then move into the offices of the Secret Police who are the power and brains behind the operation.



Aside from providing a cover for the secret police the BMICFC doesn't do much else but send detailed reports to the secret police and respond instantly to any demands they have for information, agent's equipment and personnel. They get little feedback from the secret police unless they screw something up and they are good at not screwing up. The secret police commander has total authority over the BMICFC and Shedir Battle Sisters auxiliary.



This degree of inter service cooperation is not unusual because in a dictatorship all assets are the personal property of the state and the state is the Dictator. The secret police report directly to him and no one else.

All thirty members plus their detachment leader are embedded in other departments of the spaceport personnel. Some are with the Marine detachment as junior NCO's. One is in the mall police, most are harmless looking secretaries, attendants, workers and shop owners, who report directly to the handler who seldom leaves his office. He does have a cover persona as a technician which gives him clearance anywhere in the station. His operatives only report to him in groups of 3-8 at any given time, so as not to attract attention. Their official cover is that they are civilian stool pigeons, but no one in the BMICFC buys that.

Only the highest ranked leaders and officials on the station know who the Secret Police Manager is, aside from the BMIFC and their Shedir Battle Sisters. No one knows the full compliment of his men but him, The Dictator and Silhas the Grotto manager. Some of the traders and underground have incomplete tabs on about half of his men, and know of his existence.

The secret police manager of the High Port is a cunning and ruthless individual. His assignment to the High Port is a reward for being more ruthless, more underhanded and able to think four steps ahead of anyone else. On a planet of endless shady deals and secret agents, he is one of the best. He has authorization to conduct assassinations, abductions, and infiltrations anywhere on the station, a fact which keeps the military and civilian authorities on station on their toes. As everywhere on Biaxial, or in orbit, the secret police have no friends but the Dictator.

Randolph's Rapiers

Rapiers are the dress item of choice for both men and women in Biaxial. Everyone with rank, pretensions of rank or who aspires to rank carries a rapier, small sword or dagger. The craftsmanship, decoration, inlay, precious stones and rare organic items like ivory from some of the local wildlife or local mother of pearl like shell sections adorning the rapier are symbols of power, wealth and status.

Randolph the Smith runs a bustling shop that provides all manner of dress swords and accessories for the fashion and status minded shopper. First the patron chooses from a basic template bank consisting of twelve models with up to thirty variables such as hilt type, engraving, different cross guards, basket hilts, decorated or combat ready companion daggers. Then they have a personal discussion with a staff member who helps them finalize their decisions. It's an important decision that requires a lot of thought. On Biaxial being sword-less at a gala is regarded as crude!

The average order for a jeweled nobleman's sword or trade organization sword can be completed in a week and half. Most of the fitting, tempering and shaping can be done in two days because that is automated. Fine craftsmanship, engraving and personal touches are put on with advanced power tools and laser etching by him and his staff. They are all expert smiths and jewelers. Really advanced orders that need special gems can take longer. Unless something has to be imported from out system (which lengthens the time), these take up to a month.

Randolph is also an expert swordsman, he practices with different models on a regular basis. He does this so he can be sure of the handling, weight and strength of his weapons if they actually get used, which some are. "What was the craziest design I worked on? Easy! A Selkor noblewoman visited once and commissioned a sword that required hot pink quillons, a Denthic glow ruby the size of a Sandcrab eye set in the tip of the pommel. She paid cash and I bought a small scout ship for trips outside the system."

Fred's E.V.A. Tours Shop

Business trips and meetings on station can be marathon affairs. If you are an executive responsible for multiple trade delegations and negotiations, you will find yourself on the station for extended periods. Fred's E.V.A. is one of the most popular ways for stressed out visitors to get the ultimate in peaceful and quiet downtime where no one can come up to you and pull you into an impromptu negotiation. Operating in approved areas, suited up, with a tour guide or simply tethered to an area that is protected from micro-meteorites, tour members either take a guided tour or float silently in isolation, while attendants check on you and monitor your communication frequency.

The Art Dealer

The most expensive store in the mall is The Gallery at the high port. Part showcase for the glories of Biaxial's high culture, part posh visiting place for the elite of the elite. The Gallery is sumptuous. There is no medium that isn't represented. No holograms and illusions here. Everything here is hand made by the top artists in the system; from Randolph's masterpiece gem encrusted rapier to portraits and sculptures. There are artifacts here that would fetch enough money to provision a country estate on Biaxial.

The most famous sculpture here is the enigmatic sculpture known as "The Reprimand". It's a life sized work made from New Deneb Jadeite with streaks of magnetic hematite. The iconic statue is a smoothly polished, blueish green, black and red representation of an Aslan warrior being talked to by his leader. The lines of strength in both the leader and subordinate capture the danger and size of the Aslan while giving them an air of what can only be termed humanity! Currently three lords from Selkor are negotiating a buying agreement for a memorial to the warrior ethos they plan on building on one of their frontier worlds.

The portraits are of celebrities, rustic scenes of Biaxial farmworld operations or startlingly realistic and vibrant panoramas of animals and plants of Biaxial in their natural element. There is also the ubiquitous art of crafting shiny decorative jewelry from sandcrab shells, which have a glassy surface when polished by special machinery.

Custom Glass Creation

Mark Macal is the lone proprietor of this shop. His glassware are all individual creations, lovingly crafted by a man who has dedicated himself to this art. He has methods of staining glass, introducing patterns in veins, swirls, expanding bursts or subtle hues. The shop is filled with all manner of fine crafted glassware.

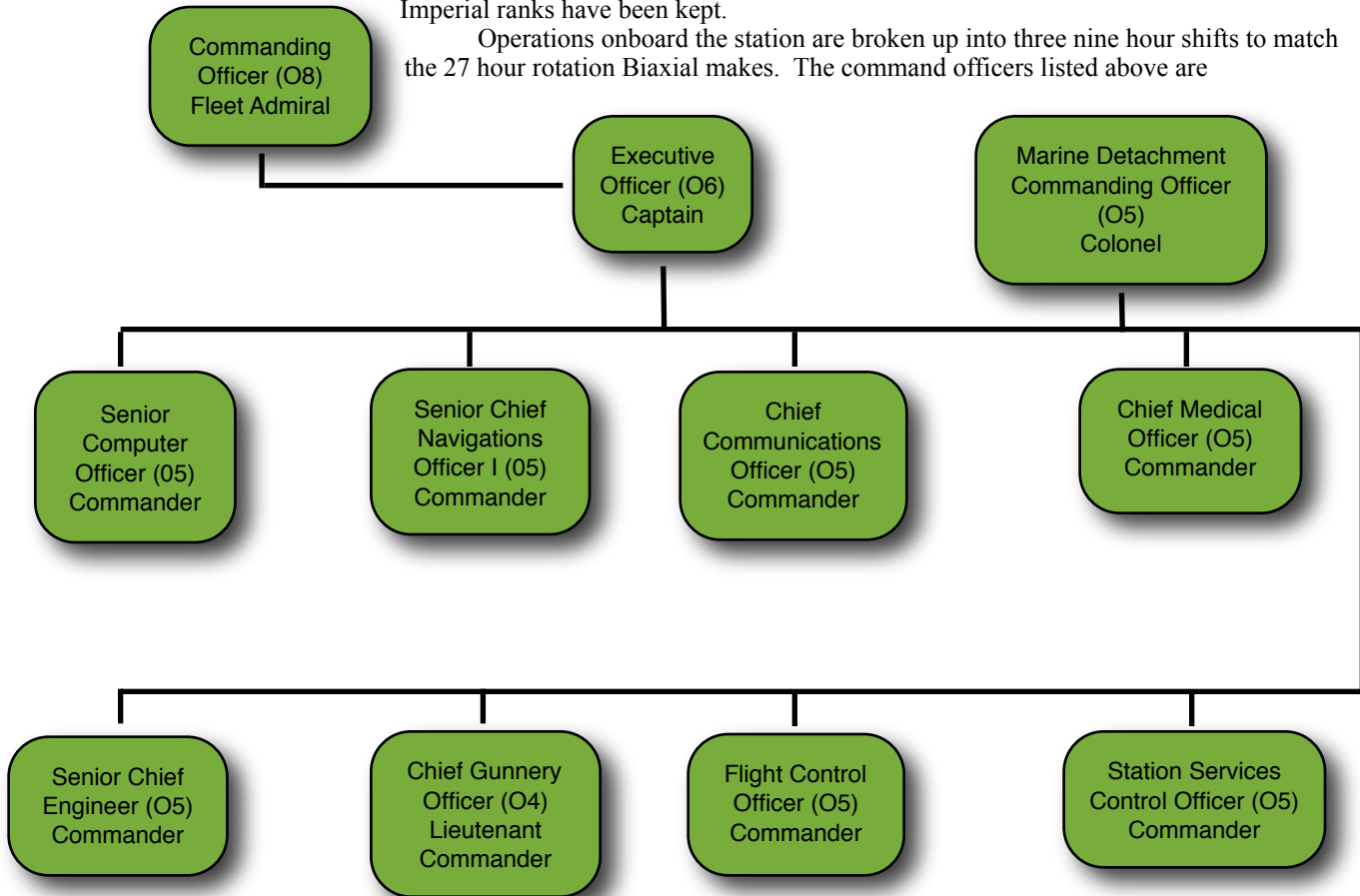
His designer crystal goblets are his best seller, and fetch an impressive price. Delicately shaped from glass made from the sand of the Maharlika desert, each goblet is a work of art that both on and off world tourists buy up as soon as they are made available. Mark refuses to automate any part of his operation and makes his works at his own pace. This is done both to ensure the quality of his products and to keep the supply from ever reaching the level of it's demand.

Another thing he produces are tempered glass amulets. His process of molecular reinforcement creates detailed life like representations of local wildlife, family crests and various brightly colored replicas of berries and leaves. The amulets stand up to rough handling, dropping and the trials and tribulations of space travel. They are prized by traders and workmen who travel the dangerous lanes of space, a visual representation of home and a symbol of the durability all space hands seek to possess

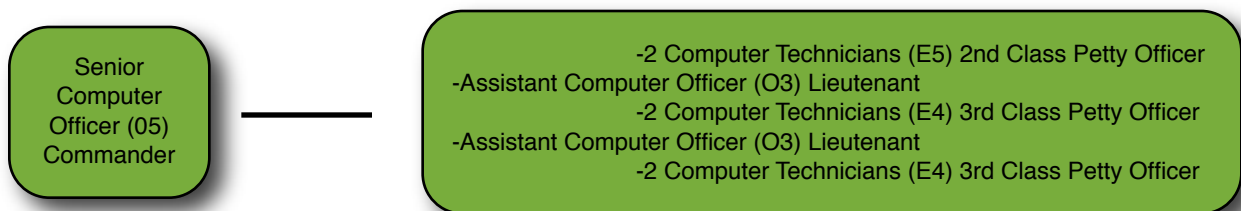
Crew Organization

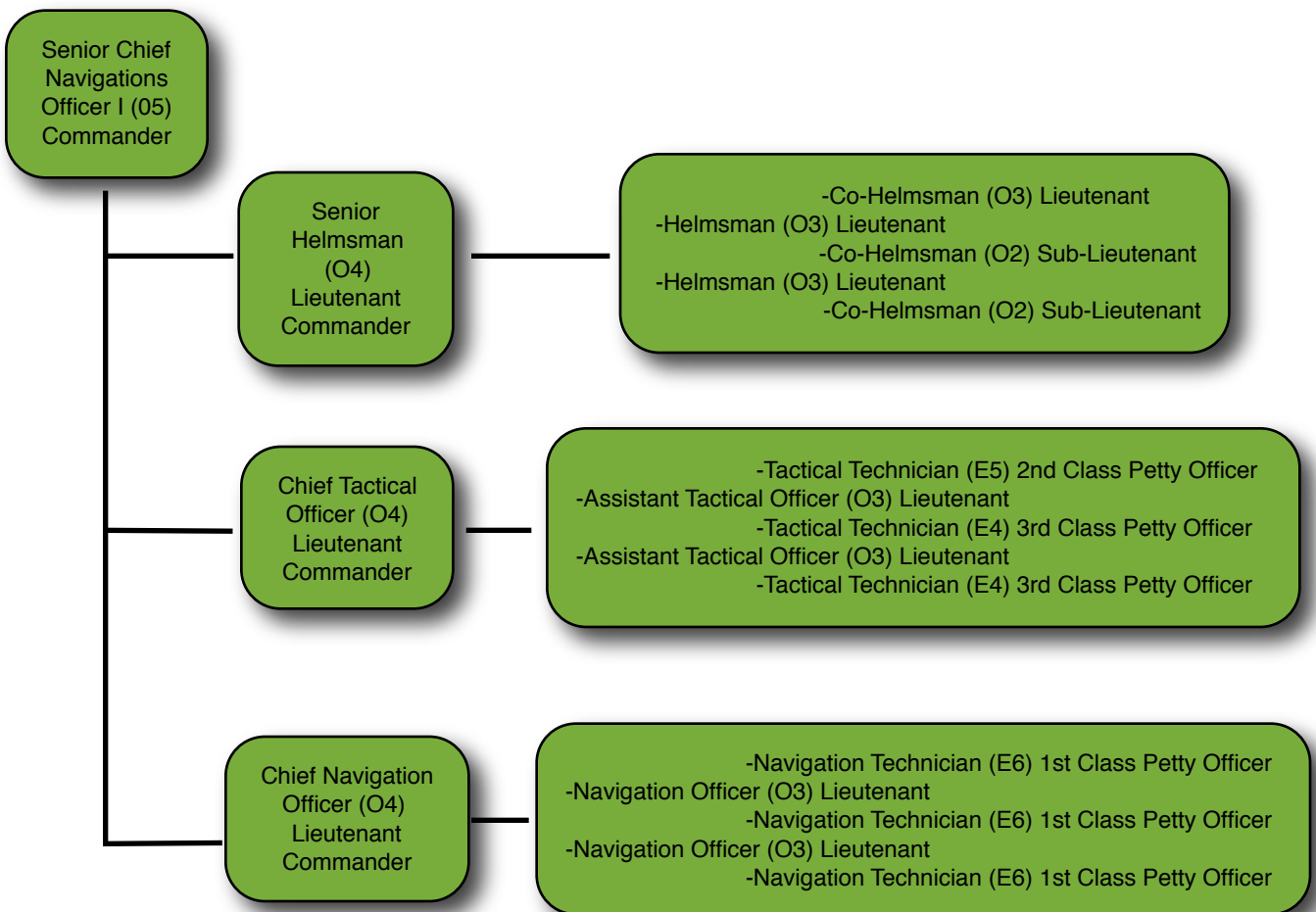
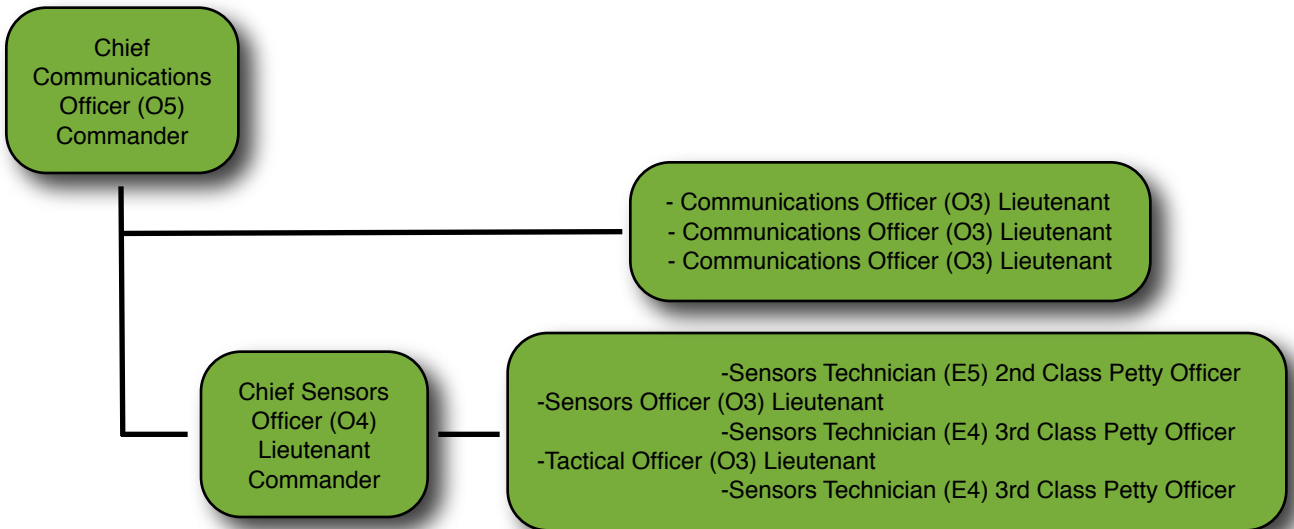
Biaxial Prime High Port has an extensive command structure not unlike any military base. The head of the station operations is a fleet admiral (rank O8) and then comes the executive officer with the rank of Captain (rank O6). The command staff consists of the department heads of each of the functional areas of the station. They are laid out as below. Each sub group will be broken out in more detail. For simplicity sake Imperial ranks have been kept.

Operations onboard the station are broken up into three nine hour shifts to match the 27 hour rotation Biaxial makes. The command officers listed above are



not required to stand watch. However, they are always on call for any emergency that may arise that the shift commander may not be able to handle. The Station Services Control Officer has a civilian counterpart due to the Biaxial Prime High Port Hotel and the connection to the orbital shipyards. Typically, this counterpart would report to the station Executive Officer (XO). However, due to the political situation that has come over the system, this appointed person reports to Dictator Ur. Typically, this appointee leaves the station's daily operations to the Commanding Officer, Fleet Admiral.





Chief Medical Officer (O5) Commander

- 3 Surgeons (O4 and 2 O3) Lieutenant Commander and 2 Lieutenants
- 4 General Doctors (O4 and 3 O3) Lieutenant Commander and 3 Lieutenants
- Chief Nurse (O4) Lieutenant Commander
- Staff Nurses (2 O3, 2 O2, 6 O1, 4 PO's, and 36 E2 - E3)
 - 2 Lieutenants
 - 2 Sub-Lieutenants
 - 6 Ensigns
 - 4 Petty Officers
 - 36 Spacehands thru Able Spacehands

Flight Control Officer (O5) Commander

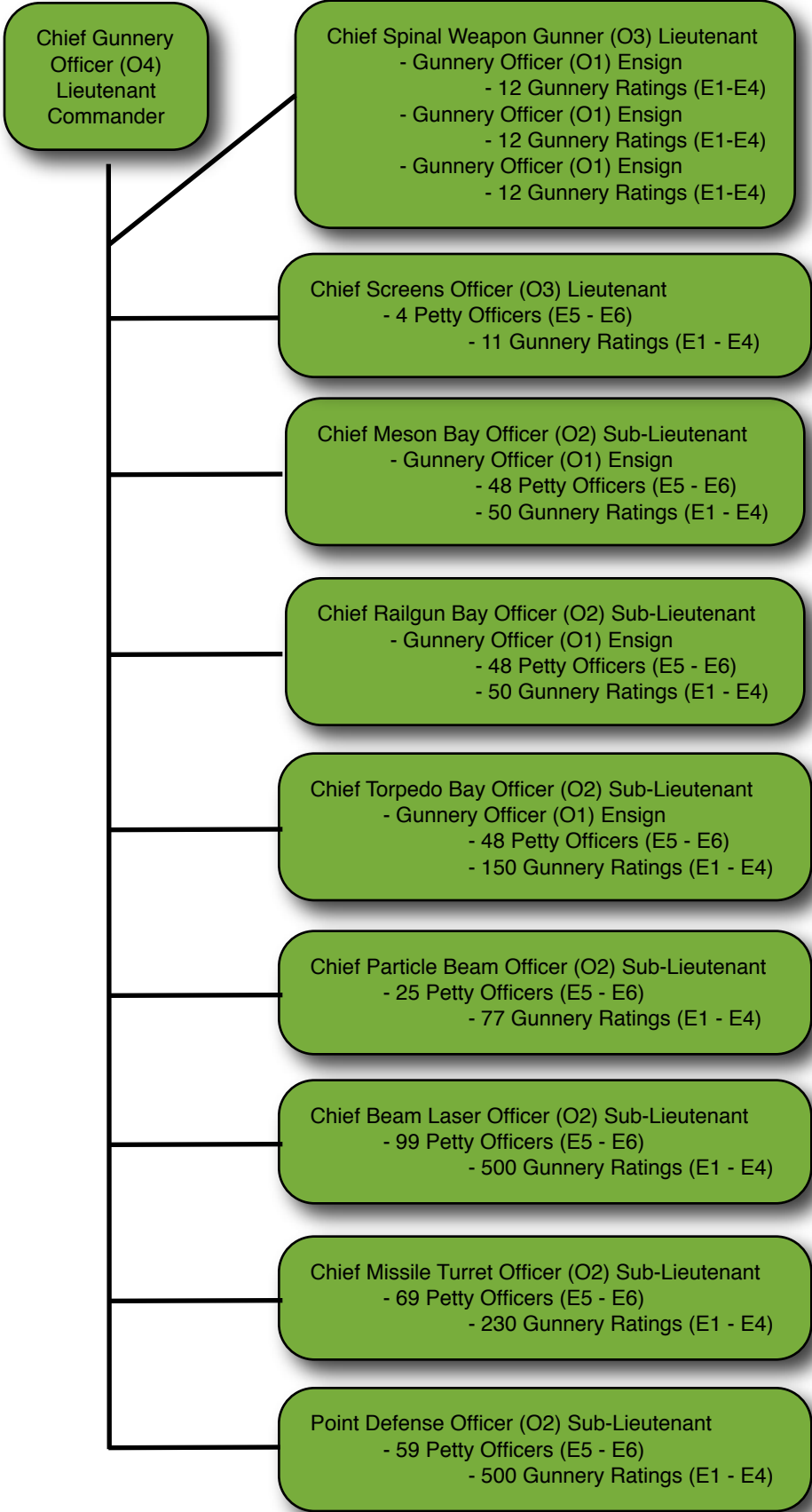
- Chief Traffic Control Officer (O4) Lieutenant Commander
- 27 Traffic Control Petty Officers (E5 - E7) 3rd class Petty Officer thru Chief Petty Officer
- 20 Traffic Control Technicians (E2 - E3) Spacehand Apprentice through Able Spacehands

