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"The margin of profit is concurrent with the level of damage incurred."  
Whe Kif, Poicxh corsair.

#### PIRACY IN TRAVELLER

A simple primer on how to be a pirate

Piracy in general is the illegal seizure of interplanetary/interstellar ships and/or their cargoes in space by another another ship and its crew. A pirate can operate either as a single vessel; a small squadron ( either on a temporary or permament basis ); or as a part of a large organized piracy operation ( i.e., Vargyr corsairs, Webrunners, Dark Goddesses) that may or may not have a legal trading front.

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#### PIRATE CAREER OPTIONS

There are several types of pirates you can consider as player templates.

1. **NAVAL PERSONNEL.** Navy crews who seize vessels as part of a personal agenda or implementing government policy.
2. **HIJACKERS.** Individuals who specialize in signing as crew or passengers for the purpose of seizing control of said vessels. Hijackers' usual motives is the selling of the ship whole or for parts. Usually operate from a secure base. Some pirate start as hijackers.
3. **PRIVATEERS.** Military or paramilitary vessels with letters of marque issued by some government for plundering commerce of a specific enemy of said government. On some planets, political factions will issue letters of marque. Privateers operate singly, in squadrons or as part of a fleet. Some privateers carry on their trade after war ceasess.
4. **PIRATES/CORSAIRS.** Vessels that indiscriminately attack commerce without legal writ. Most are out and out criminals. Some, for personal, social, or racial reason can be selective in their victims. Cultures such as the Vargyr and Toishani, for example, consider piracy an honorable trades. Some, like the infamous Bette Noire, can very romantic towards their trade.
5. **SMUGGLERS.** Crews whose import or export of trading goods violate some local, national, planetary, or interplanetary law. Some smugglers will also specialize in the transport of stolen vessels between other pirates and a fence.
6. **FREE TRADERS.** As much as Free Traders hate pirates, hard luck, pirates, corrupt officials, etc., can tempt them to try the "black trade" to pay the bills. These pirates tend to operate against their oppressors, real or proxy.

#### WHO BECOMES A PIRATE

Here are a few templates:

1. **TRADITION.** It's a family, cultural, or planetary thing. Vargyrs are a good example.
2. **OUTCAST.** Someone who lives outside the system. This can be cashiered military personnel, blacklisted trader, exiled noble/politician, or just a plain criminal.
3. **REBEL.** One actively works against the system for noble ( or not ) reasons. Can be utopians, idealists, anarchists, for example.
4. **ROMANTIC.** He/she has gotten into the "black trade" for the adventure. Can be the most honorable or ruthless of pirates.

5. SOCIOPATH. Other sentients exist as prey. Piracy makes an excellent cover for their activities.

6. THE AVENGER. Individual who is avenging a wrong against themselves or society, race, planet, etc.,. Quite often, monomaniacs who are self-destructive.

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## PIRATE OPERATIONS

Lifestyles of the rich? and infamous

PIRATES IN SEARCH OF PROFIT WILL ENGAGE IN ANY OR ALL OF THESE OPERATIONS:

1. Piracy.
2. Hijacking.
3. Smuggling.
4. Legitimate Trade. Any successful pirate is part trader.
5. Privateering.
6. Mercenary. Pirate vessels, whether armed traders or small warships make excellent vessels for merc operations. One of the reasons pirates are tolerated in some circles. This can be risky, since some merc operations can be pirate suppression.
7. Protection. Extorting money from ships, trading companies, governments, or planets in exchange for not raiding them.

## PROFIT

Like everything else in Traveller, economics drive pirates in search of profit at the lowest overhead possible. A rule is that profit is commensurate with damage sustained in the taking, so make sure that cargo is worth tangling with that patrol cruiser bearing down. Also, if you don't have an organization looking after your interests, be careful of your fence.

A one ship operation can easily be cheated by the fence they are dealing with. Worse, the fence could play both sides of the equation; make profit off by selling you and your goods.

And police, naval forces will pose as fences to trap pirates.

