



ALLIES, CONTACTS, ENEMIES & RIVALS

TRAVELLER

Compatible Product

ALLIES, CONTACTS, ENEMIES & RIVALS

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SPICA
P U B L I S H I N G

INTRODUCTION

Allies, Contacts, Enemies and Rivals is a sourcebook of non-player characters (NPCs) for the current version of *Traveller* from *Mongoose Publishing*.

REQUIRED MATERIALS

To get the most from this book you will need at least the following items:

- The *Traveller Main Rulebook* from *Mongoose Publishing*;
- At least two six-sided dice;
- Some pens/pencils and paper or a computer.

In addition, Referees and players may find it useful to have copies of the following *Traveller* books to hand:

From *Mongoose Publishing*:

- *Traveller Book 1: Mercenary*.
- *Traveller Book 2: High Guard*.
- *Traveller Book 3: Scout*.
- *Traveller Book 4: Psion*.
- *Traveller Supplement 4: Central Supply Catalogue*.
- *Traveller Supplement 6: Military Vehicles*.
- *Traveller Supplement 7: Traders & Gunboats*.

From *Spica Publishing*:

- *Career Book 1*.
- *Career Book 2*.
- *Nemesis Class Pursuit Ship*.

References to Other Books: In this work, references to specific pages in other *Traveller* books and products are shown as the page number followed by a code for the relevant book, both in italics, thus: *28 TMB* or (*28 TMB*).

- *Traveller Main Book: TMB*
- *Traveller Book 1: Mercenary: MRC*.
- *Traveller Book 3: Scout: SCT*.
- *Traveller Book 4: Psion: PSI*.
- *Traveller Supplement 4: Central Supply Catalogue: CSC*.
- *Traveller Supplement 6: Military Vehicles: MV*.
- *Traveller Supplement 7: Traders & Gunboats: TGB*.
- *Allies, Contacts, Enemies & Rivals: ACER*.
- *Career Book 1: CB1*.
- *Career Book 2: CB2*.
- *Nemesis Class Pursuit Ship: NEM*.

Some of the characters presented in this book have been generated using the careers available in the *TMB* and *CB1*.

Die Throw & Notation Conventions: The die throw and notation conventions used in this book are the same as those described on *3 TMB*.

Tasks and Skills: The rules for tasks (and the use of skills in tasks) in this book are the same as those in the *Tasks and Skills* chapter on *48 TMB*.

Injuries: The injury tables shown on *37 TMB* or the alternative injury table shown on *4 CB2* were used during character generation for the characters in this book.

ABOUT THE AUTHORS

JOHN GRIFFITHS started playing *Traveller* in 1980 whilst at upper school. After working as a postman, he eventually trained as a mental health nurse, having been told the job involved indoor work with no heavy lifting. This turned out to be untrue. He currently works as a manager for a specialist mental health team. John lives with his wife, two young sons and two dogs in the south east of the United Kingdom. He started *Spica Publishing* in 2006.

DANIEL W. HAMMERSLEY was born in 1962 and began playing *Traveller* in 1981 in his sophomore year at college, where he majored in history. He married six years later and joined the US Army infantry in 1990. He has over twenty years of service, and over six years in four deployments into combat theatres. He began writing for *Traveller* in 1999 for *Avenger Enterprises* using the *nom de plume* 'Liam Devlin', and has contributed one sourcebook and five adventure modules to the *Traveller TNE: 1248* line. Now divorced, Daniel is in his sixth term in the US Army in the role of a Cadre-Instructor, teaching Close-Quarters-Combat, and Urban Operations (Dismounted). Daniel relaxes as a middle-ages re-enactor in medieval infantry fighting in the Society for Creative Anachronism (SCA, Inc.) and homebrews his own mead wines, his other outdoor hobby for 29 years.

RICHARD HAZLEWOOD has been playing *Traveller* since 1977. He served eight years in the US Navy, operating nuclear reactors on submarines. He enjoyed that so much he got out of the Navy and into aviation. Richard has a Master's Degree in Aerospace Engineering and works for a major US airline. He has two grown sons and lives with his wife and two dogs in the mid-western United States.

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You can also join our forums at:

<http://www.spicapublishing.co.uk/phpbb3/index.php>

THE CHARACTER PROFILE

Each character's information is presented in a standardised format called the *Character Profile*. The Character Profile provides the essential information about each character. Each section of the Character Profile is detailed below.

NAME AND ROLE(S)

Each character profile shows the name of the character, followed by the character's role or roles within the group or team.

CHARACTERISTIC BLOCK

The characteristic block shows the values of each characteristic and its associated Characteristic DM, as described on 5, 6 *TMB*.

Psionic Strength (Psi): Psi is shown at the end of the normal characteristic block, after Social Standing. This value has been generated by, and is used according to, the rules in the *Psionics* chapter beginning on 152 *TMB* or *Traveller Book 4: Psion*.

BASIC INFORMATION

Gender: The gender of the character is given.

Age: The character's age in standard years at the point of mustering out from the last career of character generation.

Terms: The total number of terms served in all careers, followed by a brief career summary showing the number of terms served, specialist branches and ranks achieved in each career.

Ranks: Where a career has titled ranks (such as 'Lieutenant'), these are shown. Where a career does not have titled ranks, the rank number achieved is shown by the word Rank (with a capital 'R') followed by the rank number, thus: Rank 3.

Credit Balance: The character's total credit balance acquired during the character generation process is shown. Where a character has a zero Credit balance, this is shown as Cr 0. Characters can also have debts, which are shown as a negative Credit balance. A brief indication of the nature of the debt is also shown.

Retirement Pay: If the character has served five or more terms in a career that qualifies for retirement pay (as per 36 *TMB*), then the amount of Retirement Pay (in Credits per year) is also shown.

Note that characters who have spent time in the following careers do not qualify for Retirement Pay for the terms spent in those careers.

- *Drifter* (16, 17 *TMB*)
- *Rogue* (28, 29 *TMB*)
- *Scout* (32, 33 *TMB* & 26 *SCT*)
- *Adventurer* (16, 17 *CB1*)*
- *Bounty Hunter* (18, 19 *CB1*)*

PSIONIC TALENTS

Psionic talents are listed in alphabetical order on a separate line, before the character's list of normal skills.

SKILLS

The character's skills are listed in alphabetical order. Where a skill has a speciality, this is shown after the skill name (e.g. Engineering (Electronics) 1).

EVENTS & MISHAPS

Where a character experiences Events or Mishaps during the character generation process, these are shown in this section. Many characters have events or mishaps that relate to other player characters, to other NPCs in *ACER* or to named individuals.

Life Events: Where a character has significant Life Events, these are listed in the Events and Mishaps section of the Character Profile.

EQUIPMENT

Equipment for each character is listed in alphabetical order.

The equipment the character gained when generated is listed in the Equipment section. Equipment can include vehicles, Travellers' Aid Society membership (shown as 'TAS'), travel passages (Low, Middle or High Passage), body armour, Ship Shares and starships.

Vehicles and weapons that are acquired as mustering out benefits are named (for example, Air/raft or Advanced Combat Rifle).

Tech Levels: Where equipment, weapons, vehicles and starships are shown, the abbreviation 'TL' (followed by a number) indicates the Technological Level of the item concerned.

If a character has more than one ship share as part of their equipment, the number is shown (for example: 3 Ship Shares). A single Ship Share is shown simply as 'Ship Share'.

Allies, Contacts, Enemies and Rivals: Where characters have allies, contacts, enemies and rivals gained during character generation, these are listed in the Equipment section of the character profile.

DESCRIPTION

The Description section of the Character Profile provides information about the character's background, personality, habits, dress or appearance.

To allow Referees and players the maximum amount of versatility when using the NPCs in *ACER*, many characters have only a description in the Description section of the Character Profile.

Some of the more interesting or important NPCs have more detail in the Description section to provide a clearer image of the NPC for the Referee or player.

ALLIES

Allies are people that have joined the player characters for mutual benefit or to achieve some common goal or purpose.

The allies presented below can be used to 'flesh out' an ally gained during character generation, or can be presented by the Referee during actual game play. Referees and players are encouraged to use allies as a sparsely recurring feature of games.

Having an ally or allies appear at every opportunity reduces the satisfaction gained from good role-playing for all; conversely, not having any allies for a game or character can leave characters with unsatisfactory backgrounds and no external resources to look to in difficult circumstances.

Random Selection: To randomly select an Ally NPC, the Referee (before or during the game) or player (during character generation) can simply throw 1d6 and look up the character with the die throw result below.



1. CORDOBA ASTORI CADRE TEAM LEADER

Str	10 (+1)	Dex	6 (+0)	End	9 (+1)
Int	8 (+0)	Edu	10 (+1)	Soc	8 (+0)

Male, Age 34, 4 Terms

Cadre (Field Exercise Leader, Drill Instructor)
Cr 50,000

Skills: Athletics 0, Battle Dress 1, Broker 1, Comms 1, Engineer 0, Explosives 1, Gambler 1, Gun Combat (Slug Rifle) 1, Gun Combat (Slug Pistol) 1, Instruction 2, Leadership 2, Melee 0, Recon 1, Social Science 0, Survival 0, Tactics (Military) 1.

Events & Mishaps: Gambling Group; Life Event: Bad Luck; Look up to like a mentor; Wartime Event: Heroic Stand.

Equipment: ACR, Ally (Player Character), TAS.

Description: Born on a poor desert world, 'Cordy' left home at the first opportunity and has made a career in teaching military field operations. His friendship with the player characters means that he willingly offers his expert advice whenever called upon by them. If his schedule permits, Cordy might even join them on a mission.

Cordy has very dark skin but blonde hair; his eyes are a striking green. He is very open and laughs a lot with his friends but cultivates a fierce and evil persona with his trainees.

2. ROBARD BELAMY MILITARY POLICE AGENT

Str	7 (+0)	Dex	6 (+0)	End	11 (+1)
Int	8 (+0)	Edu	8 (+0)	Soc	6 (+0)

Male, Age 30, 3 Terms

2 Terms Security (Site Defence, Bodyguard)
1 Term Agent (Law Enforcement, Rank 1)

Cr 15,000

Skills:

Advocate 1, Athletics 0, Carouse 1, Combat Engineer 1, Comms 1, Computers 0, Drive 0, Explosives 1, Gun Combat (Slug Pistol) 2, Investigate 2, Remote Ops 0, Sensors 1, Survival 1, Trade 0.

Events & Mishaps: Hostile Climates; Commercial Complex; Advanced Training.

Equipment: Ally (Player Character), Combat Armour, Gauss Pistol.

Description: Born on a high tech, industrial world, Robard has spent his entire working life in security; either with private companies or with starport authorities. Robard is now a detective with local starport security. He is friends with one or more of the player characters. He is willing to pass them semi-confidential information that might help them in an investigation as well as being prepared to put them in touch with other useful people or contacts.

He is not willing to do anything illegal for them, but he might be willing to bend the rules quite a bit to help them. He expects to be helped out in return when he has an investigation that requires something that is outside what he is normally allowed to do.

Robard is medium height and thin. He has a strong accent that many women find intriguing. He has dark hair and eyes. He is very funny and has the knack to tell a joke better than just about anyone.





3. FIGORII BIN ABRAHIM

SCHOLAR SCIENTIST PROFESSOR

Str 5 (-1) **Dex** 6 (+0) **End** 7 (+0)
Int 11 (+1) **Edu** 14 (+2) **Soc** 8 (+0)

Male, Age 50, 8 Terms

Scholar (Scientist, Rank 6)

Cr 130,000, Retirement Pay Cr 16,000

Skills: Admin 1, Comms 0, Computers 2, Deception 1, Diplomat 0, Engineer (Electronics) 2, Engineer (Jump Drive) 1, Investigate 2, Language 1, Medic 0, Persuade 1, Physical Science (Physics) 5, Sensors 1, Space Science (Planetology) 1, Trade 0, Vacc Suit 1.

Events & Mishaps: Time in Space; Advance by Cheating (refused); Debunk Charlatan; Intensive Research; Life Event: Good Fortune; Help Police; Disaster: Rival Steals Research, Received Prestigious Award; Tangled in Bureaucracy.

Equipment: Ally (Player Character), Lab Ship, Scientific Equipment, 4 Ship Shares.

Description: Born the son of scientist parents, it was natural that Figorii would become a scientist, himself. Having established a reputation as a brilliant theorist in an obscure area of Jump-space Physics, he now holds an Associate Professor's Chair at a major university and is respected in his field. Figorii spends much of his time aboard his Lab Ship, travelling the subsector investigating stellar phenomena that may shed light upon his field of study.

Considered eccentric by some of his colleagues, Figorii is socially awkward, which is exacerbated by his insular lifestyle. He can help the player characters by connecting them to other scientists or answering their questions directly. He may occasionally ask the PCs to help him with a research project.

Figorii is a very ugly man, short and stout with lopsided features. However, there is something in his eyes that projects extreme intelligence. He is socially awkward, but kindly. He has greying hair and brown eyes.

4. MASA PARALAMATRAMA

AMIABLE BROKER

Str 7 (+0) **Dex** 6 (+0) **End** 8 (+0)
Int 8 (+0) **Edu** 9 (+1) **Soc** 5 (-1)

Female, Age 38, 5 Terms

2 Terms Merchant (Free Trader, Rank 2)

3 Terms Merchant (Broker, Experienced Broker)

Cr 50,000, Retirement Pay Cr 10,000

Skills: Advocate 1, Admin 1, Animals 0, Art 0, Broker 3, Carouse 0, Comms 0, Computers 1, Drive 0, Engineer (Power Plant) 1, Language (Alien) 1, Persuade 0, Physical Science (Chemistry) 1, Pilot (Spacecraft) 1, Sensors 1, Steward 0, Streetwise 1, Trade (Biologicals) 1, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Alien Contacts; Trinkets to Primitives; Invest Wisely; Station Attacked; Research Trade Potential.

Equipment: Ally (Player Character), Auto Pistol, Free Trader, 3 Ship Shares.

Description: Masa was born of poor parents on a poor world. She joined the crew of a Free Trader, but quickly learned that the real money was in being a Broker, not in flying the goods around. She is a good broker, better than she thinks she is. She has many contacts, both legal and illegal and can get just about anything given enough time.

She will help the player characters by getting them good deals on cargoes, but may occasionally ask them to move a cargo "no questions asked"; not all of these cargoes are illegal though.

Masa has long black hair and olive skin. She wears traditional Hindi clothing, although it is cultural rather than religious. She likes to wear lots of bracelets.



5. LADY BREA ANNALYNNE KARECHUULI-COLLYNS HAUT MAWAE

NOBLE THRILL SEEKER

Str 8 (+0) **Dex** 5 (-1) **End** 9 (+1)
Int 7 (+0) **Edu** 10 (+1) **Soc** 12 (+2)

Female, Age 44, 6.5 Terms

4.5 Terms Nobility (Diplomat, Manager)

2 Terms Adventurer (Treasure Seeker, Rank 2)

Cr 250,000, and also has access to her family's wealth.

Skills: Admin 2, Advocate 2, Art (Dance) 1, Astrogation 1, Broker 2, Carouse 2, Comms 0, Computer 1, Deception 1, Diplomat 2, Flyer (Grav) 1, Gun Combat (Slug Pistol) 1, Investigate 0, Leader 1, Melee (Unarmed) 1, Persuade 0, Recon 1, Social Science 0, Stealth 0, Survival 1.

Events & Mishaps: Forced to Learn Science; New Romance; Partying; Conspiracy of Nobles (joined); Resigned to Protect Superior; Time in Wilderness, Hired as Driver.

Equipment: 2 Allies (Player Character, Count Flannog Collyns), Air/Raft, TAS, 5 Ship Shares, Yacht.

Description: The cousin of a subsector noble, Lady Brea spent her early career as an administrator in the subsector government. Considered to be a political dilettante, she became involved with a faction of nobles conspiring to make major changes to the government. The collapse of the conspiracy ended her political career and she resigned to protect her cousin. However, she has retained many government contacts and friends.

Lady Brea has cultivated the image of a wealthy thrill seeker and treasure hunter, willing to try anything once, and the fun things at least twice. One of the PCs is a former lover, but Lady Brea has stayed in touch. She will seek to involve the PCs in whatever she is undertaking, or is just as likely to involve herself in the PCs' current adventure.

Lady Brea is medium height with long blonde hair and blue eyes. She is cute and she has aged well, retaining a youthful appearance. She has some impressive scars from some of her bolder adventures, but has the money and contacts to ensure that none of them show. Lady Brea is interesting and great to be around; although she gets into situations without thinking about how she might get out safely.



6. ANDEE FLAMMASON

NAVY CAPTAIN

Str 8 (+0) **Dex** 10 (+1) **End** 9 (+1)
Int 8 (+0) **Edu** 8 (+0) **Soc** 10 (+1)

Female, Age 42, 6 Terms

2 Terms Crewman (Subsector Navy, Sub-Lieutenant)

2 Terms Flight (Helm, Lieutenant-Commander)

2 Terms Command (Commander, Captain)

Cr 70,000 Retirement Pay Cr 10,000 per year

Skills: Advocate 1, Astrogation 1, Comms 1, Computers 1, Discipline 0, Diplomat 1, Gun Combat 0, Investigate 1, Leadership 2, Mechanic 1, Melee (Blade) 1, Pilot (Spacecraft) 2, Seafarer 1, Sensors 1, Space Science 0, Tactics (Naval) 2, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Standout Groomed for Advancement; Life Event: Travel on Home World; Disaster: Inappropriate Feelings by a Superior; Naval Event: Extra Training; Time on Fringes of Space.

Equipment: Ally (Player Character), Armour (Tailored Vacc Suit), Blade, Combat Implant (Wafer Jack), Contact (Alien), Rival (Lt. Cmdr Shallos Berrigner), Ships Boat, 2 Ship Shares.

Description: Andee grew up on a water world, and developed a desire to go into space. She is currently the CO of a Navy patrol ship that works in the same area as the PCs. She is friends with them and will do what she can to assist them. The PCs can call on Andee when they need help from the Navy and she may call on them when the Navy needs some plausible deniability.

Andee is medium height and build with short brown hair and brown eyes. She is loyal to the Navy and her crew. She is a great friend and a bad enemy. She does not suffer criminals and has made some rather ruthless decisions regarding pirates and smugglers that she has encountered in the past.

CONTACTS

Contacts are people who, in exchange for money, goods, services, or simply loyalty, will help the player characters achieve their goals.

Contacts may be illicit or legitimate, and their services can include favours such as securing employment for the player characters, defusing a difficult situation with their influence, selling, storing, or transporting illegal drugs, or any number of other tasks.

Generally a contact is not a personal friend of one or more player characters (although a contact can be), but is simply an individual open to transactions of their influence for something in return. Any NPC may be a contact, although the most effective contacts are NPCs of high Social Standing, such as politicians, high ranking military leaders or company CEOs.

Players (and more importantly, the Referee) should make notes of the names, location and services or favours given by contacts during game play for future use and reference.

Random Selection: To randomly select a Contact NPC, the Referee (before or during the game) or player (during character generation) can simply throw 1d6 and look up the character with the die throw result below.



1. BRANDEE KIM SOON

STARPORT BARTENDER

Str	5 (-1)	Dex	8 (+0)	End	7 (+0)
Int	8 (+0)	Edu	9 (+1)	Soc	7 (+0)

Female, Age 42, 6 Terms

4 Terms Bounty Hunter (Repossessor, Rank 3)

2 Terms Worker (Service, Rank 2)

Cr 80,000

Skills: Advocate 1, Animals 0, Astrogration 1, Broker 2, Carouse 1, Computers 0, Engineer 0, Flyer 0, Gun Combat (Slug Pistol) 1, Investigate 2, Language (any) 1, Medic 0, Pilot (Smallcraft) 1, Sensors 1, Steward 2, Streetwise 2.

Events & Mishaps: Noble Bounty; Life Event: Addicted; Complex Legal Issues; Disaster: Setup (Injured).

Equipment: Autopistol, Contact (Player Character), High Passage, TAS.

Description: Brandee was born on a rich, high tech world. She worked for sixteen years as a bounty hunter, repossessing vehicles and starships. After being injured collecting a bounty, she decided to find something less dangerous to do for a living. She now works in one of the more popular starport bars. She has contacts within the Bounty Hunter community and keeps her eyes and ears open. She is a good source of rumours and possible jobs. Occasionally, she might throw the PCs an odd job related to her former career. Brandee is addicted to Jaa, a leafy substance native to her home planet. It provides mildly euphoric effects, but stains her teeth light green. Brandee is almost always chewing Jaa and is slightly "buzzed".

Brandee has oriental features with dark skin and hair. She has a nasty scar on her left arm and she has a large burned area on her chest. She is very friendly and smiles a lot due to the effects of Jaa.

SAME AGAIN, BUT MAKE IT A DOUBLE THIS TIME

The starport bar was busy, as usual. Customers from all parts of charted space jostled each other, frantically waving credit sticks and local currency at the harassed bar staff.

"Two Ingurian wines, a Spica Pole Axe and a litre of beer, twenty credits, please," chimed Brandee, as the customer reached for his drinks.

"Twenty credits?! That outrageous! How can you justify that sort of price?!" barked the customer.

"You don't like our prices? Go somewhere else!" Brandee replied quickly.

"The other starport bars don't charge twenty credits for four drinks!" the customer protested. "Take it or leave it, pal," Brandee answered, "but make your mind up quick, I've got other customers waiting."

The man begrudgingly handed over his credit stick as Brandee placed his drinks on a tray.

"Thanks for your custom, hope to see you again soon!" she said sweetly, smiling at the customer and handing him back his credit stick. "Not at these prices you won't," the customer muttered under his breath as he left the bar.

She turned to Jack, who was busy filling glasses with the cheap, cold, fizzy local beer.

"Say, Jack, you see that creepy looking group just come in, over by the door? They look kinda lost, like they don't know where they are or what they're supposed to be doing here."

"Yeah, yeah, sure I see them," replied Jack, "They're just like any other off-worlders, Brandee. Just give 'em what they ask for and take their money." Brandee stared at the group as they moved through the crowd towards the bar. The group she was watching had disappeared amongst the throng of customers.

"Man, I gotta get me some more Jaa, this place is heaving tonight!" she thought to herself. A sudden tap on the shoulder distracted her from her thoughts.

"Hey there, what can I get ya?..."

2. JEMMA XAALISTRİ

TAS TRAVEL AGENT

Str	5 (-1)	Dex	7 (+0)	End	6 (+0)
Int	8 (+0)	Edu	7 (+0)	Soc	5 (-1)

Female, Age 28, 2.5 Terms

0.5 Terms Clergy (Missionary, Rank 0)

2 Terms Worker (Service, Server)

Cr 7,000

Skills: Animals 0, Art 0, Carouse 1, Computers 1, Deception 1, Drive 0, Flyer 0, Gambler 1, Medic 0, Persuade 0, Steward 2, Streetwise 1, Trade 0.

Events & Mishaps: Mishap: Disbanded; Technical Field; Law Enforcement Informer.

Equipment: Contact (Player Character).

Description: Jemma spent her early life as a Missionary for the Church, helping the less fortunate in food kitchens and jobs programs. After her Mission was bankrupted and the members disbanded she got a job at the local Traveller's Aide Society as an agent and has enjoyed her time helping the rich and adventurous with their travel plans. She knows a lot about the movements of the local rich and powerful and is full of stories that she will share with the PCs. For all of her love of travel, she has never left her home system, although she is saving up her money to go on a vacation to a nearby system. Jemma is also working with local law enforcement officers, monitoring unusual travel movements in an effort to break up a local smuggling ring.

Jemma is very pretty with shoulder length light brown hair and hazel eyes. She tries to dress and act sophisticated, but often comes across as trying too hard. Jemma lives in a small apartment that she shares with her roommate, who also works at the TAS Hostel and who is suspected of being involved in the smuggling ring.

ALONE, AGAIN, NATURALLY

"Trillion Traffic Control from Sierra Charlie one-niner-five, request permission to leave parking orbit for Jump point, over," Micah slumped back in his seat and waited for the reply, knowing there would be a few seconds delay.

In the busy Traffic Control centre his transmission, crackling from the interference caused by an ion storm, came through a Flight Controller's headset as he checked his board.

"Sierra Charlie one-niner-five, this is Trillion Traffic Control, you are cleared to proceed to Jump point. Contact Antarctica Traffic Control on frequency one-zero-zero-three-five prior to Jump, over," came the reply.

"All received, Trillion Traffic Control. Contact Antarctica Traffic Control on one-zero-zero-three-five prior to Jump. Sierra Charlie one-niner-five, out."

As Micah finished entering a series of codes into the ship's computer, the ship's manoeuvre drive sprang to life. He felt the drive push him back into his seat a little as it accelerated the ship towards the Jump point. He relaxed a little. A quick touch of a contact and music filled the bridge. He absent-mindedly tapped a finger along to the music as he watched the ship's computer do its work of getting the ship to the Jump point.

"Here I go again," he thought, "another two weeks with no-one to talk to. 'Explore the galaxy! Meet new people! See amazing sights!' the recruitment posters say."

"Ha! See the inside of a Jump bubble for a week, more like."



3. MICAH STRANAHAN

STAR COURIER

Str	6 (+0)	Dex	8 (+0)	End	9 (+1)
Int	8 (+0)	Edu	9 (+1)	Soc	6 (+0)

Male, Age 40, 5.5 Terms

1.5 Terms Colonist (Settler, Rank 1)

4 Terms Scout (Courier, Rank 2)

Cr 80,000 Retirement Pay Cr 10,000

Skills: Astrogation 2, Athletics 0, Comms 1, Drive 0, Engineer (Power Plant) 1, Flyer (Grav) 1, Gambler 0, Mechanic 1, Persuade 1, Pilot (Spacecraft) 1, Recon 0, Sensors 1, Streetwise 1, Survival 1, Trade 0, Vacc Suit 1, Zero-G 1.

Events & Mishaps: Political Upheaval; Mishap: Revolution; Deals with Aliens; Ambushed by Enemy Vessel; Disaster: Inadvertently Cause Conflict; Jump World to World.

Equipment: Ally (Diplomat Shariggii Koulliiguuri), Contact (Player Character), Enemy (Commodore Ani Kaariksen), Rival (Lt. Victor Benedisen), Snub Pistol.

Description: Micah was the son of ice miners on an airless moon. After he ended up on the losing side of a political revolution on his homeworld, he fled and joined the scouts and has had an interesting career as a courier. The life of a Courier is lonely, so during his R&R time, Micah likes to spend his time around people. He is friendly with the PCs and will help them with Scout related issues if he can and it isn't too much trouble.

Micah is short and blonde. He is thin and usually unshaven. Somehow he always seems to look "scruffy". He always carries a beat up old snub pistol that belonged to his brother who was killed during the revolution.



4. ALEXI MALUDIA

MAGICIAN

Str	4 (-1)	Dex	11 (+1)	End	6 (+0)
Int	9 (+1)	Edu	5 (-1)	Soc	7 (+0)

Female, Age 36, 4.5 Terms
 1.5 Terms Drifter (Wanderer, Rank 1)
 3 Terms Performer (Entertainer, Rank 3)
 Cr 50,000

Skills: Advocate 1, Art 0, Athletics 0, Carouse 1, Deception 3, Gambler 1, Investigate 1, Mechanic 1, Medic 1, Melee 0, Persuade 1, Recon 0, Stealth 2, Streetwise 1, Survival 1.

Events & Mishaps: Take Care of Herself; Mishap: Life Threatening Illness; Fame Attracts Bad Elements; Celebrity Charity Event; Learn Many Things.

Equipment: Blade, Contact (Player Character), 2 Ship Shares.

Description: Alexi grew up on the mean streets of an industrial world. Her parents died when she was young and she spent her early life living rough in back alleys and on rubbish dumps. Alexi contracted Vegan Spotted Fever after eating contaminated food waste and became extremely ill. While recovering in hospital, she met a magician who was performing for the patients. Becoming his assistant, Alexi discovered that she had an aptitude for creating believable illusions. Eventually she went solo, and now performs freelance as a stage magician aboard passenger liners and at highports.

Alexi doesn't like to go dirt-side, but prefers the cleanliness of space stations and starships. Alexi meets the PCs often either on starships or while she is performing at a highport. She is always trying to get the PCs to help out in her act. She knows a lot of people at a lot of starports and will willingly introduce the PCs if needed.

Alexi is very thin and skilfully uses makeup to appear much prettier than she is. The effects of Vegan Spotted Fever have left her weak and she needs help with simple tasks. Alexi has ever-changing hair colour and wears coloured contacts to give herself an exotic look. Alexi specialises in card tricks and other sleight-of-hand illusions.