- Flight Crews (O1 - O3) 320 Ensigns through Lieutenants
 - 100 fighter pilots (50 ton fighters)
 - 40 Shuttle pilots (90 ton armoured shuttles)
 - 100 Launch pilots (10 ton launches)
 - 20 Boarding Craft Pilots (60 ton BC's)
 - 10 Tug pilots (30 ton tugs)
 - 30 Maintenance Pod pilots (10 ton MP's)
 - 20 Cargo Shuttle Pilots (90 ton Cargo Shuttles)
- Maintenance Crews (E1 - E7) 37 Petty Officers and 80 Ratings
- Launch Tube Engineers (E1 - E7) 4 Petty Officers and 16 Ratings
- Flight Supervisors (O3) 3 Lieutenants

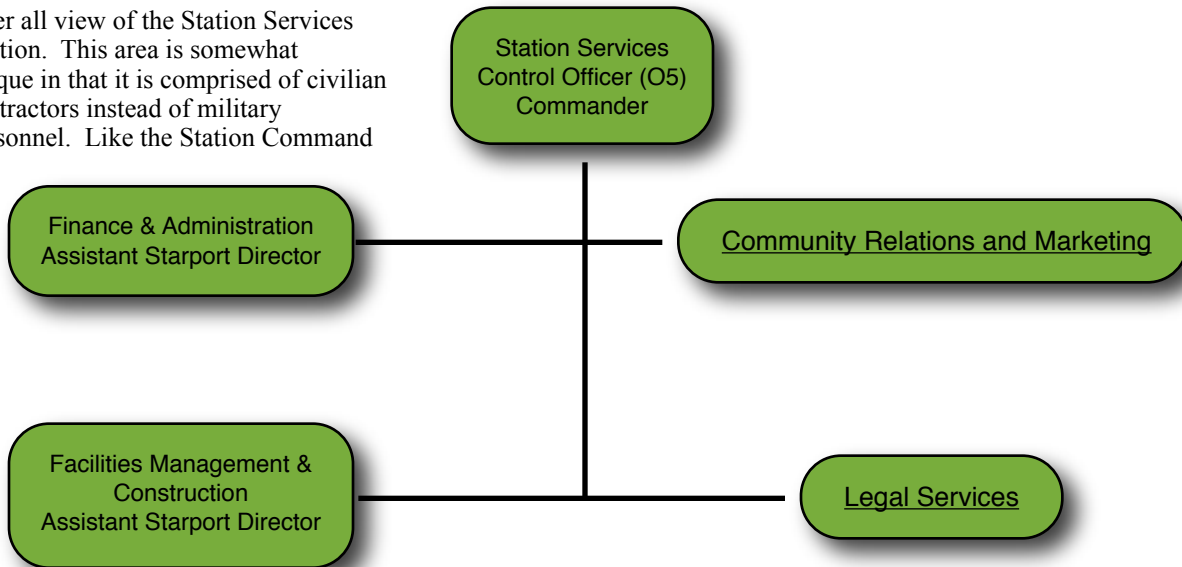
Senior Chief Engineer (O5) Commander

Chief of the Station (E9) Senior Chief Petty Officer

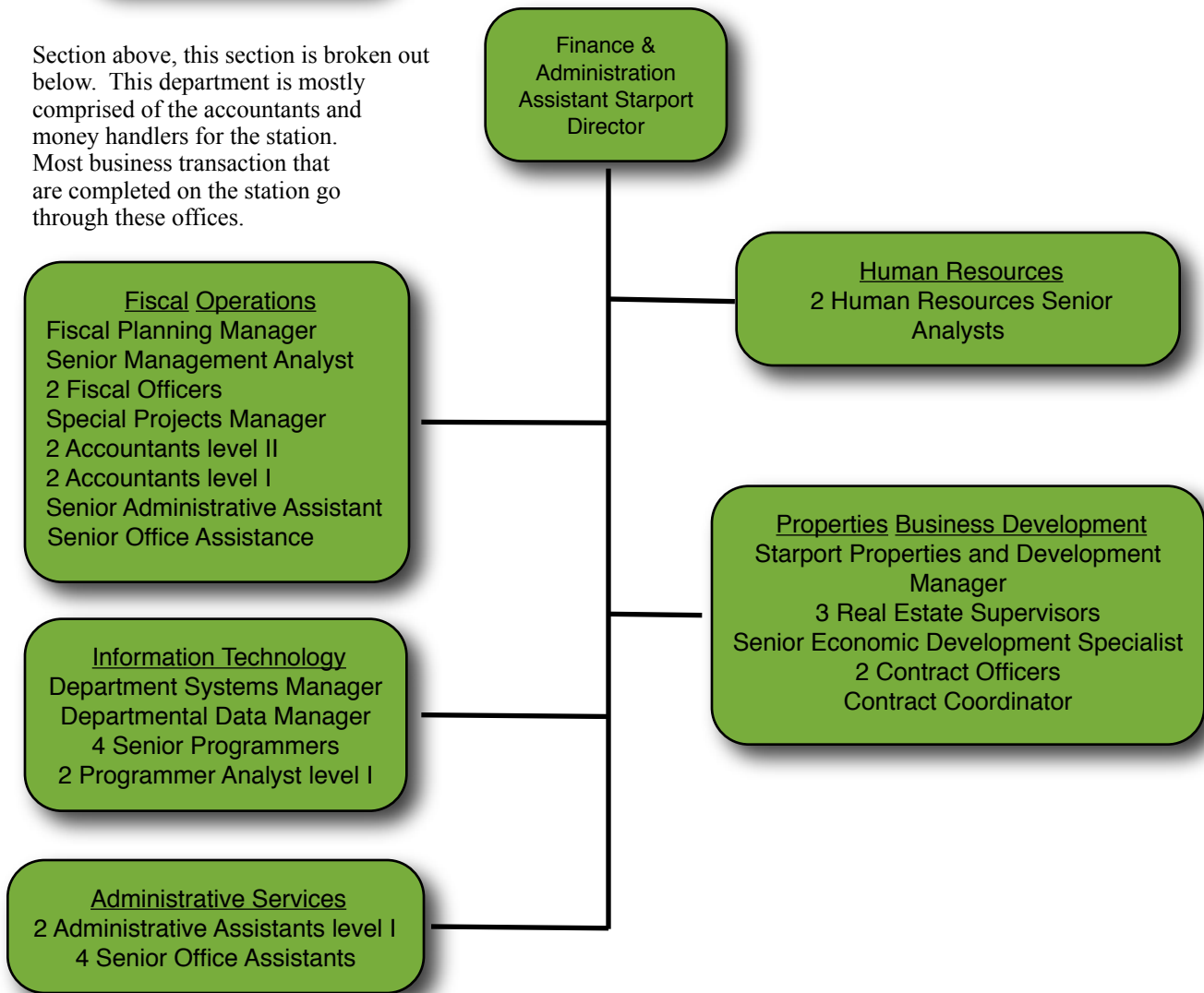
- Chief Engineer (Manoeuvre Drive) (O4) Lieutenant Commander
- 2 Engineers (O3) Lieutenant
 - 3 Shift Supervisors (E6) 1st Class Petty Officers
 - 3 Assistant Engineers (E5) 2nd Class Petty Officers
 - 21 Ratings (E1 - E4)
- Chief Engineer (Power Planet) (O4) Lieutenant Commander
- 3 Engineers (O3) Lieutenants
 - 3 Shift Supervisors (E6) 1st Class Petty Officers
 - 3 Assistant Supervisors (E6) 1st Class Petty Officers
 - 9 Assistant Engineers (E5) 2nd Class Petty Officers
 - 129 Ratings (E1 - E4)



Over all view of the Station Services Section. This area is somewhat unique in that it is comprised of civilian contractors instead of military personnel. Like the Station Command



Section above, this section is broken out below. This department is mostly comprised of the accountants and money handlers for the station. Most business transaction that are completed on the station go through these offices.



The Community Relations and Marketing department and Legal Services do what the department heading states. If there are any matters that require the law to intervene, Legal Services will be involved. Marketing, of course, is everywhere and has been pushed to really sell the vacation, ship building, and mining aspects of the Biaxial System by the Biaxialian ruler. The Public Relations department is to fully support the marketing campaign, as well as keep all visitors happy. Even though Biaxial is now under a dictatorship, it is recognized that commerce is the only way Biaxial will thrive.

The largest department under civilian authority is Facilities Management & Construction. This department is responsible for the care and maintenance of the station and ships, both civilian and military repairs and construction. Nothing moves into or out of the station without Facilities knowing about it.

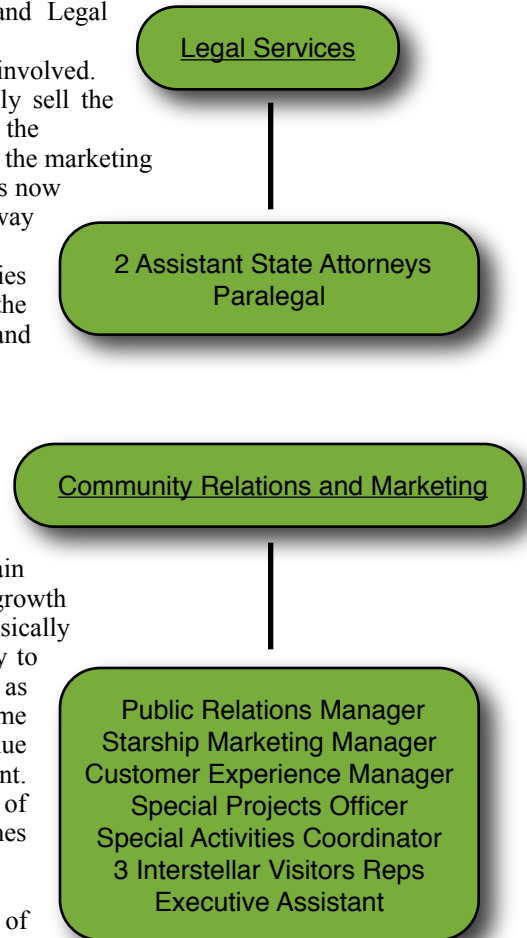
This, by proxy, covers the planets in the Biaxial system since fleet movements are watched and controlled by the station. The assistant Directors position is a prestigious one that is sought after by many political upstarts and upper crust members of Biaxialian society.

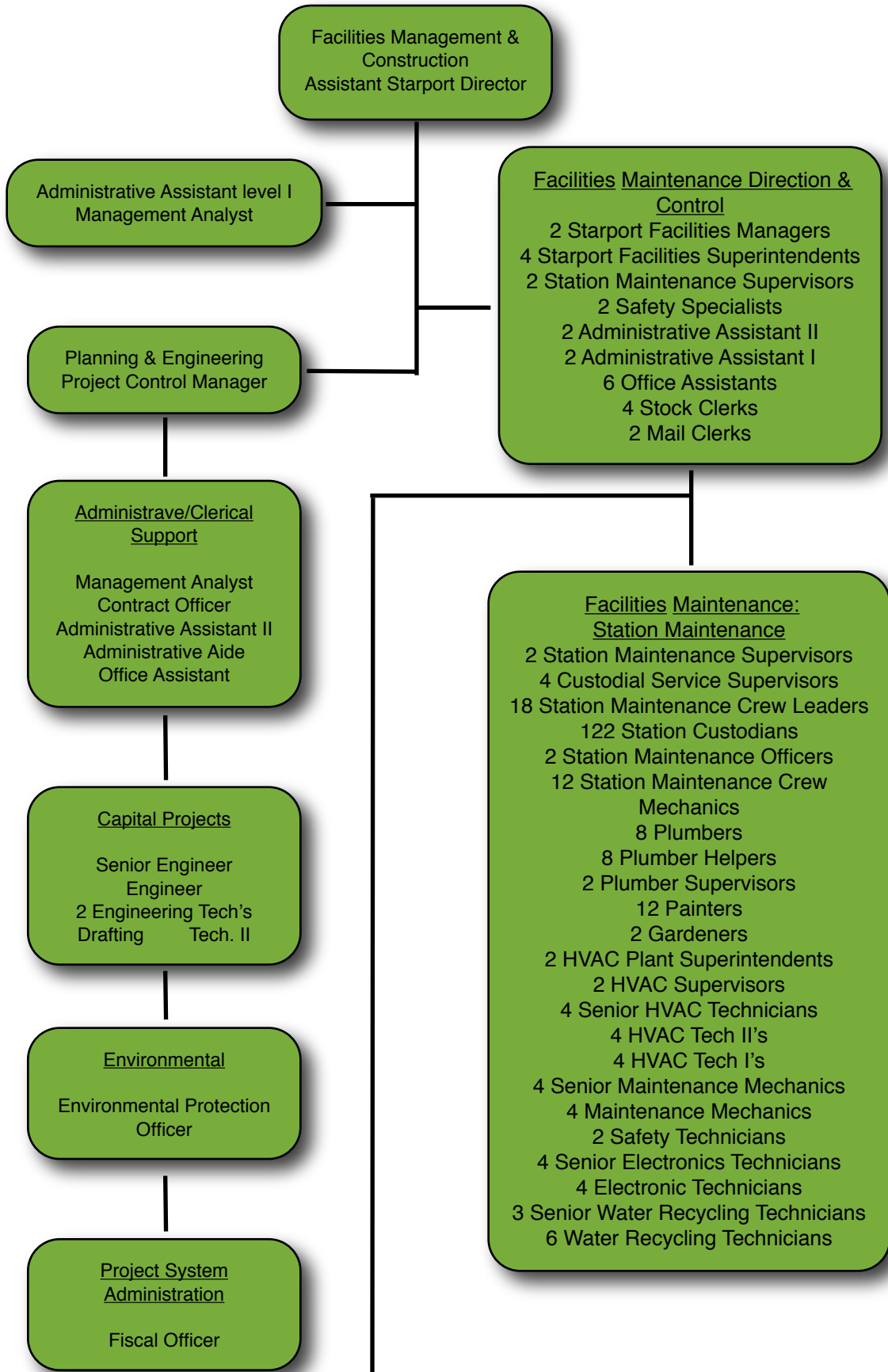
The Planning & Engineering department's main focus is on expanding the station's foot print to meet the Biaxialian growth plan set down by their new ruler. Currently, the station is not physically attached to the shipyards that orbit Biaxial but, plans are underway to do just that. Inexpensive living quarters are in the planning stage, as well as recreational facilities for the yard workers. It has become apparent that the production of these facilities will increase revenue for the state and certain key supporters of the new government. Docking facilities have been added to the station in the form of docking clamps and airlocks along an outstretched arm that reaches into space from the station.

The Marine Compliment aboard the Station is comprised of an over-strength Battalion of 1000 marines. What makes this an over-strength Battalion is the security force attachment that is comprised of 265 men and women. The combined total equaling a security and strike force of 1000 soldiers. The Marine Battalion's role on the station is to provide customs security, quick action response, defense against boarding, and boarding parties. While the chief responsibility of the security force is to keep order within the station, to include the Mall and Hotel. This operational theater has given the Security Forces the name of "Mall Security."

There are constant training exercises for both the Marines and the Security Forces going on. Both units participate on their own and in combined unit activities. These exercises range from fire control to industrial accidents to boarding engagements to anti-terrorist actions. Both forces work well together and have grown to respect each other.

Even though the Security Force is attached to the Marine Battalion, it is still considered a civilian agency and ultimately reports to the civilian governing head on the station but this is seldom used. The members of the Security Forces are recruited from Marine and special forces agencies through out the Empire and once accepted they give up their commissions and join the ranks of the Security Forces. Otherwise, standard chain of command is followed and the senior Security Forces officer reports to the Marine commanding officer.







Launch M-Type, 20 tons

The Biaxialian 20 ton launch is a frequent site around the Biaxial system, as well as neighboring systems. It was designed to fit into many roles, from small cargo handling to passenger transfer between larger ships to secondary defensive craft. All of this is accomplished with the modular system it uses. Its modular bay can fit many different standard and custom designs, allowing the 20 ton launch to fill roles as needed. It is this ability and the fact that it is an armoured craft that has made it one of the most popular small craft amongst the trade alliance.

Changing the modules requires at least one mechanical skilled person and one helper. Working together, they can do a complete removal and installation within twenty minutes with the right equipment. If the change is being made in zero-gravity the time to complete change out is reduced to ten minutes.

Several modules have been included to give you an idea of the versatility of the design. The standard configuration for this launch does not include any modules. The 7.4 tons of space is typically used for cargo transport when a module is not in place. When a module is in place the outer hull doors close around the module to help with both protection and holding it in place. Even if the doors have been damaged or removed the module still will be secured via the locking clamp located at the rear of the unit. Some other examples of designs are as follows:

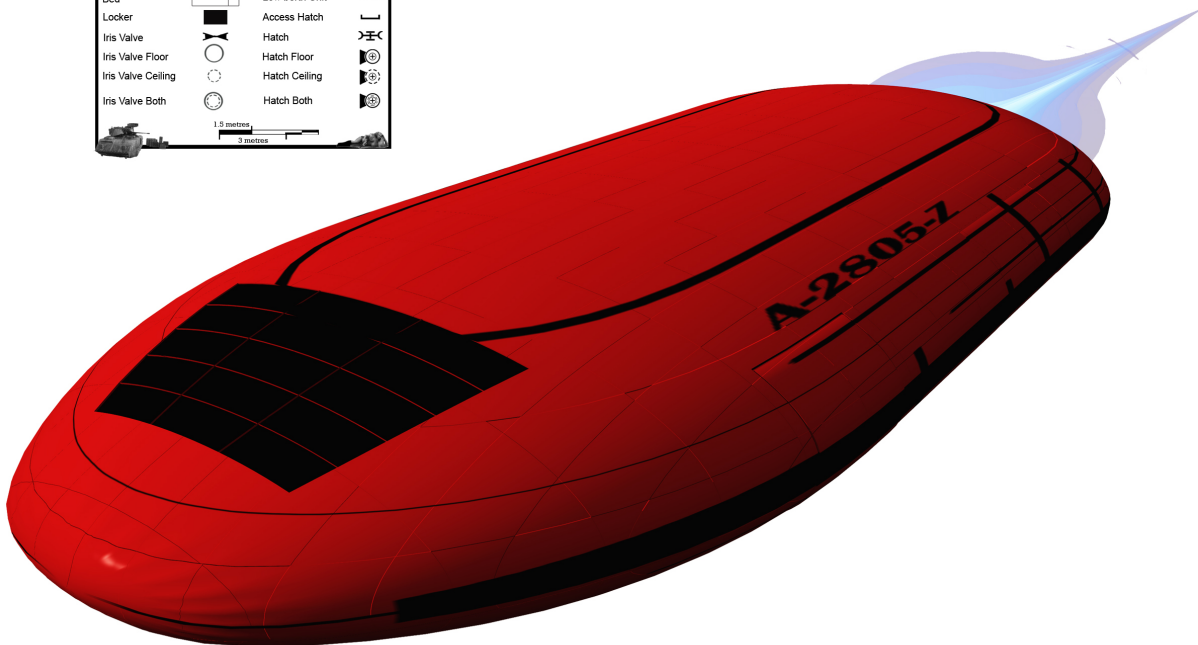
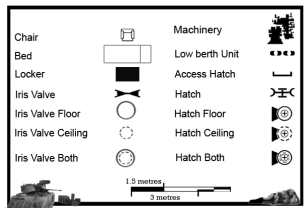
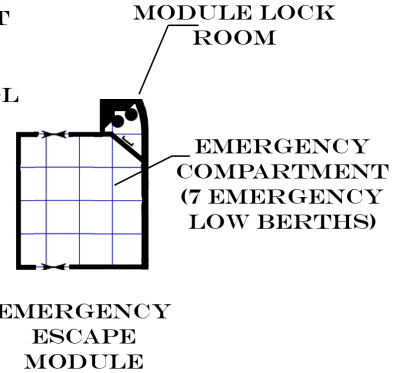
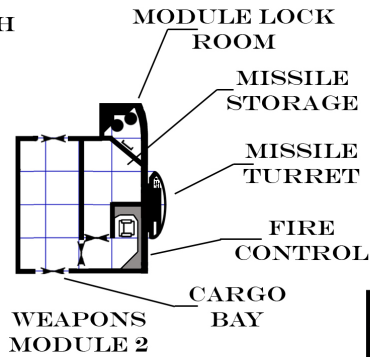
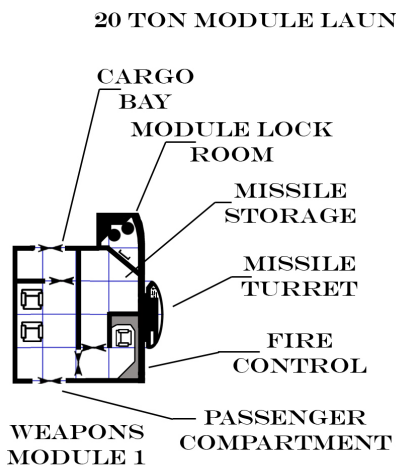
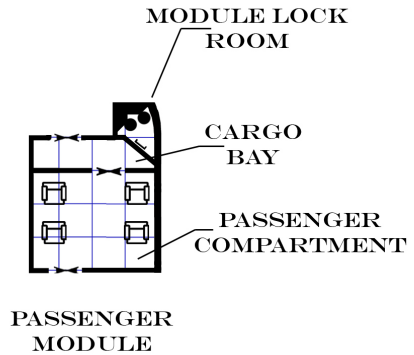
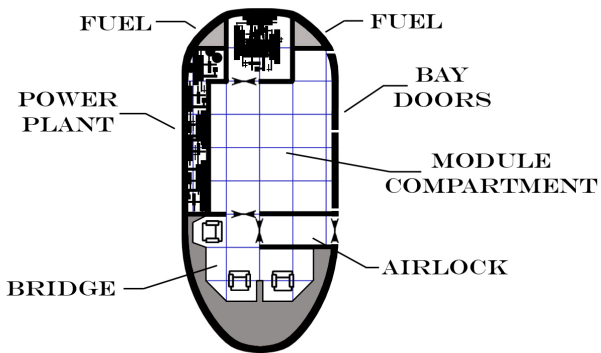
Safari and sight seeing tours - typically the outer hull doors are re-tracked slightly to reveal a large glassteel window to allow for better viewing. Current practice with this type of module is not to open the hull doors until the Launch is within the viewing area.