## HERE ARE POTENTIAL IDEAS FOR PROFIT

1. CARGO. Rare spices, metals, luxury items, electronics, weapons, exotic minerals, robotics, medicines, for example, make good loot. Bulk cargoes, such as ores, foodstuffs, furs (unless real exotic), animals are poor loot items unless you have a ready market.
2. PARTS. Often the most important loot comes from stripping captured ships. Jump drives, life support systems, computers, weapons, etc., can be very valuable, especially sold to starports of C-E classification. Often, pirates grab ships just to provide spare parts or to make repairs on their own vessels. This is very important if you have no safe port to do repairs at.
3. DATA. A ship's data can be very valuable. This is in two parts. First of all, any acquired data improves your own operations through codes, astrogational data, trade information, political developments, etc. Secondly, the data can be sold on the open or clandestine market.
4. SHIPS. The ships themselves, can be sold in some market where ownership won't be questioned. Also, you might find the ship you've just taken is much better than the one you took it with. A captured trader can also be used as an auxiliary, shuttling supplies, captives, loot, or small vessels.

5. KIDNAPPING. Quite common, but risky. There's always the chance the victim's people won't pay ransom. They may also decide that a dead kidnapper is more important. There is a flip side to this operation. A pirate might be approached to conduct a rescue mission.

6. SLAVE RAIDS. Uncommon in Imperial or Zhodani space, slaving is common in areas outside those governments' authority. This is a particular bane on planets where governments are weak, the tech level is low, or corruption is high. In the Beyond sector, Phyllis' Surrender is the main emporium for the slave trade.

7. PERSONNEL. Recruiting crew or passengers off your victims for their expertise, is a risky but common procedure. It increases profits adding needed skills to your own skills. Common people suborned are doctors, engineers, astrogators, computer operators, pilots, sensor experts, and gunners.

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## THE PROFESSIONAL PIRATE

There are five basic steps in successful piracy.

1. INTELLIGENCE. Knowledge is power. Data gathering is broken down into the following sections.

A. ASTROGATIONAL. Know your area of operation. Avoid or take advantage of navigational hazards such as asteroid belts, neutron stars, odd gravitational fluxes and the like. Often planets with interstellar don't explore or keep updated public records on their own system. This lack of foresight can create many places to hide insystem from victims or reprisal from the authorities. Also knowing the normal breakout points can allow you to hit starships at their most vulnerable time-breakout. However, depending on the system, this is risky since most navies keep patrol vessels near breakout points. Also gaining knowledge of a world's UPP can give (if reliable) you a good idea of trade and possible traffic. If you are a legitimate trader (or good at deception) you can just update data at the the local starport just like any honest starship captain.

B. SHIPPING. What are the main routes through a sector, subsector, or system? Is the traffic predominately free traders, small firms, or large coporate shippers? Do the ships carry minimal (or no) armament or are heavily armed or escorted? What is their arrangement with the local navy or government? What cargo do they carry? How tolerant of piracy are they? How do they respond to distress calls?

C. DEFENSES. What is the military strength of the system you plan to raid? Their TL? Do they maintain patrols? Their military efficiency? Do they employ robotic defenses(drones, satellites, mines)? Are they more concerned with internal security than external threats? The latter is important since governments with internal concerns (i.e. dictatorships, for example) are vulnerable to pirate raids. What are the morale and personality profiles of their military?

D. MERCHANDISE. Know the economic profile of worlds and systems in your area of operation. This is important both in raiding and selling of loot. Offtimes an adventure can start because some has-not will hire you to steal for them.

E. POTENTIAL COMPETITION. Know your competition and deal with them. Corsairs from the same organization can easily be persuaded to join up in an allied effort. Non-allied pirates can be dealt with by intimidation, destruction or arranging for the local forces to deal with your rivals. The latter is very effective if you have an agreement with the locals(see BRIBERY below).

F. DISPOSAL. If plunder can't be converted to credits, all the robbery in the universe won't make you rich(or at least maintain repairs). Arrange before raiding a place to sell you loot. Organized pirates such as most Vargyr bands, Dark Goddesses and Webrunners in the Beyond, this isn't a problem. The lone operator has much more of a problem; and if they are not careful will usually get cheated and sometime betrayed to the police or navy.

G. BRIBERY. What officials (government, military merchant) are bribeable? Their price? Also who should not be approached? Also bribed officials can if they become insufferable be threaten with exposure( after all, in most cases the official will be dealt harsher than the pirate).