5. DEATIE VASINGUA

SECURITY CONTACT

Str	9 (+1)	Dex	8 (+0)	End	9 (+1)
Int	8 (+0)	Edu	6 (+0)	Soc	5 (-1)

Male, Age 34, 4 Terms
 2 Terms Army (Infantry, Corporal)
 2 Terms Space Patrol
 (1 Term Trooper, Corporal)
 (1 Term Support, Specialist)

Cr 15,000

Skills: Athletics (Co-ordination) 1, Battle Dress 1, Carouse 1, Computers 0, Drive 1, Gun Combat (Slug Rifle) 1, Gun Combat (Slug Pistol) 1, Heavy Weapons 0, Leadership 1, Mechanic 1, Melee 0, Recon 1, Sensors 2, Stealth 2, Streetwise 1, Tactics (Military) 1, Vacc Suit 1, Zero-G 0.

Events & Mishaps: Wartime Event: Save a Life; Ground War; Short Duty; Under Cover.

Decorations: 2 Combat Ribbons, MCUF.

Equipment: Ally (Sergeant Chris Kolorio, Army), Contact (Player Character), Gauss Rifle.

Description: Deatie was born on a poor, non-industrial world. He was always in trouble as a kid, although never anything serious. At 18 he was arrested for petty theft and given an ultimatum: prison or the army. Deatie chose the Army, just as a brutal war broke out. Two terms fighting to stay alive made Deatie get his head on straight and grow up. He saved the life of his squad leader; for this, he was awarded a MCUF. After the war he left the Army and joined the local Space Patrol where, ironically, he has never served aboard a ship.

Deatie is assigned to Starport Security at the Highport where his Army background serves him well. He is friendly with the PCs and, as he has access to much of the surveillance equipment available at the highport, and if it doesn't break any rules, he will help them if he can. Occasionally, he will discover something that interests him and might ask the PCs to investigate it for him.

Deatie is a short man with black hair and very dark eyes. He likes to dress in bright colours when not in uniform and knows his way around the local bars.





6. MADRID STRAAKER

VENUE OPERATOR

Str	6 (+0)	Dex	7 (+0)	End	6 (+0)
Int	9 (+1)	Edu	10 (+1)	Soc	11 (+1)

Male, Age 34, 4 Terms

1 Term Nobility (Dilettante, Rank 1)

3 Terms Merchant (Broker, Rank 3)

Cr 120,000

Skills: Admin 1, Advocate 1, Animals 0, Broker 3, Carouse 1, Comms 0, Computers 0, Diplomat 0, Engineer 0, Investigate 0, Melee (Blade) 1, Persuade 1, Social Science (Economics) 1, Steward 1, Streetwise 1, Vacc Suit 1.

Events & Mishaps: Challenged to a Duel; Suppliers and Spacers; Life Event: Time Spent Travelling; Unexpected Contact.

Equipment: Contact (Player Character), Ship Share, Sword, TAS.

Description: Born the third child of a minor noble, Madrid spent his early life as a wastrel, but was drawn to music. After being injured in a stupid duel, Madrid realised that he needed to do something with his life. He is now the Director of Talent for a corporation that books musical acts for several major worlds in the sub-sector. He has lots of contacts in the entertainment industry and the minor nobility. He truly loves music of all types and often travels throughout the sub-sector looking for new talent to promote. He will ask the PCs to help out occasionally when he is travelling.

Madrid is extremely good looking, thanks to plastic surgery, and very vain. He has brown eyes and brown hair that he likes to wear long so that he fits in with the musical acts he promotes.

SEX, DRUGS, AND ROCK N ROLL

The club was totally rocking.

Badjer had been hoping for a good night. The band seriously needed the cash and the rep on this place said that a lot of big fish that could get them off of this rock and back to civilization hung out here. Several of the private booths had people in them, but for the last three hours, it had just been the band and the crowd.

As Smitty finished up his solo, Wes moved out in front again and finished up the final chorus. The crowd was really in to it and gave them a long ovation. The cute greenhead that Wes had been eyeing all night was standing right in front of him, her smile a mix of equal parts mirth and seduction. Wes had a good feeling.

"Thank you, people! We are Atomic Widgets! We're going to take short break. We'll be back in 10!"

Badjer threw his guitar pick to a brunette with a really nice figure and Wes winked at the greenhead as he moved off stage.

As the crowd moved off of the dance floor and back to their tables, the wait-bots emerged from the walls and descended on the crowd like desperate beggars.

Wes and the guys moved over to their table. The bot there already had their drinks ready and, with a tired round of sighs, they sank down into their chairs and gulped their drinks. This place made them play long sets and without much of a break between them. It really took a lot out of everyone, but if things would just fall right...

Wes was thinking it was time to go over and talk to that girl and see what he could arrange for after the show when a suit walked up to the table and, without asking, sat down.

Badjer was about to get physical with the dude, but Wes held up his hand, noticing that the guy's suit would buy the band's equipment several times over. The guy was a walking credit stick, everything about him screamed money. Just watching him casually order a martini from the bot, you could tell he probably had noble blood.

Mustering as much interest as his tired body would allow, Wes turned to the guy and asked, "What can we do for you?"

Holding out his hand, the suit said, "My name is Madrid Straaker. You guys are great! How would you like to get off this ball of crap and make some real money?"

Wes shook the proffered hand and introduced the other members of the band. Badjer eyed the newcomer across the table, wary of the well-dressed man's intentions.

"Yeah, right, like we haven't heard that one before," Badjer chipped in, but Wes had placed a hand on Badjer's shoulder and gave him a look that said "relax, I'll handle this".

Wes leaned forward in his seat. "What's the deal, Mr - er Straaker, did you say?"

"Yes, Straaker, but call me Madrid, please. The deal is straight forward, Wes. You come and work for me, and I give you gigs at some of the best venues and on some of the highest class ships in the subsector. You turn up, set up your gear, play, pack your gear away, get paid, then move on to the next gig. How does that sound?"

"Too easy," Badjer muttered under his breath. Wes threw him a look and Badjer fell silent. "How much for each gig, Madrid?" Wes said as he lifted his glass to his mouth.

"Five thousand for the dirtside venues, seven for the cruise liners. Plus reasonable expenses, of course. You don't have to give me an answer now. Here's my card; call me."

Wes and the others looked at the card. "Five or seven thousand a gig? What's the catch?" He looked up, ready for an answer, but Madrid had gone...

ENEMIES

Enemies are NPCs that work against the player characters' goals or mission, and may harbour malicious intent (murder, sabotage, mission failure, etc.) against the player characters.

Enemies recur during game play but should not become the sole focus of the game. Referees (in particular) should try to make use of enemy NPCs in an unexpected and timely way – the enemy NPC shows up when the player characters think they are safe, or in an area of a world or space that the enemy player characters would not normally expect to encounter the enemy NPC.

Referees should give serious thoughts to the motivations of each enemy pitched against the player characters – what is it that has made the NPC an enemy to or of the player characters? Do the player characters and enemy NPC have a history together and, if so, how far back in time does that history extend? What event (or events) have the player characters and enemy NPC been involved in together in the past?

Random Selection: To randomly select an Enemy NPC, the Referee (before or during the game) or player (during character generation) can simply throw 1d6 and look up the character with the die throw result below.

1. WEYMON SAVILIAN

PAPARAZZI

Str	5 (-1)	Dex	6 (+0)	End	8 (+0)
Int	7 (+0)	Edu	9 (+1)	Soc	6 (+0)

Male, Age 30, 3 Terms

- 1 Term Corporate Citizen (Administration, Rank 0)
- 2 Terms Entertainer (Journalist, Rank 2)

Cr 50,000

Skills: Admin 1, Art (Holography) 1, Athletics 0, Broker 1, Carouse 0, Computers 0, Deception 1, Flyer 0, Investigate 1, Mechanic 1, Melee 0, Stealth 1, Streetwise 1, Steward 0, Trade 0.

Events & Mishaps: Corporate Negotiations; Learn Many Things; Bring Down Political Leader.

Equipment: Enemy (Player Character), 2 Ship Shares.

Description: Born on a high population world, Weymon tried to fit into the corporate world, but wasn't happy. After a couple of years, he left his job, bought an expensive holographic camera and became a paparazzi, taking pictures of celebrities and minor officials, selling them to the highest bidder. Recently, Weymon has found a more lucrative trade. He still takes pictures of people in compromising situations, but now he uses that information to blackmail them.

Weymon has noticed the PCs and is convinced that they are doing something illegal that will allow him to blackmail them for millions. He will follow the PCs for the chance to catch them breaking the law. The longer it takes to catch them, the more determined he will become.

Weymon tries very hard to be non-descript, wearing clothing that will blend in with the local population. He is average height, but a bit pudgy. He has brown hair and eyes. He is very pushy and will do what it takes to get the shot.



2. ATHENA NASR

NAVAL STAFF ENSIGN

Str	7 (+0)	Dex	6 (+0)	End	10 (+1)
Int	7 (+0)	Edu	8 (+0)	Soc	9 (+1)

Female, Age 34, 4 Terms

Navy (Crewman, Ensign)

Cr 6,000

Skills: Carouse 1, Diplomat 1, Discipline 0, Engineer (Electronics) 1, Gun Combat 0, Mechanic 1, Melee (Blade) 1, Pilot (Spacecraft) 1, Sensors 1, Vacc Suit 1, Zero-G 0.

Events & Mishaps: Holding Action; Prisoner Escape; First Contact; Support Vessel.

Decorations: Combat Ribbon.

Equipment: Auto Pistol, Enemy (Player Character), 2 Ship Shares.

Description: Born on an asteroid mining facility, Athena joined the Subsector Navy to escape her dreary home. She was commissioned in her first term, but has not been promoted since. She is convinced that there is a conspiracy to keep her from her rightful rank. She believes that the PCs are involved and will do whatever she can to ruin them. In reality she is mentally unstable and her psychological profile has kept her from being promoted. Her efforts to get promoted have come across as self-serving. No one that she works with really likes her, but she is competent in her job, so she hasn't been asked to resign her commission.

Athena now works on the staff of the local naval base. She is convinced that one of the PCs (or all of them) are involved in the conspiracy to keep her from getting promoted. If she can make the PCs lives miserable, she will.

Athena has dark hair, but very fair skin that burns easily in bright sunlight. She has light grey eyes that are quite striking. While she was considered quite pretty in her youth, she has not aged well. She also has a habit of talking to (and answering) herself.

3. MARISSA SAGE

ASSASSIN

Str 9 (+1) **Dex** 10 (+1) **End** 9 (+1)
Int 8 (+0) **Edu** 6 (+0) **Soc** 7 (+0)

Female, Age 32, 3.5 Terms

1.5 Terms Militant Religious (Monk, Rank 1)

2 Terms Agent (Intelligence, Rank 2)

Cr 7,000

Skills: Animals 0, Art 0, Athletics 0, Carouse 0, Gun Combat 0, Investigate 1, Medic 0, Melee (Unarmed) 2, Sensors 1, Stealth 1, Streetwise 0, Survival 0, Vacc Suit 1.

Events & Mishaps: Mission into Space; Mishap: Pogrom; Secret Project; Plan Major Operation.

Equipment: Combat Implant (Skill Augment - Melee), Enemy (Player Character), Mid Passage.

Description: Marissa spent her early life as a cloistered Sister of Perpetual Obedience. When her community was violently suppressed she sought revenge against the attackers. She works for the Church in (very) black operations and pursues those who would attack the Church. Marissa was tracing one such organisation when she discovered that one of their front companies had hired the PCs.

She is convinced the PCs are working to destroy her religion and she is following them, seeking evidence. If she is able to accumulate enough circumstantial evidence, the Church may issue a "Notice of Purification" against the PCs allowing Marissa to permanently remove them. Marissa likes to 'purify' at close range, using her unarmed combat skill to take out her targets. Secretly, she gets a thrill from being up-close and personal with death.

Marissa is average height with light brown hair and blue eyes. She wears no makeup and her hair is short. She is clothed from head to toe in black. She is very religious and will not drink, gamble or curse. She has some small scars on her back, signs of her devotion and willingness to purge herself of impure thoughts.



4. SELENA MELASTINOV

PIRATE CAPTAIN

Str 7 (+0) **Dex** 6 (+0) **End** 9 (+1)
Int 10 (+1) **Edu** 5 (-1) **Soc** 4 (-1)

Female, Age 48, 7.5 Terms

1.5 Terms Merchant (Merchant Marine, Senior Crew)

6 Terms Rogue (Pirate, Captain)

Cr 70,000

Skills: Athletics (Co-ordination) 1, Astrogation 1, Broker 1, Carouse 1, Comms 1, Deception 1, Drive 0, Engineering (Electronics) 1, Gambler 1, Gun Combat (Energy Pistol) 1, Gunner (Turret) 1, Language (any) 1, Mechanic 1, Melee (Unarmed) 1, Melee (Blade) 1, Persuade 1, Pilot (Spacecraft) 1, Recon 1, Stealth 2, Steward 0, Streetwise 3, Tactics (Military) 1, Vacc Suit 1.

Events & Mishaps: Smuggle Cargo; Mishap: Bankrupted; Crime Pays; Arrested; Crime Lord's Protégé, Travel on homeworld, Backstab rogue, Extend Gang.

Equipment: Combat Armour, 2 Corsairs, Enemy (Player Characters), Laser Pistol, 2 Ship Shares, Shotgun.

Description: Selena grew up on an industrial hell-hole. She spent her early life in and out of jail. She joined the Merchant Marine and organised a smuggling ring. After facing bankruptcy she turned to crime full time, joining a pirate gang. She has risen within the gang and is now a ship Captain and controls much of the pirate activity within several parsecs. She has at least marginal control of six ships.

The PCs crossed paths with Selena, either innocently disrupting one of her deals, or by stealing something from her. She has taken it personally and is bringing the resources of the pirate gang against the PCs. Selena has access to corrupt police, military personnel and starport officials with which she can make the PCs life miserable.

Selena is short and cute and due to her waifish appearance, many have underestimated her. She is ruthless and driven and will not flinch from making lethal decisions when needed. She is loyal to the gang and would die before she betrayed them. She has dark, but greying, hair and brown eyes.

RIGHTEOUS INDIGNATION

"I witnessed those desecrators defiling the sacred ground myself, Commander." Bishop Kettering said, as he leaned over the local police commander's desk.

"Bishop Kettering," the police commander replied calmly, "whilst I appreciate the religious significance of the site itself, I'm afraid that, unless the site is protected by statute law, which it is not, my hands are tied. I'm sorry."

The bishop lowered himself into the chair facing the commander's desk. "I feel certain," he said thoughtfully, "that if you sent an investigator or two out to the site you would find evidence of criminal activity. I am certain of it." The commander sighed quietly.

"And exactly what kind or kinds of criminal activity would my investigators be looking for?"

"Any number of crimes could have been committed!" Kettering stared at the police commander.

"And what evidence do you have of this desecration?" replied the exasperated commander.

"None," answered the bishop. The commander returned the stare.

"Then I am afraid the answer is still no, unless you can provide compelling evidence to the contrary. Good day, Bishop Kettering."

5. MARCUS KETTERING

RELIGIOUS FIGURE

Str 6 (+0) **Dex** 8 (+0) **End** 5 (-1)
Int 9 (+1) **Edu** 11 (+1) **Soc** 11 (+1)

Male, Age 42, 6 Terms

6 Terms Clergy (Pastor, Bishop)
 Cr 60,000; Retirement Pay Cr 12,000

Skills: Admin 2, Advocate 2, Art 0, Carouse 1, Computers 0, Deception 1, Diplomat 2, Drive 0, Language (any) 1, Leadership 2, Medic 1, Persuade 2, Social Science (Theology) 3, Steward 0, Streetwise 1, Survival 1, Trade 0.

Events & Mishaps: Convert Worst Sinners; Financial Success, Convert Primitives; Reassigned Missionary; Theological Research; Convocation.

Equipment: Enemy (Player Character), Holy Relic, Ship Share, TAS.

Description: Marcus was raised in a strict, religious family on a typical non-industrial world. He entered the priesthood after graduation from school and rapidly rose through the ranks of the Church. He is devout, loyal to the church and has demonstrated that he is a capable administrator and leader.

Marcus witnessed the PCs desecrating a religious site (unintentionally or otherwise) and is trying to bring them to ecclesiastical justice. He will bring the full resources of the Church to bear on them. However, since the PCs have broken no secular laws, Marcus' efforts are somewhat hampered. Marcus is honest and forthright, if stern and strict. He honestly believes that he is doing the right thing by chasing the PCs.

Marcus is of average height, but carries himself with an air of calm that commands a room. He has brown hair greying at the temples, and piercing blue eyes. Marcus owns a copy of the Holy Book of his religion that is over a thousand years old.

6. MURFIS XANIBAT

MERCHANT/BUYOUT SPECIALIST

Str 6 (+0) **Dex** 8 (+0) **End** 7 (+0)
Int 9 (+1) **Edu** 6 (+0) **Soc** 7 (+0)

Male, Age 38, 5 Terms

3 Terms Corporate Citizen (Finance, Rank 2)

2 Terms Merchant (Broker, Rank 4)

Cr 50,000 Retirement Pay Cr 10,000

Skills: Admin 1, Advocate 1, Animals 0, Art (Appreciation) 1, Broker 2, Computers 1, Deception 1, Engineer 0, Flyer 0, Investigate 1, Melee 0, Persuade 1, Steward 1, Streetwise 1, Trade 0, Vacc Suit 1.

Events & Mishaps: Department Mentor; Corporate Spaceship; Disaster: Corporate Reorganisation; Bonus for Hard Work; Expand Markets.

Equipment: Enemy (Player Character), Blade, 2 Ship Shares.

Description: Murfis grew up on a high tech world and joined the corporate ranks right out of school. After working for many years in the finance department of a subsector wide company, a corporate reorganisation moved him into acquisitions and now he looks for profitable companies to buy up. He is very good at his job and has received several bonuses for his efforts.

Murfis has decided that the PC's company would be a good acquisition for his company. However, he doesn't want to pay too much, so he is subtly sabotaging the PC's business efforts so that he can grab up their company (and assets) on the cheap. He is not doing this out of spite; it is "strictly business". The fact that the PCs will be financially ruined as a result of his actions doesn't bother him in the least.

Murfis is extremely thin, almost emaciated. He has dark hair and brown eyes. He has an extremely high metabolic rate that requires him to eat an incredible amount of food for his size, and he never seems to gain weight.



RIVALS

Rivals are NPCs that compete against the player characters in the completion of a mission or achieving a goal.

The one thing that the player characters and their rival (or rivals) have in common is the goal, objective or mission: the successful delivery of a valuable cargo in the shortest possible time; the elimination of a high-value target (a person or physical object – a ship, base, device, etc.) or the identification and exploration of a new world. Many other goals, missions or objectives are possible.

The Referee should set the task for the player characters in advance (good planning is essential to make the task valuable to the player characters) and the Referee should ensure that any rivals have valid reasons or motivations for achieving the task before the player characters do.

Random Selection: To randomly select a Rival NPC, the Referee (before or during the game) or player (during character generation) can simply throw 1d6 and look up the character with the die throw result below.

1. IZAKI SOROTE

STOWAWAY

Str	6 (+0)	Dex	8 (+0)	End	8 (+0)
Int	8 (+0)	Edu	7 (+0)	Soc	6 (+0)

Male, Age 26, 2 Terms

1 Term Army (Infantry, Lance Corporal)

1 Term Adventurer (Treasure Seeker, Rank 1)

Cr 95,000

Skills: Animals 0, Athletics 0, Broker 1, Deception 1, Diplomat 1, Drive 0, Flyer 0, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Medic 0, Melee (Unarmed) 1, Recon 1, Stealth 1, Survival 1, Vacc Suit 1.

Events & Mishaps: Hostile Planet; Time with Aliens.

Equipment: Tailored Vacc Suit, Rival (Player Character).

Description: Izaki grew up on a poor colony world and was drafted into the Army. Having concluded his mandatory term of planetary service, he now styles himself a 'Treasure Seeker'. In reality he is little more than a drifter with some money. He chases after rumours of hidden treasure and lost items. He also tends to stow away on ships so that he doesn't have to pay for passage. Often he will hide in cargo containers, wearing his Vacc Suit if necessary, and just go wherever the ship is going.

It is likely that the first time the PCs encounter Izaki, he will be a stowaway. Izaki is full of rumours about lost treasures, ancient civilizations and hidden wealth, some of which might actually be true. Izaki thinks that the PCs are trying to steal his map or beat him to the treasure that will make him rich. Izaki is short and thin. He has dark eyes and hair, which he wears long and pulled back into a pony-tail, and likes to wear bright, clashing colours.



2. CAPTAIN BREDE HENGELENDE

COMPETING TRADER

Str	6 (+0)	Dex	8 (+0)	End	10 (+1)
Int	9 (+1)	Edu	8 (+0)	Soc	8 (+0)

Male, Age 44, 7 Terms

Merchant (Free Trader, Rank 6)

Cr 100,000; Retirement Pay Cr 14,000

Skills: Admin 1, Advocate 1, Animals 0, Astrogation 1, Broker 1, Comms 0, Computers 1, Drive 0, Engineer (Power Plant) 2, Engineer (Electronics) 2, Gun Combat (Slug Pistol) 1, Gunner (Turret) 1, Jack of All-Trades 1, Mechanic 1, Medic 0, Persuade 1, Pilot (Spacecraft) 2, Sensors 1, Steward 1, Trade (Biologicals) 1, Vacc Suit 1.

Events & Mishaps: Business Thrives; Work on Spaceship; Invest Wisely; Ship Attacked; Trinkets to Primitives; Advanced Training; Suppliers and Spacers.

Equipment: Rival (Player Characters), 2 Free Traders, Auto Pistol, 2 Ship Shares.

Description: Brede grew up on a border world. He joined a free trader crew and has worked his way up until he owns his own ship. He is relatively honest, but is a survivor. Brede travels the same trade routes as the PCs. He seems to be just a bit luckier than the PCs and gets the better of any deal involving the PCs. He is very friendly to the PCs and will give up cargoes to the PCs to help them out, only to have an even more valuable cargo fall into his hands.

Regardless of how successful the PCs are, and Brede will happily celebrate any of their successes, his success will be just a bit better. Brede is not hostile to PCs at all. He sees them as friendly rivals, but not really competitors. He is a genuinely nice guy that always seems to come out just a bit better than the PCs. He is the nicest, friendliest, most helpful and frustrating rival that the PCs will ever encounter. Brede is tall, blonde and handsome. He naturally attracts beautiful women to him, even when he isn't trying. He is friendly, and smiles (he has great teeth!) and laughs a lot.



3. WILLUM 'LITTLE BILL' HENDERSHEN

COWARD

Str 9 (+1) **Dex** 12 (+2) **End** 9 (+1)
Int 6 (+0) **Edu** 7 (+0) **Soc** 5 (-1)

Male, Age 36, 4.5 Terms

2.5 Terms Marines (Ground Assault, Lieutenant)

2 Terms Commando (Technician, Sergeant)

Cr 60,000

Skills: Athletics 0, Battle Dress 1, Combat Engineer 1, Deception 1, Gun Combat (Slug Rifle) 1, Gun Combat (Slug Pistol) 1, Gunner (Turret) 1, Heavy Weapons 0, Leadership 1, Mechanic 1, Medic 0, Recon 1, Remote Operations 1, Stealth 0, Streetwise 0, Survival 1, Tactics (Military) 1, Zero-G 1.

Events & Mishaps: Time on Naval Ship; Anti-Pirate Raids; Mishap: Mistreated by Enemy; Efficient Tickets; Extensive Training.

Equipment: Advanced Combat Rifle, Combat Armour, Rival (Player Character), TAS.

Description: Little Bill grew up on a harsh colony world. He was always big and strong and was recruited into the Marines at an early age. Little Bill did well in the Marines until the enemy captured his platoon. Little Bill was tortured while a prisoner of war and his will to fight was broken. Discharged on medical grounds, Little Bill joined a commando unit where he works in technical support, but the terror of his torture still haunts him.

One of the PCs either served with Little Bill in the Marines or Commandos or saw him display an act of cowardice. Little Bill is out to get them to keep his reputation intact. He will not risk exposing himself to actual combat, but he will try to ruin their credibility so that when they do go public with his cowardice, no one will believe them. Little Bill is a big man, almost two meters tall, and very intimidating looking. He uses his size to keep from having to fight. He has brown hair, but he keeps his head shaved, and hazel eyes.

4. PEDDEG GYNTARIS

SCOUT IMPERSONATOR

Str 6 (+0) **Dex** 9 (+1) **End** 8 (+0)
Int 6 (+0) **Edu** 5 (-1) **Soc** 6 (+0)

Male, Age 30, 3 Terms

Adventurer (Explorer, Rank 2)

Cr 35,000

Skills: Advocate 1, Animals 0, Astrogation 1, Carouse 0, Engineering 0, Gun Combat 0, Flyer 0, Investigate 1, Life Science (Biology) 1, Recon 1, Sensors 2, Social Science (Archaeology) 1, Stealth 0, Survival 1, Vacc Suit 1.

Events & Mishaps: Legal Trouble; Survey Alien Planet; Time on a Ship.

Equipment: Rival (Player Character), Ship Share, TAS.

Description: Peddeg wanted nothing more than to be a Scout and explore the universe. Unfortunately, the Scouts didn't want him. Peddeg joined a private exploration company, but it wasn't the same. He *wants* to be a Scout, but can't, so he lies. He tells lies about his adventures in the Scouts. When confronted by a real Scout, he will not be able to keep his stories straight, nor will he know the finer details of a Scout's operational life that Scout would know.

Peddeg will try to pass himself off as a Scout to the PCs and will be defensive if they question him in detail or point out any obvious errors in his stories. If they expose his lies (which will be easy for any former Scout to do), he will do what he can to discredit the PCs. Peddeg is of average height and weight, with rather indistinct brown hair and brown eyes. He wears a scavenged old Scout uniform without insignia.

SHAGGY DOG STORY

The music boomed out as customers jostled for elbow room at the bar. Peddeg Gyntaris, scout impersonator extraordinaire, was busy trying to impress a woman at the bar.

"So, there I was, stranded out in the middle of nowhere, all alone, no supplies, no shelter, no way of contacting anyone. I thought I was a goner, man, a goner! Then this tribe of natives found me and took me to their village!

"They had everything, man, I mean everything! Food, water, shelter, dancing girls! Dancing girls, man! Three weeks later a Scout ship came by, but by then they had made me king of their tribe! Seriously! I could have anything I wanted, and I mean anything!

"But, the Service wanted me back in action, some big shot mission in the frontier systems, so I had to go, you know? I was gutted, man, gutted..."

The woman Peddeg thought he had been talking to turned her face towards him. She smiled briefly at him.

"Every word of what you just said is lies, Peddeg, and you know it. The Service wouldn't leave someone on a planet unsupported like that. They look after their own, make sure they come back. I should know: I was married to a Scout once," she growled at him.

"Yeah I know, I'm sorry to hear about Darrell's accident," he replied, "But it was an accident, you know?"

She stared hard at him and leaned towards him. "It was no accident," she whispered, "can the lies, loser." She got up from her seat and disappeared into the crowd.

Peddeg looked down into his drink and muttered under his breath, "But it's all true, I swear, every word is true..."

5. KARAPEN GREELEY

ORGAN FARMER

Str 6 (+0) **Dex** 11 (+1) **End** 7 (+0)
Int 8 (+0) **Edu** 10 (+1) **Soc** 6 (+0)

Male, Age 32, 3.5 Terms

2.5 terms Scholar (Physician, Rank 2)

1 Term Rogue (Thief, Rank 1)

Cr 90,000

Skills: Advocate 1, Carouse 0, Comms 0,

Computers 0, Diplomat 1, Investigate 0,

Life Science 0, Medic 3, Remote Operations 1,

Streetwise 0, Trade 0.

Events & Mishaps: Legal Morass; Dangerous Project, Mishap: Mistake Causes Injury.

Equipment: 2 Rivals (Player Character), Scientific Equipment, 2 Ship Shares.

Description: Karapen was born on a mid-tech industrial world and became a doctor to save people. Discovering that he could not help everyone who needed organ transplants, he turned to the black market to meet the needs of his patients. He has taken the final step and will remove organs from living patients for money and sell them to the highest bidder.

He runs a large organisation and has contacts in the underworld and the rich. His organisation also deals in drugs and smuggling. Karapen harvested an organ from one of the PCs close family or friends and left them scarred and injured. Karapen will try to discredit the PCs or force them to leave the area so that his reputation is not tarnished. Karapen is a heavy-set man with an unkempt beard and prematurely greying hair.