Emergency Rescue Boat - this module adds a grappling arm, an emergency low berth unit, and a medical station to the M-type launch. With the radiation and heat shielding already present, this addition makes it a first choice among first responding units.

Private in-system courier - Many of the corporations that operate in and around Biaxial require secure transfer of hard documents, equipment, personnel, and data that can not otherwise be transmitted across open channels.

Law Enforcement - delivery of officers, transport of prisoners, and even customs duty are just some of the uses law enforcement agencies have come up with in deploying the M-type Launch

Launch M-Type	Descriptions		Tons	Price (MCr)
Hull	s2 20 Tons	Hull:1		1.782
	Streamlined	Structure:1		
	Radiation Shiielding		5	
	Heat Shielding		1	
Armour	TL 10 Crystaliron	4 Points	1	0.264
Manoeuvre Drive	sD	Tn:4	2	3.5
Power Plant	sD	Rating:4	2.1	4.5
Bridge	Cabin for 2 Crew and one Passenger		6	0.2
Computer	Model/ 1fib Rating 5			0.045
Electronics	Basic DM:-4			
Weapons	Special (see modules)			
Fuel	1 Week		0.5	
Airlock			1	0.2
Cargo	Modular Bay		7.4	0.65934
Total Cost	without module		20	17.15034
	10% Discount			15.435306
Module 1	Passenger			Full/ 10%
Cabin	Cabin for 4		6	0.2
Cargo			1	
Total Cost			7	0.2 / 0.18
Module 2	Emergency Escape			
Cabin	Emergency Low Berths (28 berths)		7	0.7
Total Cost			7	0.7/ 0.63
Module 3	Weapons #1			
Weapons	1 Missile Launcher and fire control		1	0.95
Cargo	24 Smart Missiles		2	0.72
	Cargo Space		1	
Cabin	Cabin for 2 Passengers		3	0.1
Total Cost			7	1.4337/ 1.593
Module 4	Weapons #2			
Weapons	1 missile Launcher and fire control		1	0.95
Cargo	24 Smart Missiles		2	0.72
	Cargo Space		4	
Total Cost			7	1.67/ 1.503

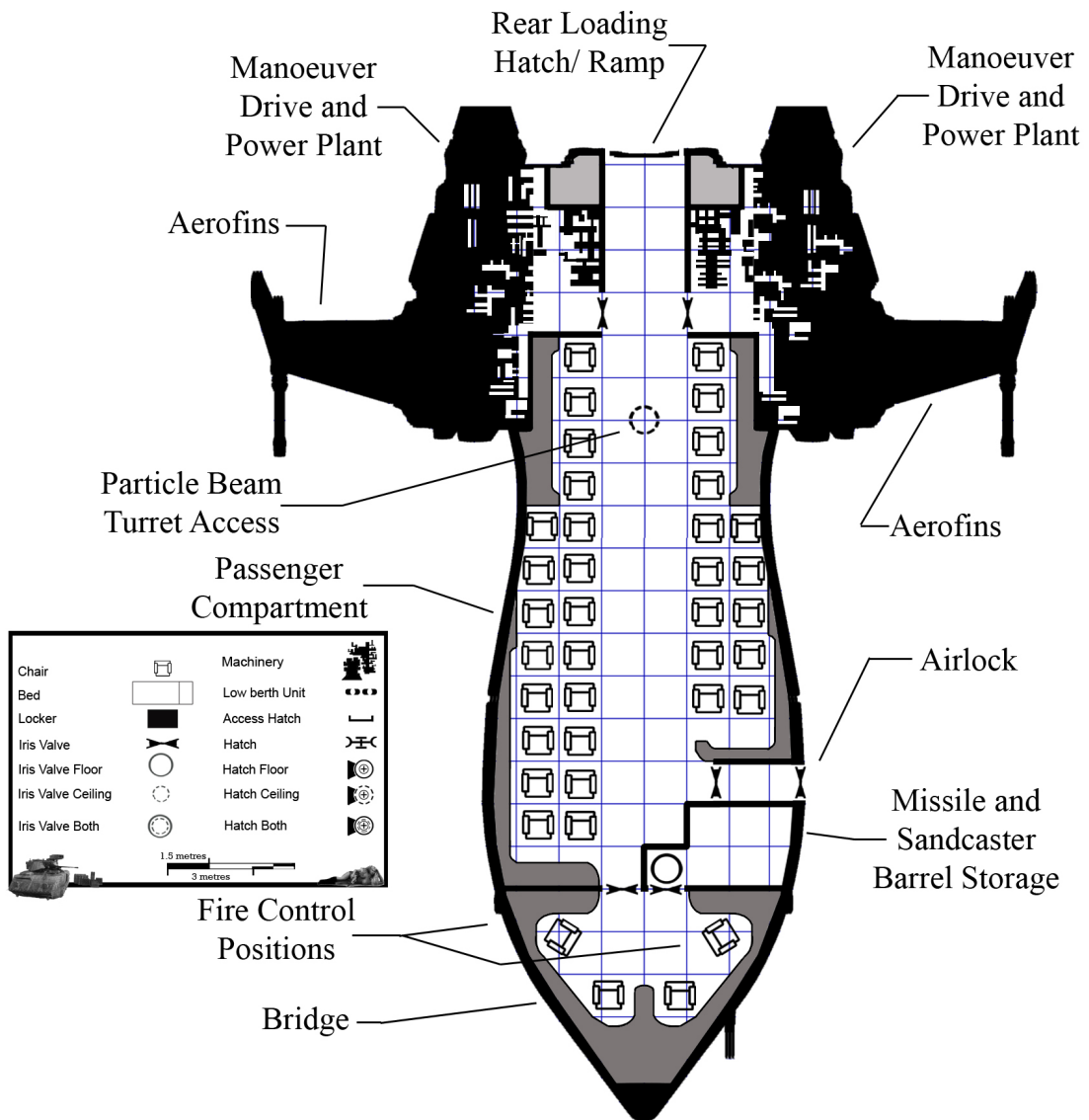


Shuttle, Type A, 90 tons

The Type A shuttle is an armed and armoured craft. It's main purpose is to transfer people and important objects through a hostile environment. From the same designer of the M-Type Launch, it follows some the same design standards, armoured streamlined hull with radiation shielding, harden computer, agility, and endurance. However, it lacks the module component capability. The computer has been upgraded to a model 2/fib, increasing its ability to run better defensive and offensive programming. The electronics have also gone through an upgrade from its M-type brother. The armed shuttle has two hard points with a particle beam mounted on a single turret to provide some close in hitting power and a triple turret that contains two missile launchers and a sandcaster. There is enough storage for 24 smart missiles and 20 sandcaster barrels. The passenger compartment can comfortably seat 34 passengers.

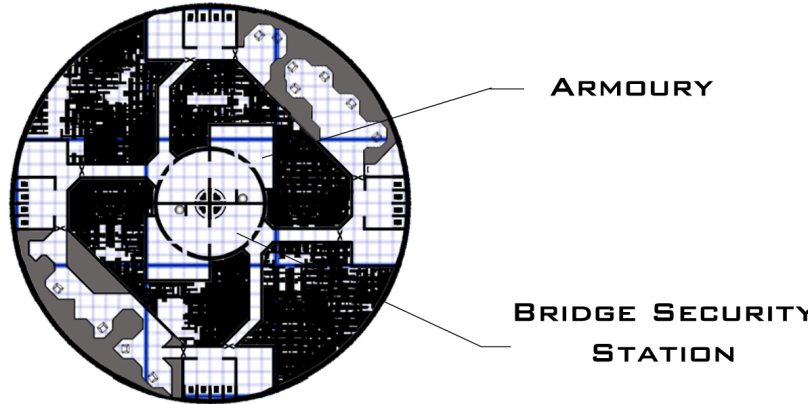
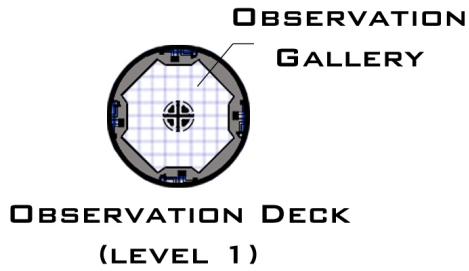
These shuttles are used extensively through out the Biaxialian Trade Alliance and sales to outside systems have been increasing steadily. Very few small craft manufacturers have been able to keep up with the performance and reliability of this Biaxialian product. A new model with a larger manoeuvre drive and power plant has been rumored to be in the testing phase. Officials have not commented on the truth of those rumors.

Shuttle-Type A	Descriptions	Tons	Price (MCr)
Hull	s9 90 Tons Hull:2		2.299
	Streamlined Structure:2		
	Radiation Shiielding		22.5
	Aerofins	4.5	0.45
Armour	TL 10 Crystaliron 4 Points	4.5	0.4598
Manoeuvre Drive	sP Tn:4	9	18
Power Plant	sP Rating:4	6.3	12
Bridge	Cabin for 2 Crew and one Passenger	6	0.45
Computer	Model 2/fib Rating 10		0.24
Electronics	Basic Civilian DM:-2	1	.05
Fuel	1 week endurance	1.25	
Passengers	Cabin for 34	51	1.7
Airlock		1	0.2
Weapons	2 hard points/ fire control	2	0.4
	Particle Beam single turret		4.2
	Triple turret: 2 missile Launchers		1.5
	1 Sandcaster		0.25
Cargo	24 smart missiles	2	0.72
	20 sandcaster barrels	1	0.01
Total Cost		89.55	65.4288
	10% standardized discount		58.88592

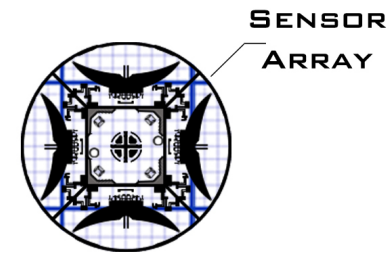


90 tons Armed Shuttle

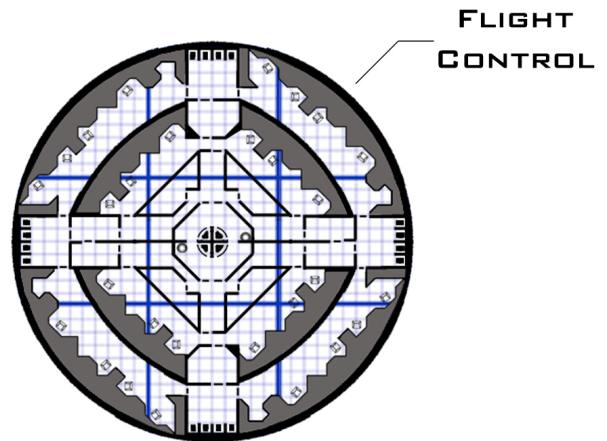
High Port Deck Plans



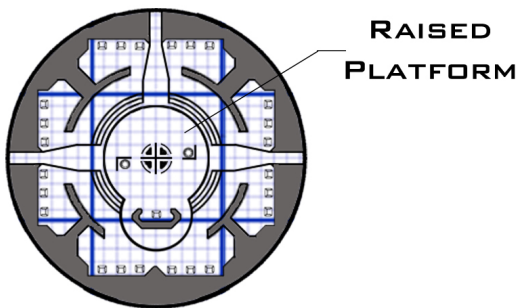
STATION COMPUTER DECK 1
(LEVEL 4)



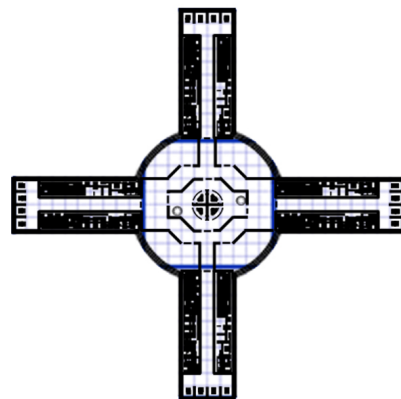
SENSOR DECK
(LEVEL 2)



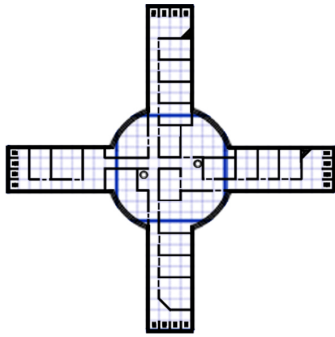
FLIGHT OPERATIONS DECK
(LEVEL 5)



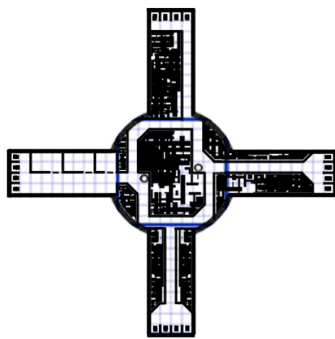
BRIDGE
(LEVEL 3)



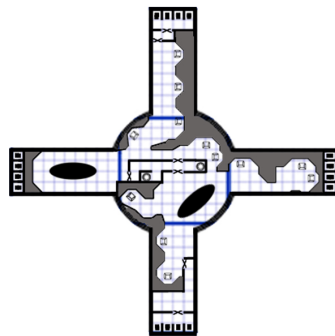
STATION COMPUTER DECK 2
(LEVEL 6)



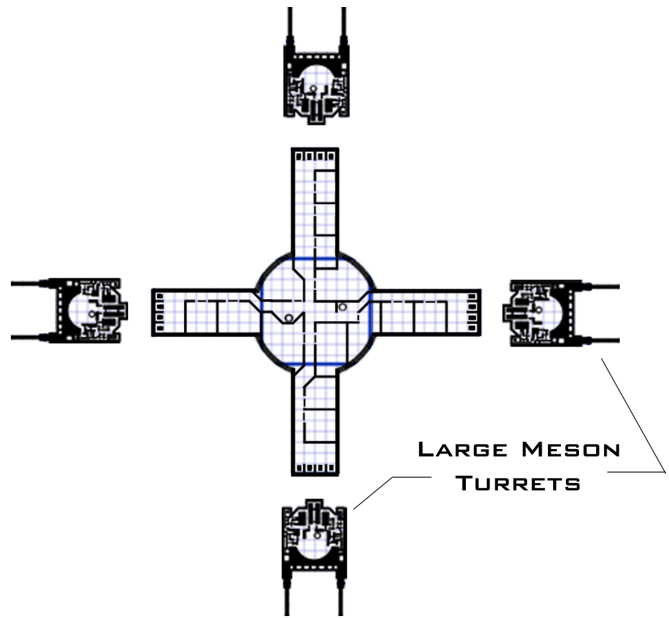
PURSER'S DECK
(LEVEL 7)



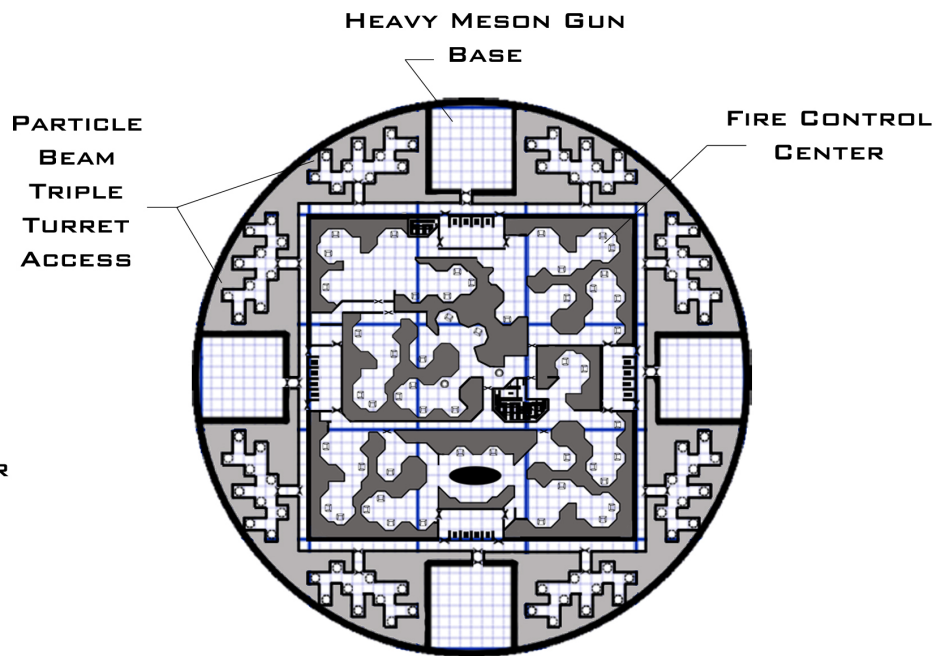
STATION COMPUTER DECK 3
(LEVEL 8)



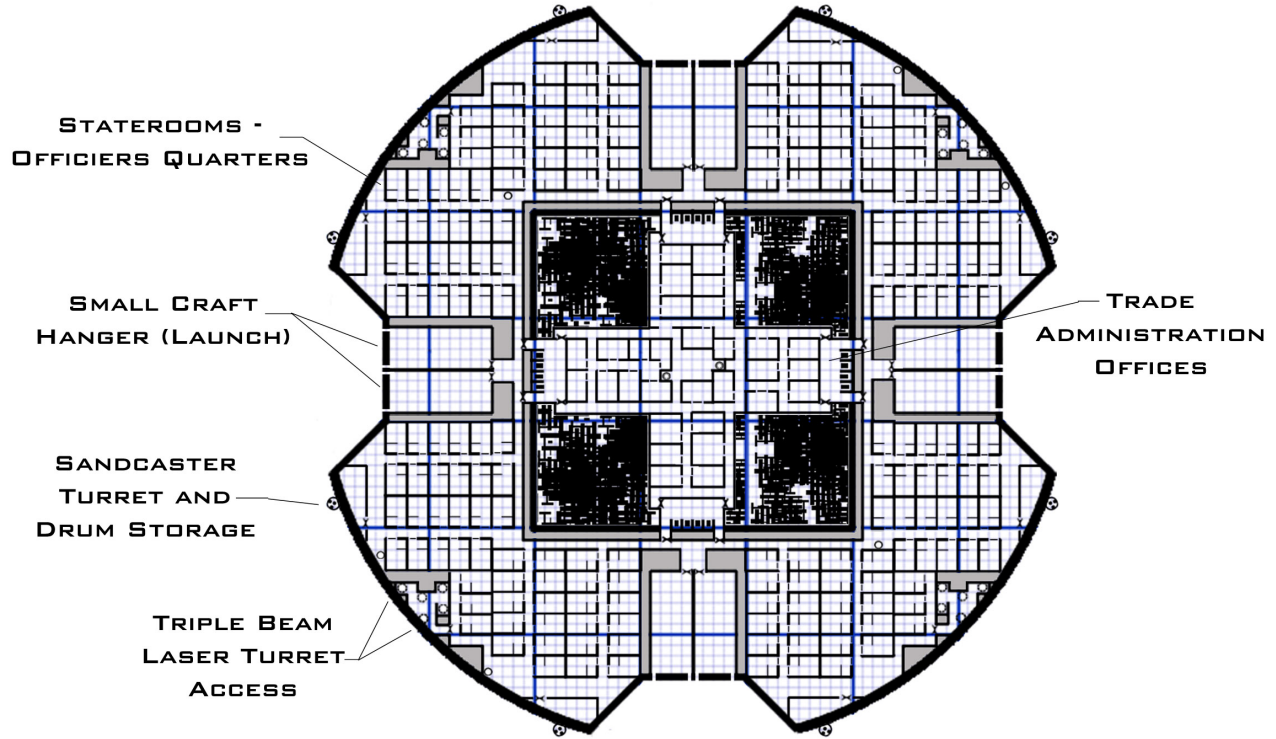
GROUND OPERATIONS CENTER
(LEVEL 9)