H. LOGISTICS. Find out what ports are available for R&R, routine maintenance, repair, and re-equipment for your ship and its crew. Create business agreement with said bases. Again, the organized pirates have an easier task in maintain their logistical support.

2. DECEPTION. Deception is most important in raiding. The corsair who can't surprises a victim will see it call for help, or worse, jump out of system and harm's way. Deception can be gained three ways.

A. SENSOR DECEPTION. There are two basic ways to deceive. The first is Electro-Magnetic Masking(EMM), a method of creating false sensor data for a potential victim's sensors to pick and record. Using EMM packages and an extensively research library data on ships; a pirate may attempt to deceive enemy sensors of its true identity. An alternative of this is using EMM to go into a stealth mode with only passive sensors working. A second, more direct approach is sensor jamming, blocking the victim's active or passive sensors. There is risk involved with jamming. One of, is danger of collision with a suddenly blind victim. Another is that if jamming is detected a distress call will be forthcoming. Most competitent corsairs use sensor deception since they will have an edge over traders on the skill level of sensor operators.

B. PHYSICAL DECEPTION. The classic example of physical deception is the old 'P' class corsair with its movable sections. A variant I came up with is inflatable modules that attached to the hull that can be inflated to change the profile and shape of a vessel. EMM device can be attached to these modules to give false impressions( heavy armament, deceptive drive locations, etc.). These modules won't hold up in a fight, but they can give an edge. Asteroids mined out and fitted with a bridge, drives, weapons, etc., are also known.

C. MIMICRY. Imitating a ship's crew and transmission. Useful in luring a victim by pretending to be a local patrol ship, known traders, or whatever would convenient in a situation. You can also mimic your victim to throw off any alarm. You can even with the right protocols, uniforms, etc., successfully pretend to be the local navy and board the victim and take it without a shot fired.

D. DECOYS. These can be inflatable decoys or drones loaded with EMM and other gear operated by remote or by program. You can also utilize asteroids and space junk as decoys by attaching EMM modules.

A last warning on deception: what you can do to others , they can do unto you.

## SEIZING THE PRIZE

Capturing traders either by hijack or ship combat must be quick and brutal. Whether or not surprise is achieved, you must first shut down the victim's ability to transmit a distress call.

Use jamming or weapons fire, depending on which skills are better in your crew. I prefer jamming as this frees the gunners to knock down the the jump drive on the first attack.

Most victims will surrender if they cannot call for help or or escape by jump. If they fight, knock out the weapons. If they try fleeing on maneuver drive, knock that out. Any more resistance, 'politely' tell them the next shot hits where the most damage will occur. This is very effective on ships with passengers.

When they stand down, send over a disguised boarding party and secure the bridge and engineering. Then secure the crew and any passengers. A second boarding party can then start the chore of loading loot.

Prisoners. As a rule of thumb , quasi-legal pirates don't kill their prisoners usually. This isn't altruism, it's self-protection. Pirates with a rep for ruthlessness have a tendancy to to go out airlocks without a suit when captured by the authorities. Usual method is to let prisoners either drift in their looted

ships( or lifePods) with the drives and comms eliminated. Other variants include marooning them on a planet far from the system they were attacked in.

Deception is required if you are going to remain a humane pirate. Wear battledress or vac suit to disguise appearance( keeping spare suits used only for this task is useful). Use electronic scrambling to disguise voices or develop a skill at mimicing dialects. A good ploy is keeping some non-human crewmen and allow them only be seen by prisoners to confuse them. Some Dark Goddess vessels will have a few male crew to keep prisoners from suspecting they're in a Dark Goddess ship.

Still, blood does run hot, especially if a firefight is started by a crew who 'surrendered'. And there are those captains who just like to kill.

Well, that's the end for now.

Remember, Piracy isn't an adventure, it's a job.

## DARKHSTARR

"Who seeks to grasp too much ends by holding nothing". Captain Peter Blood, from 'Captain Blood' by Rafael Sabatini

## DARK GODDESSES

"The spacelines it's said are filled with dread, when the Witches of Outworld go hunting". 'The Slavers of Eberluin', popular corsair ballad.