6. TATE SILKI

MAD SCIENTIST

Str 6 (+0) **Dex** 9 (+1) **End** 5 (-1)
Int 11 (+1) **Edu** 13 (+2) **Soc** 6 (+0)

Female, Age 46, 7 Terms

Scholar (Scientist, Rank 5)

Cr 170,000, Retirement Pay Cr 14,000

Skills: Admin 1, Art 0, Comms 0,

Computers 1, Deception 1, Diplomat 0,

Engineering (Electronics) 1, Flyer (Aircraft) 1, Investigate 2,

Life Science (Biology) 2, Life Science (Genetics) 4, Medic 1,

Physical Science (Chemistry) 1, Sensors 2, Streetwise 0,

Survival 1, Vacc Suit 1.

Events & Mishaps: Visit Facilities; Work Recognised; Science Crime; Time Away from Lab; Disaster: Government Interference; Life Event: Time Spent Travelling; Commits Crime.

Equipment: Rival (Player Character), 2 Lab Ships, 2 sets of Scientific Equipment, 2 Ship Shares.

Description: Tate was always interested in science, and in biology in particular. She has spent her entire career studying genetics and genetic engineering. After working in a government research facility for many years, her project was cancelled. Embittered by her experience, Tate continued her research in secret. Some would call her a “mad scientist”, but she sees herself as a visionary. She is interested in perfecting the human form. She has unfortunately begun experimenting on the population of the worlds in the subsector, perfecting her gene splicing technique.

Tate sees the PCs as possible genetic material for future use. At first she will do “tests” on them to make sure that they are up to her high standards. If any of them pass her test, she will want fairly large DNA samples, for future gene splicing. Tate is a frumpy looking woman with dark, greying hair and brown eyes. She can usually be found wearing her lab coat and putting around her well-equipped lab ship, conducting bizarre and gruesome experiments on adults, children and fetuses.

BLIND TRIAL

The air/raft lands and four people get out and head into the bar. The interior colours flooding the street for a few seconds as the doors open then close. From the shadows, a figure emerges and moves over to the now parked car. Reaching into a long white coat, the figure brings out a small device and attaches it under the bumper. The figure then moves over and slips into the bar.

Inside the bar, a wall of sounds and flashing lights greets any new entrants. The figure shrinks back from the barrage of sound and light, then straightens up and moves confidently into the room.

The four people have taken a table near the middle of the room, one of the few empty tables in the place. The figure in white moves over to the bar where the group can be watched without arousing suspicion. After several minutes, a hand slips into a pocket and a button is pushed.

Across the bar, four very large men get up and wind their way through the tables, moving seemingly at random but moving continuously towards the group in the middle of the room. Without warning the first of the men to reach the table grabs one of the men and throws him across the bar, crashing him onto a table. The second man grabs one of the women and as he lifts her out of her chair by the hair, she brings up her fist and slugs the man in the crotch, doubling him over. The other two men descend on the others in the group and the battle is on.

As the crowd clears an area out allowing the eight to settle their argument, the figure in white sits quietly at the bar, recording everything through a series of robo-probes that have been placed strategically around the bar.

The test is on...

FREE TRADER 'OLATHE BYPASS'

The *Olathe Bypass* is a standard Type 'A' Free Trader (117 TMB). The ship is owned by the Olathe Trading Company (OTC) and has the following stock holders:

- Satar O'Brien: 70%
- Muriel Kagluuri: 20%
- Arasi Castiglieri: 10%

The OTC has an operating fund of MCr 15 for speculative trading and emergencies. Company plans are to accumulate enough funds to buy a turret for the ship and then another used Far Trader within the next decade. The *Olathe Bypass* does not follow a regular schedule but winds its way along the clusters and mains. The crew and ship have a good reputation and are known for their honesty, hard bargaining and hard partying.

1. SATAR O'BRIEN

CAPTAIN, ASTROGATOR

Str	6 (+0)	Dex	8 (+0)	End	9 (+1)
Int	8 (+0)	Edu	10 (+1)	Soc	7 (+0)

Male, Age 46, 7 Terms

2 Terms Merchant (Merchant Marine, Sr. Crewman)

5 Terms Merchant (Free Trader, Captain)

Cr 90,000, Retirement Pay Cr 14,000

Skills: Admin 2, Advocate 1, Animals 0, Astrogation 3, Broker 1, Carouse 0, Comms 0, Computers 1, Drive 0, Engineer (Electronics) 2, Gun Combat (Slug Pistol) 1, Investigate 1, Language 0, Mechanic 1, Melee (Blade) 1, Pilot (Small Craft) 1, Pilot (Spacecraft) 1, Sensors 1, Social Science (Economics) 1, Steward 1, Vacc Suit 1, Zero-G 1.

Events & Mishaps: Automatic Promotion; Legal Trouble; Suppliers; Good Business Deal; Advanced Training; Hard Times.

Equipment: Autopistol, Blade, 15 Ship Shares.

Description: Satar grew up on a rich, agricultural world, but as soon as he was old enough he left the family farm and joined the Merchant Marine. After spending eight years working for the megacorporations, he decided that he wanted more control over his fate and joined the crew of a Free Trader. Twenty years later, Satar is now the Captain and major shareholder in the *Olathe Bypass*, a Type 'A' Free Trader.

A sensible business man, he lets his crew run the ship and he runs the business, which has been very good of late. Satar is sharing a cabin with Muriel and her daughter, but they are not married. Satar serves as the *Olathe's* Astrogator and Captain.



2. ARASI CASTIGLIERI

ENGINEER

Str	7 (+0)	Dex	8 (+0)	End	8 (+0)
Int	9 (+1)	Edu	10 (+1)	Soc	8 (+0)

Male, Age 34, 4 Terms

3 Terms Navy Engineer (Electronics, Able Spacehand)

1 Term Merchant (Free Trader, Senior Crewman)

Cr 60,000

Skills: Carouse 0, Comms 0, Computers 0, Discipline 0, Drive 0, Engineer (Electronics) 2, Engineer (Jump Drive) 1, Engineer (Power Plant) 1, Mechanic 1, Pilot (Spacecraft) 1, Sensors 1, Trade 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Saved a crewman (Vitris); Met a Free Trader (Satar); Accused of failure of discipline; Work with pirates (refused).

Equipment: Contact (Navy), Electronics Toolkit, Enemy (Smugglers), 3 Ship Shares.

Description: Born the son of career Navy parents on a small military base, it was natural that Arasi joined the Navy as soon as he could. His aptitude for electronics enticed him into Engineering. Arasi had a chance encounter with Satar O'Brien and, years later, after being falsely accused of a crime, he left the Navy and bought a small share of OTC. He serves as Engineer on the *Olathe Bypass*.

A couple of years ago Arasi was approached by smugglers. He refused to work with them, but now they have targeted the *Olathe Bypass*.

Arasi is a party boy, but he knows when to stop and this has put him at odds with Vitris. Arasi is fair-haired, green-eyed and burns very easily with only minimal exposure to sunlight. It is a running joke on the *Olathe* that Arasi is really a vampire who only comes out at night.

3. MURIEL KAGLUURI

MEDIC

Str	8 (+0)	Dex	10 (+1)	End	9 (+1)
Int	8 (+0)	Edu	7 (+0)	Soc	5 (-1)

Female, Age 38, 5 Terms

3 Terms Marines (Support Specialist, Corporal)
2 Terms Merchant (Free Trader, 4th Officer)

Cr 20,000, Retirement Pay Cr 10,000

Skills: Animals 0, Athletics (Co-ordination) 1, Battle Dress 0, Flyer (Grav) 1, Gun Combat (Energy Pistol) 1, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Medic 2, Stealth 0, Steward 0, Streetwise 1, Survival 0, Tactics (Military) 1, Trade 0.

Events & Mishaps: Trapped behind enemy lines; Black Ops., Child.

Equipment: Subdermal Armour, Ship Share, TAS.

Description: Muriel started life on a barren desert world and left to find her fortune among the stars by enlisting in the Marines. During her third term of service she became pregnant and, following the birth of her daughter Soledad, left the Marines and took a job aboard a passenger liner as the Security Officer.

Four years ago, she met and fell in love with Satar O'Brien and joined his crew as the ship's Medic, calling in favours to buy her way into the company. Muriel is quiet, intense and physically very fit.

4. SOLEDAD KAGLUURI

Str	4 (-1)	Dex	6 (+0)	End	5 (-1)
Int	9 (+1)	Edu	7 (+0)	Soc	6 (+0)

Female, Age 10, 0 Terms

Cr 0

Skills: Vacc Suit 0.

Events & Mishaps: None.

Equipment: None.

Description: Soledad is the daughter of Muriel. She is being brought up by the crew of the *Olathe*, who consider her to be part of their family; she calls them all 'uncle' or 'auntie'. Soledad is bright, inquisitive and cute as a button. She knows she is cute and uses that skill to charm the passengers. She is responsible for the ship's cat 'Nova'. Soledad has many ambitions; at present she wants to be a Navy Pilot or a singer.



5. VITRIS ARSKIJ

PILOT

Str	8 (+0)	Dex	9 (+1)	End	7 (+0)
Int	8 (+0)	Edu	10 (+1)	Soc	10 (+1)

Male, Age 32, 3.5 Terms

1 Term Navy (Crewman)

1.5 Terms Flight (Helm, Sub Lieutenant)

1 Term Merchant (Free Trader, 4th Officer)

Cr 16,000

Skills: Art (Painting) 1, Astrogation 1, Carouse 1, Comms 1, Discipline 0, Gun Combat 0, Gunner (Turret) 1, Language 0, Mechanic 1, Melee (Blade) 1, Persuade 0, Pilot (Spacecraft) 2, Sensors 2, Space Science 0, Tactics (Naval) 1, Vacc Suit 0, Zero-G 1.

Events & Mishaps: First Contact; Served with renowned Captain; Mishap: Brawl on the Bridge; Expanding Markets.

Equipment: Rival, Slug Pistol, Sword, Wafer Jack.

Description: Born the third child of a wealthy family, Vitris had all the connections he needed to get a commission in the Sub Sector Navy and a position piloting starships. Unfortunately, Vitris has a drinking problem, which cost him his career in the Navy after a brawl with a fellow pilot. Vitris has joined his Navy friend Arasi aboard the *Olathe*, but Vitris still has a drinking problem. So far, it has not affected his job as pilot, but it is only a matter of time.

Vitris and Arasi share a cabin. Vitris is a snob and feels guilty that a commoner like Arasi saved his life. He still feels a sense of obligation to Arasi for that event. Vitris is dark haired with dark, piercing eyes and is extremely handsome. He has survived on his good looks and his parent's money for a long time but things are bound to catch up with him.

6. BENJI ZERIR

STEWARD

Str	7 (+0)	Dex	9 (+1)	End	7 (+0)
Int	7 (+0)	Edu	6 (+0)	Soc	5 (-1)

Female, Age 26, 2 Terms

1 Term Worker (Service, Rank 1)

1 Term Merchant (Free Trader, Crewman)

Cr 20,000

Skills: Advocate 0, Broker 1, Carouse 1, Computer 0, Drive 0, Flyer 0, Gun Combat (Slug Pistol) 1, Melee (Unarmed) 1, Pilot (Spacecraft) 1, Seafarer 0, Sensors 1, Steward 2, Streetwise 0, Trade 0, Vacc Suit 0.

Events & Mishaps: Bar fight; Work on a starship.

Equipment: Auto Pistol, High Passage.

Description: Born on an industrial hellhole world, Benji spent several years working as a waitress in the seedier starport bars until she earned enough money to get off world. After meeting Satar, she joined the crew of the *Olathe* as Steward. She is a small, heavy set woman with light brown hair. She is very good at her job, but often feels out of place amongst the higher social status passengers they occasionally carry.

Benji is hard working, but also likes to have fun and party with Vitris and Arasi. Soledad often stays with her Auntie Benji during jumps; coincidentally allowing Satar and Muriel to have some private time. Although she is the junior crewmember, Benji has a cabin assigned to herself due to the personal arrangements of the crew.

ONE FOR THE FAMILY ALBUM

"Soledad! Slow down girl, you're going to get hurt!"

Benji, a blonde, slightly plumb woman, rushed down the ramp of the ship and chased after the little girl that had just disappeared around the corner of the docking bay. She stumbled slightly as she was not used to the light gravity, something Soledad didn't seem to have any trouble with.

At the top of the ramp another woman emerged and in a voice that cut through the din of the starport dock like a drill sergeant, she said "Soledad! COME BACK HERE!"

Benji stopped at the bottom of the ramp and waited. From around the corner, Soledad emerged moving much slower on her return trip than she had just a few seconds before. Her head hung down. She scuffed her foot and went back to the ship.

"You know the rules Soledad, picture first, then shopping."

In a soft voice, the little girl replied, "Yes mama."

Three men came from the inside of the ship and joined the woman standing at the top of the ramp.

Satar pointed to a sign near the edge of the landing pit, "Over there looks good, Muriel."

Muriel nodded and the group joined Benji at the bottom of the ramp. Soledad standing a few feet away, obviously not wanting to be part of the group.

"Soledad, you will want to remember this when you grow up. We do this every time, why do you keep fighting it?"

"Sorry, mama."

Without another word, the group moves over under a sign that said 'Castagillian Federation Landing Port 12A'. Arasi quickly set up the remote camera and joined the group under the sign.

CLICK



OLATHE TRADING COMPANY (OTC)

Company Name: *Olathe Trading Company (OTC)*
Company Mission Statement: *"We Deliver"*

Mission Statement Type: *Simple*

Company Leader(s):

Leader Name	Career Rank(s)	Profit Modifier
<i>Satar O'Brien</i>	<i>Merchant (6)</i>	-
<i>Muriel Kagluuri</i>	<i>Marine (2), Merchant (2)</i>	-
<i>Arasi Castiglieri</i>	<i>Navy (3), Merchant (2)</i>	-

Entity Characteristics

	Value	DM
Control (Con)	7	+0
Dependability (Dep)	9	+1
Guile (Gle)	6	+0
Management (Mng)	10	+1

Special Notes:

Upgrade All Company Vessels (add Turret) – 4 weeks

Spy on Competition (Players) – 5 weeks

Entity Skills

	Skill Level
Advocacy	2
Agency	1
Brokerage	2
Fabrication	0
Investment	2
Mischief	1
Nobility	1
Propaganda	2
Research	1
Shipping	4

Entity Traits

Company Ranking: 0
Loyalty: 9
Reputation: 10
Wealth: 82 **Current Invested Wealth:** 75

Employee Pool: 93

Industry Lines Invested

Industry Line	Skill Used in Production	Profit Modifier	Wealth Invested	Quarterly Production Result
<i>Commercial Transit (x1)</i>	<i>Shipping</i>	+1	50	+6
<i>Cargo Line Transit (x1)</i>	<i>Shipping</i>	+0	25	+5

DETACHED DUTY SCOUT/COURIER 'SIROCCO'

The *Sirocco* is a standard Scout/Courier (115 TMB). The ship is assigned to Shannah Adscott, a Detached Duty Scout. Shannah has collected a group of friends and they perform a variety of missions for the Scouts as well as freelance surveying and troubleshooting for several subsector corporations, including the Traveller's Aid Society (TAS).

The crew of the *Sirocco* is an honest crew that does what they can to help others and make things better for everyone, including themselves. The crew has been together for almost a decade and they are well known throughout the sector. Shannah has made an enemy in a rival interstellar polity, so she has to be careful whenever she encounters ships from there.

1. SHANNAH ADSCOTT

CAPTAIN, PILOT

Str	5 (-1)	Dex	8 (+0)	End	9 (+1)
Int	9 (+1)	Edu	8 (+0)	Soc	7 (+0)

Female, Age 38, 5 Terms

3 Terms Scout (Survey, Rank 3)

2 Terms Adventurer (Explorer, Rank 2)

Cr 80,000

Skills: Astrogation 1, Comms 0, Computers 0, Diplomat 2, Gun Combat (Energy Pistol) 1, Gunner (Turret) 1, Investigate 1, Jack of All Trades 1, Mechanic 0, Medic 1, Navigation 1, Pilot (Spacecraft) 2, Pilot (Smallcraft) 1, Recon 0, Sensors 1, Space Science (Planetology) 1, Stealth 1, Survival 0, Vacc Suit 1, Zero-G 0.

Events & Mishaps: Ambushed by enemy vessels; Exemplary service; Courier mission; Dangerous job; Can't talk your way out.

Equipment: Ally (Be'Ing Breminov, megacorporation); Contact (Jesson Fleirshuu, Scouts); Enemy (Commander Vah'Tir'd, rival polity); Laser Pistol; Scout Ship, TAS.

Description: Born to a spacer family, Shannah has spent more time in space than she has on a planet. She spent over a decade carrying out survey work for the Scouts and now uses her Scout/Courier to work freelance. Shannah is an explorer at heart and lives to go to new places and see new things.

Shannah was very beautiful when she was younger, but she has had a hard life and her beauty has faded. She is sharp tongued and does not suffer fools lightly. Shannah has dark greying hair and dark eyes.

2. TAW BELLSEY

ASTROGATOR

Str	8 (+0)	Dex	6 (+0)	End	7 (+0)
Int	10 (+1)	Edu	7 (+0)	Soc	8 (+0)

Male, Age 34, 4 Terms

2 Terms Space Patrol (Operations, Lieutenant)

2 Terms Adventurer (Explorer, Rank 1)

Cr 25,000

Skills: Animals 0, Astrogation 3, Carouse 1, Diplomat 1, Flyer (Grav) 1, Gambler 1, Gun Combat (Slug Rifle) 1, Investigate 0, Medic 0, Sensors 0, Stealth 1, Survival 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Exceptional work (commissioned), Major space battle; Contact; Befriended by noble.

Equipment: Advanced Combat Rifle, Air/Raft, Contact (Bessa Verfi, used vehicle sales), TAS.

Description: Born on a border world, Taw joined the Space Patrol after his family was wiped out by raiders. He met Shannah several years later and joined her crew, serving as Astrogator on the *Sirocco*. Taw is very ugly and uses the stereotype that ugly means stupid to fool people into telling him more than they should.

Taw likes to gamble and is always up for a game. During one of the many adventurers of the crew, the Air/raft was destroyed and Taw used his contact (Bessa) to buy a new one; it is not owned by the Scouts.

3. DEVERON STANARD

ENGINEER

Str	9 (+1)	Dex	8 (+0)	End	8 (+0)
Int	8 (+0)	Edu	10 (+1)	Soc	6 (+0)

Male, Age 30, 3 Terms

1 Term Colonist (Farmer, Rank 0)

2 Terms Adventurer (Explorer, Rank 2)

Cr 35,000

Skills: Animals 0, Athletics 0, Computer 0, Drive 0, Engineer (Power Plant) 1, Engineer (Jump Drive) 1, Gambler 0, Gun Combat (Slug Rifle) 1, Medic 0, Recon 2, Seafarer 0, Stealth 1, Survival 0.

Events & Mishaps: Worked hard; Decaying ruins collapse; Time in the wilderness.

Equipment: High Passage, Shotgun, TAS.

Description: Growing up on a small colony world, Deveron worked on the family farm for several years. Bored with life as a farmer, Deveron left his home world to seek adventure amongst the stars. He serves aboard the *Sirocco* as engineer and general dog's body, doing whatever needs doing to stay off the farm.

The youngest of the crew members, he is also the most naive. Dev is a big, strong looking farm boy with a stereotypical country accent, although he is very well educated and quite intelligent. He has dark hair and brown eyes.

4. JEMM CHRISTOFF

GROUND CONTACT

Str 7 (+0) **Dex** 9 (+1) **End** 11 (+1)
Int 6 (+0) **Edu** 8 (+0) **Soc** 4 (-1)

Female, Age 40, 5.5 Terms

3.5 Terms Army (Infantry, Lance Sergeant)

2 Terms Adventurer (Explorer, Rank 1)

Cr 45,000

Skills: Advocate 0, Athletics (Bow) 1, Drive 0, Flyer (Grav) 1, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Medic 1, Melee (Blade) 1, Navigation 1, Recon 1, Sensors 1, Stealth 1, Streetwise 0, Survival 1, Trade 0, Zero-G 1.

Events & Mishaps: Heroism in Battle; Had a child (adopted out); Special Assignment; Mishap: Injured; Time on starships; Time on fringes of known space.

Equipment: Advanced Combat Rifle, Contact (Ku Wi Jon, Bounty Hunter), High Passage, Subdermal Armour (Armour-3), TAS.

Description: Jemm was drafted into the Army after a minor incident with law enforcement. She grew up a lot in the Army, including having a child which she gave up for adoption and has never seen. She joined Shannah's crew as the muscle and ground contact member. She is very good at her job.

Jemm is very beautiful: she has blonde hair and blue eyes. However, her beauty is marred by a deep scar across her left cheek. She is quiet and very loyal to her crewmates. She has broken the hearts and arms of more than one suitor.

INTO THE UNKNOWN

Her desk beeped. A small blue light winked in the darkness. Her desk beeped again.

"God, now what?" Shannah muttered to herself as she tried to wipe her eyes and get the nasty taste out of her mouth. She fumbled out of bed and stumbled over to the desk. Without looking she hit the button.

"What?" She snapped.

"Shan, we just got a scrambled comm. You better get up here." The tone of Taw's voice sounded urgent but came across as tinny over the intercom. She knew he wouldn't wake her unless it was important.

"On my way."

Shannah looked around, found something almost clean to throw on and headed out the door towards the bridge of the Sirocco. The crew had just begun some well earned time off after a particularly difficult mission on the edge of charted space. She thought to herself, Command could have contacted another crew, surely? We're not the only ship and crew in this subsector. Why us?

She didn't have time to work through the reasons Command might have for sending the comm to the Sirocco. She quickly arrived at the bridge iris valve.

Stepping through the still opening iris valve, Shannah didn't have to say anything to her Astrogator. She just waved her hand and pointed to her board. Entering her personal code, she put a plug in her ear and listened.

When the message had finished, she took a deep breath. Visibly calming herself, she looked up and saw Taw's ugly mug looking at her with a questioning frown.

"The Scouts have another mission for us. Get everyone up."



PsiTAC TEAM

For graduates of the Psionic Institutes, membership in a Psionic Tactical Team (PsiTac Team) is often the only way to use their abilities legally. PsiTac Teams are responsible for tracking down rogue Psions and Wild Talents.

The typical team is headed up by a member of the Department of Justice (Law Enforcement) and includes a Psionic Adept and two Psionic Warriors. Under the umbrella of the Department of Justice, the PsiTac Teams have broad discretionary powers when tracking down a rogue Psion. Often the PsiTac Team will work closely with local law enforcement, the Space Patrol or the Navy. Some PsiTac Teams are also used to infiltrate the Psionic Institutes of other polities.

1. KARI STOUC

Str 10 (+1) **Dex** 9 (+1) **End** 8 (+0)
Int 9 (+1) **Edu** 9 (+1) **Soc** 7 (+0) **Psi** 9 (+1)

Female, Age 30, 3 Terms
Psion (Psi Warrior, Captain)
Cr 12,000

Psionic Talents: Awareness 1, Clairvoyance 0, Telepathy 0, Telekinesis 0, Teleportation 2

Skills: Animals (Riding) 1, Battle Dress 1, Comms 0, Computers 0, Engineer 0, Gun Combat (Slug Pistol) 1, Gun Combat (Energy Pistol) 1, Leadership 1, Medic 1, Melee (Unarmed) 1, Recon 0, Survival 1.

Events & Mishaps: Recognised for Exceptional Ability; Travel Around the Universe; Working in Mundane Society.

Equipment: Laser Pistol, Subdermal Armour (Armour 1), TAS.

Description: Born and raised within a Psionic Institute, Kari has dedicated her life to improving relations between Normals and Psions. She feels that the best way to do this is to control the Wild Talents as well as containing the rogue psions that don't understand the need for the Institutes.

Kari is quiet and intense, but prone to the giggles when she thinks something is very funny. Kari has large hazel eyes, and medium brown hair, which she wears in a bob cut.



2. JASON KADUNA NZEOGWU

Str 8 (+0) **Dex** 10 (+1) **End** 9 (+1)
Int 9 (+1) **Edu** 8 (+0) **Soc** 10 (+1)

Male, Age 34, 4 Terms
Agent (Law Enforcement, Detective)
Cr 32,500

Skills: Advocate 1, Carouse 0, Comms 1, Computers 1, Drive 0, Engineering (Electronics) 1, Flyer (Grav)1, Gun Combat (Slug Pistol) 1, Investigate 3, Medic 0, Persuade 1, Recon 1, Seafarer 0, Sensors 1, Stealth 2, Streetwise 1.

Events & Mishaps: Assigned Interrogation; Detailed mission planning; Specialist training in vehicles; Ally (sister) killed.

Equipment: Auto pistol, Scientific Equipment, Sensors, Wafer Jack.

Description: Jason was born to rich parents who felt that he was working beneath himself as a cop. He was assigned to PsiTac after interrogating a wild talent and discovering the existence of the local Psionic Institute.

He is the 'normal' in the group, as required by Department of Justice policy and represents the DoJ in all legal matters related to investigating and tracking rogue Psions or Wild Talents.

He was tested for Psionic Ability and has none. Jason is the titular leader of the PsiTac team, but relies heavily on the other members of the team to advise and take action when necessary. Recently his sister was murdered and Jason tracked down the killers, discovering that they were part of an anti-psion group.

Jason is tall with very dark skin, hair and eyes. He normally shaves his head. Jason is friendly and outgoing but very observant.



3. VERIDAE STRACHYNSKI

Str 7 (+0) **Dex** 10 (+1) **End** 8 (+0)
Int 8 (+0) **Edu** 7 (+0) **Soc** 7 (+0) **Psi** 13 (+2)

Age 42, 6 Terms

1 Term Psion (Wild Talent, Survivor)

5 Terms Psion (Adept, Acolyte)

Cr 28,000 Retirement Pay Cr 12,000

Psionic Talents: Awareness 2, Clairvoyance 2, Telekinesis 1, Telepathy 1, Teleportation 3.

Skills: Animals 0, Computer 0, Deception 1, Life Science (Psionology) 1, Medic 1, Melee (Blade) 1, Persuade 1, Stealth 0, Streetwise 1, Survival 1, Trade 0, Vacc Suit 1.

Events & Mishaps: Family disowns him; Travelling the Universe; Mastering Abilities; Unethical Powers (refuse); Keep powers from Friends.

Equipment: Auto Pistol, Contact (Jarson Smythe Imperial Navy), Contact (Xavier Nysae, Department of Justice), Dexterity Augment (+1), 10 Ship Shares, TAS, Wafer Jack.

Description: Veridae is a very serious person who is always "in control". This hides a deep fear that he will lose control. When his talents first manifested in his teens, he almost killed several people in his family. Timely intervention by Xavier Nysae from the Department of Justice, directed him to a Psionic Institute where he was trained as an Adept.

His psionic strength is very high and he is trained in all psionic talents. He is an especially strong Teleporter. He has been a member of the PsiTac team for 12 years and considers it his duty to help other Wild Talents get control of their abilities like he did. He is very ethical and will not tolerate criminal activity.

Veridae is a short, stout man with a strong jaw and short greying hair. He likes to wear gray, non-descript clothing. He is intense and reserved.

4. HAICHO YAMAGUCHI

Str 11 (+1) **Dex** 9 (+1) **End** 10 (+1)
Int 8 (+0) **Edu** 8 (+0) **Soc** 6 (+0) **Psi** 9 (+1)

Male, Age 38, 5 Terms

2 Terms Commando (Spec Ops, Sergeant)

3 Terms Psion (Psi Warrior, Captain)

Cr 44,000

Psionic Talents: Awareness 1, Clairvoyance 0, Telepathy 1, Teleportation 1

Skills: Athletics (Co-ordination) 1, Battle Dress 0, Combat Engineer 0, Comms 1, Computers 0, Deception 1, Explosives 1, Gun Combat (Energy Pistol) 1, Gun Combat (Slug Rifle) 2, Gun Combat (Slug Pistol) 1, Heavy Weapons 0, Leadership 1, Melee (Unarmed) 1, Recon 2, Stealth 1, Streetwise 0, Survival 0, Tactics (Military) 1, Vacc Suit 1.

Events & Mishaps: Extensive Training; Wild Colony; Travelling the Universe; Advanced Training Non-Psion; Enemy Psionic Organisation.