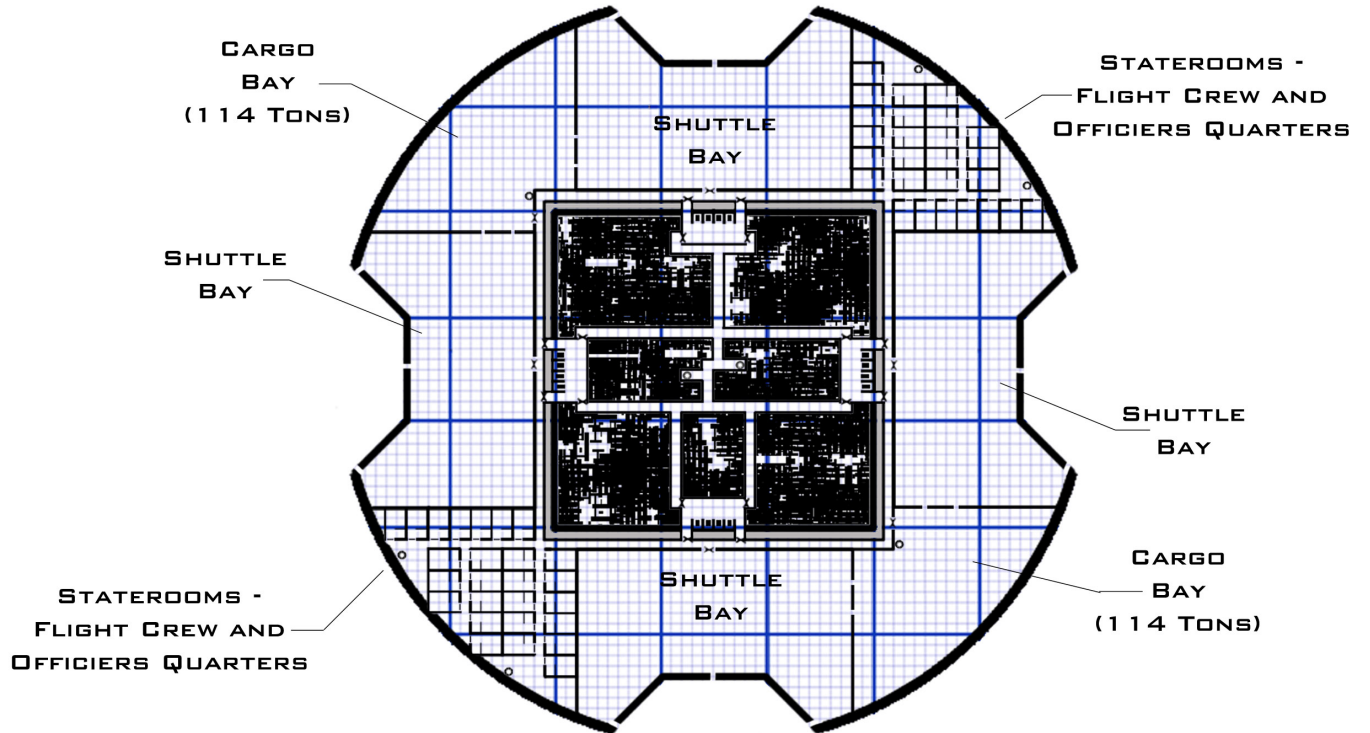
DAMAGE CONTROL CENTER
(LEVEL 10)



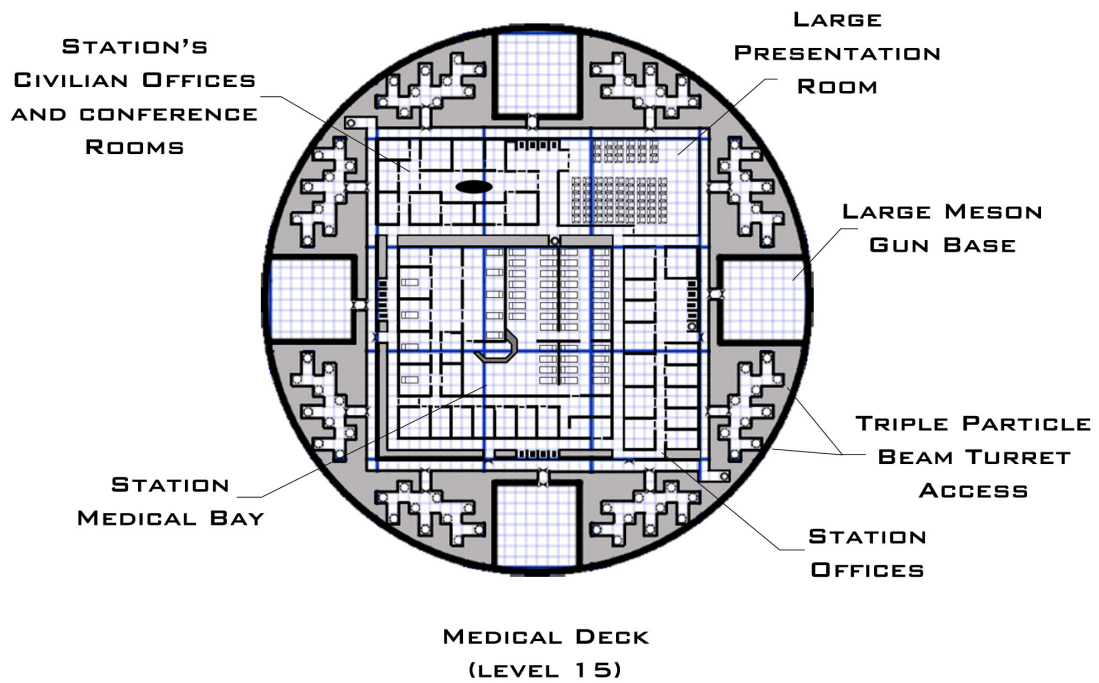
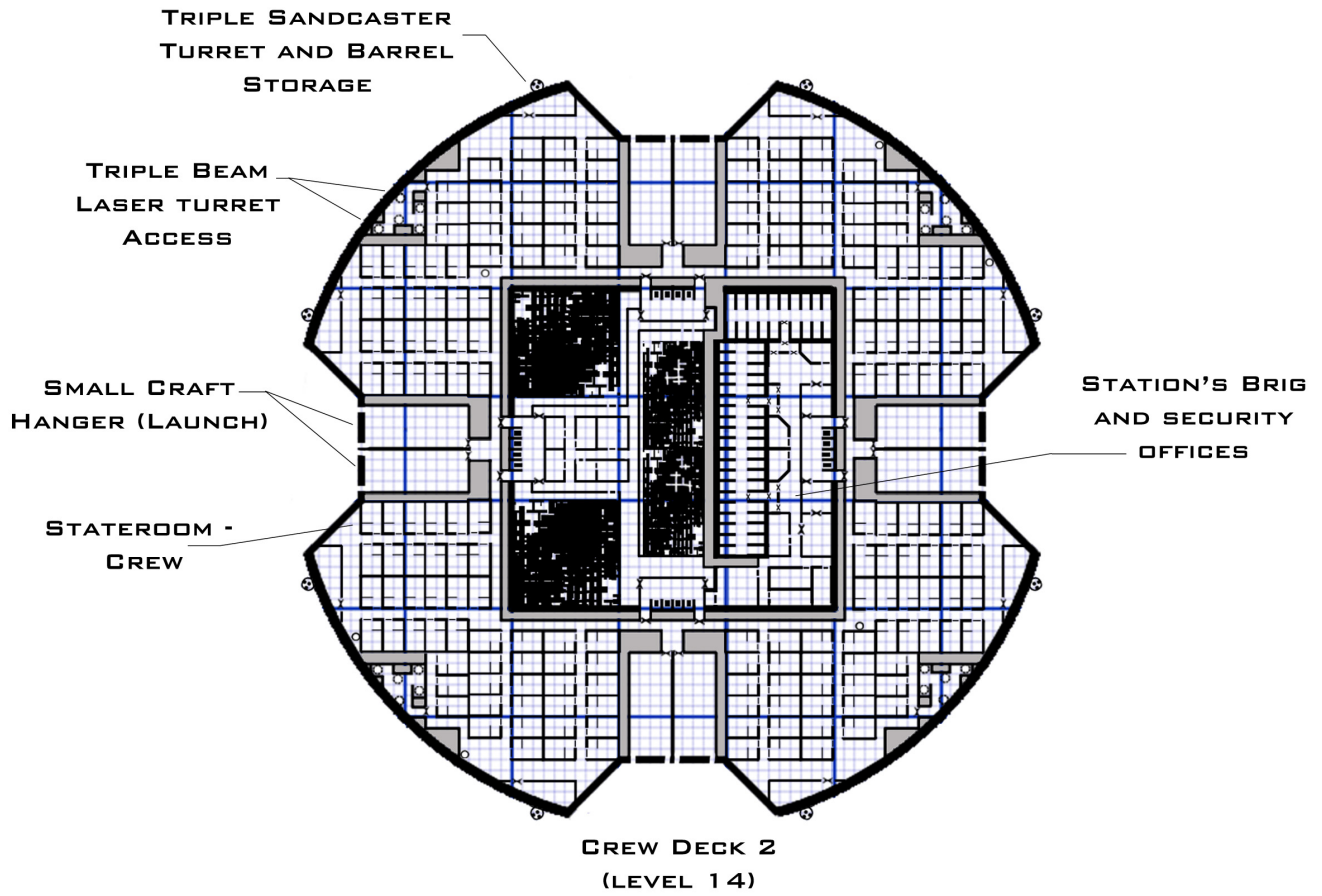
WEAPONS DECK 1
(LEVEL 11)

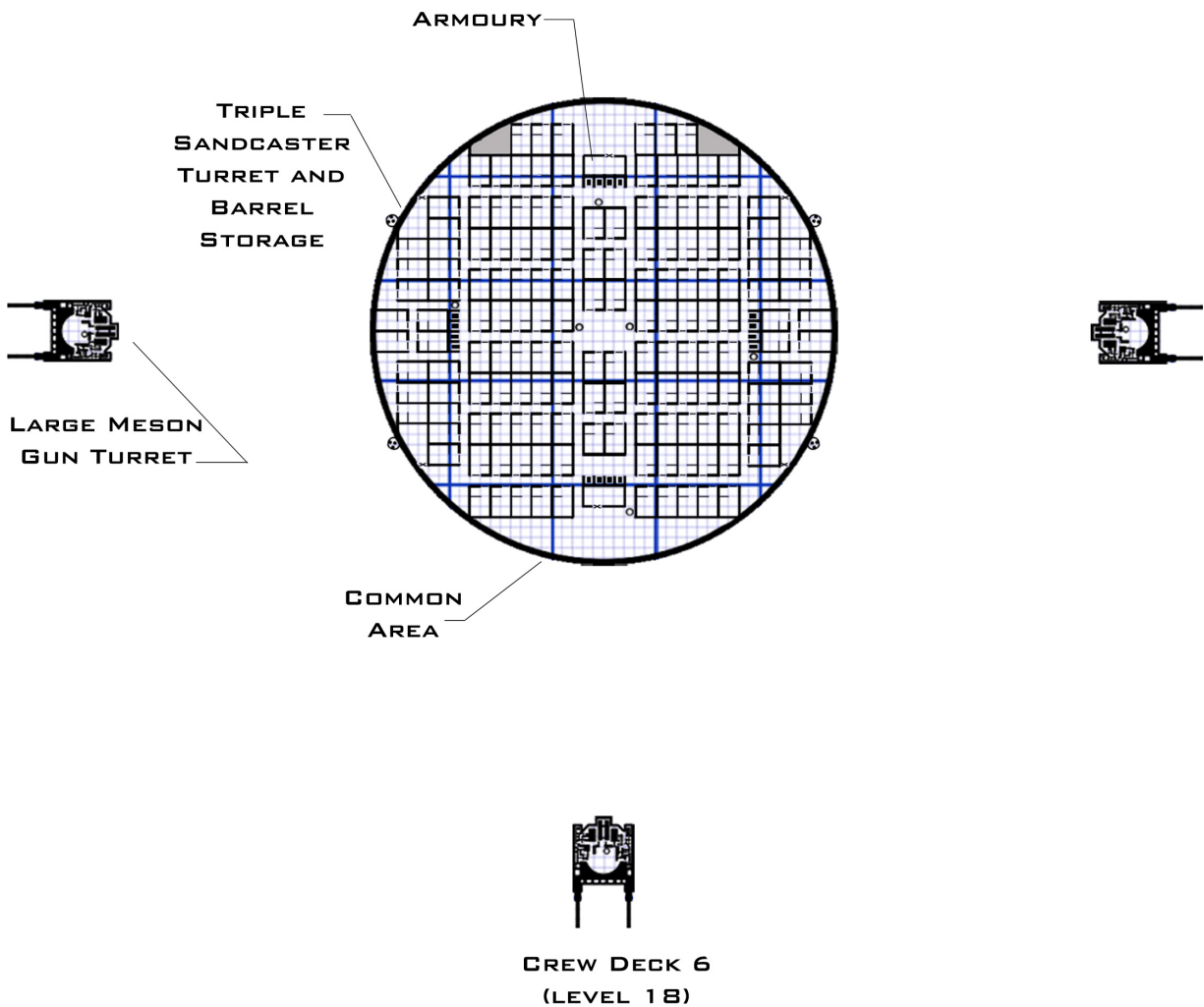
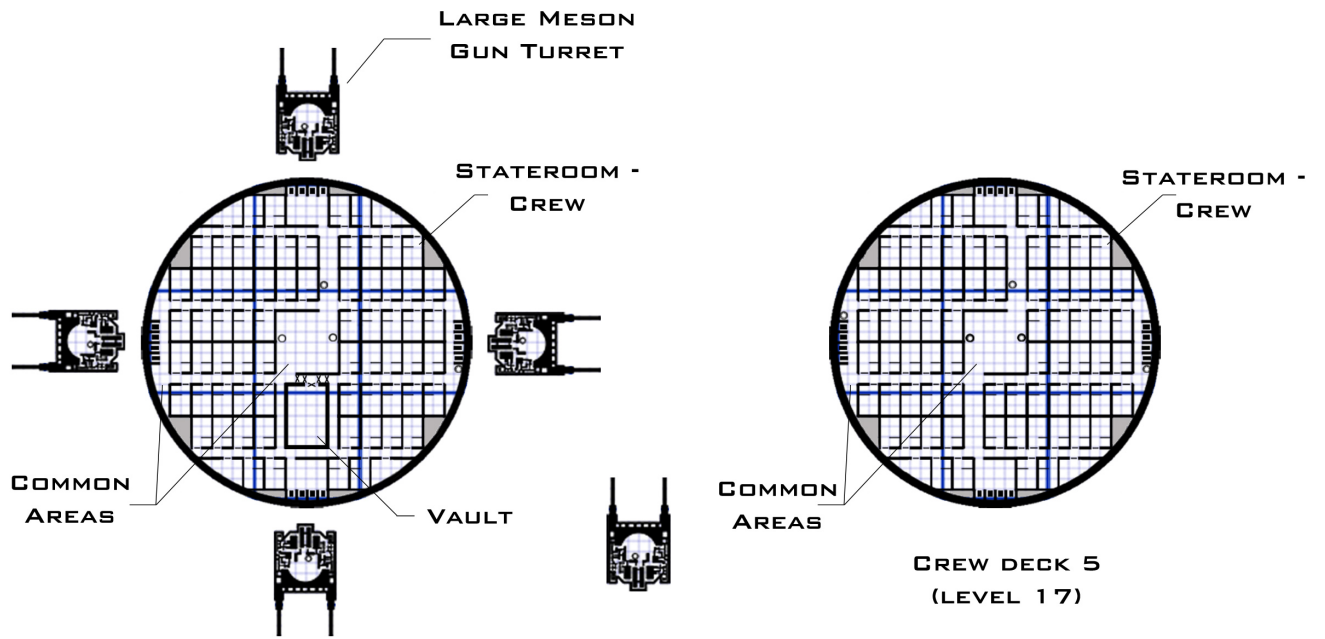


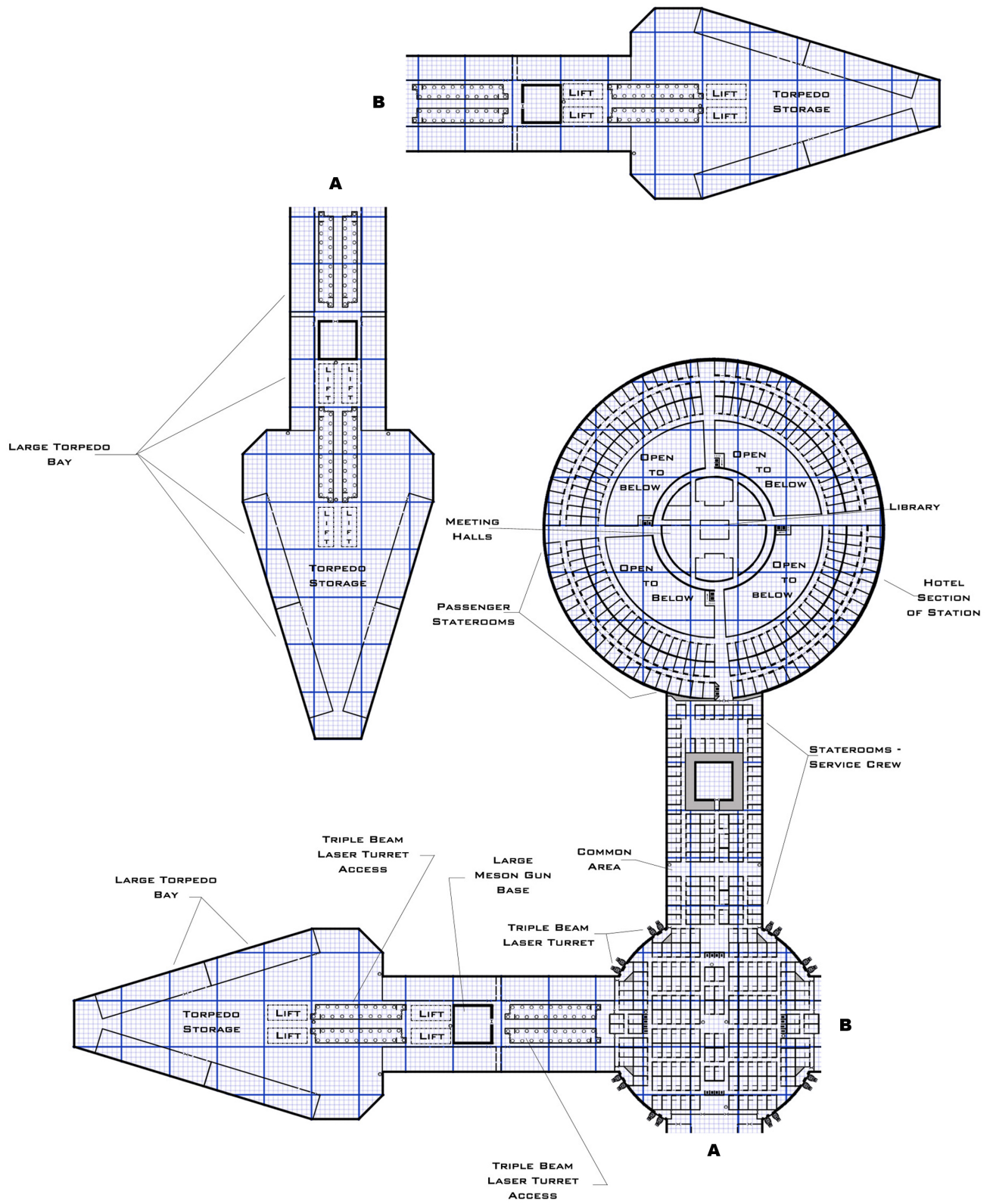
CREW DECK 1
(LEVEL 12)



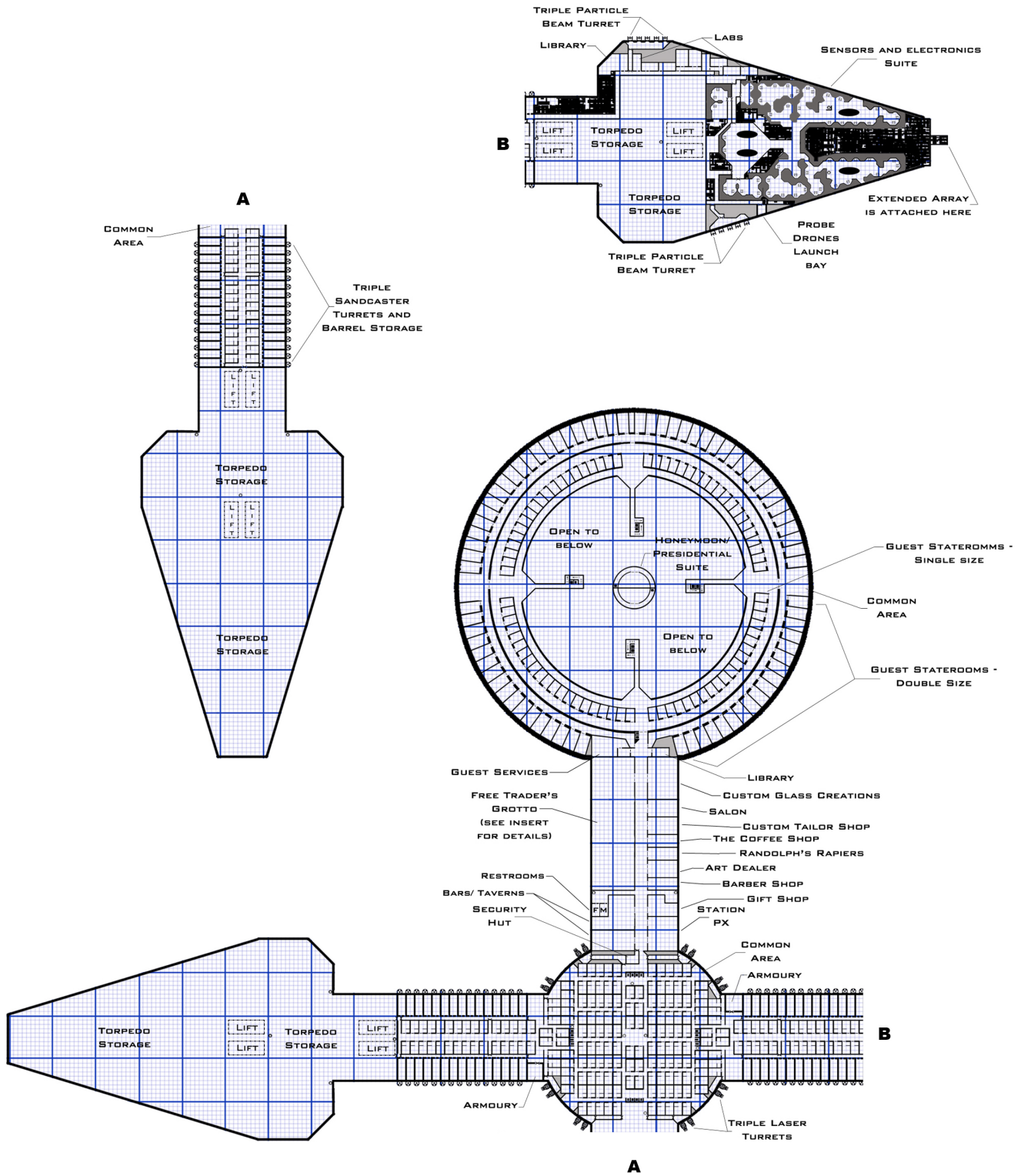
SHUTTLE DECK 1
(LEVEL 13)