Dark Goddesses Capt. Bette Noire

Copyright Fredd Gorham

A shipping concern plying the uncharted routes ( predominately the Storm, I-Glathriel, Zydar & Darkling Regions) in the Beyond sector, Dark Goddesses is owned and operated by females of every race except for the Sred Ni. They combine legitimate cargo hauling, piracy, and smuggling. They are allied (secretly) with Webrunners, but unlike Webrunners do not normally bother with niceties as letters of marque to carry on their darker trade.

Dark Goddesses symbol is a black stylized serpent surmounted by black stylized humanoid female nude. Non-humanoid captains substitute a female of their species. However some captains will use a female of a different species than their own to shield the true race of the owner/captain.

All Dark Goddesses personnel conceal upon their person a tattoo of the stylized humanoid female figure as mark of identification in deference to the founder of Dark Goddesses, Captain Aki Roxanne hault-Huin.

DARK GODDESSES is run as a representative democracy with planetary Directors of Operations (DO) and ship captains each having one vote each. They have a Chief Operating Officer (COO) who is elected for a ten-year term. The COO oversees day to operations and only votes when a tie-breaker is needed.

The voting on routine matters is handled by a vote of whatever captains and DO's are available on Hichmakani (DG's home base). Major matters are handled by sending couriers out to gather what captains and DO's can be recalled in two months time. A simple majority will approve or reject a measure.

Even more important than Hichmakani is Shrine ( I-Glathriel 0502), the sanctuary world which is the spiritual center of Dark Goddesses. Shrine was discovered by the young exiled noble, Aki hault-Huin in 732. Scattered among the Ancients ruins was an intact building containing representations of females of all the known (and some unknown) species in the galaxy. Overcome by this museum, which she named the 'Hall of Goddesses', Aki made shrine her new home. It was here in 777 that she formally named her growing corsair concern 'Dark Goddesses. Her descendants still live there. Over the centuries, 20% of all profits from DG operations go into maintain and enlarging the shrine surrounding the Hall of Goddesses. Each DG captain, DO, & COO is formally, invested with their rank here.

Dark Goddesses' is currently comprised of 40% humaniti & 60% non-humaniti. Overall external policy of Dark Goddesses is to stay neutral in the various conflicts in the Beyond. The only current

ongoing external threat is the continuing investigation of DG by the Interworld Division of Enforcement Services (IDES), a private extraplanetary security service operated outside the Imperium and funded by Imperial funds. IDES has been contracted by several Beyond governments to wage an anti-piracy campaign. Unknown to both IDES & all the pirate concerns, IDES is hampered by the interference of Imperial Bureau of Investigative Services (IBIS). IBIS' overall policy sees the pirates as keeping the nominally and actively anti-Imperial governments of the Beyond & Vanguard Reaches too busy with local security to pursue any active anti-Imperial operations. IBIS has also found the corsairs useful auxiliaries in recent Imperial-Zhodani conflicts.

Internal politics can be summarized in five factions:

**THE PRO-PIRACY FACTION** wants piracy stressed over trade. The second largest faction.

**THE PRO TRADE FACTION** wishes to eventually phase piracy out of DG operations in favor of trade. They have made a few gains lately, but are still the second smallest faction.

**THE TRADITIONALISTS** who wish to maintain the balance of piracy and trade. Also known as the AKIsts, they are the largest faction.

**THE ANTI-IMPERIAL FACTION** who wish to keep the Imperium out of the Beyond. Actively advocates hitting IDES facilities and Imperial shipping in the Beyond. The third largest faction. Have made some political moves during the 5th Frontier War at expense of their rivals.

**THE ANTI-ZHODANI** (often call the pro-Imperium) **FACTION** is the smallest faction, made up of ex-Imperials and other captains who hold Imperial letters of marque. Their influence lessened with their involvement in the 5th Frontier War.

**RECRUITMENT:** Besides corsairs, traders, adventurers and misfits, DG recruits from orphans and girls from disadvantaged backgrounds. The policy has proven so successful their ally, Webrunners adopted it in 967. However, a few DG captains have accused (truthfully) of kidnapping despite DG's strict policy of voluntary recruitment.