Equipment: Ally (Captain Jesop Bin Alzeer, Commando former CO), Enemy (Zvofia Pleprana, Alien Psion), Gauss Rifle, TAS, Wafer Jack.

Description: Born to military parents, Haicho joined an elite group of corporate mercenary commandoes. While working on a backwater world, he encountered a Wild Talent Psion and ended up assisting the PsiTac Team sent to apprehend her. After being tested for Psionic potential and discovering that, even at the age of 26, he still had a very high Psi rating, Haicho left the commandoes. He now serves in a PsiTac Team, primarily as muscle.

Haicho is of medium height and has almond shaped eyes. He has dark skin and black hair, which he wears long and pulled back in a ponytail. He is very quiet and rarely speaks.



INDIVIDUAL NON-PLAYER CHARACTERS

Individual NPCs are detailed below, and can be used in play by Referees as allies, contacts, enemies or rivals. Players can use these NPCs as allies, contacts, enemies or rivals during the character generation process.

These NPCs have been deliberately designed to be 'neutral', i.e. they do not fit easily into any of the allies, contacts, enemies or rivals categories. They can also be used as patrons for patron encounters and the Referee should ensure that each individual NPC has something of value that the player characters want or need. Referees should remember not to over-reward the player characters disproportionately for the achievement of the task, mission or objective, as this can cause unbalanced game play effects and ultimately reduce everyone's enjoyment of the role-playing session.

Random Selection: To randomly select an individual NPC, the Referee (before or during the game) or player (during character generation) can simply throw 1d6 and look up the character with the die throw result below.

1. ALYSUN PODERRES

Str	7 (+0)	Dex	6 (+0)	End	11 (+1)
Int	7 (+0)	Edu	8 (+0)	Soc	7 (+0)

Female, Age 34, 4 Terms

2 Terms Agent (Law Enforcement, Sergeant),

2 Terms Agent (Corporate, Detective)

Cr 12,500

Skills: Advocate 1, Animals 0, Carouse 0, Comms 1, Computer 0, Drive 1, Explosives 1, Gambler 1, Gun Combat (Slug Pistol) 1, Investigate 2, Medic 0, Recon 0, Remote Operations 1, Stealth 1, Steward 1, Streetwise 1.

Events & Mishaps: Advanced Weapons Training; Death in the Family; Investigate Gambling Ring; Undercover on a Starship.

Equipment: Wafer Jack, 2 Subdermal Armour, Gauss Pistol.

Description: Alysun was born on a Rich, Garden world. She entered the draft to get away from an abusive home situation and ended up in Law Enforcement. After the death of her abusive parent, she left the local police department and joined one of the Megacorporations and now does investigative security work throughout the subsector. Alysun is augmented with a Wafer Jack and TL 11 Subdermal Armour (Armour 3). She is very secretive about these augments.

Alysun leads a team of Investigators and as such has access to vast resources if necessary for her investigations. Alysun maintains a very discrete profile in public and is fully able to adapt her behaviour, mannerisms, speech and dress to local cultures.

Alysun is an average sized woman who is very thin, but wiry. She is an amateur Triathlete. She has shoulder length red hair and blue eyes.

THE GOOD LIFE AWAITS

The two tall men, one thin, the other built like a mountain, moved down the corridor. People got out of their way.

"So Bosco," The thin one, Heni, spoke in a rapid staccato pace, "we need to get off this tin can. We need to find a job on a ship and see the universe! There are thousands of planets out there and women to love on each one of them. We gotta get ours."

Bosco didn't say anything. He kept walking, his eyes moving right and left, scanning the corridors. Heni might not take their job as station security seriously, but he did. He kept his eyes open for problems.

Not noticing his partner's silence, Heni continued, "There's a passenger liner in Dock 7 that leaves tomorrow. Bet they need some reliable security types. That could be us." Bosco continued watching the people in the corridors.

"Ok, we should head over to the liner and get signed up. Let's go!"

Heni turned down one of the side corridors and after a slight pause, Bosco turned and followed his friend.

As he moved down the corridor, Bosco could hear Heni say, "This is our lucky day, I can feel it! We're getting out of here."

2. BYRION 'BOSCO' ERI

Str	9 (+1)	Dex	8 (+0)	End	10 (+1)
Int	7 (+0)	Edu	5 (-1)	Soc	7 (+0)

Male, Age 42, 6 Terms

4 terms Worker (Labourer, Rank 3)

2 terms Marines (Star Marine, Corporal)

Cr 10,000, Retirement Pay: Cr 12,000

Skills: Battle Dress 0, Carouse 1, Computer 0, Drive (Wheeled) 3, Flyer (Grav) 1, Gun Combat (Slug Rifle) 1, Gun Combat (Slug Pistol) 1, Gunnery (Turret) 1, Melee (Blade) 1, Melee (Unarmed) 1, Seafarer 0, Sensors 1, Streetwise 0, Steward 0, Tactics (Military) 1, Trade 0, Zero-G 1.

Events & Mishaps: Company Bonus; Nothing Happens; Gain Ally; Enter Draft (Marines); Black Ops; Fortress Assault.

Equipment: Advanced Combat Rifle, Ally (Heni Saariken), Combat Armour, Contact (Sven Aanskyr-Corporate Citizen), 2 High Passage.

Description: Byrion has been called Bosco for so long he doesn't remember why any more. Bosco lived a quiet life on a quiet planet until, one evening, he got drunk with his buddy Heni and woke up to discover that they had both enlisted in the Marines. After serving for a couple of terms, Bosco and Heni mustered out and now spend their time working as security for various starships and starport companies. Their old boss Sven occasionally throws work their way, knowing they are discreet.

Bosco is a man who doesn't take 'no' for an answer and he can be very persuasive when he has to be. He is fully able to handle himself in a melee or fire-fight situation, as well as being to man the controls of a starship turret weapon when needed.

Bosco is a very large and intimidating man, but is actually a bit of a softy. He is almost two meters tall, is very dark skinned and has black hair and brown eyes.

3. DAR MANDEY

Str	9 (+1)	Dex	9 (+0)	End	10 (+1)
Int	8 (+0)	Edu	4 (-1)	Soc	5 (-1)

Male, Age 34, 4 Terms

- 1 Term Drifter (Barbarian, Rank 1),
- 1 Term Drifter (Wanderer, Rank 2),
- 2 Terms Adventurer (Hunter, Rank 3)

Cr 17,000

Skills: Athletics (Bow) 1, Animals (Riding) 1, Carouse 0, Deception 1, Flyer 0, Gun Combat (Slug Rifle) 1, Language (Anglic) 1, Life Science (Ecology) 1, Melee (Blade) 1, Melee (Bludgeon) 1, Recon 2, Seafarer 0, Stealth 1, Streetwise 1, Survival 1

Events & Mishaps: Time Among Foreigners; Street Hustler; Hard Times; Dangerous Job.

Equipment: Air/Raft, Bow, Contact, Sword, TAS.

Description: Dar was born on a lost colony world. A chance encounter with a Scout Survey team allowed him to escape from his steam-powered planet and see the real universe. After travelling inhabited space for some time, Dar now works as a guide, taking rich clients to primitive worlds to hunt big game for sport.

Dar makes a reasonable living by charging clients significant fees for his hunting tours. However, he is well-acquainted with the myriad of laws governing the hunting, trapping and treatment of wild animals on many worlds and is sometimes intolerant of some of his more boorish clients, who occasionally see themselves as being above local law. He is not averse to ending a hunt early if his clients don't appear to want to follow local wildlife laws and customs.

Dar is a lean, well muscled, sun-tanned man. His hands, arms and face bear the scars of many far-too-close-encounters with wild animals.



4. HENI SAARIKEN

Str	9 (+1)	Dex	10 (+1)	End	10 (+1)
Int	7 (+0)	Edu	6 (+0)	Soc	6 (+0)

Male, Age 38, 5 Terms

- 3 terms Worker (Labourer, Rank 2)
- 2 terms Marines (Star Marines, Lance Corporal)

Cr 35,000, Retirement Pay Cr 10,000

Skills: Battle Dress 1, Carouse 1, Drive (Wheeled) 1, Engineer 0, Flyer (Grav) 1, Gambler 1, Gun Combat (Slug Rifle) 1, Heavy Weapons (MPA) 1, Melee (Blade) 1, Seafarer 0, Streetwise 0, Steward 1, Tactics (Military) 1, Trade 0.

Events & Mishaps: Company Bonus; Hang Out with Buddies; Enter Draft (Marines); Disastrous Mission; Disastrous Mission.

Equipment: Ally (Byrion Eri), Combat Armour, High Passage, TAS.

Description: Heni Saariken spent his early life on a boring world and quietly fumed about it. One night he got drunk and convinced his buddy Bosco to join him in enlisting in the Marines. Unfortunately, Heni did not have a good time in the Marines. After a couple of disastrous missions caused by the incompetency of his superiors, he convinced his old buddy Bosco (who did much better in the Marines) to muster out with him. Now he and Bosco work private security for various corporations in and around the starport or on starships.

Heni is tall and thin, but very strong. He thinks he is smarter than he really is and is always getting himself and Bosco into trouble by acting before he thinks. Heni is talkative and outspoken, while Bosco is quiet and emotional. Heni is only a bit shorter than two meters, but he is thin. He has blonde hair, which he wears long, and blue eyes.



5. CAZYS 'CAZ' ZEMAITIS

Str 7 (+0) **Dex** 10 (+1) **End** 7 (+0)
Int 12 (+2) **Edu** 9 (+1) **Soc** 10 (+1)

Male, Age 42, 6 Terms

2 Terms Entertainer (Performer, Rank 2)
 4 Terms Merchant (Free Trader, 3rd Officer)
 Cr 80,000 Retirement Pay Cr 12,000

Skills: Advocate 0, Animals 0, Art (Piano) 2, Art (Voice) 1, Astrogation 1, Carouse 0, Deception 0, Engineer (Electronics) 1, Gambler 1, Gun Combat (Slug Pistol) 1, Gunner (Turret) 1, Investigate 1, Medic 0, Melee (Blade) 1, Persuade 1, Pilot (Small Craft) 1, Pilot (Spacecraft) 1, Sensors 1, Steward 1, Streetwise 0, Survival 1, Vacc Suit 0, Zero-G 1.

Events & Mishaps: Celebrity Charity Event; Minor Celebrity; Trade Expansion; Fake Cargo; Work on Spaceship; Break Smuggling Ring.

Equipment: Auto Pistol, Knife.

Description: Caz was born on a hell world to middle class parents. His talent with the piano was recognised early and he gained some fame as a pianist in his home subsector. After meeting a trader woman, he abandoned his career as an entertainer and, much to the horror of his family, joined her crew. Their relationship ended after a couple of years, but Caz had found that he liked the life of a wandering free trader and stayed on. He has served in a variety of positions on a number of different ships and has gained a reputation as a hardworking and honest merchant. Caz has a stated goal of visiting every system in the sector and to date he is about 80% there.

Caz is only 1.7 metres tall. He is thin, with brown eyes and black hair that is starting to grey at the temples. He is friendly and earnest, often spending his free time in the passenger lounge playing his portable piano and singing for the passengers and crew. If he is on a ship without passengers, he will sing and play for the crew or himself in his free time.

6. KELLY ST. HUBBINS

Str 6 (+0) **Dex** 7 (+0) **End** 4 (-1)
Int 8 (+0) **Edu** 6 (+0) **Soc** 5 (-1)

Age 32, 3.5 Terms

2.5 Terms Corporate Citizen (Legal, Rank 1)

1 Term Drifter (Wanderer, Rank 1)

Cr -15,000 (drug debt)

Skills: Admin 0, Advocate 1, Animals 0, Carouse 1, Deception 1, Drive 0, Flyer 0, Melee 0, Recon 1, Stealth 0, Steward 1, Streetwise 1, Trade 0.

Events & Mishaps: Scout out Future Markets; Life Event: Addicted; Mishap: Harassed by Gang.

Equipment: Blade, Contact (Player Character), Enemy (Gang Leader – Aaron Tianen), High Passage.

Description: Kelly is a former classmate of one of the PCs, having grown up on the same homeworld. She was a promising bureaucrat until she got addicted to Stardust, a drug similar to heroin. Her addiction cost her career, family and friends, leaving her doing whatever she has to for her next fix. Kelly has found her old friend amongst the PCs and will latch on to the group, seeing them as a source of cash to fund her drug habit and pay her debts. She will tell the PCs that she has lost her job due to downsizing and that she has been looking for work since. Kelly can be very sympathetic and can serve as a Steward on a starship but she will betray the PCs if she can get access to money or drugs.

Her addiction causes Kelly to fail at any job she has as she begins to concentrate more on Stardust than on her tasks. She is full of excuses, blaming anyone and everyone for her failures. If dismissed, she will follow the PCs, trying to get back in their good graces, or stealing from them. Kelly owes one of the local drug dealers several thousand credits and he wants to be paid back with interest.

When Kelly first meets the PCs, she is able to hide her addiction, but the players may notice something odd about her mannerisms and body language. Kelly is very adept at spinning ever more elaborate stories to conceal her problem.

Once very pretty, Kelly is now thin with stringy brown hair and sunken brown eyes. She dresses in cast-off clothing and whatever she can steal. She has a long criminal record of petty theft to support her drug habit.



MERCENARY CRUISER 'BARRACUDA'

The *Barracuda* is a modified Type-M Mercenary Cruiser (127 TMB) that has been adapted to accommodate two assault shuttles (26, 27 TGB). The *Barracudas* are a fairly typical mercenary unit that has experience performing a variety of missions throughout the subsector. The *Barracuda* can be encountered just about anywhere serving in security or tactical missions. The Barracuda Mercenary Company LLC (BMC) supports the cruiser and a platoon of mercenaries called the 'Stingrays' (33 ACER).

The ownership of the *Barracuda* and the associated Mercenary Licence is through the Barracuda Mercenary Company LLC (BMC). Ownership is assumed to be a group of investors that put money into the company to provide operating funds, receive a percentage of the profits (if any) from a given ticket, but leave the day-to-day operations of the unit to their Factor-on-Board.

There are additional adventuring possibilities with a more unusual ownership structure. If desired, use the table below to determine the actual ownership structure of the BMC.

BMC OWNERSHIP STRUCTURE

1d6 Ownership Structure

- 1 BMC is owned by a group of investors with little day-to-day input into operations.
- 2 BMC is owned by Cordelayne Dela Cruz who uses the fiction of the BMC to deflect any anger about unpopular business decisions he has to make.
- 3 BMC is owned by a Mega Corporation who uses them to attack its economic rivals.
- 4 BMC is owned by a large interstellar polity and many of their tickets provide the government plausible deniability.
- 5 BMC is owned by a rival interstellar government that uses the mercenaries to undermine the larger interstellar polity.
- 6 BMC is owned by a criminal organisation that uses the mercenaries to support their illegal activities.

Aboard the *Barracuda*, Cordelayne has the owner's suite on Deck A. Joshia and Lucky have single staterooms. All other crew and troops have double occupancy staterooms. Note that Dalalin Mehpuler (Chief Pilot) has a debt of Cr 15,000.

OVERHAULING

"I just need it overhauled not replaced!" Cordelayne Dela Cruz bellowed at the technician as he mopped his brow with a kerchief.

"But sir," the technician replied, "Really, the shuttle's drive has been pushed past its operational limits on more than one occasion. That was bound to cause problems. In fact, it's my recommendation that you re-

Cordy cut the man off. "I recommend you shut up Argo, or I'll overhaul your ass for you. We agreed on fifty thousand credits for the overhaul and that's what I've budgeted for. If you don't like it, we'll take our shuttle and go elsewhere. Understood?"

"Now now, Mr Dela Cruz, there's no need to take that stance. I'm sure we can, uhm, refine our arrangement?"

The light from the F type star reflecting off the cutter caused Cordy to squint at the man.

"Good. Let's talk numbers."

1. CORDELAYNE DELA CRUZ

FACTOR-ON-BOARD

Str 6 (+0) **Dex** 7 (+0) **End** 6 (+0)
Int 9 (+1) **Edu** 8 (+0) **Soc** 10 (+1)

Male, Age 46, 7 Terms

1 Term Marine (Support, Lieutenant)

6 Terms Merchant (Broker, Rank 5)

Cr 100,000 Retirement: Cr 14,000

Skills: Admin 4, Advocate 3, Art (Appreciation) 1, Athletics 0, Battle Dress 0, Broker 4, Carouse 1, Deception 1, Engineer (Electronics) 1, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Investigate 1, Leadership 1, Persuade 2, Stealth 0, Steward 1, Streetwise 2, Survival 0, Tactics 0, Trade 0, Vacc Suit 0.

Events & Mishaps: Officer Training; Customer sells stolen goods, Trade Potential, Expand Markets, Risk Fortune, Life Event: Work Out Problem, Work on Spaceship.

Equipment: Ally (Joshia Hardekin), SMG, 10 Ship Shares, TAS.

Description: Cordy comes from a military family and is currently the Factor-On-Board the *Barracuda* and handles the business and money sides of the unit, leaving the tactical decisions in the hands of Joshia and Lucky. Cordy is short with a stocky build. He used to be very strong but age has taken its toll on him. He has dark skin, hair and eyes and a very sarcastic wit.

2. JOSHIA HARDEKIN

SHIP COMMANDING OFFICER

Str 7 (+0) **Dex** 5 (-1) **End** 8 (+0)
Int 10 (+1) **Edu** 9 (+1) **Soc** 9 (+1)

Male, Age 36, 4.5 Terms

1.5 Terms Drifter (Scavenger, Rank 1)

3 Terms Planetary Navy, 3 Terms (Crew; Flight-Helm; Command-Command, Commander)

Cr 55,000

Skills: Advocate 0, Astrogation 1, Carouse 1, Computers 1, Diplomat 0, Discipline 0, Engineer 0, Gun Combat 0, Leadership 1, Mechanic 1, Melee (Blade) 1, Pilot (Spacecraft) 2, Sensors 0, Space Science (Xenology) 1, Stealth 1, Streetwise 0, Tactics (Naval) 1, Vacc Suit 1, Zero-G 1.

Events & Mishaps: Gladiator, Mishap: Caught in Crossfire; Ship Boarded, CO Takes Interest in Career, Disaster: Unfit for Command.

Equipment: Ally (Cordelayne Dela Cruz), Gauss Pistol, 2 Contacts, Rival (Olifar Fliancha), 2 Ship Shares, Wafer Jack.

Description: Joshia served on various mercenary ships, working his way up to a Commanding Officer position. Unfortunately, he is not a very good Captain and allows his XO to do most of the work. He has been able to keep his job so far by being able to charm Cordelayne to keep him around. Josh is a drunkard and has been promoted above his level of competency. Joshia has a deep scar on his face. He has dark hair and eyes with bushy eyebrows.

3. OLIFAR FLIANCHA

EXECUTIVE OFFICER, ASTROGATOR

Str 11 (+1) **Dex** 6 (+0) **End** 8 (+0)
Int 7 (+0) **Edu** 9 (+1) **Soc** 8 (+0) **Psi** 7 (+0)

Male, Age 34, 4 Terms

Planetary Navy (Crew, Flight-Sensors, Lieutenant)
 Cr 40,000

Psionics: Awareness 0, Telepathy 0.

Skills: Astrogation 2, Carouse 0, Computers 1, Discipline 0, Gun Combat 0, Gunner (Turret) 1, Leadership 2, Mechanic 0, Melee 0, Sensors 2, Streetwise 0, Pilot (Spacecraft) 1, Vacc Suit 1, Zero-G 0.

Events & Mishaps: Life Event: Tested for Psionics, Take Command, Wargames, Prolonged Campaign against Pirates.

Equipment: Contact (Cordelayne Dela Cruz), Retainer (Robot), Rival (Joshia Hardekin).

Description: Olifar is a secret Psion. He is a capable officer and is the one who actually runs the ship; covering for his incompetent commanding officer. While he resents his current situation, he is biding his time, waiting for Joshia to screw up so that Olifar can take over as Commanding Officer. There is friction between Joshia and Olifar when they are in non-combat situations. Olifar has blonde hair and green eyes.

4. DALALIN MEHPULER

CHIEF PILOT

Str 5 (-1) **Dex** 11 (+1) **End** 8 (+0)
Int 8 (+0) **Edu** 6 (+0) **Soc** 5 (-1)

Female, Age 34, 4 Terms

2 Terms Merchant (Merchant Marine, Sr. Crewman)
 2 Terms Planetary Navy (Crew, Flight-Helm)
 Cr -15,000

Skills: Astrogation 0, Broker 0, Comms 1, Computers 0, Drive 0, Gambler 0, Gun Combat 0, Mechanic 1, Persuade 0, Pilot (Spacecraft) 3, Pilot (Small Craft) 1, Recon 1, Sensors 1, Steward 0, Streetwise 0, Tactics (Naval) 2, Vacc Suit 0, Zero-G 1.

Events & Mishaps: Sell Trinkets to Primitives, Trade Expansion; Hostile Stowaway, Cross-Training.

Equipment: Contact (Corrupt Superior), Ship Share, Wafer Jack.

Description: Dalalin is a natural pilot. She grew up amongst beltlers and has lived her life aboard ships and orbital habitats. Dalalin loves to gamble but she is not very good at it and has gambling debts. She has angular features and prematurely greying hair.

ROCK AND ROLL

"Bringing her round on Three-Zero-Niner," Dalalin smiled as the shuttle turned in space. "Easy as falling off a log."

Peh cut into the comms net. "Dalalin, you've got two asteroids, twelve o'clock, three clicks, heading your way."

"Thanks for that, Peh," came the reply, "I see them, changing course now." Dalalin's shuttle slipped between the two asteroids whilst executing a graceful roll. It reappeared behind the asteroids, the system's dim red dwarf star placing it in silhouette.

"Nice move!" Peh exclaimed, "You'll have to show me how to do that!"

Dalalin's reply was curt. "No way, Peh, I'm the only gambler here!"

5. JOAHN JEPOLOV

MEDICAL OFFICER

Str 5 (-1) **Dex** 7 (+0) **End** 7 (+0)
Int 9 (+1) **Edu** 8 (+0) **Soc** 5 (-1)

Male, Age 30, 3 Terms

Planetary Navy (Crew, Support-Medical, Ensign)
 Cr 11,000

Skills: Admin 0, Athletics (Strength) 1, Computers 0, Discipline 1, Diplomat 1, Gun Combat 0, Life Science (Biology) 1, Mechanic 0, Medic 3, Pilot 0, Remote Operations 1, Sensors 1, Streetwise 1, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Naval Event: Cross-Trained; Natural Disaster, Refine Procedures.

Equipment: 2 Contacts, Scientific Equipment, Ship Share.

Description: Joahn is one of the newest members of the crew. His predecessor was fired for dealing drugs. He is more of a field medic than a true doctor. He also has a dangerous secret. Joahn is small and thin with receding stringy brown hair.

6. PEH NYOBENEH

SENSORS (SHUTTLE PILOT)

Str 5 (-1) **Dex** 8 (+0) **End** 7 (+0)
Int 7 (+0) **Edu** 8 (+0) **Soc** 5 (-1)

Female, Age 26, 2 Terms

Planetary Navy (Crew, Ensign)
 Cr 5,000

Skills: Animals 0, Carouse 0, Computers 1, Discipline 0, Flyer 0, Gambler 1, Gun Combat 0, Mechanic 0, Melee (Blade) 1, Pilot (Smallcraft) 1, Sensors 2, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Foil Crime, Save Crewman.

Equipment: 3 Contacts, Ship Share.

Description: Peh grew up amongst the ruins of a failing colony. As soon as she was old enough, she left home and joined the crew of the *Barracuda* as a Cutter Pilot. Peh is unusually beautiful with eyes like bronze coins. She is deeply tanned and wears expensive, although slightly outdated clothes.

7. LANYR DENDIZA

COMMS (SHUTTLE PILOT)

Str 9 (+1) **Dex** 7 (+0) **End** 8 (+0)
Int 8 (+0) **Edu** 10 (+1) **Soc** 5 (-1)

Male, Age 30, 3 Terms

Planetary Navy (Crew, Able Spacehand)
 Cr 7,000

Skills: Animals 0, Comms 1, Computers 0, Discipline 0, Drive 0, Gun Combat 0, Gunner (Turret) 2, Mechanic 1, Pilot (Smallcraft) 1, Streetwise 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Notable Engagement, Life Event: Lifelong Dream, Boarding Action Against Pirates.

Equipment: Contact, Ship Share.

Description: Lanyr has spent his career being second fiddle to others. He is not very ambitious and as long as he is fed and paid, he is fine. Lanyr has charcoal coloured hair and almond shaped eyes. He is tall with a lithe build.

8. MADONNA ZADANGEM

CHIEF ENGINEER

Str 7 (+0) **Dex** 7 (+0) **End** 8 (+0)
Int 11 (+1) **Edu** 9 (+1) **Soc** 6 (+0)

Female, Age 38, 5 Terms

- 2 Terms Merchant (Free Trader, 4th Officer)
- 3 Terms Planetary Navy (Engineering-Mechanic, Ensign)

Cr 33,000 Retirement: Cr 10,000

Skills: Advocate 1, Animals 0, Broker 0, Comms 0, Computers 1, Discipline 0, Drive 0, Engineer (Life Support) 1, Engineer (Power Plant) 2, Engineer (Jump Drive) 1, Investigate 1, Leadership 1, Mechanic 1, Medic 0, Melee (Blade) 1, Persuade 0, Pilot (Smallcraft) 1, Remote Operations 1, Space Science (Robotics) 1, Sensors 2 Steward 0, Streetwise 0, Vacc Suit 0.

Events & Mishaps: Save Superior, Work on Spaceship; Advanced Training, Heroism in Battle, New Assignment.

Equipment: Ally (Secret), Air/Raft, Scientific Equipment, 3 Ship Shares.

Description: Madonna cares more about machines than people. She has secret allies within the ownership of the company. Madonna has slanted, smoke-coloured eyes and luxurious blonde hair. She dresses in functional coveralls.

9. DONELD LABHAGAT

ENGINEER

Str 5 (-1) **Dex** 10 (+1) **End** 8 (+0)
Int 6 (+0) **Edu** 7 (+0) **Soc** 5 (-1)

Male, Age 42, 6 Terms

- Planetary Navy (Crew, Engineering – Electronics, PO2)

Cr 16,000 Retirement: Cr 12,000

Skills: Animals 0, Seafarer 0, Comms 1, Computers 2, Deception 1, Discipline 0, Engineer (Electronics) 2, Engineer (Manoeuvre Drive) 1, Gun Combat (Energy Pistol) 1, Mechanic 2, Pilot 0, Space Science (Robotics) 1, Vacc Suit 2, Zero-G 1.

Events & Mishaps: First Contact, Boarding Action; Alien Technology, Cross Training, Baffled by Technology, Commander in Awe of Technology.

Equipment: Ally, Air/Raft, Laser Pistol, Subdermal Armour (3 Points).

Description: Doneld is a secret government informant. He tries to be “one of the guys”, but comes across as trying too hard. He has grey eyes and straight hair. He is very short and looks emaciated. He goes around shirtless trying to look “tough”, but only looks like an old, skinny guy with no shirt.

BAILING WIRE AND SPIT

Madonna Zadangem stood up and scratched her head. The Jump Drive had developed a ‘twitch’. She activated the comms system.

“Doneld, how is that stabiliser now?” she asked. The net stayed silent. “Doneld?”

“I’ve tried everything, Madonna!” Doneld suddenly yelled, “But each time I adjust it, it de-regulates and goes off line!”

“Have you tried disconnecting it and plugging it back in?” Madonna asked. The net was silent.

“No,” eventually the quiet admission came from Doneld, “No, I haven’t.”

10. MELENI MORUZING

ENGINEER

Str 9 (+1) **Dex** 5 (-1) **End** 8 (+0)
Int 5 (-1) **Edu** 5 (-1) **Soc** 6 (+0)

Female, Age 26, 2 Terms

- 1 Term Rogue (Enforcer, Rank 1)
- 1 Term Planetary Navy (Crew, Apprentice Spacehand)

Cr 54,000

Skills: Advocate 0, Animals 0, Athletics 0, Deception 1, Gun Combat (Slug Pistol) 1, Mechanic 2, Melee (Unarmed) 1, Persuade 1, Recon 0, Stealth 0, Streetwise 0, Vacc Suit 0.

Events & Mishaps: Time in Jail; Quirk: Athlete.

Equipment: Contact, Enemy (Rogue), Ship Share, SMG.

Description: Meleni was born into a life of crime and is running from her past. She is very energetic. She is tall and muscular. She has straight sand-coloured hair that sticks out like porcupine quills. She likes to wear lots of red and purple.