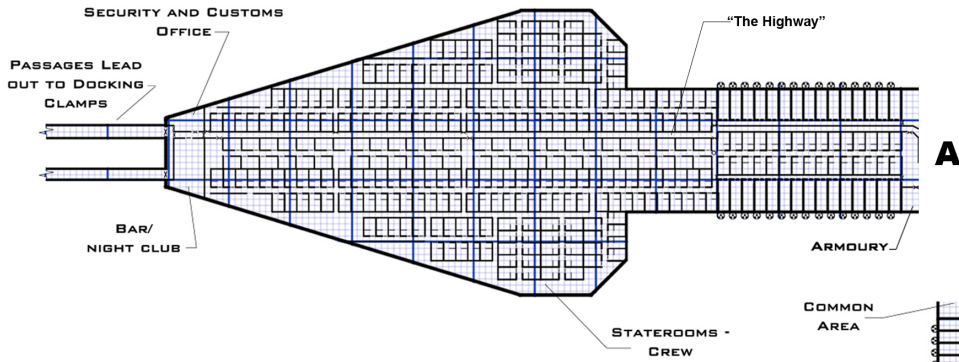




WEAPONS DECK 2
(LEVEL 19)

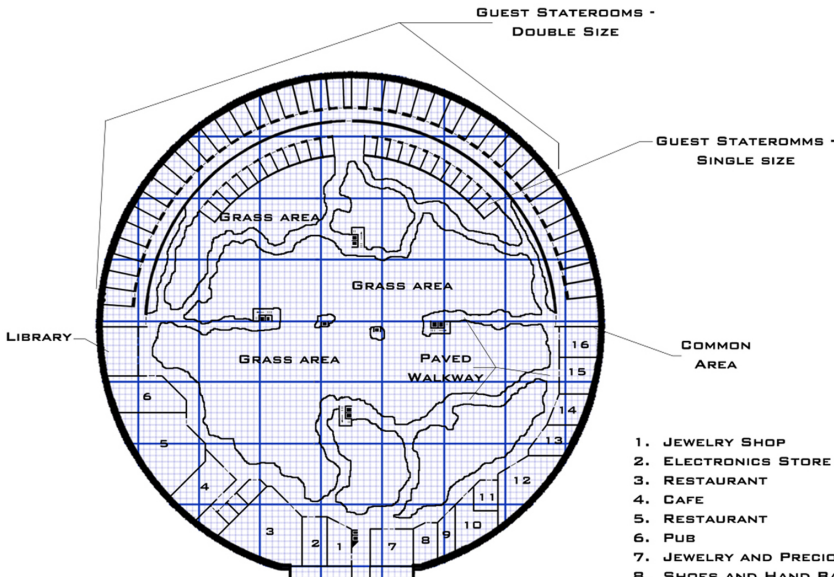
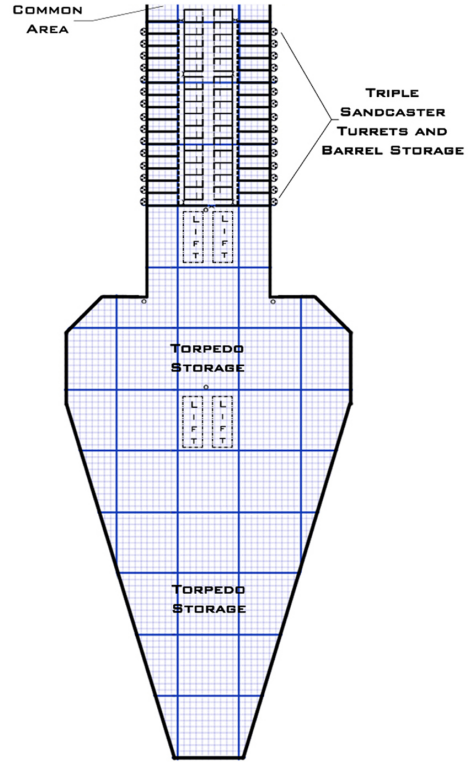


WEAPONS DECK 3
(LEVEL 20)

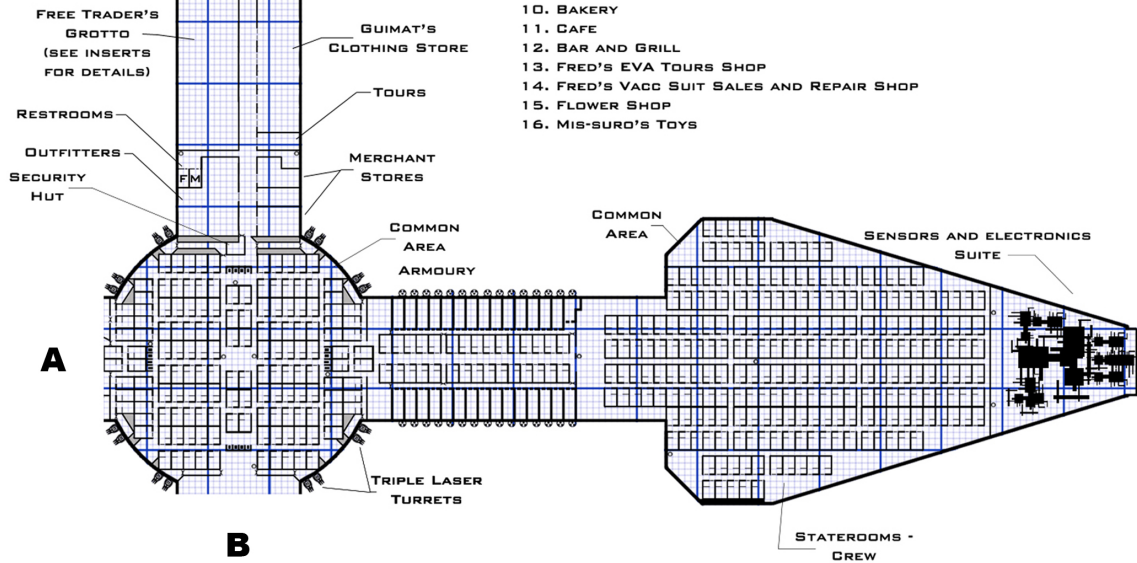


A

B

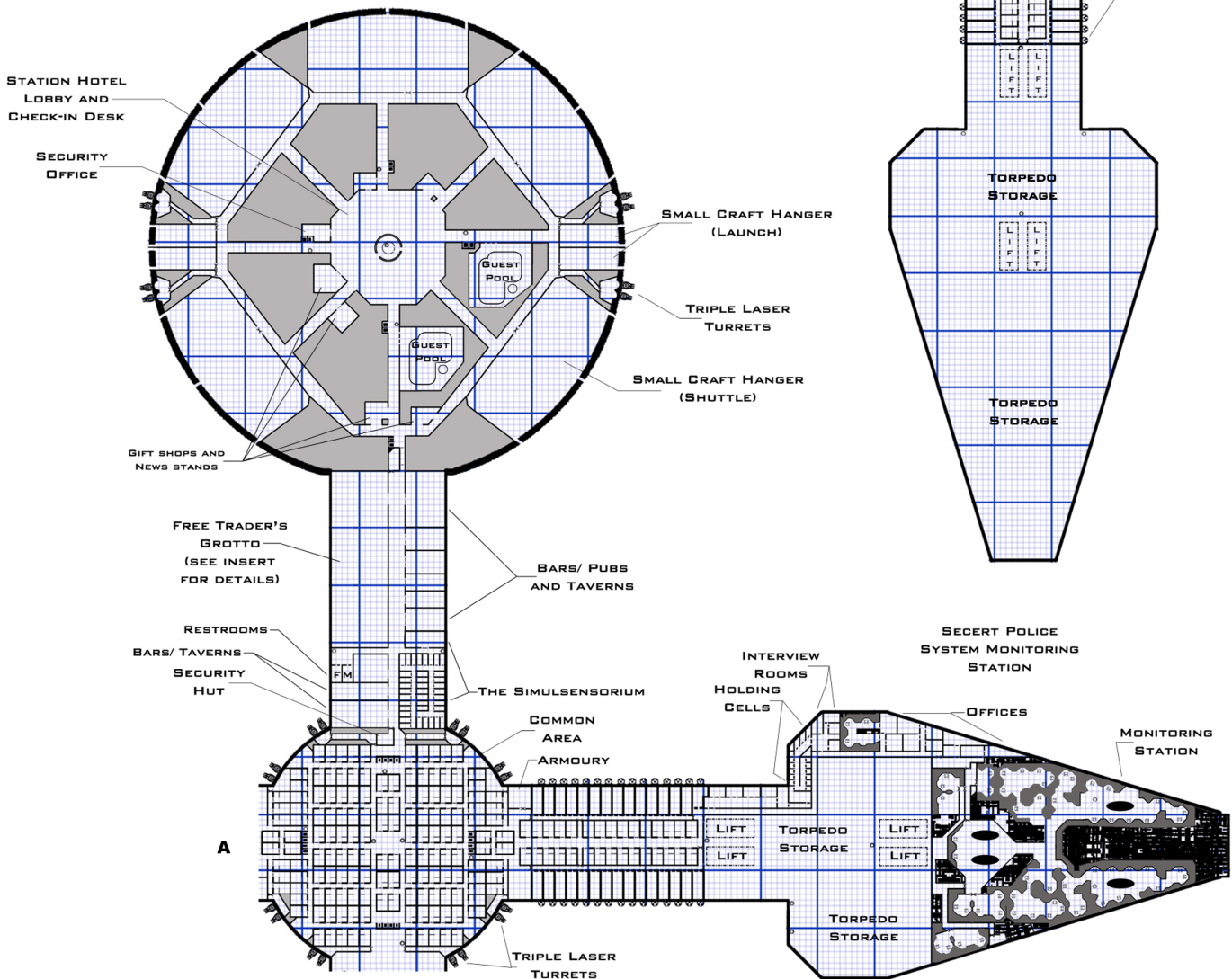
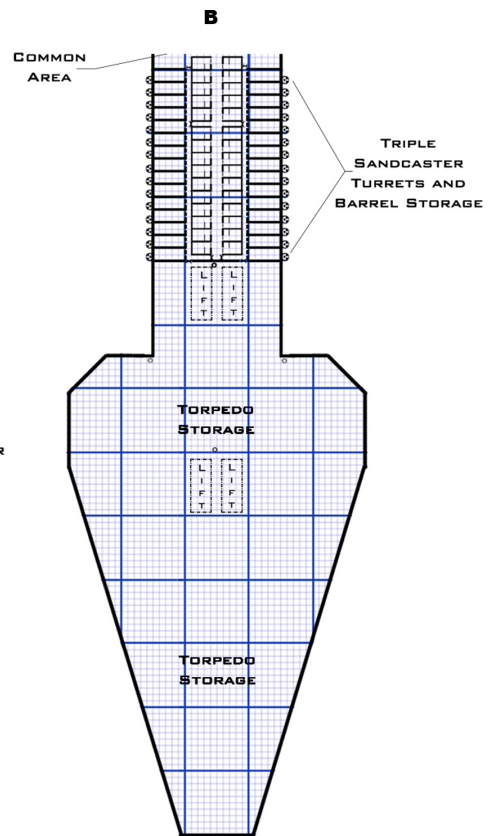
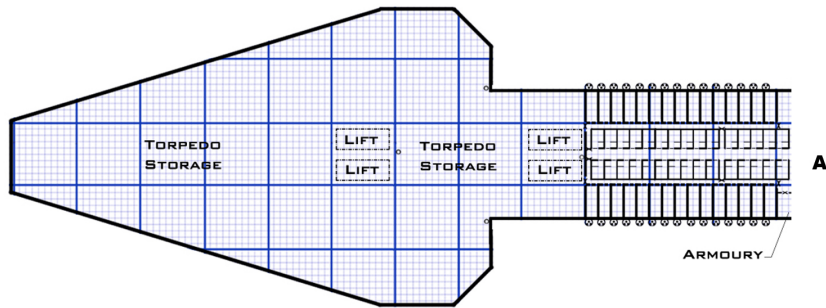


1. JEWELRY SHOP
2. ELECTRONICS STORE
3. RESTAURANT
4. CAFE
5. RESTAURANT
6. PUB
7. JEWELRY AND PRECIOUS STONES DEALER
8. SHOES AND HAND BAG SHOP
9. TRAVEL AGENCY
10. BAKERY
11. CAFE
12. BAR AND GRILL
13. FRED'S EVA TOURS SHOP
14. FRED'S VACC SUIT SALES AND REPAIR SHOP
15. FLOWER SHOP
16. MIS-SURO'S TOYS

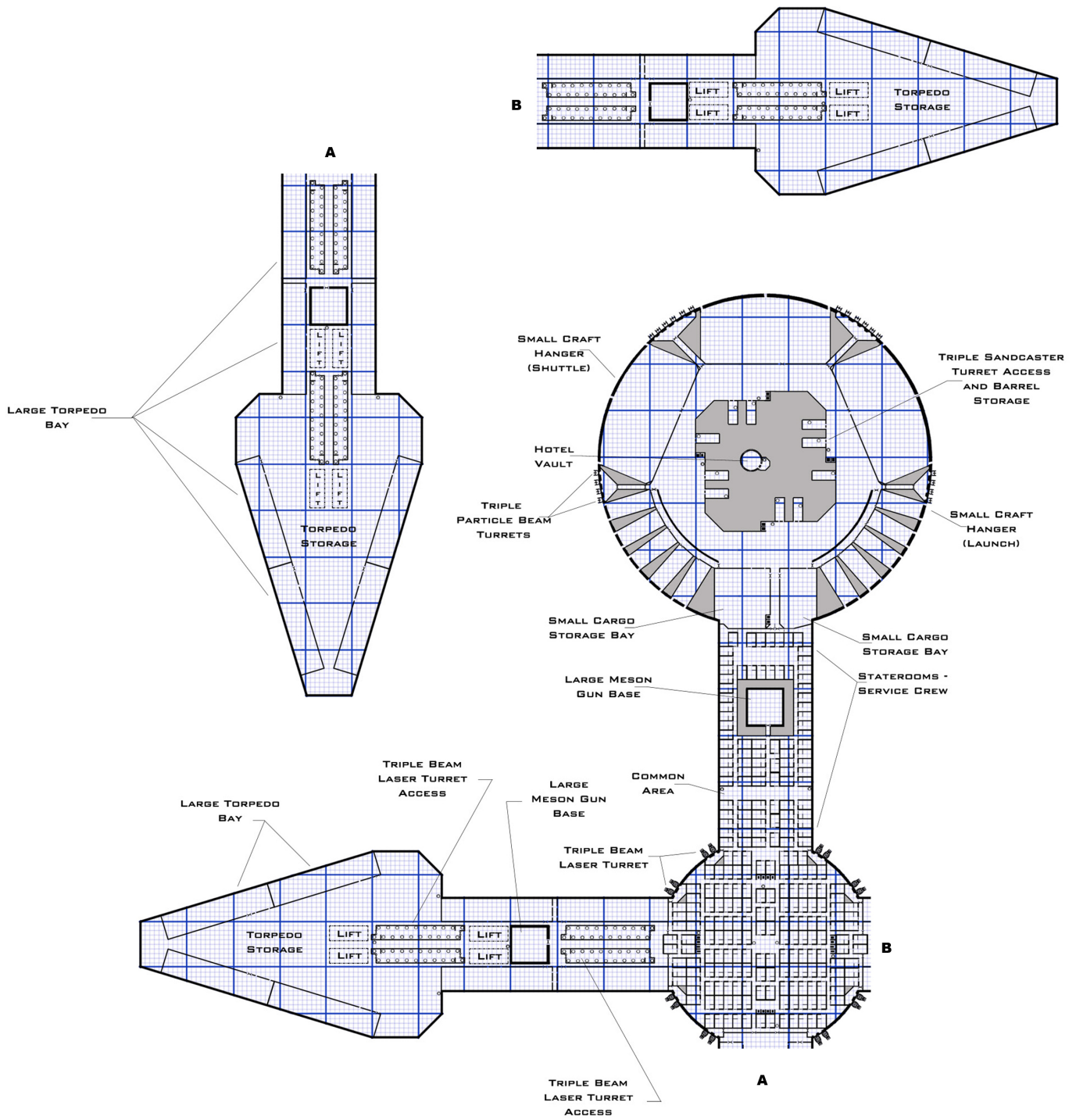


A

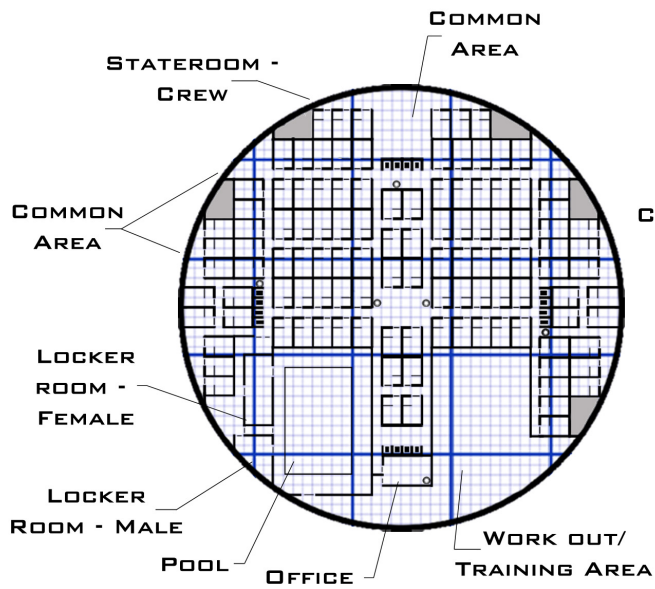
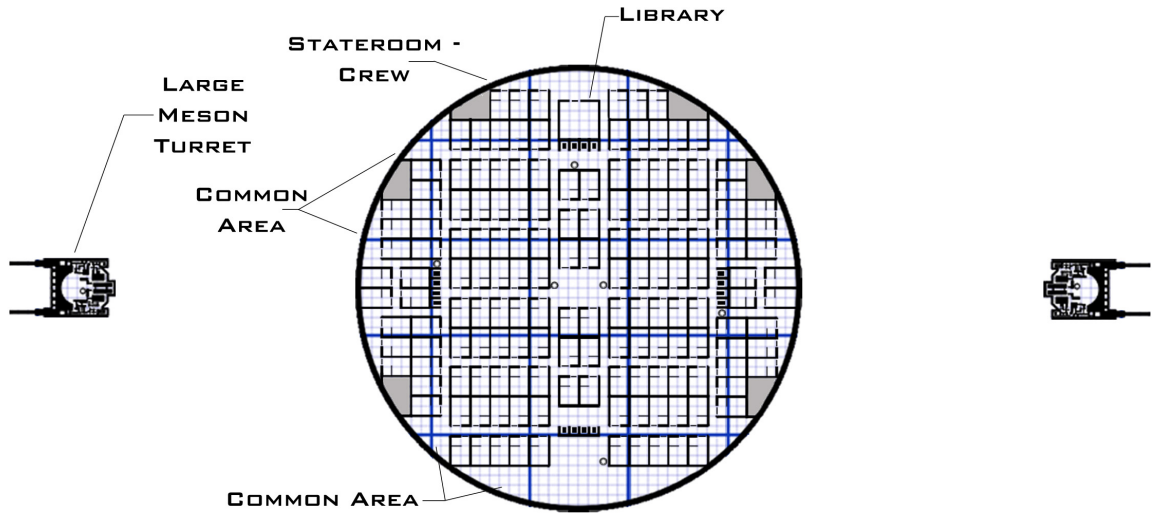
B



CREW DECK 8
(LEVEL 22)

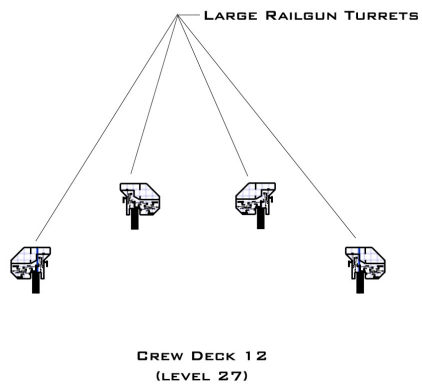
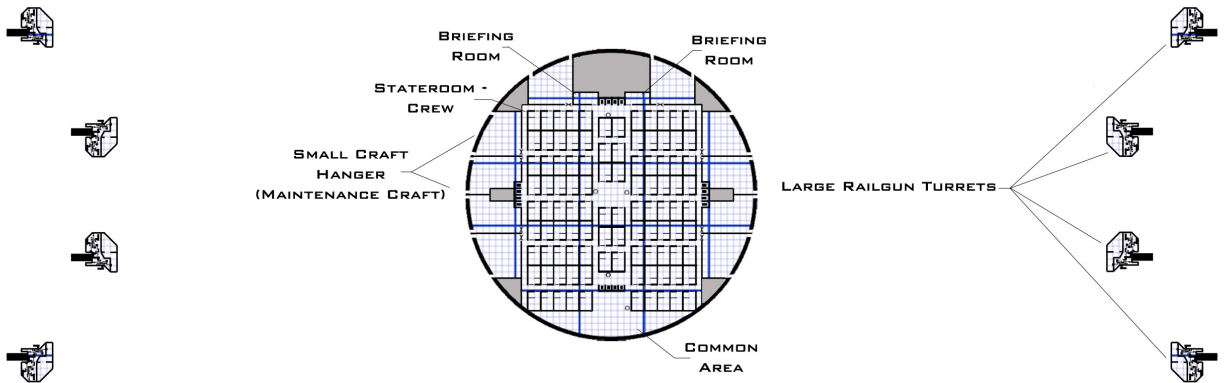
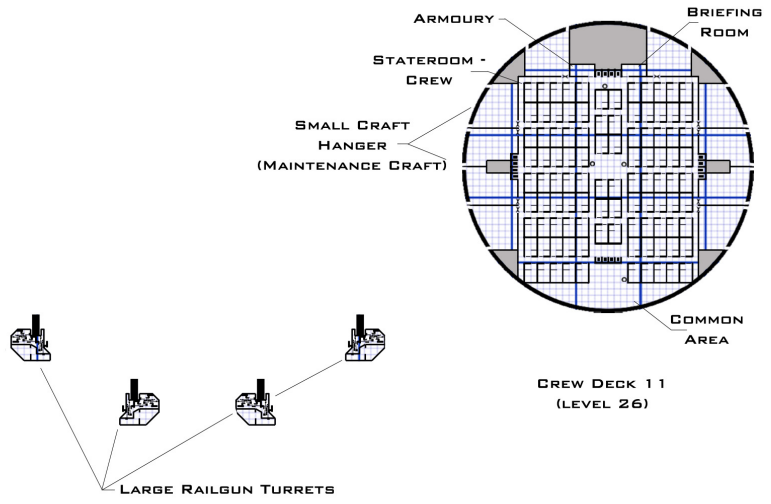