**HAZARD LIST:** Dark Goddesses personnel placed on this have gained some notoriety (feud, bounty, attention of some private or public police unit, etc.) that has made them a danger to their fellow corsairs or have created a situation where they must hide or cease illegal activity. This category makes it hard (but impossible) to recruit crews from a DG pool. Such personnel are commonly called 'hazies'.

**BAN LIST:** Personnel on this list have broken regulations of DG or usually, betrayed DG. Such sentients if not executed are cast out of DG & are banned from recruiting DG personnel or landing anywhere there is a DG base or operations center. Called 'traitors', 'banners' or 'the banned'.

#### **DARK GODDESSES BASES**

There are three types of Dark Goddesses bases. **PIRATE BASES**, operated primarily for support of piracy operations including disposal of loot. **STARPORTS**, where DG controls or has a contract to run the starport. **OPERATION CENTER**, starports in which DG maintains offices, terminals, sales reps, etc.

#### **THE BEYOND**

**FORTUITOUS** (ZYDAR subsector 0604). Starport operated by DG.

**DEMIMONDE** (ZYDAR 0204). DG pirate base.

**THIEVES' WORLD** (LIBERTY HALL 0102). DG Operations Center.

**FARHAVEN** (ZYDAR 0401). Starport operated by DG.

**HICHMAKANI** (I-Glathriel 0505). Starport controlled by DG. DG headquarters.

**BLOODGARD** (I-Glathriel 0703). DG pirate base.

**HARD PLACE** (I-Glathriel 0310). Starport operated by DG.

**SHRINE** (I-Glathriel 0502). Starport and sanctuary world controlled by DG.

**BEAUMONDE** (Mapepire 0402). DG Operations Center.

**MESAWMI** (Metchi Alagwa 0604). DG Operations Center.

**DISMAL** (Darkling Regions 0109). Starport operated by Dark Goddesses.

**AMNESTY** (I-Glathriel 0606). DG Operations Center.

**NEW GROTON** (Storm 0605) DG Operations Center.

**BETE NOIRE** (Storm 0410). DG Operations Center.

**MAPEPIRE BALSYN**. (Mapepire 0602) DG Operations Center.

**VLAD** (Mapepire 0403). DG Operations Center.

NORTHSTAR (Darkling Regions 0409). DG Operations Center.  
GREATER DISMAL (Darkling Regions 0410). DG Operations Center.  
RABANITAS (Zydar 0102). DG Operations Center.  
SIX MILE RUN (Zydar 0309). DG Operations Center.  
ZYDAR (Zydar 0810). DG Operations Center.  
DISENGAGE (Zydar 0804). DG Operations Center.  
XERXES (Zydar 0701). DG Operations Center.  
PHOENIX (Zydar 0205). DG Operations Center.  
BATTELLE (Zydar 0410). DG Operations Center.  
VANGUARD REACHES

BABY TEETH (Esylat subsector 0408). DG Operations center.  
TOUCHSTONE

All planets in the Sanctuary Worlds & the Huin Hierarchy are pirate bases for DG personnel(see other sectors for data).

## GUARDIANS OF SERENITY

Deist religious order propagated by Aki Roxanne hault-Huin after her 'religious experience' in the mind-healing Ancients machine on the planet Shrine/I-Glathriel. The basic tenets of the belief are: 1. That one of the Ancients was female and left the complex of mind-mending machines as a gift to all female sentients in the universe; 2. That Aki's healing was a sign that the sisterhood must fight a neverending fight to cure all insanity in the universe; 3. Take a vow to avoid deliberate harm of another sentient; 4. To give sanctuary & aid to refugees to the dispossed & injured.

A further mark of the Guardians of Serenity (& of Dark Goddesses itself) is a cult of personality around Aki Roxanne hault-Huin herself. If the unknown Ancient who built the machines is a goddess, than Aki is her prophet. Another quirk of this religion is that though it is gynocentric in belief (women are the blessed of the Ancient), men are still treated as equals.

The main cult center on Shrine for the GOS is the Hall of Women, a restored Ancients' ruin. The first level includes a university dedicated to the healing sciences built around a central forum. In this forum is are interesting relics of the Ancients: representations of females of many sentient races many of which did exist as such in the time of the Ancients.