11. HOZA REKELO

CHIEF GUNNER (TURRET 1)

Str 7 (+0) **Dex** 6 (+0) **End** 4 (-1)
Int 8 (+0) **Edu** 11 (+1) **Soc** 5 (-1)

Male, Age 30, 3 Terms

- 1 Term Intruder (Hacker, Experienced Thief)
- 2 Terms Planetary Navy (Crew, Able Spacehand)

Cr 25,000

Skills: Animals 0, Athletics 0, Carouse 0, Computers 2, Deception 0, Drive 0, Engineer (Electronics) 1, Flyer 0, Gunner (Turret) 1, Mechanic 1, Recon 0, Remote Operations 1, Security 0, Stealth 0, Streetwise 0, Vacc Suit 0.

Events & Mishaps: Pick up Useful Skill; Attacked by Natives, In the Asteroid Belt.

Equipment: Contact (Thief), Ship Share.

Description: Hoza has many friends in the hacker community and no one aboard knows of his shady past, but Hoza is worried that someone will find out, so he is very secretive, which only arouses more suspicion. He has droopy brown eyes, pale skin and a crooked nose that was broken several times when he was younger. He is short with a thin build.

12. NAZDA LYNG

GUNNER (TURRET 2)

Str 5 (-1) **Dex** 10 (+1) **End** 8 (+0)
Int 9 (+1) **Edu** 7 (+0) **Soc** 4 (-1)

Female, Age 22, 1 Term

- Subsector Navy (Crew, Spacehand Apprentice)

Cr 3,000

Skills: Carouse 0, Computers 0, Discipline 0, Gun Combat 0, Gunner (Turret) 2, Mechanic 1, Pilot 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Save Fellow Crewmember.

Equipment: None.

Description: Nazda grew up on a Poor planet and left to seek her fortune amongst the stars. She has been offered a position with a Pirate Crew; she hasn’t decided what to do yet. Nazda has wide brown eyes and shaves her head bald. She has an athletic build.

13. RIPAZA TEENDU

GUNNER (TURRET 3)

Str 8 (+0) **Dex** 8 (+0) **End** 7 (+0)
Int 6 (+0) **Edu** 6 (+0) **Soc** 7 (+0)

Female, Age 26, 2 Terms
 Planetary Navy (Crew, Spacehand Apprentice)
 Cr 11,000

Skills: Animals 0, Discipline 1, Drive 0, Computers 0, Gun Combat 0, Gunner (Turret) 1, Mechanic 1, Pilot 0, Sensors 1, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Notable Engagement, Cat and Mouse with Pirates.

Equipment: Contact (Rival Mercenary), Ship Share.

Description: Ripaza is spying on the crew for a rival mercenary company and questions everything. She has wide grey eyes and wavy brown hair. She wears lots of dark clothing.

14. RERAL BEYEDZI

GUNNER (TURRET 4)

Str 10 (+1) **Dex** 8 (+0) **End** 6 (+0)
Int 8 (+0) **Edu** 10 (+1) **Soc** 11 (+1)

Male, Age 26, 2 Terms
 1 Term Nobility (Dilettante, Rank 1)
 1 Term Planetary Navy (Crew, Ensign)

Cr 50,000
Skills: Admin 0, Advocate 0, Art 0, Carouse 1, Comms 0, Computers 1, Diplomat 0, Flyer 0, Gambler 1, Gunner (Turret) 1, Investigate 0, Language (any) 1, Melee (Blade) 1, Persuade 0, Vacc Suit 0.

Events & Mishaps: Partying Dominates Your Life; Special Assignment.

Equipment: Contact (Barracuda Owners), Enemy (Conspiracy of Nobles), TAS.

Description: Reral lives above his current income and always seems to need money and tries to borrow from everyone. No one except Cordelayne knows that he is of noble birth. He is currently hiding from a conspiracy of nobles that want him dead.

SHOOTIN' RATS IN A BARREL

"Hell, yeah!" shouted Nazda, as another mine exploded in the distance, "This is just like shootin' rats in a barrel!"

Reral pulled his turret round to point at the next proximity mine and took aim. The Barracuda was engaged in a small-scale mine clearing operation in an asteroid field for a local navy without the ships or stones to do it themselves.

"Less shouting, more shooting, Nazda," he said into the comms as the targeting computer acquired a lock on the mine, "If we don't get these mines cleared, pronto, the XO will be shooting us!"

"Yeah, yeah, yeah," replied Nazda in a dismissive tone, "The XO is gonna shoot us, yeah, right. He couldn't hit the broad side of a barn at close range with a shotgun! Like I'm worried, man, look at me, I'm shakin' from fear of the XO!"

A small click sounded through the comms, indicating a new station had joined the net.

"I heard that, Lyng," Olifar Fliancha snapped over the comms, "Report to me immediately after the mines are cleared. XO, out."

Reral's laughter flooded the net.

15. WAABPO WEWAEFABAB

GUNNER (TURRET 5)

Str 11 (+1) **Dex** 8 (+0) **End** 9 (+1)
Int 8 (+0) **Edu** 5 (-1) **Soc** 7 (+0)

Alien Male, Age 22, 1 Term
 Subsector Navy (Crew, Spacehand Recruit)
 Cr 1,000

Skills: Animals 0, Discipline 0, Gun Combat 0, Gunner (Turret) 1, Mechanic 0, Language 0, Pilot 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: First Contact.

Equipment: None.

Description: Waabpo is the only alien on the crew. He is from a minor race on a backwater world. He has ritual scars across his chest. He is helpful and playful like a dolphin.

16. SCOTT TICLOA

GUNNER (TURRET 6)

Str 6 (+0) **Dex** 9 (+1) **End** 6 (+0)
Int 3 (-1) **Edu** 6 (+0) **Soc** 6 (+0)

Male, Age 40, 6.5 Terms
 2.5 Terms Merchant (Free Trader, Rank 2)
 4 Terms Planetary Navy (Crew, Spacehand Apprentice)

Cr 4,000 Retirement: Cr 12,000

Skills: Animals 0, Athletics (Endurance) 1, Broker 0, Carouse 0, Comms 1, Drive 0, Engineering (Electronics) 1, Gunner (Turret) 2, Mechanic 1, Persuade 0, Sensors 1, Steward 2, Vacc Suit 2, Zero-G 0.

Events & Mishaps: Work on Spaceship, Bonus, Mishap: Serious Injury; Life Event: Ally Dies, Notable Engagement, Escape Attempt, Save Fellow Crewman.

Equipment: Ship Share.

Description: Scott suffered a traumatic brain injury while serving aboard a free trader. He was abandoned by that crew when the full extent of his injuries was discovered. He has bummed around on a variety of ships ever since. His injury significantly reduced his intelligence but he is honest and hardworking so always seems to find a berth on a ship. Many in the crew take advantage of him, but he doesn't seem to mind. Scott is average height with dark hair and eyes. He always has a smile on his face, even if he doesn't know what he is smiling about.

17. RADAMIN MENSTRE

GUNNER (TURRET 7)

Str 7 (+0) **Dex** 8 (+0) **End** 10 (+1)
Int 8 (+0) **Edu** 9 (+1) **Soc** 8 (+0)

Female, Age 32, 3.5 Terms

2.5 Terms Agent (Corporate, Corporal)

1 Term Planetary Navy (Crew, Spacehand Apprentice)

Cr 10,000

Skills: Art 0, Carouse 0, Computers 0, Drive 0, Gun Combat (Energy Pistol) 1, Gunner (Turret) 1, Investigate 1, Language 0, Mechanic 1, Medic 1, Pilot (Smallcraft) 1, Recon 1, Social Science 0, Stealth 1, Streetwise 1, Vacc Suit 0.

Events & Mishaps: Internal Affairs, Specialist Training, Mishap: Job Goes Wrong; Boarding Action.

Equipment: Enemy (Bounty Hunter), Laser Pistol, Subdermal Armour.

Description: Radamin worked for many years as a covert operative for one of the Mega Corporations. She is now running from her former employers because she found out something that they wanted to keep very much hidden. She hopes that hiding aboard the Barracuda will keep her safe for a while. Radamin has black hair but very pale skin and striking green eyes.

18. NOAL SAMIL

GUNNER (TURRET 8)

Str 9 (+1) **Dex** 6 (+0) **End** 7 (+0)
Int 5 (-1) **Edu** 6 (+0) **Soc** 7 (+0)

Male, Age 20, 0.5 Terms

Planetary Navy (Crew, Spacehand Recruit)

Cr 1,000

Skills: Discipline 0, Gambler 0, Gun Combat 0, Gunner (Turret) 0, Mechanic 0, Melee 0, Pilot 0, Streetwise 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: None.

Equipment: None.

Description: Noal just joined the crew of the Barracuda and gives the impression of a wide-eyed innocent. He actually grew up on the mean streets and is running from the law; he was involved with a gang on his homeworld. Noal is muscular and likes to show off his strength. He has asked Lucky Snell to join the Marines aboard, but she has not given him an answer yet. Noal has blonde hair and very dark eyes. He has several crude tattoos on his arms and chest from his gang days.

LOST IN SPACE

"Raider 1, Raider 1, this is Momma Fish, do you read, over?"

The comms net remained silent. Olifar Fliancha, acting as the comms tech waited for a second, then repeated the message.

"Raider 1 from Momma Fish, do you read me, over?"

Peh peered closer at her sensor readouts. "Captain, sensors are blind. The electrical activity inside the cloud is blocking everything."

The Barracuda lay motionless in space, a safe distance from the massive gas cloud. Powerful flashes of light randomly lit the cloud from inside, briefly revealing the turmoil of the gas as it was repeatedly heated by the energy inside then cooled. Red, yellow, blue and white light coloured the cruiser, causing flickering shadows to leap across the ship's hull. Somewhere, inside the cloud the assault shuttle, codenamed Raider 1, was supposedly on its way back to the Barracuda from a successful raid on the planet located beyond the cloud. The cloud's immense energy signature hid the presence of the Barracuda from any planet-based sensors keeping watch.

"Raider 1, Raider 1, I repeat, this is Momma Fish, do you read me, over?"

Suddenly the comms net crackled into life. The faint signal was bathed in audible buzz and phased in and out as it struggled out of the speakers.

"Momma fi... Rai...one...signal po...too much inter...repeat, too mu...un...to manoeuvre, reque-...Raid-...ove..."

The signal died abruptly and silence returned to the bridge of the Barracuda. Olifar tried desperately to get a fix on the comm signal, but to no avail. Peh adjusted her sensors, her face wrinkled in a frown. The sensor board continued to show no meaningful readings. Olifar turned to his captain as Peh looked up from her boards.

Peh spoke quietly, "Raider 1's signal is too weak to penetrate through the cloud's energy and the Barracuda's sensors can't locate them inside the cloud. Unless the cloud disperses, or Raider 1 drifts out of range of the cloud's interference, I'm not going to be able to get a fix on them." She lowered her head in resignation. "There's no way of knowing how long the storm inside the cloud will last. What if an energy burst hits the shuttle? They could be vaporised instantly."

Captain Joshia Hardekin sighed. "We can only hope a burst doesn't hit them. Maybe they've got enough power to survive inside the cloud, but not enough to get themselves out. We don't know. All we can do is sit here and wait for the storm to burn itself out and just hope that Raider 1 doesn't get hit."

"We can't just leave them in there to die!" yelled Olifar, "We have to do something, anything!"

Joshia stood up from his seat. "Like what, Olifar?" he shouted. "Like, take the Barracuda into the cloud? Go looking for them in there? Yeah, great idea! Not only do we lose Raider 1, but the Barracuda as well! Nice idea!"

Olifar turned on Joshia. "OK, Mr. Realist, what ideas have you got? Eh? Sit here and hope they just float their way out of the cloud?" He mockingly waved his arms at the CO. "Yeah, that's a real proactive idea, Captain. Real proactive! Got any other bright ideas?" The sarcasm dripped from Olifar's voice.

Joshia and Olifar left their stations and walked towards each other at exactly the same time, shouting and gesticulating at each other as they came face-to-face in the centre of the bridge. The eyes of everyone else on the bridge followed them, failing to notice the small yellow light flashing on the comms board and the faint noise coming from the bridge speakers.

"Momma Fish from Raider 1, re...Momma Fi...re...cleared the cloud, I repeat, Raider 1 has cleared the cloud. Manoeuvre drive is inoperative but life support is functioning. An energy burst pushed us out and we're drifting away from your current position. Momma Fish from Raider 1, are you receiving? Momma Fish from Raider 1, are you receiving?..."

'STINGRAY' MARINE STRIKER PLATOON

The complete Marine platoon described below has been designed to fit into most active service or mercenary games/campaigns. Referees and players should feel free to adjust the skills and equipment (especially the tech level) to suit the particular game or campaign.

The characters are fully playable as they stand and can be used as player or non-player characters. One possible arrangement could be for the player characters to take up positions within the platoon and replace the NPC in that position. Alternatively the striker platoon could be an adversary of the player characters, or a unit they come across whilst adventuring.

OVERVIEW

The *Stingray* platoon has been in existence for at least sixteen years, and consists of 40 personnel, as a Striker Platoon organised as Riflemen, Snipers, and Breach Troops

The unit has been decimated down to a handful of survivors before, and has been rebuilt twice. Currently they have promoted some of their own unit members upwards and replaced those killed in their last ticket/mission.

The platoon is under the command of their third leader, Captain Hannah 'Lucky' Snell (A06) who is the former Executive Officer.

The platoon has a Breach Troop squad (First, or Alpha Squad), a Sniper Squad (Second, or Bravo Squad), a Rifleman Squad (Third, or Charlie squad), and a Support Squad (Fourth, or Delta Squad).

WEAPONS

The platoon is equipped with the TL 10 Advanced Combat Rifle (Heavy) (98, 99 TMB or 76, 77 CSC) and either the TL 6 Auto Pistol (99 TMB) or the TL 8 Universal Light Auto-Pistol (66 CSC). In addition, the platoon deploys TL 9 assault grenade launchers (71, CSC).

BODY ARMOUR

In combat situations the platoon is equipped with TL 12 Combat Armour (87, 88 TMB). When on security missions the platoon is equipped with TL 10 Cloth armour (87 TMB).

STARSHIP

The platoon deploys from the *Barracuda*, an 800-ton armed vessel (127, 128 TMB) that has been modified to accommodate two assault shuttles (26, 27 TGB) for rapid deployment from orbit.

VEHICLES

Dirtside, the platoon uses four, TL 10, gravitically powered armoured personnel carriers (54, MV) and four, TL 12, gravitically powered Grav-cycles (61, MV) for reconnaissance.



COMMAND STAFF

(A06) CAPTAIN HANNAH "LUCKY" SNELL UNIT COMMANDER

Str	7(+0)	Dex	9(+1)	End	7(+0)
Int	10(+1)	Edu	9(+1)	Soc	6(+0)

Female, Age 38, 5 Terms

- 1 Term Enforcer (Extortionist)
- 1 Term Officer Training College (Junior Lieutenant)
- 2 Terms Marines (Ground Assault, Lieutenant)
- 1 Term Striker (Rifleman, Captain)

Cr 200,000

Skills: Battledress 1, Computers 0, Gambler 1, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 1, Heavy Weapons (MPA) 1, Leadership 2, Medic 1, Melee 0, Streetwise 0, Stealth 0, Tactics (Military) 2, Zero-G 0.

Events & Mishaps: Teenage gangster; Senior Officer took interest in her career; Protective Forces training; Battles with aliens.

Equipment: Advanced Combat Rifle, Auto Pistol, 2 Contacts (Alien, Marine), TAS.

Description: Hannah is a striking, tall woman with auburn hair and hazel eyes. One of eight siblings, she grew up on an overcrowded, high tech, industrial world. She entered a life of crime, working for an extortionist, succeeding him when he was arrested.

A retired Marine Sergeant talked her into making a life-change. She learned it is the duty of the strong to defend the weak, not prey upon them. With a surrogate father figure, Hannah took up his challenge by entering the Marine OTC. She proved an able leader in peace and wartime operations, but was passed over for promotion. Seeking recognition she enlisted as an officer in the *Stingray* platoon, a position she has held for the past four years.

Hannah's nickname 'Lucky' derives from her uncanny ability to be at the right place at the right time and her natural skill as a leader.

(A05) LIEUTENANT ENERI ‘SCHMUZER’ KHASHIIGAR UNIT EXECUTIVE & REQUISITIONS OFFICER

Str 8 (+0) Dex 10(+1) End 8 (+0)
Int 8 (+0) Edu 14(+2) Soc 8 (+0)

Male, Age 43, 6.3 Terms

- 1 Term OTC (Honours, Junior Lieutenant)
- 2 Terms Marines (Support, Senior Lieutenant)
- 1 Term Security (Bodyguard, Agent)
- 2 Terms Warmonger (Gun Runner, Smuggler)
 - 1 Term Warmonger (Gun Runner, Smuggler)
 - 1 Term Warmonger (Arms Dealer, Black Marketeer)
- 0.3 Terms Striker (Rifleman, Senior Lieutenant)

Cr 270,000

Skills: Admin 0, Astrogation 0, Athletics 0, Battledress 0, Broker 3, Computers 0, Deception 0, Flyer (Grav) 1, Gambler 2, Gun Combat (Slug Rifle) 1, Gun Combat (Slug Pistol) 2, Heavy Weapons 0, Leadership 2, Melee (Blade) 1, Stealth 0, Streetwise 0, Survival 1, Tactics 0, Trade (Hydroponics) 0, Vacc Suit 0.

Events & Mishaps: Space taskforce; Gambling circle; Cross trained; Blamed for mission failure; Ousted rival.

Equipment: Advanced Combat Rifle, Autopistol, Cutlass, Enemy (Former Arms Dealer), 2 Ship Shares, Ship (A3 Fast Trader), TAS.

Description: Lieutenant Eneri Khashiigar is an erudite, handsome man with lively blue eyes, an aquiline face, sleek black hair, and he appears 15 years younger than his actual age. Born on a high technology, high population, vacuum world into ‘old money’, he received an excellent education. Eneri didn’t want to run the family hydroponics corporation and joined the military after graduating from Officer Training College with honours. His career was self-serving until his ship crash-landed and he was the sole survivor. The Marines and the Navy blamed him for the crash and he was discharged.

Eneri then worked as a bodyguard to an arms dealer, then as a gun runner for his former employer. He finally went into business for himself, forcing his former employer out of business. Success had its price however: Eneri’s schemes forced him into other mercenary work as the world governments took action themselves. Last year he joined the *Stingray* platoon as the Executive/Requisition Officer. Eneri put his two Ship Shares into the platoon’s mercenary cruiser and allows his Type A3 Fast Trader (42, 43 TGB) *Black Margins* to be used as the platoon’s supply vessel.

(A07) SERGEANT MAJOR HANZO ‘OLD SCHOOL’ TOKUKAWA

UNIT SENIOR NCO

Str 7 (+0) Dex 7 (+0) End 7 (+0)
Int 11 (+1) Edu 12 (+2) Soc 9 (+1)

Male, Age 44, 6.5 Terms

- 2 Terms Marines
 - 1 Term Marines (Star Marines, Lance Corporal)
 - 1 Term Marines (Ground Assault, Corporal)
- 3 Terms Cadre (Field Exercise Leader, Drill Instructor)
- 1.5 Terms Striker (Rifleman, Sergeant Major)

Cr 190,000

Skills: Admin 0, Athletics 0, Battledress 0, Computers 0, Flyer (Grav) 0, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Instruction 3, Language (Alien) 0, Leadership 3, Melee (Blades) 1, Recruiting 1, Streetwise 0, Survival 0, Tactics (Military) 3, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Battles with aliens; Assault enemy fortress; Displayed heroism; Ambushed by rival Mercenaries; Soldiers look up to him; Poster boy recruitment drive; Natural disaster; Ticket not as advertised.

Decorations: MCUF, Wound Badge.

Equipment: Advanced Combat Rifle, Contact (Alien), Enemy (Mercenary Leader & unit), TAS.

Description: Sergeant Major Hanzo Tokukawa is a stern-looking male of slightly below average height with thinning salt and pepper hair, dark brown eyes, and a tight-lipped visage. He comes from a high-population, high-tech, industrial arcology world. He is a distinguished war veteran and married prior to enlisting in the Marines. He is the father to four adult children. Hanzo is very family-oriented, and moved his family with him until the children became adults.

Hanzo lost his wife during a natural disaster. This gave him pause, and the diversion of funds by the planetary government saw him seeking a different way of being a mercenary, using a prime ticket to help re-organise the *Stingray* platoon. His moniker ‘Old School’ comes from his instruction style and guidance in the training of the unit. He has been with the unit for six years and is in his last term before retirement. Hanzo commands the respect of his NCOs, and keeps the officers out of ‘Sergeant’s business’ as much as possible. He also serves as the recruiting officer for the unit.

MUSTERING THE PLATOON

Captain Hannah ‘Lucky’ Snell looked down the cargo bay of the Type-R freighter hull as rain poured down outside in wind driven sheets.

The freighter’s rusting hull had come from one of the unit’s former patrons and had been provided as a training model for a ship-snatch-and-grab ticket; it had been forgotten about after the ticket had been accomplished. It sat out between the firing ranges, the new obstacle course, and the PT field in an area called “the Park” by the troopers.

Her Executive Officer (XO), Lieutenant Eneri ‘Schmuzer’ Khashiigar had the holo-projector set up with Trooper Viri Menisci as the operator.

Sergeant Major Hanzo ‘Old School’ Tokukawa stood looking like a uniformed enigmatic Buddha, an ancient curved Katana sword sheathed in his hands for a pointing stick behind his back.

Looking briefly at the front row, she mentally checked off all of the Squad Leaders.

“Well, let’s do a roll call and get started shall we?”

Captain Snell nodded at ‘Old School’, ‘Schmuzer’ and the holo-projectionist Trooper Menisci. The Sergeant Major called the roll by squads, and there were no cat calls or sniggers as each trooper and NCO answered ‘here’, or ‘present’. ‘Old School’ had remedied that sort of thing with some extra training for the wise-cracking few who’d once tried it.

“All present, Captain,” her senior NCO reported.

ALPHA/FIRST SQUAD

(A01) GUNNERY SERGEANT KHEAR 'MOUTHPIECE' ENGALA

PLATOON NCO, SQUAD LEADER, ASSAULT SHUTTLE PILOT

Str	7 (+0)	Dex	10 (+1)	End	8 (+0)
Int	9 (+1)	Edu	9 (+1)	Soc	7 (+0)

Male, Age 38, 5 Terms

- 2 Terms Corporate Citizen (Legal, Rank 1)
- 2 Terms Marines (Ground Assault, Corporal)
- 1 Term Striker (Breaching Troop, Gunnery Sergeant)

Cr 60,000

Skills: Advocate 2, Battledress 1, Computers 0, Deception 1, Diplomat 1, Flyer (Grav) 1, Gambler 1, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 1, Heavy Weapons (MPA) 1, Leadership 2, Medic 1, Melee 0, Streetwise 0, Stealth 0, Tactics (Military) 2, Zero-G 0.

Events & Mishaps: Befriended by superior; Bankrupt; Protected Forces training; Trapped behind enemy lines; Time aboard Naval starships; Mission went disastrously wrong due to commander's error.

Equipment: Advanced Combat Rifle, 2 Allies, Autopistol, Secret, TAS.

Description: Khear is dark skinned, dark eyed man with long dark hair worn in an elaborate style. To keep his younger brother out of prison on his home world, Khear became a secret informant for the non-governmental 'Military Oversight Committee' (MOC). Khear serves the unit as the legal advisor for contracts; secretly he informs the MOC on missions the *Stingray* platoon undertakes, as well as possible violations of the Rules of War or any other war crimes committed by the *Stingrays* or other mercenary units. His moniker 'Mouthpiece' comes from his prior career as a legal-eagle for a now bankrupt law firm and the lawyer's advice he frequently pesters the troops with.

Designated leader of the breaching squad, Khear's tactical skills have paved the way for his squad's successes. Likewise, the shooting (and looting) skills of his personnel have played an equally important role in these events.

FIRE TEAM ALPHA 1

(A11) CORPORAL DAPR 'NOBBY' CLARKE PLATOON NCO, FIRE TEAM LEADER

Str	7 (+0)	Dex	10 (+1)	End	11 (+1)
Int	10 (+1)	Edu	4 (-1)	Soc	4 (-1)

Male, Age 30 (probably), 3 Terms (no one is exactly sure)

- 1 Term Marine (Support, Marine)
- 2 Terms Striker (Rifleman, Corporal)

Cr 12,000

Skills: Athletics 0, Battledress 1, Carouse 1, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Melee 0, Streetwise 0, Stealth 1, Tactics (Military) 0, Vacc Suit 0, Weapon Engineering 0, Zero-G 1.

Events & Mishaps: Planet bound; Security staff on Orbital Starport; Protective Forces.

Equipment: Advanced Combat Rifle, Autopistol, Contact (Warmonger/Gun Runner).

Description: Dapr, or 'Nobby' as he is called, is a short, ugly man with a face only a mother could love - and even she has her doubts at times. Nobby's rank of Corporal is a matter of speculation in the unit; most believe he won it at a game of cards. He is the go-to man for scrounging, as Nobby has a penchant for looting, or as Gunnery Sergeant Engala (A01) puts it, 'unlawful acquisition'. Unless closely supervised, Nobby will remove anything that is not nailed down - sometimes including the nails. Nobby has learned not to steal from members of the platoon; however, everyone else is fair game.

Nobby smokes roll-your-own cigarettes which he often keeps behind his left ear, still lit. His motto is "if in doubt, brew-up", an ancient military phrase for making a cup of tea. Off duty he wears orange and red coloured clothing in the mistaken belief he becomes 'inconspicuous', one of the few big words he knows.

Nobby is also the unit's rumourmonger and has been with the unit about eight years. Despite his bad habits, Corporal Clarke is an above average soldier in a fire fight and takes pains to ensure his troops get plenty of whatever they need, albeit ammunition, food, or loot.



(A12) TROOPER FREDA AQUIALET

FIRE TEAM MEMBER

Str 7 (+0) **Dex** 8 (+0) **End** 6 (+0)
Int 4 (-1) **Edu** 8 (+0) **Soc** 5 (-1)

Female, Age 26, 2 Terms

1 Term Marine (Support, Marine)

1 Term Striker (Rifleman, Trooper)

Cr 5,000

Skills: Animals 0, Athletics 0, Battledress 1, Combat Engineer 1, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Stealth 0, Tactics 0, Trade (Wood worker) 0, Zero-G 1.

Events & Mishaps: Secret/Mishap: Widowed; Security staff on Orbital Starport.

Equipment: Advanced Combat Rifle.

Description: Freda is a blonde haired, blue-eyed woman of average height and build who always wears black, on or off duty. Black is a sign of mourning in her culture, a low technology, agrarian frontier world. Freda refuses to say what or whom she is in mourning for despite various attempts by members of the unit to get her to speak of it. Bored with orbital guard duty she joined *Stingray* platoon four years ago seeking more of a challenge; she has not been disappointed.

In combat, Freda finds release from her sorrow feeling more alive in the adrenalin rush of a fire fight than afterwards. As the youngest member of the Fire Team she often takes risks to impress her team members.

(A13) TROOPER OBADIAH CHESTERFIELD

FIRE TEAM MEMBER, SQUAD MEDIC

Str 7 (+0) **Dex** 10 (+1) **End** 6 (+0)
Int 4 (-1) **Edu** 8 (+0) **Soc** 5 (-1)

Male, Age 34, 3 Terms

1 Term Drifter (Scavenger, Salvager)

1 Term Marine (Star Marines, Private)

1 Term Striker (Rifleman, Corporal)

Cr 5,000

Skills: Battledress 1, Carouse 0, Deception 1, Gun Combat (Slug Rifle) 2, Gunner (Turret) 1, Heavy Weapons 0, Jack-of-All-Trades 1, Mechanic 1, Medic 0, Survival 1, Stealth 0, Tactics 0, Trade (Machinist) 0, Vacc Suit 1, Zero-G 1.

Events & Mishaps: Worked around starships; Shipboard Duty; Bitter fire fight.

Equipment: Advanced Combat Rifle.

Description: Obadiah is the Yin to ‘Nobby’s’ (A11) Yang, at least as far as acquisition of items go. The differences are Obadiah is a slender, naive looking fellow whom no one suspects. Obadiah only seeks hard-to-find items from storerooms on direct orders. Born to a small group of clannish Belters, Obadiah is always friendly and helpful, especially in acquiring whatever the rest of the platoon might need.