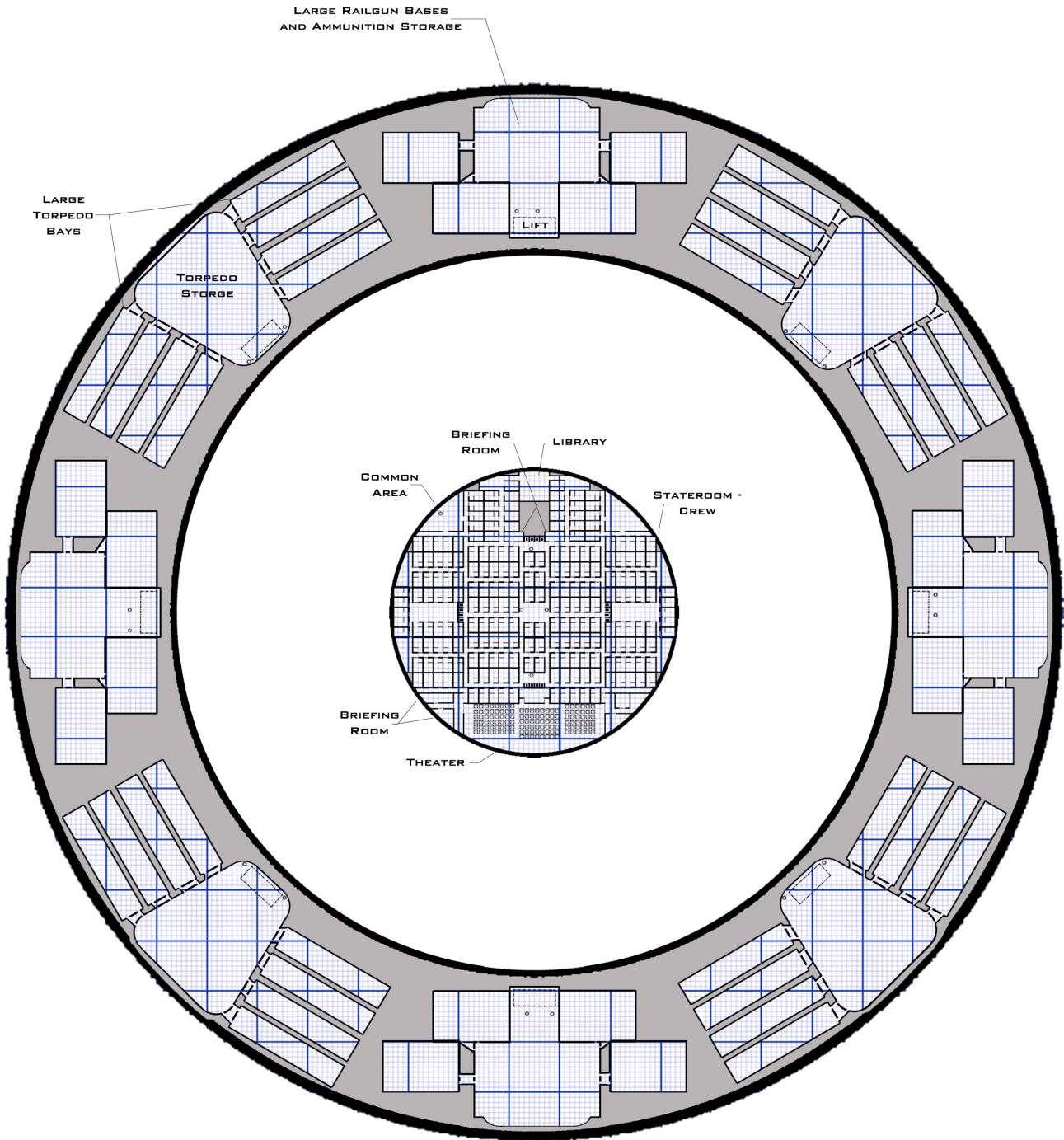
WEAPONS DECK 4
(LEVEL 23)



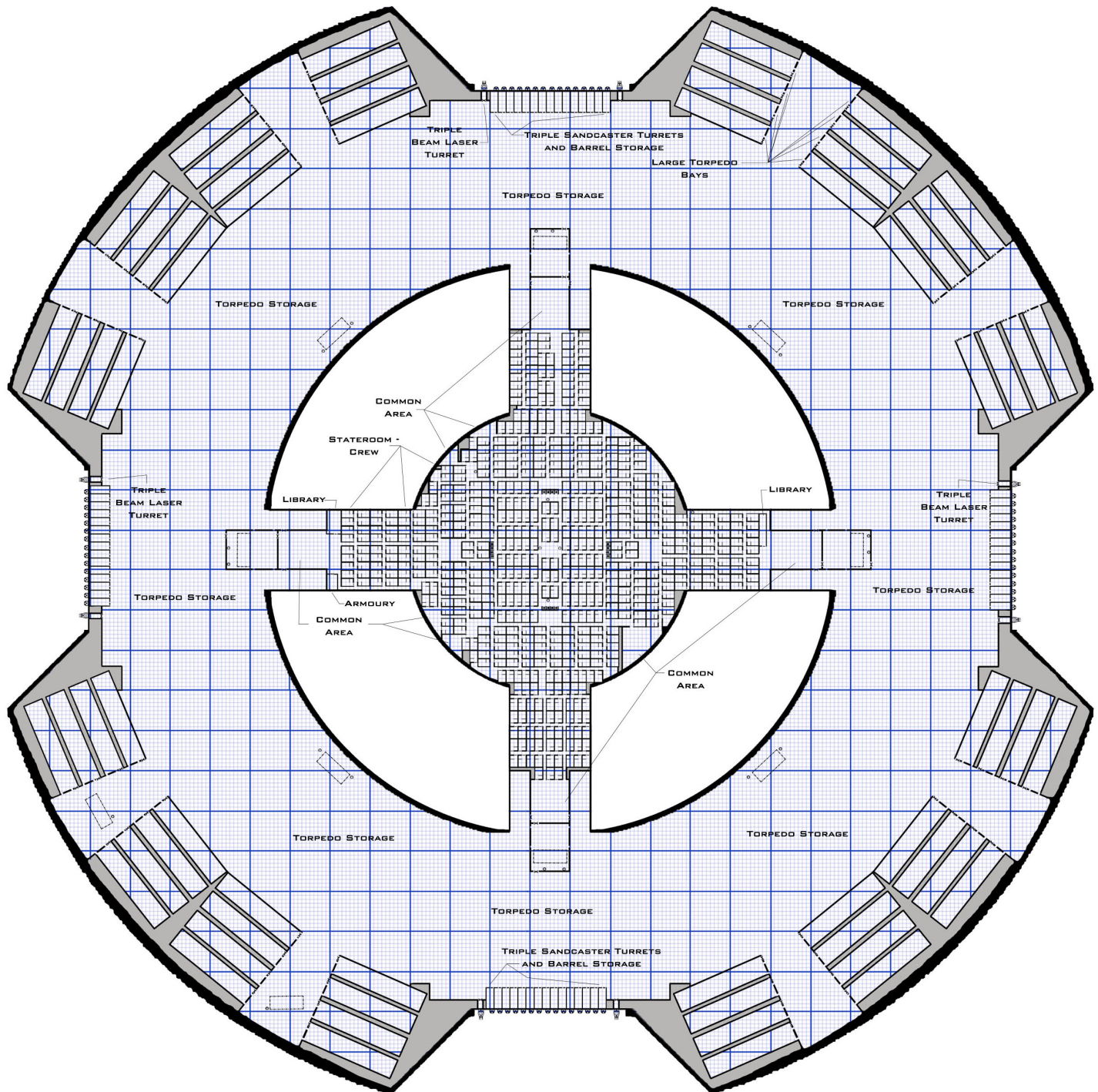
CREW DECK 9
(LEVEL 24)

CREW DECK 10
(LEVEL 25)

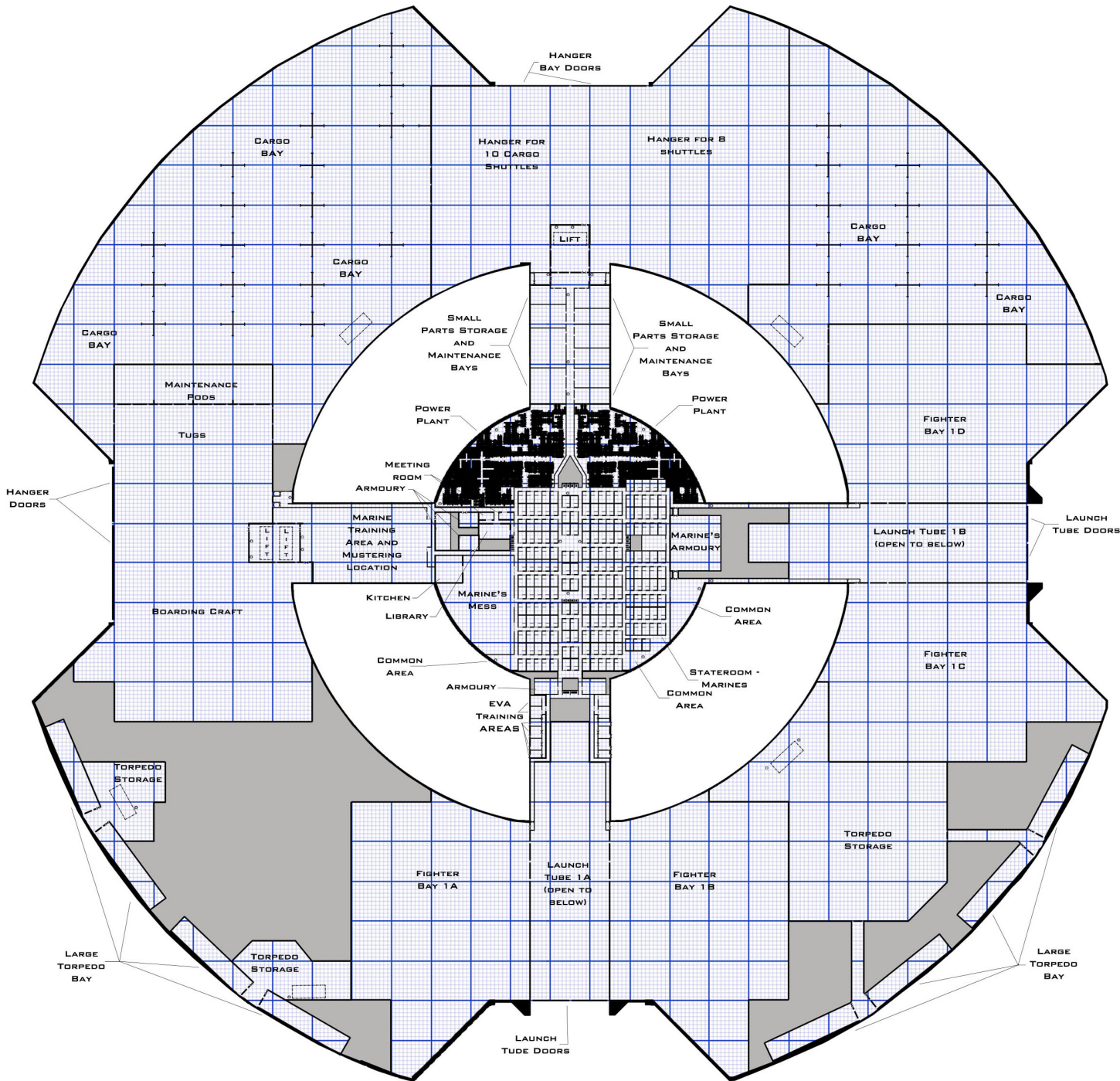




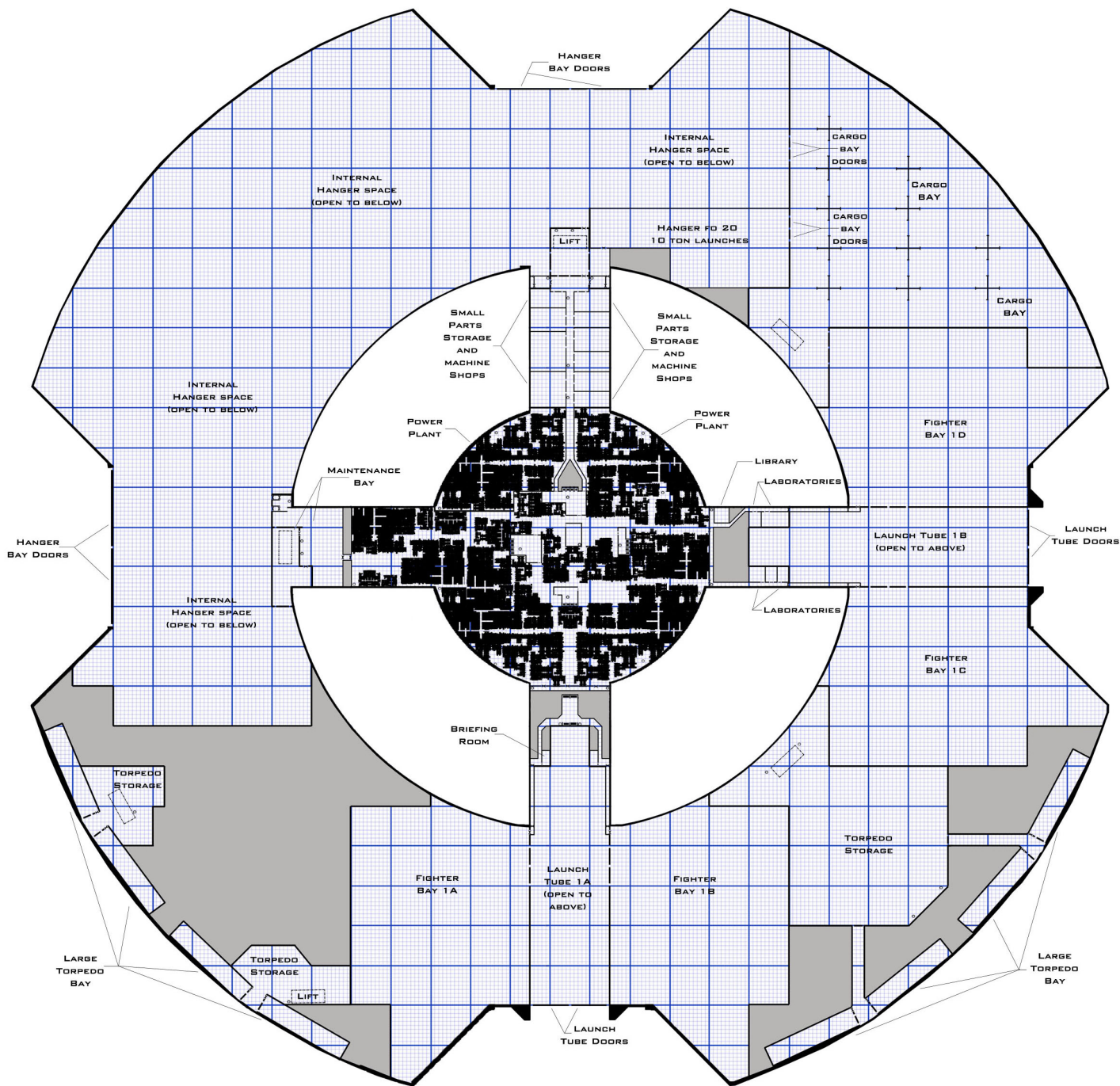
WEAPONS DECK 5
(LEVEL 2B)



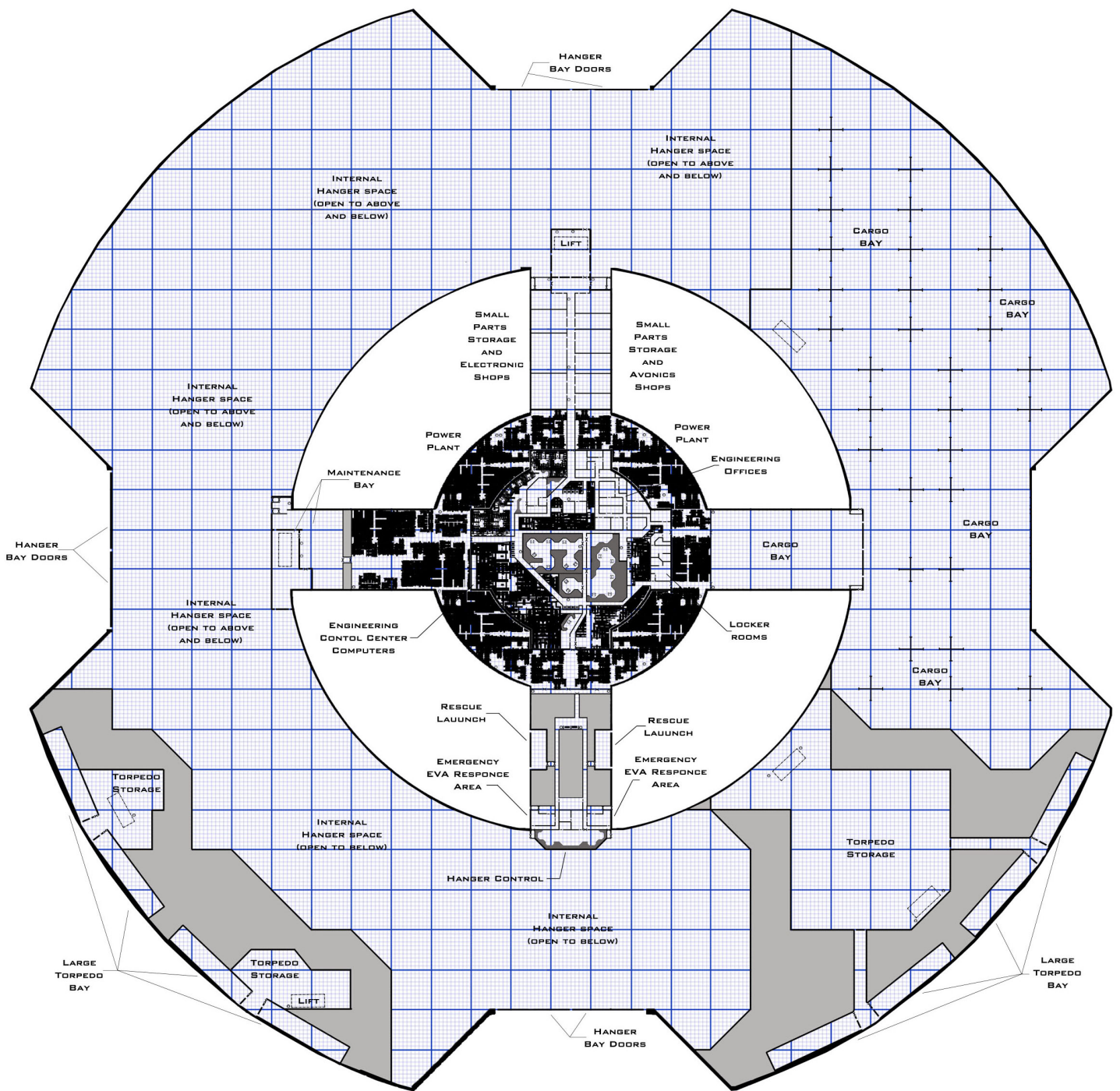
WEAPONS DECK 6
(LEVEL 29)