Obadiah’s loyalty to his comrades manifests itself in extreme watchfulness often picking out booby traps and armed enemies before others spot them. Obadiah is an exceptional shot with a rifle and he is the squad’s combat medic.

(A14) TROOPER CHI XI-DANG

FIRE TEAM MEMBER

Str 9 (+1) **Dex** 8 (+0) **End** 8 (+0)
Int 8 (+0) **Edu** 8 (+0) **Soc** 6 (+0)

Male, Age 30, 2.5 Terms

0.5 Terms University (Fine Arts, Dropout)

1 Term Marine (Star Marines, Lance Corporal)

1 Term Striker (Rifleman, Trooper)

Cr 20,000

Skills: Art 0, Athletics 0, Battledress 1, Gun Combat (Slug Rifle) 2, Gunner (Turret) 1, Heavy Weapons 0, Remote Operations 1, Stealth 0, Streetwise 1, Tactics 0, Trade (Photographer) 0, Zero-G 0.

Events & Mishaps: Life Event: Children; Planet bound; Specialist Equipment.

Equipment: Advanced Combat Rifle.

Description: Xi-Dang is a short, dark-haired and dark-eyed man with unusually small feet and sad drooping eyes. He is from a pre-stellar home world. Xi-Dang brags loudly about taking his next leave at home with his family and often shows the pictures of his children to everyone he meets. Xi-Dang is the only married member of the squad. Xi-Dang is an amateur photographer and shares an interest in combat photography with Viri Menisci (A22). Xi-Dang is always most anxious to know about whenever he can send personal mail out back home.

Xi-Dang is an exceptional shot; despite his sleepy eyed appearance and extroverted demeanour, in a fire fight he is a quiet, patient, and efficient killing machine.

THE MISSION (1)

Mission & Commander's Intent

“Excellent. Platoon, we’ve accepted a new ticket, and reviewed our legal ends, and ins and outs,” Snell nodded at her XO, the Sergeant Major, and her Squad Leaders. “We’ll be taking our ships from the Downport at 0900 hours local tomorrow.”

“To maintain security, the destination will be given once we’re aboard, but the mission involves putting an end to a populist uprising led by a political renegade against his own government. Our Patrons want this man removed, alive if possible to avoid him being made a martyr, and delivered to them for their justice system to deal with. Sergeant Major?”

Situation: Enemy

Sergeant Major Tokukawa stepped forwards.

“As the Captain has stated, this is a snatch job, in a densely populated urban environment. That means the possibility of higher casualties, and a higher success and survivors’ bonus. I can tell you this: our target is on a high-pop, balkanised world, in a nation of 150 million. He’s holed up in the capital city, population 15 million.”

“He and his supporters have dynamited the subway systems to deny any underground approach and sabotaged the capital airport’s fuel depot, stranding those travellers unfortunate to be caught there and marooning the majority of the nation’s air fleet. The majority of his followers have homemade petroleum bombs, rocks, and few firearms. Those that do possess weapons acquired them from the police precincts they have overrun, so expect some ACRs, shotguns and armour piercing ammunition, but most will have handguns.”

FIRE TEAM ALPHA 2

(A21) SERGEANT DENTINE BYRNE

PLATOON NCO, FIRE TEAM LEADER

Str	7 (+0)	Dex	7 (+0)	End	7 (+0)
Int	6 (+0)	Edu	8 (+0)	Soc	8 (+0)

Male, Age 38, 5 Terms

- 2 Terms Marine (Ground Assault, Corporal)
- 3 Terms Striker (Breach Troop, Sergeant)

Cr 80,000

Skills: Athletics 0, Battledress 1, Computers 0, Explosives 1, Flyer 0, Gun Combat (Energy Rifle) 1, Gun Combat (Slug Rifle) 2, Heavy Weapons (MPA) 1, Jack-of-all-Trades 1, Leadership 1, Stealth 0, Streetwise 0, Tactics 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Specialist Training; Planetary Assault; Ticket not as advertised; Led unit to safety; Camaraderie.

Decorations: MCG, Wound Badge.

Equipment: Advanced Combat Rifle, 3 Allies (Corporal Dapr 'Nobby' Clarke (A12), Gunnery Sergeant Hussein Besiri (B01), and Gunnery Sergeant Arguur Sheir (D01)), Rival (Captain Snell (A06)), Autopistol.

Description: Dentine is an angularly built man with a playful personality but is secretly hostile towards Captain Snell (A06). Having been with the unit for twelve years, he joined up before Nobby (A11) and had hoped to be appointed the platoon's command. He was 'reduced' from Gunnery Sergeant to Sergeant by Captain Snell four years ago and was replaced by Gunnery Sergeant Engala (A01). Byrne hides his disappointment behind a façade of practical jokes whilst waiting for when Captain Snell is cashiered and his obviously superior leadership qualities are finally recognised.

Byrne's hostility towards Snell is based on combat experience, not textbooks. Corporal Byrne hails from a high population, high-tech airless world.



(A22) TROOPER VIRI MENISCI

FIRE TEAM MEMBER

Str	8 (+0)	Dex	8 (+0)	End	8 (+0)
Int	7 (+0)	Edu	10 (+1)	Soc	8 (+0)

Female, Age 32, 3.5 Terms

- 1 Term University (Arts, Honours)
- 2 Terms Marine (Star Marine, Corporal)
- 0.5 Terms Striker (Breach Troop, Trooper)

Cr 1,000

Skills: Art (Holography) 1, Athletics (Endurance) 1, Battledress 1, Comms 0, Computers 0, Flyer 0, Gun Combat (Slug Rifle) 2, Gunner (Turret) 1, Heavy Weapons 0, Melee (Blade) 1, Leadership 1, Stealth 0, Streetwise 0, Tactics 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Scholarship; Ship Duty; Anti-Piracy Campaign.

Decorations: Combat Badge, Wound Badge.

Equipment: Advanced Combat Rifle, Contact (Art Critic), Holo-imager, Holo-camera.

Description: Viri is a dark skinned, green-eyed exotic woman. Artistically inclined, she has exhibited some of her works in one-woman shows between tickets. Viri discovered the Marines would pay off her college debts but after repayment she discovered that she still needed to make a living to support her artwork.

Viri takes a laid back approach to life and views her work as a means to the end. Recently her sequences of contrasts - beauty found on the battlefield - has attracted the interest of an important art critic. Viri hangs out with Chi Xi-Dang (A14) when off duty, discussing their different mediums. In combat, Viri is an exceptional marksman and despite her short length of the time with the fire team has earned her keep.

THE MISSION (2)

Situation: Friendly

"The good news is," Tokukawa went on, tapping his sword on the deck plating, "That the local army supports the government. The bad news is that, aside from supplementing the police forces in containing the uprisings, they are threatened by a war with their hostile eastern neighbour that is looking to capitalise on the disorder. We will secure, or neutralise, our target, pop smoke, get home and get paid." He looked at the sole female Gunnery Sergeant of the outfit. "Gunnery Sergeant Idaldi, on deck please."

Execution

"Thank you Sergeant Major," Idaldi said, standing and turning crisply.

"Departure will be at 0700 hours D-Minus Seven, leaving orbit at 1000 hours local time. Jump Insertion at 1030 hours. Our Jump Emergence into the Area of Operations - system data withheld at this time -, " She nodded at the Captain, "D-Minus 12 hours."

"Mothership Barracuda and support ship Black Margins will deliver the platoon to debarkation point 'Bus Stop'. Final prep, and securing the latest intel on target 'Red Melon' will be handled between D-Minus 11 and D-Minus 1 hours. We begin orbital landing and G-carriers at D-Minus 1 hour." She looked at the holo-projections of both vessels and support craft, then back at the platoon's observant faces.

"Next image!" she snapped, and an aerial view of the sprawling metropolis blossomed before the mercenaries.

(A23) TROOPER BRITT OMAK

FIRE TEAM MEMBER

Str 8 (+0) **Dex** 8 (+0) **End** 9 (+1)
Int 7 (+0) **Edu** 7 (+0) **Soc** 7 (+0)

Male, Age 23, 1.3 Terms
 1 Term Marine (Star Marine, Marine)
 0.3 Terms Striker (Breach Troop, Trooper)

Cr 5,000

Skills: Animals 0, Athletics (Coordination) 1, Battledress 0, Drive 0, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Stealth 1, Tactics 0, Trade (Agricultural) 0.

Events & Mishaps: Behind Enemy Lines.

Equipment: Advanced Combat Rifle.

Description: Britt is tall and almost as ugly as Nobby (A11). Off duty he wears lots of bright green clothing; on Britt's agrarian, mid-tech home world bright green is the colour of rebirth and transition from darkness to light. Hence his colour choice reflects his spirituality and represents his hope of becoming a better person.

Britt considered joining the clergy but was deemed 'uneducated' and was told to go out into the universe and return a wiser man. So he joined the Marines. His first ship-to-planet experience made him a survivor but gave him a practical lesson that for the money, the risk wasn't worth it. He is the ground vehicle driver for the squad.

(A24) TROOPER TEMOK PERDYKIR

FIRE TEAM MEMBER

Str 8 (+0) **Dex** 8 (+0) **End** 10 (+1)
Int 9 (+1) **Edu** 6 (+0) **Soc** 8 (+0) **Psi** 9 (+1)

Male, Age 27, 2.3 Terms
 1 Term Marine (Star Marine, Marine)
 1.3 Terms Striker (Breach Troop, Trooper)

Cr 0

Psionic Talents: Telekinesis 0, Telepathy 0.

Skills: Athletics 0, Battledress 0, Carouse 0, Gambler 1, Gun Combat (Slug Rifle) 1, Gunner (Ortillery) 1, Heavy Weapons 0, Stealth 0, Streetwise 0, Tactics 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Psionic Testing; Ship Duty; Cross-trained Ortillery; Refused an order against his conscience.

Equipment: Advanced Combat Rifle.

Description: At a young age Temok was screened by the psionic wise men on his high population, high law level, industrial home world and informed of his options: be trained or be eliminated as a rogue wild talent. Being poor, he opted to pay the institute's fees out of his income for the rest of his life. The Institute was raided shortly after his graduation and to escape the police round up he enlisted in the Marines. He served aboard an Orbital Bombardment Cruiser until he was discharged for refusing to fire upon a civilian target in a terror-strike. He enlisted with the *Stingray* platoon shortly thereafter.

Temok is a short, over-muscled man but despite his Herculean physique he maintains a cheerful, talkative personality. In off duty times Temok uses his psionic talents sparingly at card games or with dice. During the last ticket he used his abilities to protect himself and his teammates in a fire fight. Temok sends what winnings he needs back by way of a numbered bank account for his 'fees', and loans the rest out without thought of repayment. Captain Snell (A06) suspects his abilities but has no proof, nor has she made any move to secure it.

GOING IN HOT

Can't ask for better timing, Gunnery Sergeant Shieir thought as he manoeuvred down at maximum speed with his sniper teams, and six members of Burglar element seated behind him. Weather and light data played into the outfit's hands: the heavily overcast sky with rain threatening was suddenly flashed into total darkness under a blackout. He tapped the night vision HUD on and made his call in.

"Mothership, this is G-carrier Two, we have lights out, switching to IR and thermals! Proceeding to over watch with Snake elements Cobra and Mamba, over." Gunnery Sergeant Shieir heard Captain Snell's voice on the comms on the echoes of his.

"Mothership, this is G-carrier One, going in with Dead-Eye and Scorpion elements."

"G-carriers One and Two, Mothership roger. Drop to below rooftop level when possible, you're dead on target." A city-wide blackout was an extra bonus, Shieir thought to himself.

Shieir saw the faster blips on his screen of Lander One and Two bearing the Noose element as he and Snell dropped down to twenty metres above street level on parallel courses. Heading towards the taller apartment buildings around the radio station, the radio transmitting antennae from the eight-story building rose 40 metres higher than the surrounding buildings. Small blobs of thermal shapes appeared here and there on fire escapes and rooftops as they flew past. The landers were heading for the traffic circles 400 metres east of the target area. Shieir watched them suddenly halt, and knew what came next.

"Mothership this is Lander One, I have touchdown, Noose element is away!"

"Lander one, we copy!"

"Mothership, Lander Two, Touch-down! Noose is away!" Idaldi's voice came over the comms. Shieir watched the four vehicles' smaller green blips spread out and race back westwards along the streets towards the radio station.

"Proceed to grid 546778. Lander One: we have large thermal crowds moving into Red Melon's district. Lander Two: your new target grid is 584770, a larger crowd with four vehicles among them moving along central axis route."

"We're on it Mothership. Lander One, out!"

"Cobra team: here's your stop! Get 'em up, and get movin'!" Shieir commed to the aft section. "Mamba team, make ready!" There was a series of three explosions as he came up to the first building's south side. Sergeant Dipoloi and his spotter Trooper Nolan Idezith leapt onto the fire escape from the starboard door hatch and began clambering upwards.

"All elements this is Mothership, fire mission Dandelion complete!"

BRAVO/SECOND SQUAD



(B01) GUNNERY SERGEANT HUSSEIN BESIORI PLATOON NCO, SQUAD LEADER, APC FLYER

Str	9 (+1)	Dex	8 (+0)	End	6 (+0)
Int	10 (+1)	Edu	6 (+0)	Soc	9 (+1)

Male, Age 38 5 Terms

2 Terms Marines (Support, Corporal)

3 Terms Striker (Rifleman, Gunnery Sergeant)

Cr 50,000

Skills: Animals 0, Athletics 0, Battledress 0, Comms 1, Flyer (Grav) 2, Gambler 1, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 1, Heavy Weapons (MPA) 1, Streetwise 0, Stealth 1, Survival 1, Tactics (Military) 1.

Events & Mishaps: Frontlines of planetary assault; Trapped behind enemy lines; Marooned by untrustworthy client; Led unit to safety; Forced to act as pilot.

Equipment: Advanced Combat Rifle, Ally (Corporal Dentine Byrne (A21)), Secret, TAS.

Description: Gunnery Sergeant Hussein Besiori is a darkly tanned, dark eyed, black haired man of average height with aquiline features. Besiori hails from a backwater low-tech, caste-bound world on the frontier where job prospects outside of subsistence farming or herding semi-domesticated migratory indigenous animals are few. Which is why he left twenty years ago for a secret he would kill even friends and comrades to keep; he would even leave the unit to do so.

Besiori is among the oldest of the original surviving members of the *Stingray* platoon and is a hard-bitten veteran of many a close-quarters fire fight and a few tickets that had 'gone pear-shaped'. He views his peer First Squad leader Khear Engala as a poor replacement for Sergeant Dentine Byrne (A21) and a political hack crony of Captain Snell's (A06). While he distrusts her choice for First squad, Hussein cannot argue with Snell's successes as a leader since her assumption of command.

FIRE TEAM BRAVO 1

(B11) SERGEANT YADEMI BULDELES PLATOON NCO, FIRE TEAM LEADER

Str	7 (+0)	Dex	5 (-1)	End	8 (+0)
Int	6 (+0)	Edu	5 (-1)	Soc	6 (+0)

Female, Age 28, 2.5 Terms

1 Term Marine (Ground Assault, Marine)

1.5 Terms Striker (Rifleman, Sergeant)

Cr 2,000

Skills: Athletics 0, Battledress 1, Carouse 0, Gun Combat (Slug Rifle) 2, Heavy Weapons (Launchers) 1, Stealth 0, Streetwise 0, Tactics (Military) 1.

Events & Mishaps: Frontal assault on enemy fortress; Forced to stay in hostile fire.

Decorations: Combat Badge, MCUF, Wound Badge.

Equipment: Advanced Combat Rifle, Subdermal Armour.

Description: Yademi is a seductive hazel-eyed brunette with an angular build. She is always borrowing money, although she pays it back. Yademi is a dogged gambler. She is attempting to upgrade her subdermal armour and does this by playing the Airball pools.

Yademi comes from a high population, industrial world and grew up with betting and gambling. Her career as a Marine was distinguished but brief and she was medically discharged. After a year in recovery she joined the *Stingray* platoon. Yademi has a 'never give up' attitude to everything, including gambling. She has her hands full with her Fire Team between Tamil (B13) and Romara (B14).

(B12) TROOPER ZAMIA TYONG GO-PENG FIRE TEAM MEMBER

Str	8 (+0)	Dex	11 (+1)	End	8 (+0)
Int	10 (+1)	Edu	11 (+1)	Soc	2 (-2)

Female, Age 26, 2 Terms

1 Term Marine (Ground Assault, Marine)

1 Term Striker (Rifleman, Trooper)

Cr 20,000

Skills: Athletics 0, Battledress 0, Computers 0, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Seafarer 0, Stealth 1, Tactics 0, Streetwise 0, Survival 0, Trade (Fisherman) 0.

Events & Mishaps: Trapped behind enemy lines; Rescued civilian.

Equipment: Advanced Combat Rifle, Ally (Warmonger/Arms runner).

Description: Zamia is a very tall, blue-eyed, raven-haired woman. Hailing from a mid-population, mid technology water world Zamia's upbringing is from the lowest socioeconomic rung of her culture: a fisherman. Her language has been described as 'colourful'. When under stress she tends to alleviate the situation by telling very bad, crude jokes to lighten the mood in her team.

She and Romara (B14) have worked together and disagree over very few things, one of which is Tamil (B13). Where Zamia thinks he's gotten some rough breaks, Romara thinks Tamil makes the squad look bad during mission preparation. In combat Zamia often acts as security for Romara as she sets up some of her deadly 'surprises'.

(B13) TROOPER TAMIL RHODERO

FIRE TEAM MEMBER

Str 7 (+0) **Dex** 7 (+0) **End** 7 (+0)
Int 6 (+0) **Edu** 8 (+0) **Soc** 8 (+0)

Male, Age 34, 4 Terms

- 2 Terms Organised Criminal (Assassin, Soldier)
- 1 Term Marine (Ground Assault, Marine)
- 1 Term Striker (Sniper, Trooper)

Cr 20,000

Skills: Athletics 0, Battledress 0, Comms 1, Computers 0, Gambler 1, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Melee (Unarmed) 1, Stealth 0, Streetwise 1, Tactics 0, Trade (Spacecraft Construction) 0.

Events & Mishaps: Contact; ID'd to authorities; Planet bound; Long tour.

Equipment: Advanced Combat Rifle, Contact (Criminal Intruder/Hacker), Membership (Organised Criminal Syndicate), 6 Ship Shares.

Description: Tamil is an average built man with dark eyes, thick black hair and swarthy complexion. He does the bare minimum of work but becomes aggressive if challenged on this. He is nicknamed the 'Black Scorpion' and is rumoured to have criminal connections. In the Fire Team he is the sniper. Tamil is quite adept at defending himself with his bare hands.

Tamil is a former assassin for a criminal organisation on his high population, high technology, industrial home world. After being a successful 'hit man', a former member fingered him and he joined the Marines to escape arrest. Ironically he was sent to garrison duty on his first tour, hiding in plain sight on his home world. Uncomfortable attention caused him not to re-enlist and he hired on with the *Stingray* platoon as a means of getting off-world. This turned out not to be as he expected and he missed most of the action.

GOOD NIGHT, SWEETHEART

Shieir glanced at his watch. About time they killed the phones! He brought his G-carrier up to Mamba's jump off spot. "Mamba team: get movin'!" Shieir hollered. Troopers Tomor Elena and Namara Zlorare jumped off and ran up the fire escape to the roof.

"Door shut!" Corporal 'Nobby' Clarke shouted.

Shieir nosed the G-carrier up and climbed around the apartment building's corner. Four hundred metres to the north Captain Snell was a few seconds behind as she dropped off Sniper team Dead-eye then team Black Scorpion.

Gunny Shieir flew like the proverbial furry-winged rodent out of a fiery afterlife location watching as the mob got closer. The fire from the now burning television station was out of control, an accusatory pillar of fire against the blacked-out city skyline.

A rocket-propelled grenade rose up at them from the crowd but it exploded 700 metres away. It took out the top corner of an apartment building as Shieir was passing. He glanced at the weather-light data, noting the wind direction as he prepped the dead fall ordnance. The chill rain was falling just east of the city, moving east to west at 15 kph. Shieir banked left, climbed and dropped the first of six sleep gas bombs 100 metres before he over flew the mob.

"Bombs away on axis route!" He commed and swung the Lander round. He checked his thermals as the 15 kph winds carried the gas sideways into the mob. They were falling like flies and began dispersing wildly, trampling one another. He hit the rear of the mob with another dose, closer in this time.

"Second string, away!" Easier than fish in a barrel, Shieir thought with a grim smile, and selected the next string of gas for the die-hards trying to push through.

(B14) LANCE CORPORAL ROMARA NAZOLEYR

FIRE TEAM MEMBER

Str 6 (+0) **Dex** 7 (+0) **End** 9 (+1)
Int 10 (+1) **Edu** 9 (+1) **Soc** 8 (+0)

Female, Age 34, 4 Terms

- 2 Terms Marine (Support, Lance Corporal)
- 1 Term Guerrilla (Saboteur, Soldado)
- 1 Term Commando (Technician, Lance Corporal)

Cr 30,000

Skills: Athletics 0, Battledress 1, Combat Engineer 0, Deception 0, Explosives 3, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Leadership 0, Stealth 1, Streetwise 2, Tactics 0, Vacc Suit 1.

Events & Mishaps: Specialist Training; Trapped behind enemy lines; Left in enemy territory; Too successful; Space training.

Equipment: Advanced Combat Rifle, Ship Share, TAS.

Description: Romara is a black haired, blue-eyed, freckle-faced woman with unusually large hands and feet. She is from a high population home world but failed to gain a scholarship for college and entered the Marines. Her aptitude scores slotted her for demolitions.

She returned to her homeworld and became a saboteur for the rebel forces seeking to overthrow her state's government. During the campaign she and her cell of saboteurs helped cause a revolt but her fearsome reputation caused a backlash and Romara enlisted in the *Stingray* platoon to leave her warring, bickering home world. Romara is the unit's explosives expert. Romara is dispatched to booby-trap escape routes and emplace anti-personnel mines where the enemy doesn't expect them.

FIRE TEAM BRAVO 2

(B21) SERGEANT MATHIAS DIPOLOI

PLATOON NCO, FIRE TEAM LEADER

Str 7 (+0) **Dex** 9 (+1) **End** 8 (+0)
Int 6 (+0) **Edu** 8 (+0) **Soc** 7 (+0)

Male, Age 27, 2.3 Terms

- 1 Term Marine (Ground Assault, Lance Corporal)
- 1 Term Striker (Sniper, Corporal)
- 0.3 Terms Striker (Rifleman, Sergeant)

Cr 2,000

Skills: Advocate 0, Athletics 0, Battledress 0, Computers 0, Flyer 0, Gun Combat (Slug Rifle) 3, Heavy Weapons 0, Streetwise 0, Tactics 0.

Events & Mishaps: Advanced training; Covered for Marine; Hostile fire longer than liked.

Equipment: Advanced Combat Rifle.

Description: Mathias is a lean built, brown-eyed, sandy-haired man with hollow cheeks. Mathias has two things in common with Captain Snell (A06): they hail from the same home world, and poverty. Mathias's experiences of covering for his troops got him bounced out of the Marines.

Playing on his cadaverous appearance, he can be very funny, particularly when he has been drinking. Mathias is a graduate of the Marine advanced marksmanship program. He lives for the day and spends his money on gambling and the opposite sex.

(B22) TROOPER NOLAN IDEZITH

FIRE TEAM MEMBER

Str 8 (+0) **Dex** 7 (+0) **End** 8 (+0)
Int 9 (+1) **Edu** 8 (+0) **Soc** 6 (+0)

Male, Age 23, 1.3 Terms

1 Term Marine (Ground Assault, Marine)
0.3 Terms Striker (Rifleman, Trooper)

Cr 5,000

Skills: Athletics 0, Battledress 0, Carouse 0, Computers 0, Flyer 0, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Recon 0, Stealth 2, Tactics 0.

Events & Mishaps: Trapped behind enemy lines; Life Event: Parents died.

Equipment: Advanced Combat Rifle.

Description: Nolan was born on a mid populated, high technology world and was an only child to poor working class, alcoholic parents. He was good at avoiding their drunken brawls and escaped by enlisting in the Marines. The Marines used his aptitude for making himself scarce an asset and sent him to Recon School. His skills were tested when his unit was cut off in a planetary invasion.

Nolan was discharged and deemed a failure by the Marine Corps, even though the mission's failure wasn't his fault. The *Stingray* platoon picked him up as a recent replacement recruit. Bravo Squad gets assigned many of the sneaky jobs in any ticket the unit contracts under. The recent news of his parent's murder-suicide has caused him to drown himself in the bottle, something his Team Leader hasn't caught on to yet.

(B23) TROOPER NAMARA ZLORARE

FIRE TEAM MEMBER

Str 10 (+1) **Dex** 8 (+0) **End** 8 (+0)
Int 9 (+1) **Edu** 4 (-1) **Soc** 8 (+0)

Female, Age 27, 2.3 Terms

1 Term Marine (Ground Assault, Marine)
1 Term Warmonger (Soldier of Fortune, Gunsel)
0.3 Terms Striker (Rifleman, Trooper)

Cr 20,000

Skills: Athletics 0, Battledress 1, Carouse 0, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Interrogation 1, Melee 0, Tactics 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Frontlines of planetary assault; Participated in brutal suppression and retaliation attacks.

Decorations: Combat Badge, Wound Badge.

Equipment: Advanced Combat Rifle.

Description: Namara has sandy blonde hair, green eyes, and a weak chin. The Marines were an escape from her harsh, technologically regressed colony. In combat she is aggressive and compulsive, making her a handful for her team and squad leaders to control.

Namara is hiding from a warrant for her arrest for participating in the suppression of a counter insurgency ticket she was involved in. Her natural aggressiveness as an interrogator and cruel habits could land the unit in legal jeopardy. Namara is an adrenalin jockey who finds the downtime between tickets boring and enjoys killing. The unit leadership is unaware of her arrest warrant as she is a recent recruit.

(B24) TROOPER TOMOR ELENA

FIRE TEAM MEMBER

Str 7 (+0) **Dex** 7 (+0) **End** 7 (+0)
Int 6 (+0) **Edu** 8 (+0) **Soc** 8 (+0)

Male, Age 30, 3 Terms

1 Term Marine (Ground Assault, Lance Corporal)
2 Terms Striker (Sniper, Corporal)

Cr 6,000

Skills: Animals 0, Athletics 0, Battledress 0, Carouse 0, Gun Combat (Slug Rifle) 3, Heavy Weapons 0, Stealth 0, Streetwise 0, Recon 0, Survival 1, Tactics 0, Trade (Animal Husbandry) 0

Events & Mishaps: Stranded behind enemy lines; Unit decimated; Hostile fire longer than he liked.

Equipment: Advanced Combat Rifle.

Description: Tomor is a handsome, green-eyed man with fine hair he keeps cropped short so others will not notice how badly it is thinning. He hails from a mid-population, agrarian backwater world where livestock are raised for markets off world.

Tomor is a deadly shot with a rifle and coupled with his other skills has been employed as a sniper the past eight years in the *Stingray* platoon. He views his targets like the cattle he once herded on his father's ranch with a detached, callous attitude. He is frequently assigned to take out opposing forces leaders. Nolan (B22) has been assigned as his new spotter. Tomor isn't looking forward to training his new partner, his last one was killed in action.



CHARLIE/THIRD SQUAD

(C01) GUNNERY SERGEANT NEYEIR IDALDI

PLATOON NCO, SQUAD LEADER, APC FLYER, COMBAT MEDIC

Str	10 (+1)	Dex	9 (+1)	End	9 (+1)
Int	7 (+0)	Edu	8 (+0)	Soc	11 (+1)

Female, Age 35, 4.3 Terms

- 1 Term Army (Infantry, Lance Corporal)
- 2 Terms Marine (Ground Assault, Lance Sergeant)
- 1.3 Terms Striker (Rifleman, Gunnery Sergeant)

Cr 20,000

Skills: Athletics 0, Battledress 0, Computers 0, Carouse 0, Drive 0, Flyer 0, Gun Combat (Slug Rifle) 3, Heavy Weapons 0, Leadership 1, Medic 2, Melee (Blade) 1, Recon 1, Stealth 1, Streetwise 0, Tactics 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Brutal ground war; Fought entrenched guerrillas and goes badly; Security on space station; Embassy duty; Specialised training.

Decorations: Combat Badge, SEH, Wound Badge.

Equipment: Advanced Combat Rifle, Ally (Stassja Lourdes (D23)), Rival (Colour Sergeant 'Doc' Del Toro (D21)).

Description: Neyeir is an oddity being the only former Army NCO who cross-serviced into the Marines before embarking on a career with the *Stingrays*. Neyeir is a tall and elegant brunette with gray-green eyes from an asteroid home world. The oddity here is instead of entering a space career like belting, the Scouts, or the Navy she chose the Army.

In her first campaign she gained the highest award for valour but the long bitter conflict saw nearly every surviving battle traumatized veteran of it discharged so the government could put the debacle behind them. Those few medalled heroes like Neyeir were allowed to cross-transfer into the service of their choice, Neyeir chose the Marines. But her trauma kept her from combat and after two lacklustre terms she opted out and joined the *Stingrays*. Her SEH comes with an honorary Knighthood, a secret she has kept from the unit.

Neyeir was moved from the head of Delta Squad to take over Charlie Squad. She is concerned for the welfare of her soldiers and is often at loggerheads with Captain Snell (A06), particularly on hazardous assignments. This makes her seem short-tempered and angry to those outside her squad. Her rivalry with Tony 'Doc' Del Toro (D21) stems from his selfish actions under fire on a previous combat ticket. Ironically she shares and protects Medical team leader Stassja Lourdes' (D23) secret, but not for the physical reasons 'Doc' does. Neyeir identifies with Stassja's need for secrecy out of her own past's secret.

FIRE TEAM CHARLIE 1

(C11) SERGEANT PAPAL YEKARE

PLATOON NCO, FIRE TEAM LEADER

Str	8 (+0)	Dex	7 (+0)	End	8 (+0)
Int	6 (+0)	Edu	7 (+0)	Soc	6 (+0)

Male, Age 27, 2.3 Terms

- 1 Term Marine (Ground Assault, Lance Corporal)
- 1.3 Terms Striker (Rifleman, Sergeant)

Cr 5,000

Skills: Art (Singing) 1, Athletics 0, Battledress 0, Comms 1, Computers 0, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Recon 1, Stealth 0, Streetwise 0, Tactics (Military) 0.

Events & Mishaps: Trapped behind enemy lines; Specialised training.

Equipment: Advanced Combat Rifle.

Description: Papal is a brown haired and eyed, pale skinned man who is fond of singing. He and his sister Shamera are from a high-tech, high population, industrial world. Shamera has convinced her unwitting, doting younger brother Papal to keep her informed of the missions the *Stingray* platoon undertakes, what other military units they encounter and their general technology level. Papal doesn't know why his sister wants this data.

Papal is a promotion-replacement veteran of the unit for Gunnery Sergeant Idaldi (C01), advancing up through the ranks to the Fire Team Leader's slot. Papal looks after his Team, following Idaldi's example, especially his buddy Alaran (C12) who was badly wounded once. In off-duty times he can be found with Kaluur Anugiiska (C21) composing and singing tenor with him.

(C12) TROOPER ALARAN TELAXER

FIRE TEAM MEMBER

Str	9 (+1)	Dex	7 (+0)	End	8 (+0)
Int	6 (+0)	Edu	9 (+1)	Soc	8 (+0)

Male, Age 26, 2 Terms

- 1 Term Marine (Ground Assault, Lance Corporal)
- 1 Term Striker (Rifleman, Trooper)

Cr 10,000

Skills: Athletics 0, Battledress 1, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Melee (Blade) 1, Stealth 1, Seafarer 0, Survival 0, Tactics 0, Trade (Fisherman) 0.

Events & Mishaps: Frontlines of planetary assault; severely wounded; medically discharged; Cut off.

Decorations: MCUF, Wound Badge.

Equipment: Advanced Combat Rifle.

Description: Alaran has bright yellow hair and delicately shaped ears. He hails from a water world off the main trade lanes. Alaran decided the fisherman's life wasn't for him; he joined the Marines at 18 and never looked back.

An old head injury affects his ability to retain abstract information and he becomes easily confused under stress. His Fire Team members look after him in combat. Despite his handicap Alaran is an exceptional marksman and is no stranger to close-quarters combat.

(C13) TROOPER ELEKTRA GACEWIF

FIRE TEAM MEMBER

Str 6 (+0) **Dex** 8 (+0) **End** 10 (+1)
Int 8 (+0) **Edu** 7 (+0) **Soc** 7 (+0)

Female, Age 23 (103), 1.3 Terms

1 Term Marine (Ground Assault, Marine)

0.3 Terms Striker (Rifleman, Trooper)

Cr 5,000

Skills: Athletics 0, Battledress 0, Computers 0, Deception 2, Flyer 0, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Language 0, Stealth 0, Streetwise 0, Tactics 0, Zero-G 0.

Events & Mishaps: Trapped behind enemy lines.

Equipment: Advanced Combat Rifle, Anagathics (1 year supply), Autopistol.

Description: Elektra is an exotic, dark-skinned, amber-eyed woman with an unusual amount of fine light brown body hair. She claims she is from a high-technology ice world and that this is a genetic adaptation to her home world, this one of her many lies. She has officially served one term in the Marines and is a recent replacement recruit into the *Stingray* platoon. She has also lied about her age, claiming to be just 23 when, as a secret anagathics user, her chronological age is closer to 123.

Elektra is the deposed ruler from Romara's (B14) home world nation-state whose government collapsed under the guerrilla war Romara successfully participated in. Her hair growth is a side effect of the anagathics. Elektra is unaware of Romara's identity or his role in her fall from power. She knows of a treasure trove she hid some fifty years ago and hopes to convince her new 'comrades' to go after it for a share in the proceeds. Elektra is under no illusions of returning to power; she needs the cash it will bring to continue her anagathics usage.

(C14) LANCE CORPORAL DAMMAR 'DEAD-EYE'

RUULI

FIRE TEAM MEMBER

Str 7 (+0) **Dex** 10 (+1) **End** 7 (+0)
Int 6 (+0) **Edu** 7 (+0) **Soc** 8 (+0)

Male, Age 32, 3.5 Terms

2 Terms Marine (Ground Assault, Lance Corporal)

1.5 Terms Striker (Sniper, Corporal)

Cr 80,000

Skills: Animals 0, Athletics 0, Battledress 0, Gun Combat (Slug Rifle) 4, Heavy Weapons 0, Medic 0, Stealth 1, Tactics 0, Trade (Carpenter) 0.

Events & Mishaps: Displayed Heroism; Trapped behind enemy Lines; Disobeyed Orders Rescued Civilians; Hostile fire longer than liked.

Decorations: MCUF.

Equipment: Advanced Combat Rifle, 3 Contacts (Civilian Colonists), Enemy (Marine Officer).

Description: Dammar is an albino. Corrective surgery has alleviated his poor eyesight but his skin is china-white and sensitive to sunlight. A quiet man, he moves with a ghostlike stealth. Dammar's expertise with a rifle has him posted as a Sniper.

Dammar hails from a low technology world orbiting a dim M V star. He spends his idle time carving small wooden toys and animals. He and Sergeant Papal (C11) keep an eye on Alaran (C12) when the fight gets thickest. Dammar is a lethal, proven marksman who never talks about his confirmed kills or his skills. His nickname 'Dead-Eye' is justly earned.

FIRE TEAM CHARLIE 2

(C21) SERGEANT IZU UNGIGAR

PLATOON NCO, FIRE TEAM LEADER

Str 8 (+0) **Dex** 10 (+1) **End** 8 (+0)
Int 8 (+0) **Edu** 7 (+0) **Soc** 7 (+0)

Male, Age 31, 3.3 Terms

2 Terms Marine (Ground Assault, Corporal)

1.3 Terms Striker (Rifleman, Sergeant)

Cr 7,500

Skills: Advocate 0, Athletics 0, Battledress 1, Computers 0, Deception 1, Flyer 0, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Melee (Blades) 1, Stealth 1, Streetwise 0, Tactics 0.

Events & Mishaps: Trapped behind Enemy Lines; Covered up a crime; Stabilised local government.

Equipment: Advanced Combat Rifle.

Description: Sergeant Izu is an effeminate looking fellow with unusually protruding ears and is generally antisocial. Izu hails from a high-tech, high population, extremely high law level planet and trusts very few people. His experience in the Marine Corps covering for a fellow Marine who'd committed a felony landed him in courts martial and cashiered from the service.

Izu finds Kaluur's (C22) attentions amusing but annoying. He thus puts Kaluur on every dirty job he can. Izu hasn't allowed Kaluur's attention to drive him to murder (yet) but he has considered requesting that Kaluur be transferred to a different squad.



(C22) TROOPER KALUUR ANUGIISKA

FIRE TEAM MEMBER

Str	8 (+0)	Dex	7 (+0)	End	8 (+0)
Int	8 (+0)	Edu	7 (+0)	Soc	6 (+0)

Male, Age 24, 1.5 Terms
 1 Term Marine/Ground Assault, Marine)
 0.5 Term Striker (Rifleman, Trooper)

Cr 0

Skills: Athletics 0, Battledress 1, Computers 0, Engineer 0, Gun Combat (Energy Rifle) 1, Heavy Weapons 0, Streetwise 0, Tactics 0, Zero-G 0.

Events & Mishaps: Orbital garrison.

Equipment: Advanced Combat Rifle, Contact (SPA Port official), TAS.

Description: Kaluur is a very short man with black skin from a heavy gravity world. He plays the shaiidur very well with his long delicate fingers. The shaiidur is a five-stringed instrument from his cultural region of space. His high population home world underwent a major upheaval, and Kaluur's political activism against the anti-androgyny movement grew to the point he was released from the Marines on conscientious grounds. Kaluur's attraction to Team Leader Sergeant Izu Ungigar (C21) is causing some friction. Kaluur has, to date, done nothing but sing about his feelings.

(C23) LANCE CORPORAL BLESK MALAGA

FIRE TEAM MEMBER

Str	8 (+0)	Dex	8 (+0)	End	8 (+0)
Int	5 (-1)	Edu	7 (+0)	Soc	6 (+0)

Male, Age 31, 3.3 Terms
 1 Term Marine (Ground Assault, Marine)
 2.3 Terms Striker (Rifleman, Lance Corporal)

Cr 25,000

Skills: Animals 0, Athletics 0, Battledress 0, Comms 0, Explosives 1, Flyer 0, Gun Combat (Slug Rifle) 2, Heavy Weapons (MPA) 1, Jack-of-all-Trades 1, Stealth 0, Tactics 0, Trade (Blacksmith) 0.

Events & Mishaps: Disobeyed orders: saved civilians; Used less ammunition; Ticket not as advertised.

Equipment: Advanced Combat Rifle, 2 Contacts (Unit Requisitions Officer, Civilian Colonist), Enemy (Secret Warrior).

Description: Blesk is a slender built, blue-eyed fellow with brown hair who hails from a low-tech colony world on the frontier. Blesk is loyal and compassionate and gets very close to people he is around. Unfortunately for his Marine career this compassion not only got him cashiered, it gained him an honour-bound female enemy warrior who has sworn to track him down and regain her 'lost honour' by killing him in a gruesome fashion. Blesk is unaware this enemy warrior is stalking him.

Blesk's loyalty extends to all current members of the *Stingray* platoon and he will lend anyone a hand that asks it of him, even some of his more truculent unit members.

(C24) TROOPER DAGASUU 'JOLLY' SHASIIGA

FIRE TEAM MEMBER

Str	10 (+1)	Dex	10 (+1)	End	8 (+0)
Int	8 (+0)	Edu	4 (-1)	Soc	6 (+0)

Male, Age 26, 2 Terms
 1 Term Marine (Ground Assault, Marine)
 1 Term Striker (Rifleman, Trooper)

Cr 10,000

Skills: Art 0, Athletics 0, Battledress 0, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Language (alien) 1, Tactics 0, Trade (Weaver) 0.

Events & Mishaps: Rivalry in service, Long Term Contract.

Equipment: Advanced Combat Rifle, Enemy (Marine).

Description: Dagasuu is a misshapen, ugly fellow with large teeth and large feet. He comes from a Low-tech, arid frontier world where the spoken word and its various art forms are highly valued. There he was considered an artist, a master of sarcasm and ritual insult. Dagasuu's enemy is from his homeworld, a man he verbally humiliated before leaving for the *Stingray* platoon. This enemy has sworn to see his verbal undoing; or he may up the ante with something with a higher calibre.

In the Fire Team, Dagasuu is the one with the sharp, pithy remarks when things look their darkest. Indeed if he didn't have something dark and nasty to say daily his comrades would send him off to see the medic. His moniker 'Jolly' is a sarcastic handle and it is one he approves of.

LOCK 'N' LOAD

The first seven Mercs of the Burglar Element to hit the roof and head downstairs were led by Gunny Arguur 'Aces' Shieir, and comprised Corporal Dapr 'Nobby' Clarke, Trooper Obadiah Chesterfield, as well as Sergeant Dentine Byrne, Troopers Freda Aquialet, Chi Xi-Dang, and Med-tech Trooper Stassja Lourdes.

Captain Hannah "Lucky" Snell led the second Burglar element, comprising Sergeant Izu Ungigar, Lance Corporals Tamila Dezhanzeq, Ejada Remullard, Troopers Viri Menisci, Britt Omak, Temok Perdykir, and Medical Sergeant Antonio del Toro.

Gunny 'Aces' team cleared the eighth floor immediately. They'd knocked out six rebel personnel in their path as Snell's team swept down to the seventh floor. The blackout had crippled the elevators, so the two stairwells at the east and west sides were the only means of egress.

The rebels were starting to come out of their rooms when Snell's point man, Trooper Britt Omak tranq-gunned a rebel rifleman, and the stun grenades went rolling through when the man slumped down after discharging a shot. Three other rebels fired back - two were tranquilised, the last was hit by a 4 cm Snot-gun round, gluing him to the doorway and fouling his weapon.

Snell's team cleared the second floor's last room as the Barracuda's lasers annihilated two dump trucks outside. The blasts shook the windows from their frames down into the street below.

Still there was no sign of their quarry, Snell frowned. This had better not be a dry hole! She and her team doubled back, following the intermittent bleeping maser beacon signal the government infiltrator had left there.

Shieir's team moved down to the sixth floor by the west side stairs, while Snell's raced to the fifth on the east side stairwell. Both teams got into a brief exchange of fire with armed rebels running up the stairs, resulting in minor wounds to Troopers Omak, Chesterfield, Aquialet and Remullard before the rebels were put to sleep.

DELTA/FOURTH SQUAD

(D01) GUNNERY SERGEANT ARGUUR 'ACES' SHIEIR
PLATOON NCO, SQUAD LEADER, APC FLYER

Str 7 (+0) **Dex** 7 (+0) **End** 7 (+0)
Int 10 (+1) **Edu** 8 (+0) **Soc** 8 (+0)

Male, Age 40, 5.5 Terms

2 Terms Marine (Support, Corporal)

3.5 Terms Striker (Rifleman, Gunnery Sergeant)

Cr 115,000

Skills: Athletics 0, Battledress 1, Carouse 0, Computers 0, Flyer (Grav) 2, Gun Combat (Slug Rifle) 4, Heavy Weapons (MPA) 1, Stealth 1, Streetwise 0, Survival 0, Tactics (Military) 1, Trade (Space Construction/Habitats) 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Frontlines of planetary assault; Trapped behind enemy lines; Marooned by client; Led unit to safety; Forced to act.

Equipment: Advanced Combat Rifle, 2 Allies (Corporal Dapr 'Nobby' Clarke (A12), Corporal Dentine Byrne (A21)), 2 Enemies (Marine Officer, Corporation CEO).

Description: Arguur is a rough-hewn faced man, lean and wiry like a leopard with green eyes and black silky hair. He comes from an airless world in the heart of the sector. Like Gunnery Sergeant Besiori (B01), he is one of the 'old wolves' of the unit; indeed the oldest surviving member left, now in his thirteenth year with the *Stingray* platoon. In combat, on the ticket, he is tenacious when closing with the enemy and never gives up a position or a man - something that has earned the loyalty, respect and fear of those serving under him.

His nickname 'Aces' comes not from gambling at cards but that Arguur always has a plan "B", or "an Ace" up his sleeve when things on the ticket don't go as planned. He wears a lot of green and black off duty, colours of luck and courage from his homeworld. Arguur's enemies are few: the Marine CO that blamed him for the mission that failed leaving him the sole survivor and the Planetary Mining Corporation CEO that left him and the *Stingray* platoon marooned on a rebellious mining colony world twelve years ago. Aces has served as the squad leader of all four squads in the unit to date and is, if he survives, the likeliest candidate to become the platoon's First Sergeant.

FIRE TEAM DELTA 1

(D11) SERGEANT SHALAKI DANUU
PLATOON NCO, FIRE TEAM LEADER

Str 11 (+1) **Dex** 8 (+0) **End** 6 (+0)
Int 7 (+0) **Edu** 7 (+0) **Soc** 6 (+0)

Female, Age 27, 2.3 Terms

1 Term Marine (Support, Lance Corporal)

1.3 Terms Striker (Rifleman, Sergeant)

Cr 60,000

Skills: Animals 0, Athletics 0, Battledress 0, Carouse 0, Drive 0, Gambler 1, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 2, Heavy Weapons (MPA) 1, Stealth 1, Survival 0, Tactics 0.

Events & Mishaps: Trapped behind enemy lines; Ticket with plausible deniability.

Decorations: Wound Badge (Exposed to 110 Rads).

Equipment: Advanced Combat Rifle.

Description: Shalaki is an attractive woman with short-cropped blonde hair and brown eyes. She has a flattering wardrobe that includes many hats. Shalaki's hair is thinning from being posted close to a fusion gun artillery piece. She is the 'party-girl', always on the hunt for companionship. 'Treat everyday like it was your last', she argues, 'and live life to the full.'

Shalaki was a farmer's daughter until massive volcanic eruptions and earthquakes came to her planet. Millions died but her impression of the Marines who took care of the refugees prompted her enlistment. Shalaki is a vehicle driver in Delta Squad and drives by the seat of her pants. Shalaki has managed to gamble her small savings into a sizable stake.

(D12) CORPORAL IGUDI BIALY

FIRE TEAM MEMBER

Str 8 (+0) **Dex** 6 (+0) **End** 8 (+0)
Int 7 (+0) **Edu** 8 (+0) **Soc** 5 (-1)

Male, Age 30, 3 Terms

2 Terms Marine (Support, Lance Corporal)

1 Term Striker (Rifleman, Corporal)

Cr 25,000

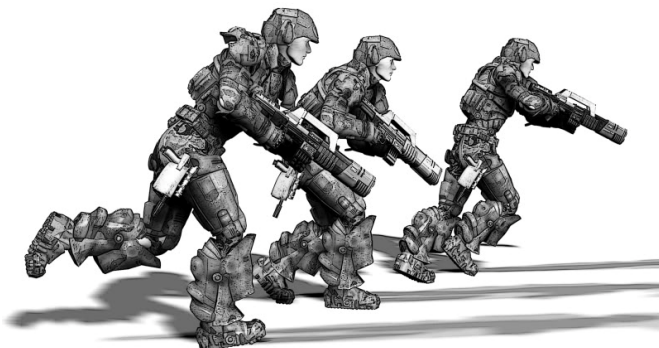
Skills: Art 0, Athletics 0, Battledress 0, Carouse 0, Drive 0, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 2, Heavy Weapons (MPA) 1, Mechanic 1, Stealth 0, Survival 0, Tactics 0.

Events & Mishaps: Planet bound; Protective Forces training; Additional training.

Equipment: Advanced Combat Rifle, Autopistol.

Description: Igudi is a tall, lanky, copper-haired, pale skinned, high cheek boned man with green eyes. He acts like the scion of a noble house, cultivating the image of an exiled heir awaiting his restoration someday. In reality, Igudi is from a poor family but a little role-playing helps pass the time when in garrison or on boring patrols - no one gets hurt, right?

Igudi was an accomplished actor in pre-college days. He joined the Marines and landed a job driving officers, many of whom were nobly born. He is a vehicle mechanic and a driver in the squad.



(D13) LANCE CORPORAL TAMILA DEZHANZEQ

FIRE TEAM MEMBER

Str 8 (+0) **Dex** 7 (+0) **End** 7 (+0)
Int 6 (+0) **Edu** 8 (+0) **Soc** 6 (+0)

Female, Age 26, 2 Terms

1 Term Marine (Support, Marine)

1 Term Striker (Rifleman, Lance Corporal)

Cr 5,000

Skills: Admin 1, Athletics 0, Battledress 0, Carouse 0, Computers 0, Gun Combat (Slug Rifle) 1, Heavy Weapons (MPA) 1, Recon 1, Stealth 0, Streetwise 0, Tactics 0, Vacc Suit 1, Zero-G 0.

Events & Mishaps: Frontlines of Planetary Assault; Aboard Naval vessels.

Equipment: Advanced Combat Rifle, Ally (Unit Requisitions' Officer).

Description: Tamila is a dark-eyed, dark-skinned, raven-haired woman with a wide chin and small ears. Born on a densely populated, caste-ridden world she was destined for a minor administrative role. Her bubbly personality and outlook however were at odds with her social peers and she eventually joined the Marines as a way off world.

Tamila tends to the severe, conservative, shapeless clothing style of her culture: ankle length skirt and high necked, full-sleeved blouses. Tamila also doubles as the unit clerk, a job she held in the Marines, and keeps the unit's records on pay, leave and tickets.

(D14) LANCE CORPORAL EJADA REMULLARD

FIRE TEAM MEMBER

Str 9 (+1) **Dex** 7 (+0) **End** 7 (+0)
Int 6 (+0) **Edu** 8 (+0) **Soc** 4 (-1)

Female, Age 26, 2 Terms

1 Term Marine (Support, Marine)

1 Term Striker (Rifleman, Lance Corporal)

Cr 40,000

Skills: Art (Cooking) 1, Athletics 0, Battledress 0, Broker 1, Combat Engineer (Fortification) 1, Flyer 0, Gun Combat (Energy Rifle) 1, Gun Combat (Slug Rifle) 2, Heavy Weapons (MPA) 1, Jack-of-all-Trades 1, Leadership 1, Stealth 0, Streetwise 0, Tactics 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Planetary assault and siege; Ill, missed Ticket.

Decorations: Wound Badge.

Equipment: Advanced Combat Rifle.

Description: Ejada is a tall woman with long brown hair and blue eyes. She is an ejiur, a keeper of the dead: a butcher and a chef in her culture by caste, she is licensed to handle all manner of dead flesh. Off duty she wears predominately white, reflecting the purity of her soul. Ejada is fastidious and vain about her appearance.

In the support squad Ejada establishes any positions that need fortifying and obstacles raised or cleared putting her usually in direct contact with Lance Corporal Nazoleyr (B14) who emplaces the explosives.

FIRE TEAM DELTA 2

(D21) COLOUR SERGEANT ANTONIO 'DOC' DEL TORO

PLATOON NCO, FIRE TEAM LEADER, PLATOON MEDIC

Str 8 (+0) **Dex** 8 (+0) **End** 9 (+1)
Int 6 (+0) **Edu** 9 (+1) **Soc** 8 (+0)

Male, Age 35, 4.3 Terms

2 Terms Marine (Support, Corporal)

2.3 Terms Commando (Technician, Colour Sergeant)

Cr 10,000

Skills: Admin 0, Athletics 0, Battledress 0, Carouse 0, Computers 1, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Language 0, Life Science 0, Medic 4, Recon 0, Stealth 1, Tactics (Military) 1.

Events & Mishaps: Commanding Officer took interest in career; Trapped behind enemy lines; Time on Mercenary Cruiser; Chance to be in harms way, did not.

Equipment: Advanced Combat Rifle, Ally (Stassja Lourdes (D23)), Autopistol, Rival (Gunnery Sergeant Neyeir Idaldi (C01), TAS.

Description: Tony has deep black eyes and short black hair. He is cheerful and always laughing. Tony comes from a mid population world and received an excellent education but lost his college scholarship due to his distillation of spirits on campus. Undeterred, he enlisted in the Marines to train as a medic. He made a favourable impression on the Chief Medical Officer who steered his rise in rank. He was assigned as the medic to a Black Ops mission of Recon Marines which went horribly wrong, for which he was ejected from the Corps.

He was recruited into *Stingray* platoon in the role of Commando-Technician (Medical). He also found a home for his distillation habit and improved his medical skills in the bloody tickets the unit took on. As the Platoon Medic Tony looks after all of the platoon's medics. He is the keeper of the unit's still; making sure it is safely transported and reassembled as the unit moves from assignment to assignment. He has an ally in his subordinate, medic Stassja Lourdes (D23), for whom he has twice thwarted her jilted ex-husband's attempts to locate and seize her.

A SURPRISE CATCH

'Nobby' Clarke and Chesterfield hit the second room on the left and surprised a janitor attempting to climb out onto the fire escape. "Hey, friend! Climb back in!" 'Nobby' yelled. "Hands up, that's the good fellow!" The man in the janitor's grey coveralls backed up, and slowly raised his hands.

"Now, turn about so we can see your face," 'Nobby' added as Chesterfield covered the man with the spotlight on his ACR. Nobby looked at the man wincing away from the halogen flashlight; he spied the man's expensive shirt and red silk tie beneath the shabby coveralls. He slapped his helmet HUD and recalled the image of 'Red-Melon' and his little brother, who they'd nicknamed 'Peach Fuzz'. It was one of the two, he was sure.

"Oscar Six, Delta Six, 'Nobby' here, sixth floor, second room left," the ugly Corporal grinned. "I've a piece of fruit we should check out."

"Good work, 'Nobby'," Delta Six/Shieir commed back, "Zip tie him until we've cleared the floor, over."

"All over it, 'Aces!" 'Nobby' grinned like a hobgoblin as he looked at the brief case of money by the window. "Okay 'Peach Fuzz': face down, and play nice, or we shan't be polite."

(D22) TROOPER FEODOR PETROVICH FIRE TEAM MEMBER, HEAVY WEAPONS SPECIALIST

Str 9 (+1) **Dex** 6 (+0) **End** 10 (+1)
Int 6 (+0) **Edu** 9 (+1) **Soc** 5 (-1)

Male, Age 30, 3 Terms
1 Term Marine (Support, Marine)
2 Terms Commando (Technician, Trooper)

Cr 30,000

Skills: Animals 0, Athletics 0, Battledress 1, Deception 1, Engineer 0, Explosives 1, Gun Combat (Slug Rifle) 1, Heavy Weapons (Launchers) 2, Physical Science 0, Stealth 0, Tactics 0.

Events & Mishaps: Advanced Training; Trapped behind enemy lines; Extensive training; Time in gambling houses.

Equipment: Advanced Combat Rifle, Ally (Ibarra Zhibevine (D24)), Rival (Tamil Rhodero (B13)).

Description: Feodor has a muscled physique, pale blonde hair and dark blue eyes. Passersby mistake him for a male model or body-builder. Feodor’s narcissism and desire to be his physical best has a dark side: he is addicted to ‘Prism’, a drug that helps build muscle mass but has a tendency to make the user paranoid if used too long or excessively.

Feodor is the unit’s heavy weapon’s specialist and with that role he tends towards being “the best with the biggest” and drives himself to be just that. Feodor and Ibarra (D24) team up when physical or sports challenges within the unit come up. Feodor strongly believes, wrongly due to Prism’s affects on the mind, that Tamil Rhodero (B13) is trying for his ‘position’ within the unit.

(D23) TROOPER STASSJA LOURDES FIRE TEAM MEMBER

Str 7 (+0) **Dex** 9 (+1) **End** 9 (+1)
Int 9 (+1) **Edu** 8 (+0) **Soc** 6 (+0)

Female, Age 28, 2.5 Terms
1 Term Marine (Support, Marine)
1.5 Terms Commando (Technician, Team Leader)

Cr 4,000

Skills: Athletics 0, Battledress 0, Comms 0, Computers 0, Flyer (Grav) 0, Gun Combat (Slug Rifle) 2, Heavy Weapons 0, Medic 2, Stealth 0, Tactics (Military) 0, Zero-G 1.

Events & Mishaps: Protective Forces training; Battles with aliens.

Equipment: Advanced Combat Rifle, 2 Allies (Colour Sergeant Tony del Toro (D21), Gunnery Sergeant Neyeir Idaldi (C01)), Enemy (jilted ex-husband Carlos D’ Conti).

Description: Stassja is an athletically built, attractive woman with hazel eyes who shaves her head. She is very secretive, concealing anything of her life before joining the *Stingrays*. She rebelled against an arranged marriage and joined the Marines as a means of escape. She took on a new identity; her real name is Staci Villiers D’ Conti. Her move to the orbital port wasn’t enough distance from her ex-husband and after filing for divorce she fled off world for the life of a mercenary.