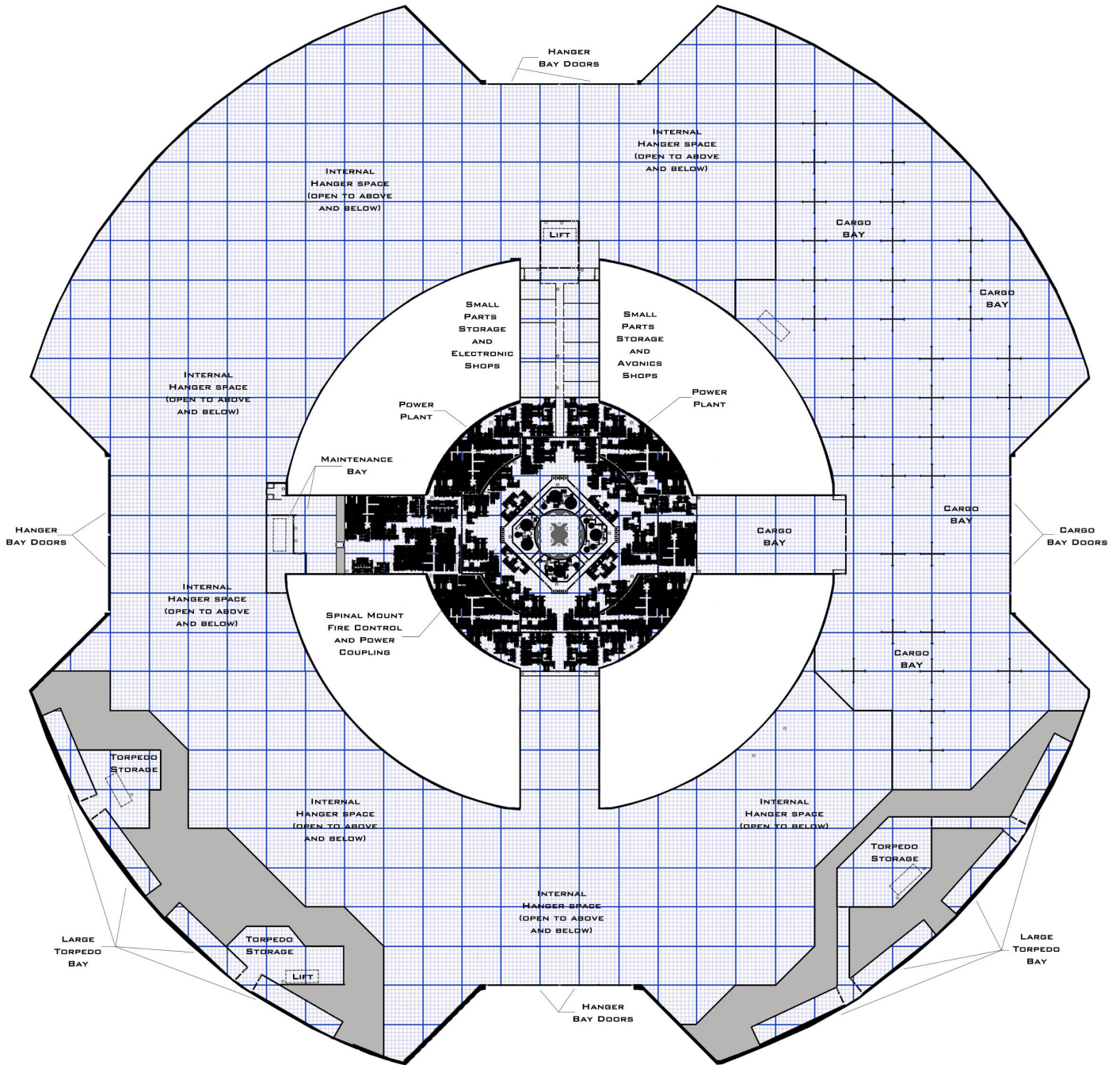
FLIGHT DECK 1
(LEVEL 30)



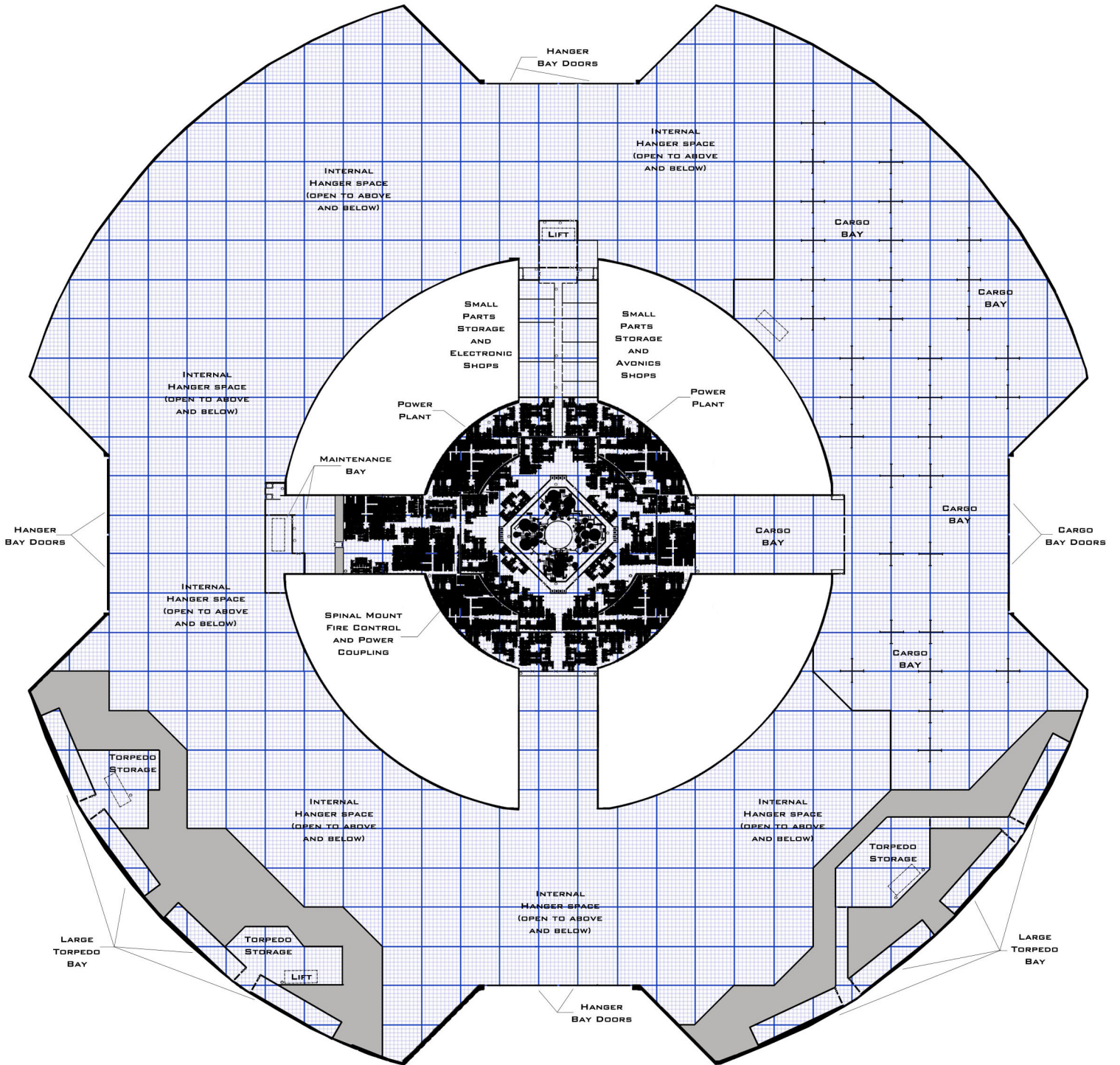
FLIGHT DECK 2
(LEVEL 31)



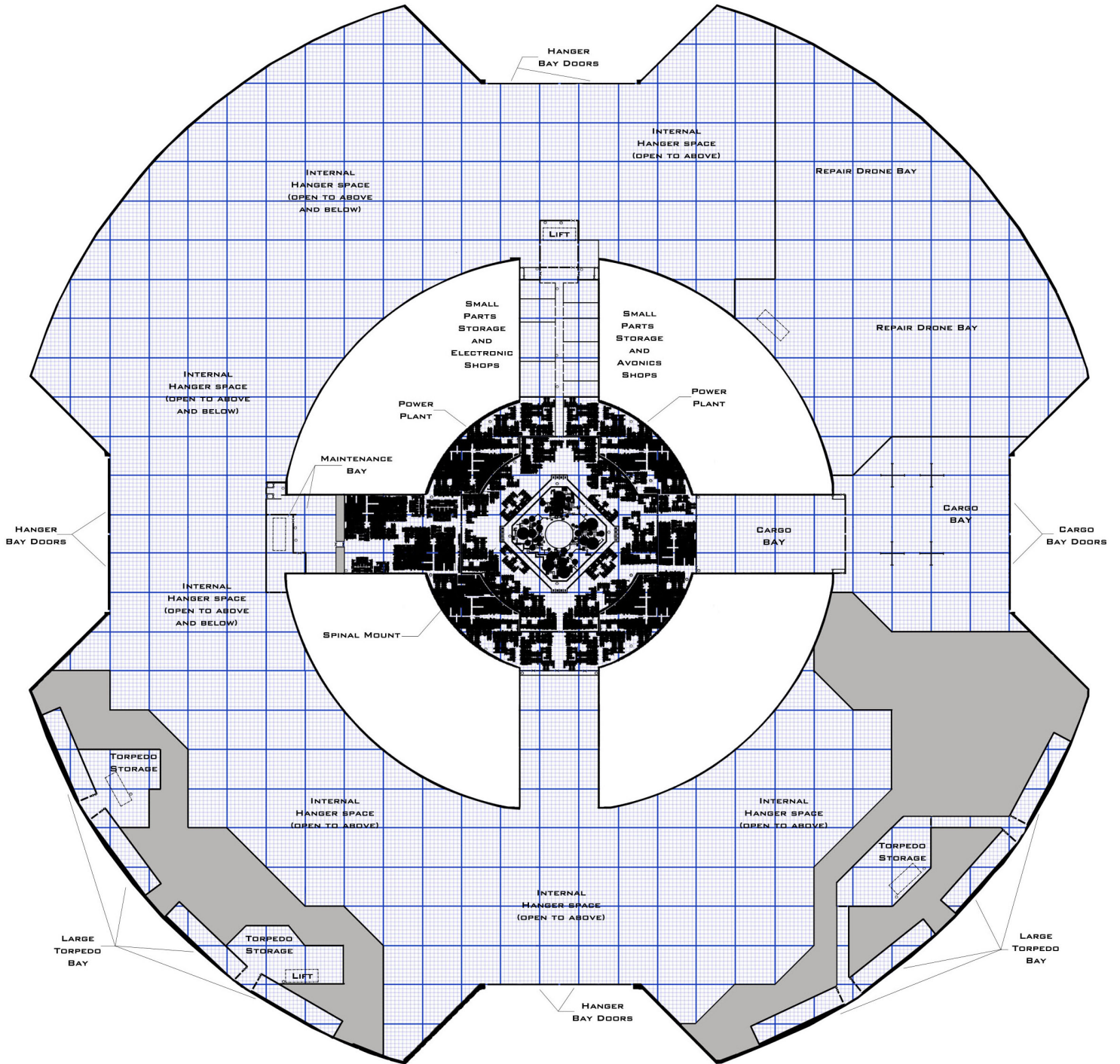
FLIGHT DECK 3
(LEVEL 32)



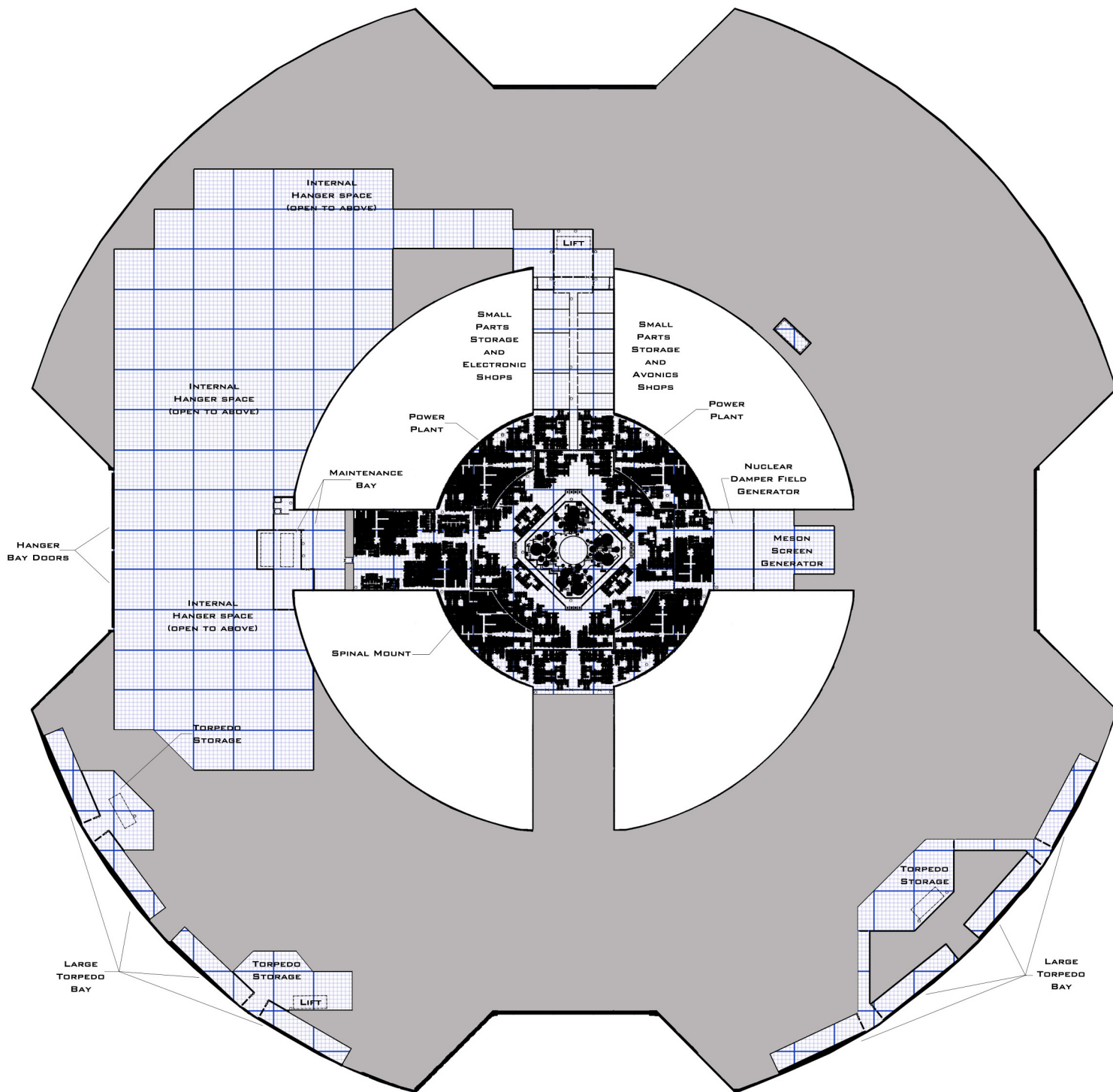
FLIGHT DECK 4
 (LEVEL 33)



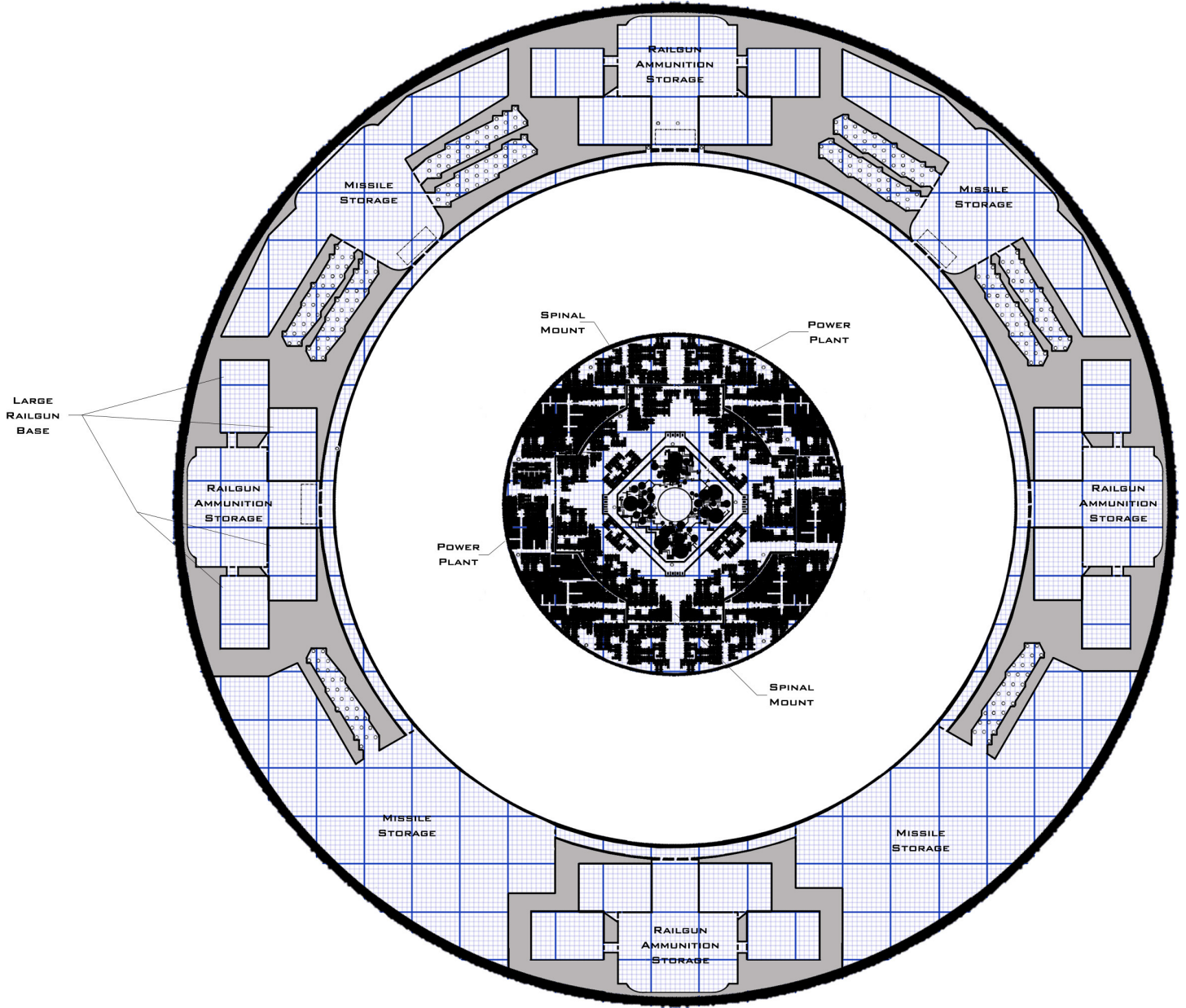
FLIGHT DECK 5
(LEVEL 34)



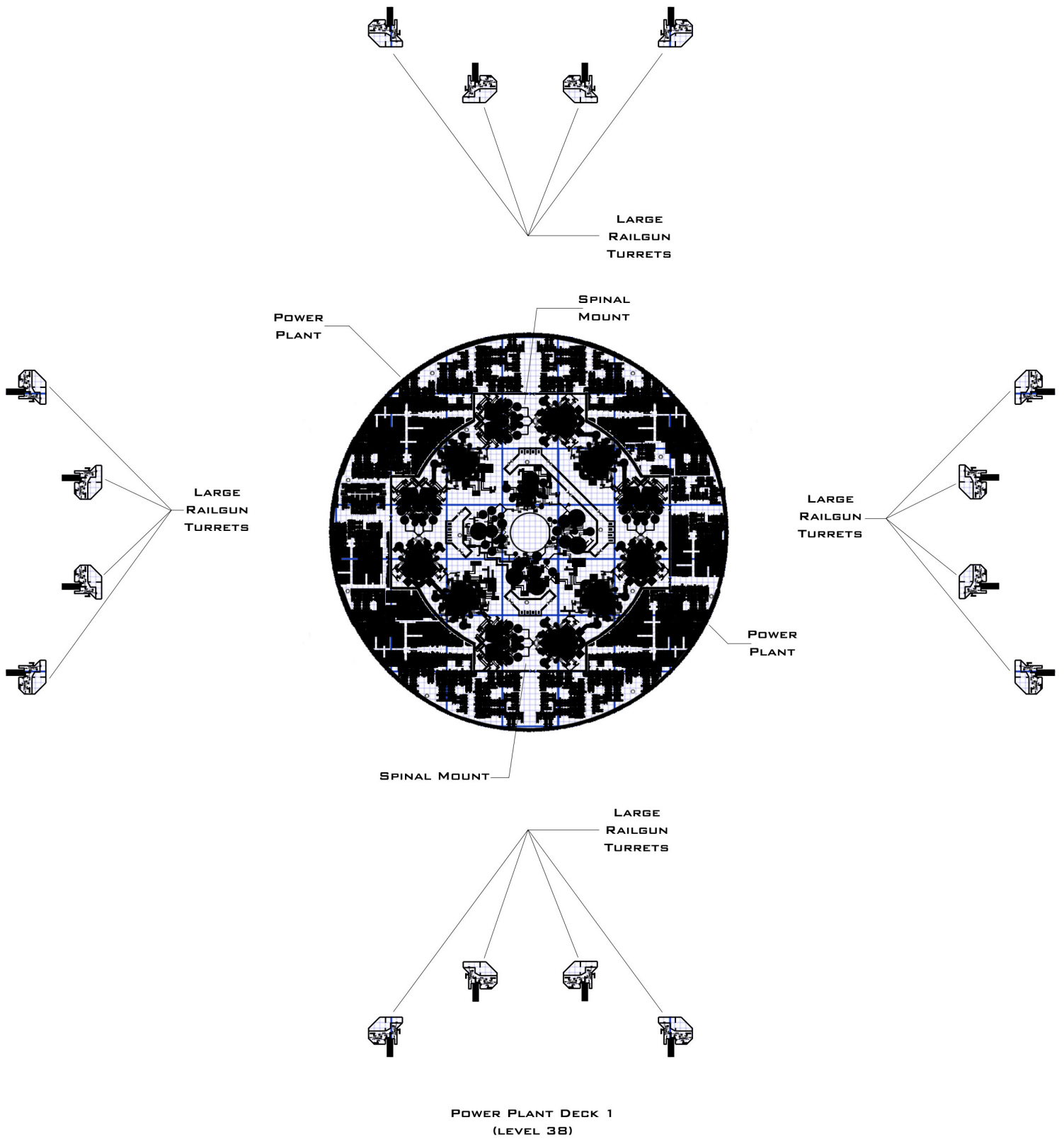
FLIGHT DECK 6
(LEVEL 35)