In the *Stingrays* she has two allies in keeping her secret: Colour Sergeant Tony ‘Doc’ del Toro (D21) her current love interest and Fire Team Leader Gunnery Sergeant Neyeir Idaldi (C01).

CAUGHT IN THE ACT

Below Corporal Clarke and Trooper Chesterfield, in the middle apartment on the fifth floor Snell’s team broke into it, catching a man and woman hastily dressing. Money and a pair of handguns had been hastily tossed into a pair of suitcases. The signal bleep was strongest here, Snell discovered with some surprise, from the woman herself. Imbedded microchip transmitter? Very slick! The man made a play for the gun and got tranquilized for his trouble by four ACRs. The woman surrendered without a fuss, and a look of relief as Snell stepped into the room.

“Pack him out of here, let’s hustle! Miss?”, Snell asked the woman, lowering her sidearm slightly.

“Dariah, Dariah Klesh,” the attractive woman operative replied, “State Security, Badge number 787998. You’re Captain Snell, yes?” She tabbed herself under her left ear and the bleeping signal ceased on Snell’s armband hand computer.

“Right,” Snell replied with a nod as Trooper Perdykir and Sergeant Ungigar hauled ‘Red Melon’/Gharri Kellerman out. “If you want to leave with us, we can arrange that.” Klesh nodded and gestured to the door. “After you then, please!” Snell replied. She commed Shieir’s team, and then the Barracuda as she shut the door.

“All elements, all Burglar, Noose, Over Watch and Lander elements, we have ‘Red Melon’ and ‘Peach fuzz’! Standby for dust off on my call!”

Snell passed Sergeant del Toro minding a wounded Trooper Remullard’s left arm in the hall way. She looked to where the already bandaged Britt Omak was keeping security on the stairwell down to the fourth floor. “Trooper! Snot gun the stairs below, and then let’s scoot for the roof!” Trooper Omak grinned and began pumping glue-gun rounds with glee.

MARINES, WE ARE LEAVING!

The two G-carriers with the Burglar element lifted off, and in counter-clockwise flight, swept down and picked up the Over Watch sniper teams in the reverse order of their drop off.

In the streets below, Sergeant Papal Yekare’s Noose-Four drove down to the wrecked Noose-Two gun truck through burning cars, smoking rubble and shattered glass, as Gunny Besiori and his crew tossed all the movable sensitive items off of it into the trunk. Trooper Romara Nazoleyr dashed across as Besiori’s crew clambered aboard and set the demolition charges before she ran back herself.

Noose-Three and One’s gun trucks kept security over the personnel evacuation/extraction; all three then sped back west to the Pick-up Zone. At D-plus twenty minutes the thermite grenades ignited and sent the gun truck into a fiery magnesium phosphorescent blaze.

“Mothership, Lander-One, we have dust off!”

“Lander-One, this is Mothership, roger.”

“Mothership, Lander-Two we have dust off.”

“Lander-Two, this is Mothership, roger.”

“Mothership, this is G-carrier Two, we have Peach Fuzz, and calling dust off!”

“G-carrier Two, Mothership: outstanding! Roger that!”

“Mothership, this is Oscar-Six on G-carrier One, we have ‘Red Melon’, and one indigenous friendly, calling dust off!”

“Oscar-Six, this is Oscar-Seven on Mothership, and congratulations Captain! Mothership ceasing ECM fire-mission Mime, time now!”

(D24) TROOPER IBARRA ZHIEBINEV

FIRE TEAM MEMBER, COMBAT MEDICAL TECHNICIAN

Str	9 (+1)	Dex	8 (+0)	End	10 (+1)
Int	7 (+0)	Edu	6 (+0)	Soc	7 (+0)

Female, Age 28, 2.5 Terms

2 Terms Marine (Support, Marine)

1.5 Terms Commando (Medical, Technician)

Cr 10,000

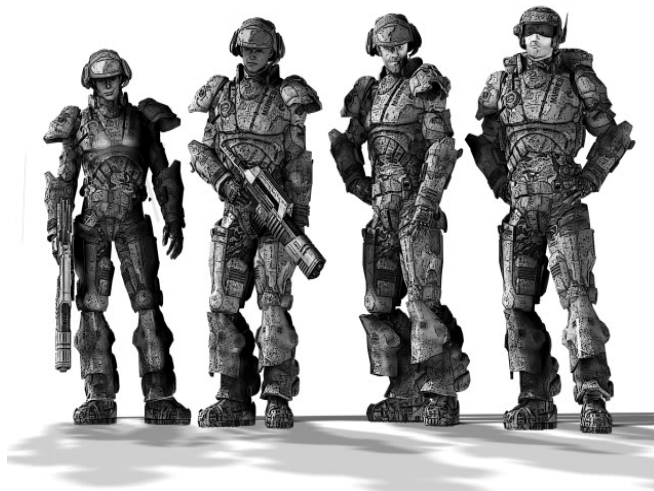
Skills: Animals 0, Athletics 0, Battledress 1, Combat Engineer (Surveillance) 1, Comms 1, Computer 0, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 1, Heavy Weapons 0, Medic 1, Remote Operations 0, Sensors 1, Tactics 0.

Events & Mishaps: Against firmly established target; Advanced training.

Equipment: Advanced Combat Rifle, Autopistol.

Description: Ibarra has dark brown hair, pale blue eyes and full lips. She is very energetic, always working out when off-duty and volunteers to take part in the inter-unit sports challenges that the Sergeant Major cooks up, often with Feodor (D22) as a partner. Ibarra is one of the few members of the unit that looks forward to physical training while in garrison.

She is the newest medic in the unit. Her other role in the unit and of Delta Squad is to set up the unmanned surveillance equipment and early-warning sensors. She is currently studying the books hard between missions in how to use the remote sensor drones the unit has acquired but have not deployed yet.



EPILOGUE

"For the record, sir, please read aloud the prepared statement you see before you," Captain Hannah 'Lucky' Snell asked patiently, while Trooper Viri Menisci stood by with the holo-projector camera. The captive was flanked by Troopers Temok Perdykir

"I refuse to read this!" the man who denied his identity as Gharri Kellerman stated defiantly, despite having been kept awake since reviving after being drugged by multiple 5 mm tranq rounds, spitting in Snell's face. "My name is not Kellerman —its Hessel, Georg Hessel. I'm a radio technician for ABBS Radio, you...you hired cutthroat!"

Snell let the spittle fall off, and straightened up, looking at Trooper Perdykir who shook his head "no" behind him, and then at Menisci who held a recorder, and nodded as she mouthed "it's him".

"The game's over, Gharri. You're an exact voice print match for the former Prime Minister, and a dead on the nail DNA match from Government medical records, according to my Chief Medical officer, Sergeant del Toro," Snell said as calm as she could muster, wiping off his spit with the back of her hand.

"Worse still he assures me, you're a perfect match from dental records. Oh, yes: we came prepared, sir. Now," she added conversationally, "I don't usually tell on my clients, but there is a dead or alive bonus clause on you; either way, we get paid for you, do you understand? You're brother, Jorge, and your lover, Dariah have already identified you, so read the paper please, or the newscasters can report you died like a coward, fleeing the city with sixty-eight million credits like a common thief."

Snell applied the meson stare to her captive and in a voice as warm as hard vacuum whispered, "I don't give a mega freighter's hold's worth of groat shemduur whether you go down in history as a martyr to your own crooked cause, or in an unmarked grave! As you said: I'm a hired cutthroat, but in your case I can live with half pay for me and my troops, and you dead. Consider your next reply most wisely, sir."

"If...if I read this, my followers will think I've sold out, surrendered our cause!" He replied, shaking and sweating as Snell casually withdrew her sidearm and chambered a round.

"With what my troops and I saw in your lair, you'd already made that decision sir. I have enough of you and your lover on film to make that story your epitaph," Snell said and took aim between Gharri's eyes. Troopers Perdykir and Menisci watched, aghast and wide-eyed. Snell leaned forward so that Gharri could hear the low growl in her voice as she whispered to him, her pistol still pointing at the man's forehead.

"A great man once wrote 'history is written by the victors'. Read the text, Mr Gharri, or we write yours."

RED SHIRTS

There are many times when a Referee needs a few NPCs for a bar fight, street brawl or other scene of chaos. This section provides 48 ready-made, throw-away NPCs for use by the Referee. Note that these are **not** complete NPCs: no careers, names or ranks are used, and only characteristics, combat related skills, combat related equipment and cash to hand are shown. Enjoy!

How to use this NPC list: Roll for individual NPCs using d66 (1d6*10 + 1d6, giving a range between 11 and 66). Apply a discretionary DM of +1 or -1 to the first 1d6 to get ranges of 0 to 7. Note that NPCs 01 to 06 all have Psionic Talents. NPCs 71 to 76 are more challenging.

01

Str 5 (-1) **Dex** 7 (+0) **End** 8 (+0)
Int 5 (-1) **Edu** 7 (+0) **Soc** 8 (+0) **Psi** 11 (+1)

Age 30
Cr 100

Psionic Talents: Awareness 0, Telepathy 1.
Skills: Melee (Blade) 1, Melee (Unarmed) 1.
Equipment: Blade.

02

Str 7 (+0) **Dex** 5 (-1) **End** 6 (+0)
Int 5 (-1) **Edu** 7 (+0) **Soc** 5 (-1) **Psi** 8 (+0)

Age 22
Cr 200

Psionic Talents: Clairvoyance 0, Telekinesis 1, Telepathy 0, Teleportation 0.
Skills: Melee 0.
Equipment: Club.

03

Str 10 (+1) **Dex** 7 (+0) **End** 5 (-1)
Int 10 (+1) **Edu** 7 (+0) **Soc** 8 (+0) **Psi** 9 (+1)

Age 42
Cr 200

Psionic Talents: Awareness 1, Telekinesis 1, Telepathy 0.
Skills: Jack-of-All-Trades 1, Melee (Blade) 1.
Equipment: Blade, Cloth Armour.

04

Str 9 (+1) **Dex** 10 (+1) **End** 7 (+0)
Int 6 (+0) **Edu** 6 (+0) **Soc** 6 (+0) **Psi** 8 (+0)

Age 26
Cr 100

Psionic Talents: Telekinesis 0, Telepathy 0, Teleportation 0.
Skills: Gun Combat (Slug Pistol) 1, Melee (Blade) 1.
Equipment: Blade, Body Pistol, Mesh Armour.

05

Str 9 (+1) **Dex** 11 (+1) **End** 7 (+0)
Int 6 (+0) **Edu** 6 (+0) **Soc** 7 (+0) **Psi** 10 (+1)

Age 30
Cr 500

Psionic Talents: Clairvoyance 0, Telekinesis 0, Telepathy 0, Teleportation 1.
Skills: Melee (Unarmed) 1.
Equipment: Jack Armour.

06

Str 9 (+1) **Dex** 8 (+0) **End** 4 (-1)
Int 11 (+1) **Edu** 6 (+0) **Soc** 4 (-1) **Psi** 7 (+0)

Age 42
Cr 200

Psionic Talents: Telekinesis 1, Telepathy 0.
Skills: Gun Combat (Energy Pistol) 1, Leadership 1, Melee (Blade) 1, Melee (Unarmed) 1.
Equipment: Dagger, Jack Armour.

11

Str 4 (-1) **Dex** 10 (+1) **End** 7 (+0)
Int 5 (-1) **Edu** 3 (-1) **Soc** 5 (-1)

Age 26
Cr 500

Skills: Jack-of-All-Trades 1, Melee (Blade) 1.
Equipment: Dagger.

12

Str 8 (+0) **Dex** 5 (-1) **End** 7 (+0)
Int 8 (+0) **Edu** 6 (+0) **Soc** 8 (+0)

Age 30
Cr 2,000

Skills: Gun Combat (Slug Pistol) 1, Melee (Blade) 1.
Equipment: Auto Pistol, Blade, Mesh Armour.

13

Str 9 (+1) **Dex** 9 (+1) **End** 7 (+0)
Int 9 (+1) **Edu** 4 (-1) **Soc** 4 (-1)

Age 22
Cr 100

Skills: Gun Combat (Energy Pistol) 1.
Equipment: Jack Armour, Laser Pistol.

14

Str 9 (+1) **Dex** 7 (+0) **End** 10 (+1)
Int 4 (-1) **Edu** 6 (+0) **Soc** 5 (-1)

Age 22
Cr 0

Skills: Melee 0.
Equipment: Dagger.

15

Str 12 (+2) **Dex** 4 (-1) **End** 8 (+0)
Int 4 (-1) **Edu** 7 (+0) **Soc** 11 (+1)

Age 34
 Cr 1,000

Skills: Gun Combat (Slug Pistol) 1, Melee (Blade) 2.
Equipment: Cloth Armour, Gauss Pistol, Sword.

16

Str 4 (-1) **Dex** 8 (+0) **End** 7 (+0)
Int 5 (-1) **Edu** 8 (+0) **Soc** 7 (+0)

Age 26
 Cr 100

Skills: Melee (Unarmed) 1.
Equipment: Cloth Armour.

21

Str 11 (+1) **Dex** 9 (+1) **End** 10 (+1)
Int 10 (+1) **Edu** 9 (+1) **Soc** 9 (+1)

Age 22
 Cr 200

Skills: Melee (Bludgeon) 1.
Equipment: Club, Jack Armour.

22

Str 8 (+0) **Dex** 7 (+0) **End** 10 (+1)
Int 4 (-1) **Edu** 6 (+0) **Soc** 3 (-1)

Age 26
 Cr 0

Skills: Melee (Bludgeon) 1.
Equipment: Club, Jack Armour.

23

Str 10 (+1) **Dex** 6 (+0) **End** 9 (+1)
Int 5 (-1) **Edu** 6 (+0) **Soc** 7 (+0)

Age 30
 Cr 1,000

Skills: Melee (Blade) 1, Melee (Unarmed) 1.
Equipment: Mesh Armour, Sword.

24

Str 5 (-1) **Dex** 11 (+1) **End** 8 (+0)
Int 7 (+0) **Edu** 6 (+0) **Soc** 9 (+1)

Age 30
 Cr 100

Skills: Gun Combat (Slug Pistol) 1, Melee (Blade) 1,
 Melee (Unarmed) 1.
Equipment: Blade, Body Pistol, Cloth Armour.

25

Str 6 (+0) **Dex** 5 (-1) **End** 10 (+1)
Int 9 (+1) **Edu** 6 (+0) **Soc** 8 (+0)

Age 26
 Cr 2,000

Skills: Gun Combat (Slug Pistol) 1.
Equipment: Auto Pistol, Jack Armour.

26

Str 10 (+1) **Dex** 4 (-1) **End** 7 (+0)
Int 6 (+0) **Edu** 5 (-1) **Soc** 3 (-1)

Age 30
 Cr 1,000

Skills: Melee (Blade) 2.
Equipment: Dagger, Mesh Armour.

31

Str 9 (+1) **Dex** 8 (+0) **End** 6 (+0)
Int 8 (+0) **Edu** 7 (+0) **Soc** 9 (+1)

Age 34
 Cr 100

Skills: Jack-of-All-Trades 1, Leadership 1, Melee 0.
Equipment: Blade, Jack Armour.

32

Str 6 (+0) **Dex** 7 (+0) **End** 5 (-1)
Int 7 (+0) **Edu** 5 (-1) **Soc** 5 (-1)

Age 26
 Cr 500

Skills: Melee (Blade) 1, Melee (Unarmed) 1.
Equipment: Blade, Jack Armour.

33

Str 9 (+0) **Dex** 9 (+1) **End** 5 (-1)
Int 5 (-1) **Edu** 8 (+0) **Soc** 7 (+0)

Age 38
 Cr 1,000

Skills: Gun Combat (Shotgun) 1, Melee (Blade) 1,
 Melee (Unarmed) 2, Tactics (Military) 1.
Equipment: Dagger, Jack Armour, Shotgun.

34

Str 8 (+0) **Dex** 5 (-1) **End** 7 (+0)
Int 7 (+0) **Edu** 10 (+1) **Soc** 5 (-1)

Age 30
 Cr 500

Skills: Gun Combat (Slug Pistol) 2, Melee (Unarmed) 1.
Equipment: Auto Pistol, Jack Armour.

35

Str 7 (+0) **Dex** 5 (-1) **End** 8 (+0)
Int 7 (+0) **Edu** 7 (+0) **Soc** 4 (-1)

Age 34
 Cr 0

Skills: Melee (Bludgeon) 1, Melee (Unarmed) 2.
Equipment: Club.

36

Str 11 (+1) **Dex** 7 (+0) **End** 10 (+1)
Int 7 (+0) **Edu** 9 (+1) **Soc** 6 (+0)

Age 26
 Cr 100

Skills: Gun Combat (Slug Pistol) 1, Melee (Blade) 1.
Equipment: Auto Pistol, Dagger.

41

Str 8 (+0) **Dex** 12 (+2) **End** 7 (+0)
Int 5 (-1) **Edu** 7 (+0) **Soc** 9 (+1)

Age 30
 Cr 3,000

Skills: Gun Combat (Slug Pistol) 1, Melee (Blade) 1.
Equipment: Auto Pistol, Blade, Cloth Armour.

42

Str 4 (-1) **Dex** 6 (+0) **End** 8 (+0)
Int 5 (-1) **Edu** 5 (-1) **Soc** 4 (-1)

Age 22
 Cr 0

Skills: Melee 0.
Equipment: None.

43

Str 8 (+0) **Dex** 6 (+0) **End** 11 (+1)
Int 9 (+1) **Edu** 8 (+0) **Soc** 6 (+0)

Age 38
 Cr 500

Skills: Gun Combat (Slug Pistol) 1, Leadership 1,
 Melee (Bludgeon) 1, Melee (Unarmed) 1.
Equipment: Body Pistol, Club, Jack Armour.

44

Str 6 (+0) **Dex** 6 (+0) **End** 7 (+0)
Int 12 (+2) **Edu** 7 (+0) **Soc** 11 (+1)

Age 30
 Cr 200

Skills: Melee (Blade) 1.
Equipment: Cloth Armour, Sword.

45

Str 6 (+0) **Dex** 4 (-1) **End** 6 (+0)
Int 8 (+0) **Edu** 7 (+0) **Soc** 4 (-1)

Age 26
 Cr 200

Skills: Melee (Bludgeon) 1, Melee (Unarmed) 1.
Equipment: Club.

46

Str 7 (+0) **Dex** 8 (+0) **End** 7 (+0)
Int 9 (+1) **Edu** 6 (+0) **Soc** 7 (+0)

Age 34
 Cr 2,000

Skills: Jack-of-All-Trades 1, Melee (Unarmed) 2.
Equipment: Body Pistol, Dagger, Jack Armour.

51

Str 5 (-1) **Dex** 8 (+0) **End** 5 (-1)
Int 6 (+0) **Edu** 5 (-1) **Soc** 6 (+0)

Age 30
 Cr 200

Skills: Gun Combat (Slug Pistol) 1, Melee (Blade) 1.
Equipment: Blade, Jack Armour, Revolver.

52

Str 12 (+2) **Dex** 7 (+0) **End** 9 (+1)
Int 6 (+0) **Edu** 9 (+1) **Soc** 9 (+1)

Age 26
 Cr 3,000

Skills: Gun Combat (Slug Pistol) 1.
Equipment: Body Pistol, Jack Armour.

53

Str 7 (+0) **Dex** 6 (+0) **End** 7 (+0)
Int 10 (+1) **Edu** 5 (-1) **Soc** 8 (+0)

Age 34
 Cr 100

Skills: Gun Combat (Energy Rifle) 1, Melee (Blade) 1,
 Melee (Bludgeon) 1.
Equipment: Dagger, Jack Armour.

54

Str 10 (+1) **Dex** 6 (+0) **End** 6 (+0)
Int 7 (+0) **Edu** 8 (+0) **Soc** 6 (+0)

Age 34
 Cr 200

Skills: Melee (Blade) 2.
Equipment: Blade, Cloth Armour.

55

Str 6 (+0) **Dex** 12 (+2) **End** 6 (+0)
Int 10 (+1) **Edu** 9 (+1) **Soc** 5 (-1)

Age 26
 Cr 500

Skills: Gun Combat (Slug Pistol) 1.
Equipment: Auto Pistol, Cloth Armour.

56

Str 5 (-1) **Dex** 5 (-1) **End** 9 (+1)
Int 6 (+0) **Edu** 7 (+0) **Soc** 7 (+0)

Age 38
 Cr 200

Skills: Gun Combat (Shotgun) 1,
 Gun Combat (Slug Pistol) 1, Melee (Blade) 1,
 Melee (Unarmed) 2.
Equipment: Dagger, Mesh Armour, Revolver.

61

Str 7 (+0) **Dex** 4 (-1) **End** 6 (+0)
Int 6 (+0) **Edu** 6 (+0) **Soc** 4 (-1)

Age 34
 Cr 200

Skills: Melee (Blade) 1.
Equipment: Dagger.

62

Str 8 (+0) **Dex** 5 (-1) **End** 4 (-1)
Int 8 (+0) **Edu** 9 (+1) **Soc** 6 (+0)

Age 30
 Cr 500

Skills: Leadership 1, Melee 0.
Equipment: Jack Armour.

63

Str 5 (-1) **Dex** 5 (-1) **End** 9 (+1)
Int 6 (+0) **Edu** 4 (-1) **Soc** 9 (+1)

Age 30

Cr 500

Skills: Jack-of-All-Trades 1, Leadership 1.

Equipment: Jack Armour, Revolver.

64

Str 7 (+0) **Dex** 6 (+0) **End** 8 (+0)
Int 7 (+0) **Edu** 4 (-1) **Soc** 5 (-1)

Age 34

Cr 100

Skills: Gun Combat (Energy Pistol) 1, Melee (Unarmed) 1.

Equipment: Laser Pistol.

65

Str 6 (+0) **Dex** 8 (+0) **End** 6 (+0)
Int 5 (-1) **Edu** 10 (+1) **Soc** 7 (+0)

Age 22

Cr 0

Skills: Melee (Unarmed) 1.

Equipment: Club, Mesh Armour.

66

Str 6 (+0) **Dex** 7 (+0) **End** 10 (+1)
Int 7 (+0) **Edu** 8 (+0) **Soc** 7 (+0)

Age 26

Cr 200

Skills: Melee (Blade) 1.

Equipment: Blade, Jack Armour.

71

Str 10 (+1) **Dex** 8 (+0) **End** 7 (+0)
Int 12 (+2) **Edu** 9 (+1) **Soc** 8 (+0)

Age 34

Cr 1,000

Skills: Gun Combat (Energy Pistol) 2, Leadership 1.

Equipment: Cloth Armour, Laser Pistol.

72

Str 9 (+1) **Dex** 8 (+0) **End** 10 (+1)
Int 8 (+0) **Edu** 9 (+1) **Soc** 7 (+0)

Age 38

Cr 1,000

Skills: Jack-of-All-Trades 1, Melee (Blade) 3.

Equipment: Cloth Armour, Sword.

73

Str 9 (+1) **Dex** 11 (+1) **End** 11 (+1)
Int 8 (+0) **Edu** 9 (+1) **Soc** 9 (+1)

Age 22

Cr 200

Skills: Gun Combat (Slug Pistol) 1.

Equipment: Gauss Pistol, Mesh Armour.

74

Str 10 (+1) **Dex** 9 (+1) **End** 10 (+1)
Int 8 (+0) **Edu** 8 (+0) **Soc** 7 (+0)

Age 32

Cr 2,000

Skills: Gun Combat (Slug Pistol) 2.

Equipment: Auto Pistol, Body Pistol, Mesh Armour.

75

Str 8 (+0) **Dex** 9 (+1) **End** 7 (+0)
Int 7 (+0) **Edu** 10 (+1) **Soc** 8 (+0)

Age 30

Cr 500

Skills: Gun Combat (Shotgun) 1,

Gun Combat (Slug Pistol) 1, Melee (Blade) 1.

Equipment: Mesh Armour, Blade, Shotgun.

76

Str 8 (+1) **Dex** 9 (+1) **End** 7 (+0)
Int 8 (+0) **Edu** 10 (+1) **Soc** 8 (+0)

Age 26

Cr 100

Skills: Gun Combat (Energy Pistol) 1, Melee (Blade) 1.

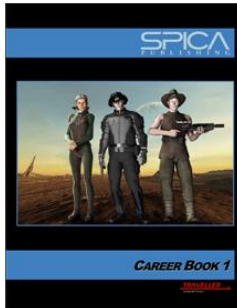
Equipment: Cloth Armour, Dagger, Laser Pistol.

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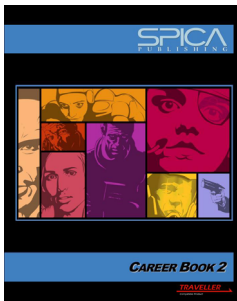
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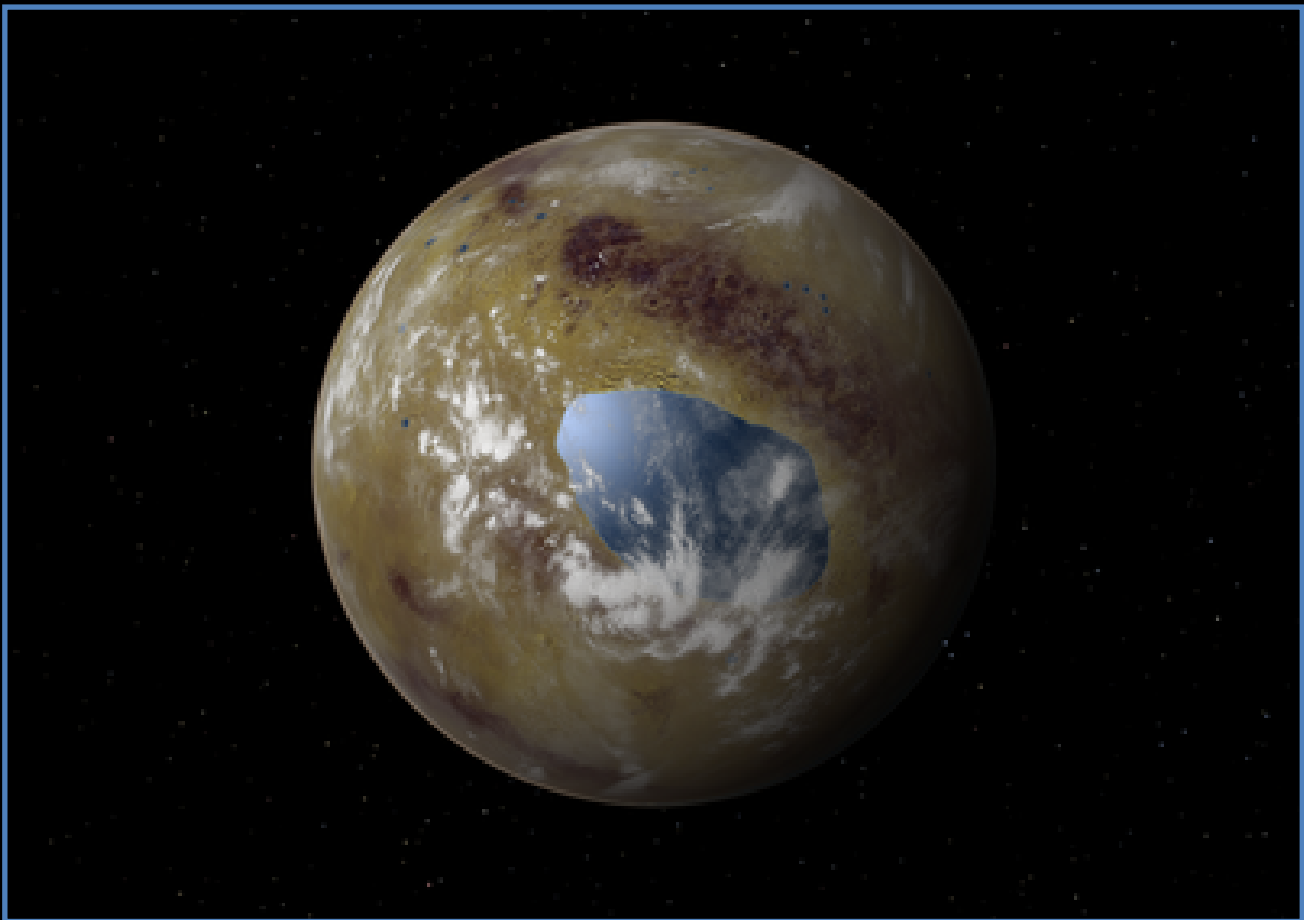
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