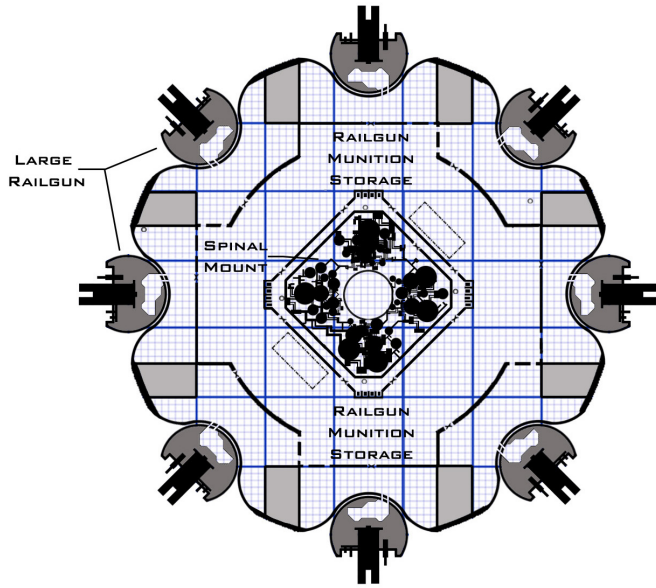


FLIGHT DECK 7
 (LEVEL 36)

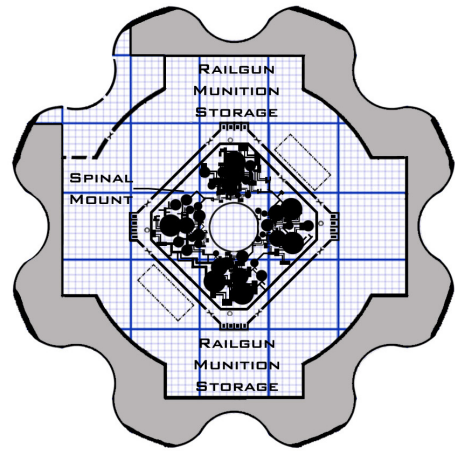


WEAPONS DECK 7
(LEVEL 37)

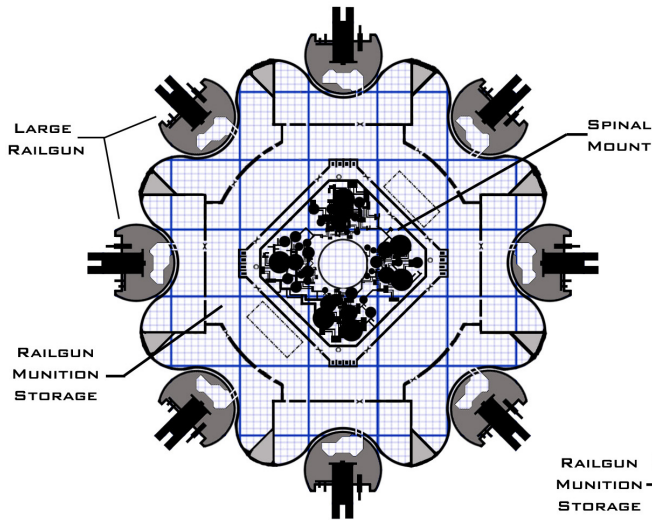




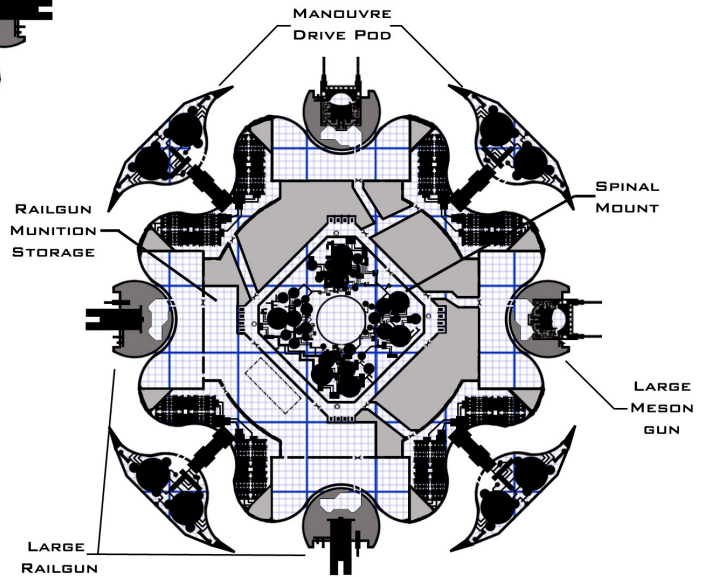
WEAPONS DECK 8
(LEVEL 39)



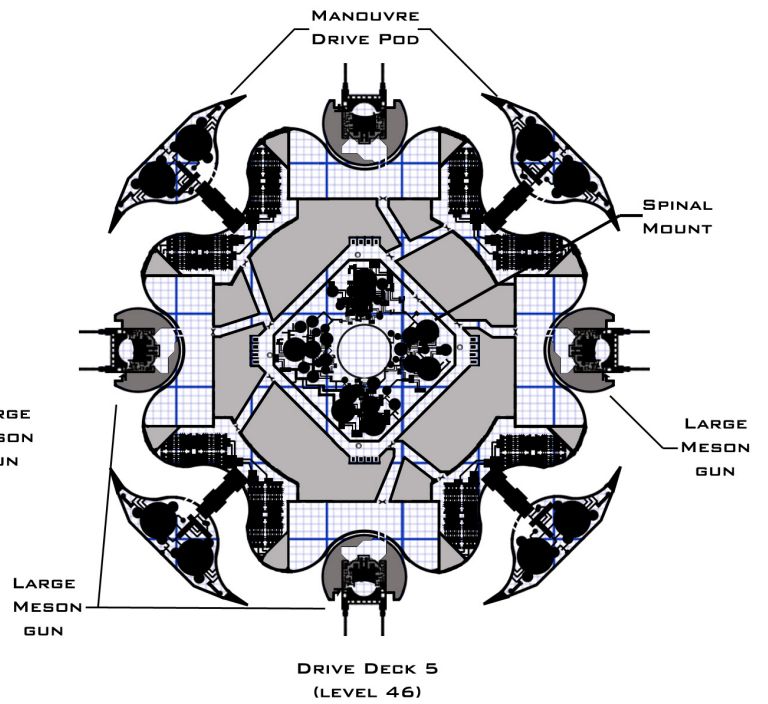
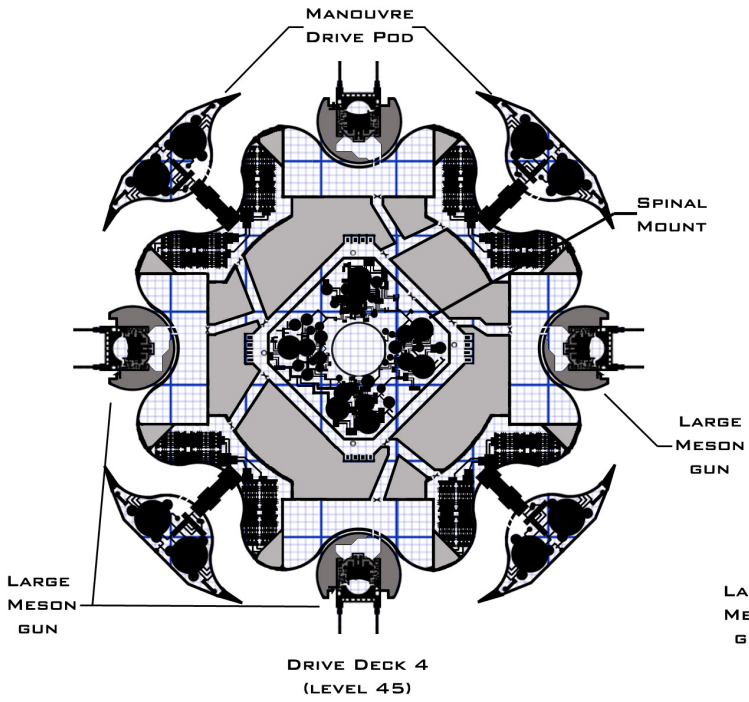
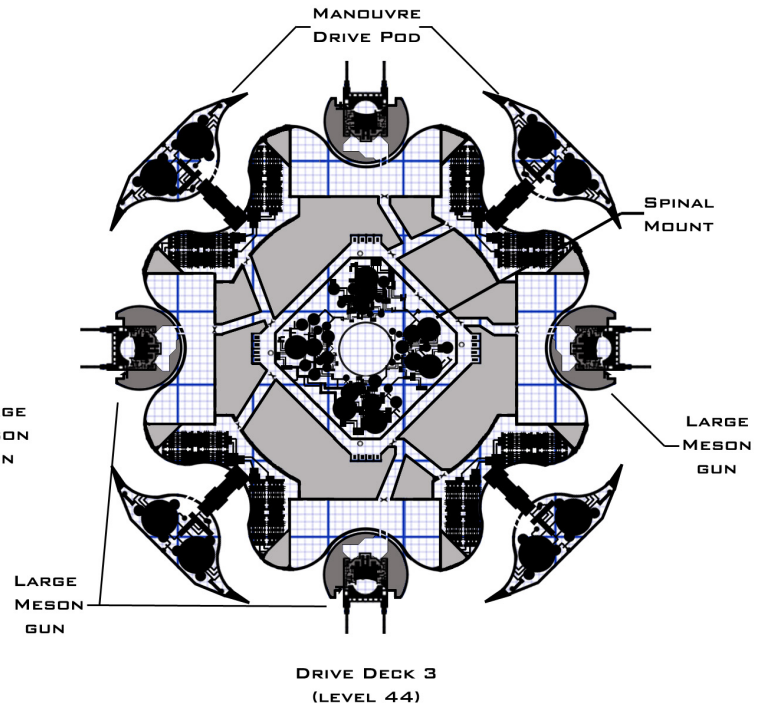
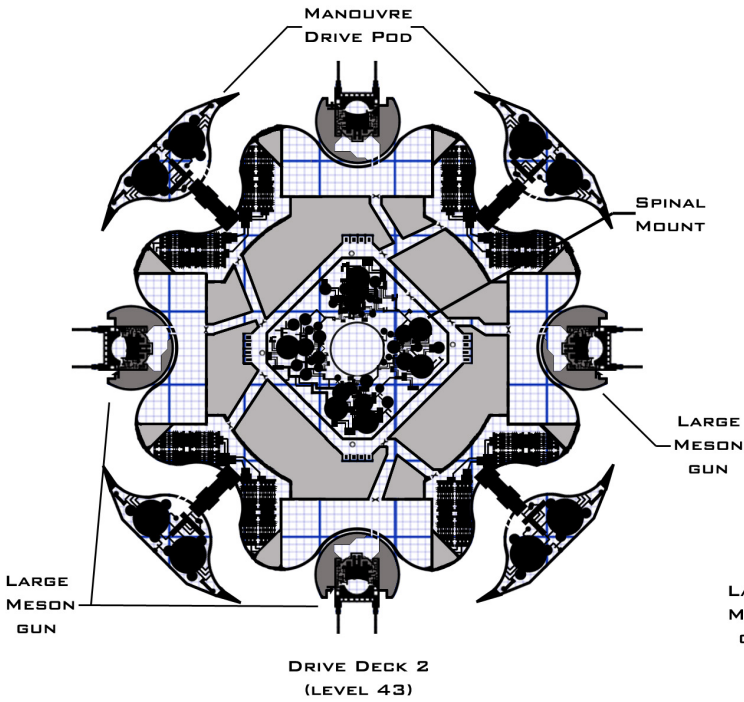
SPINAL MOUNT DECK 1
(LEVEL 40)

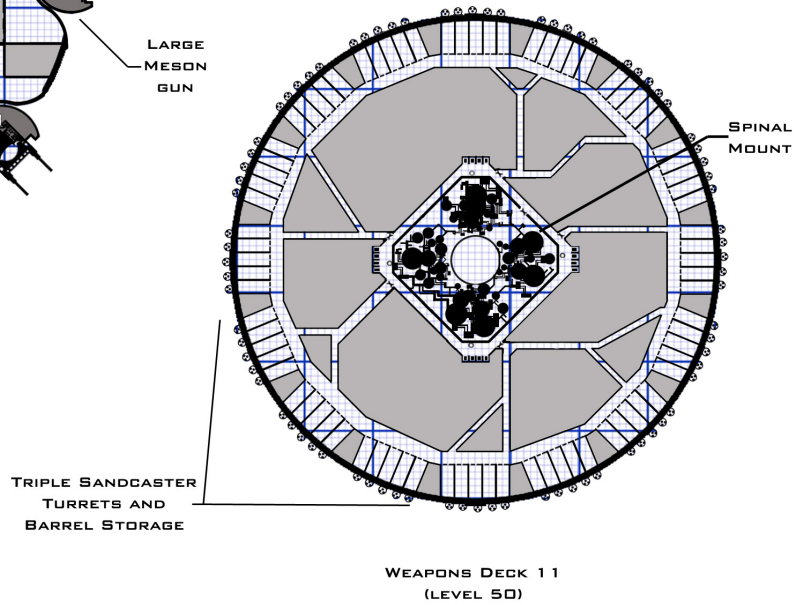
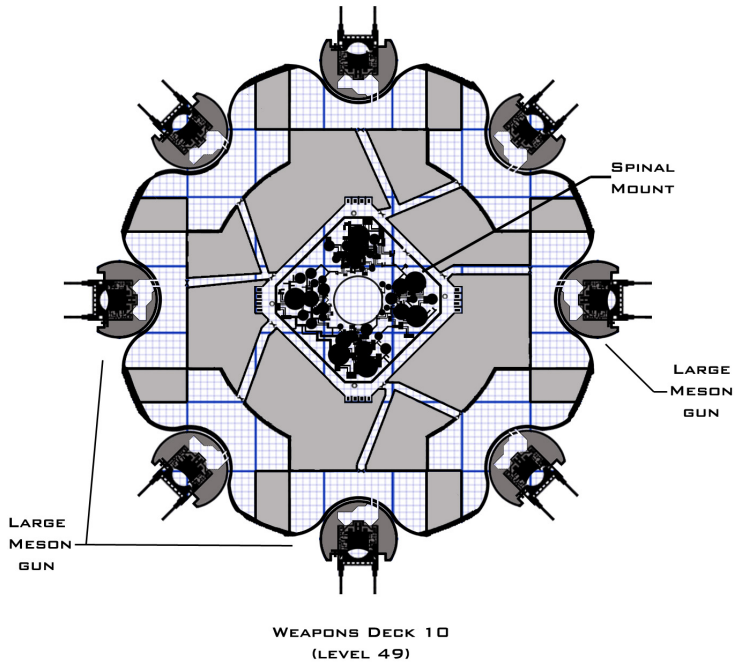
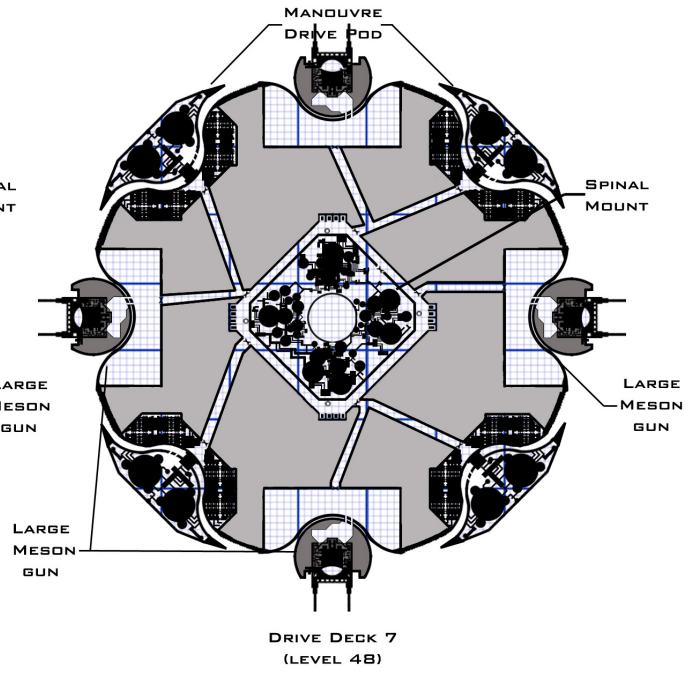
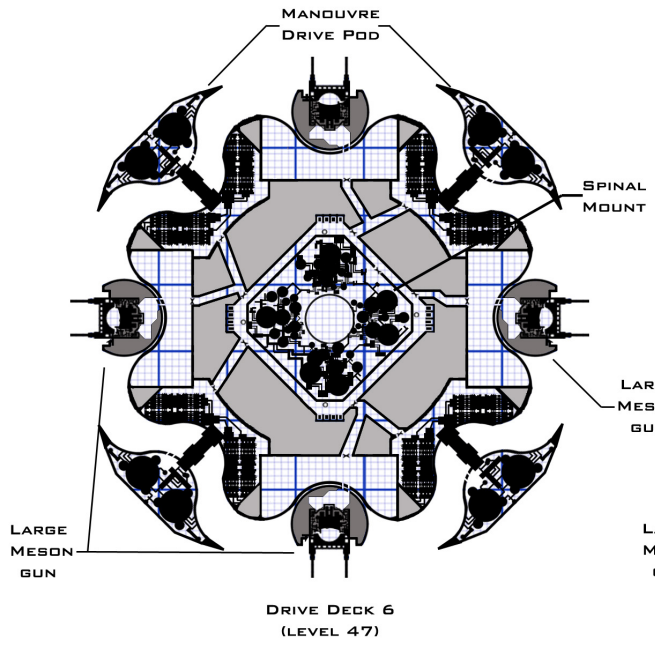


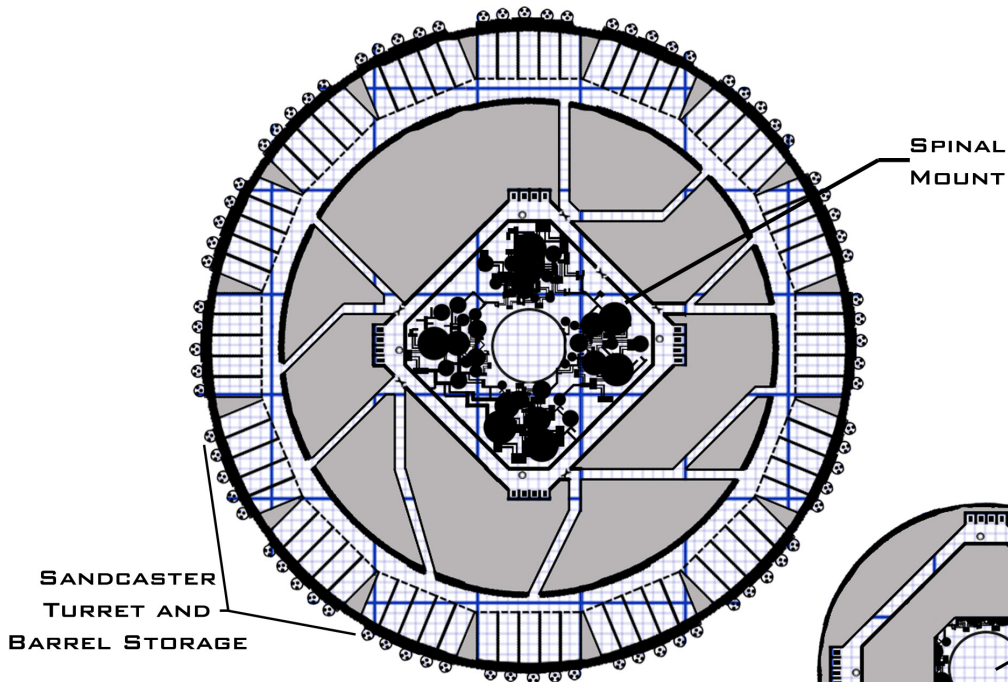
WEAPONS DECK 9
(LEVEL 41)



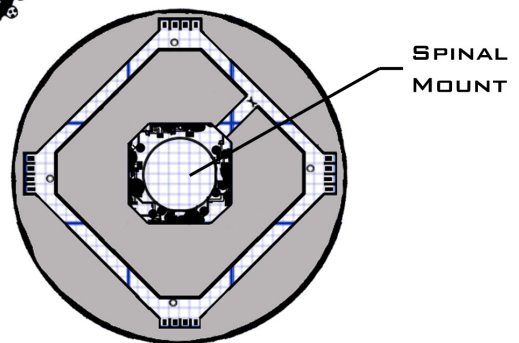
DRIVE DECK 1
(LEVEL 42)



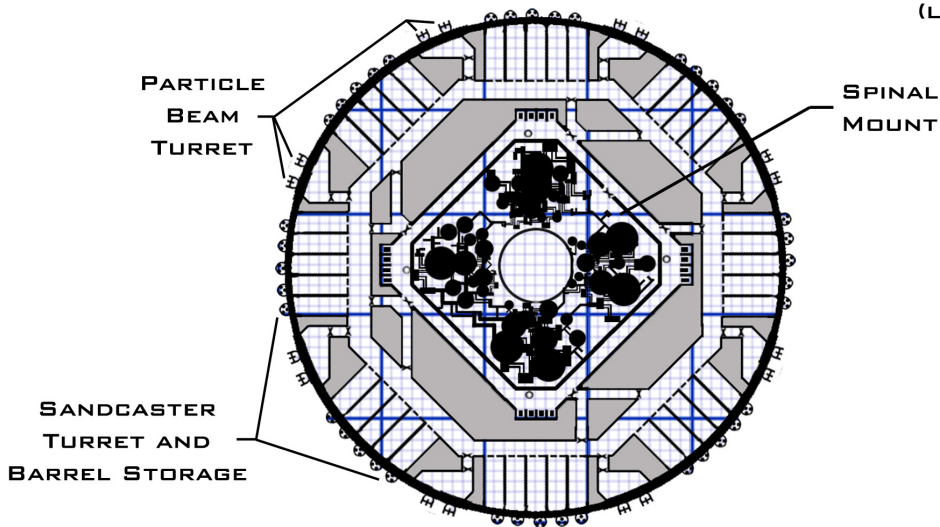




WEAPONS DECK 12
(LEVEL 51)



SPINAL MOUNT DECK 2
(LEVEL 53)



WEAPONS DECK 13
(LEVEL 52)



SPINAL MOUNT DECK 3
(LEVEL 54)