The forum also acts as a meditation chapel for students & faculty.

The second level, consists of a medical center center for the healing of physical ailments. The third level consists of a mental hospital.

The fourth level, reachable only by private elevators is the real secret of Shrine. Here with modern facilities added around them are 18th cubicles built by the Ancients that heal all mental disorders, but only on female patients. After 3 centuries of use the guardians have become expert with the machines operation, though now their use the machines for only normally incurable mental illness. The machines themselves are called the Serenity machines, or Serenity for short. All Dark Goddesses& GOS personnel undergo the Serenity treatment as a rite of passage ("the Blessing of Serenity"). The GOS will not allow examination nor access of the Serenities by outsiders. Female violators will be given the option of joining Dark Goddesses or the GOS or imprisonment (20-40 years). Male or neutral violators will be merely sentenced to imprisonment.

Though many members of Dark Goddesses belong to this cult(& are called Sisters of Serenity), only the religious personnel are called the Guardians of Serenity, or Guardians for sort. Each of these guardians are practioners of some healing art before they inducted as guardians. The senior guardians of each medical field are referred to as Lady Guardians and are chosen by medical achievement. The head of the sisterhood is chosen by the Lady Guardians for a one year term. This Lady Guardian oversees the medical & bureaucratic life of the planet. The bureaucracy is made of of Dark Goddess personal who are not of the sisterhood. The current head is Lady Guardian Fhastine, a former SORAG spy who left that service after undergoing the Serenity maching treatment.

Though nonviolent in beliefs, Guardians do carry nonlethal weaponry & versed in many forms of unarmed combat. Guardians also will serve aboard DK corsairs as medical personnel. Both guardians

& DK personnel address each other as 'sister'. Often DK personnel will enter the Guardians in later life.

Many Guardians can be found off planet either as psychologists or teachers as their training make them the most skilled human psychologists in the Beyond. The GOS also operates 7 600 tonne medical scouts: Aki Guardian, Chela Guardian, Thu Guardian, Serenity, Lucid Voyager, Soulhealer, Tyasi.

Though psionics is not part of their tenets (Aki hault-Huin's family was anti-psionic), the order has developed psionics as another key to healing the mind. The Shrine Institute of Psionics is located 1/4 km south of the Hall of Women.

Though gynocentric in the nature, the Guardians have branched out in their healing and established another medical center on the opposite side of the planet 2 centuries ago, replacing a clinic located at the starport. The GOS now operate the starport clinic as an ER facility. The psychologists are as versed in male psychology as female psychology.

The guardians also maintain 8 refugee colonies on Shrine administered by DK personnel.

Over the centuries Dark Goddesses & The Guardians of Serenity have explored Shrine thoroughly, finding no other intact Ancients sites. There are many ruins particularly near the Hall of Women, but their fragments give no clue to their nature. So the Hall of Women & and the Serenity machines may have survived by design or as a fluke of fate. As for the Serenity machines, both Dark Goddesses & GOS personnel keep the secret of their Ancient origins. Even so, a few offworld sentients suspect something unusual about Shrine and send out spies.

Dark Goddesses personnel would adhere to GOS beliefs will always avoid (or try to help ) the insane. Incurably insane males (such as 'Black Dog' McKimmon) are treated as agents of evil when identified. Many a Beyond serial killer has met his/her fate due to secret or overt Dark Goddesses help. Infact many verifier & mind scan technology in the Beyond owes its existence/refinement to the work of the Guardians of Serenity.

Though the connection between DG & GOS is a secret(despite that the GOS symbol is the DG with the colors reversed),, some individuals & organizations have figured the connection out. The attitude of these groups run from puzzled bewilderment to accusations of impiety & fraud.

The Guardians of Serenity unlike the members of Dark Goddesses, wear a distinctive uniform. This consists of a black jumpsuit emblazoned with a white version of the DG logo on the left chest (or its equal on nonhumanoid members). The jumpsuit includes many self-sealing pockets and an equipment belt. The Guardians carry normally nonlethal weapons or use unarmed combat to subdue/disable an oppenent/patient.

## SECRETS

1. Dark Goddesses are currently negotiating for an Ops Center & base in the Jarnac Pashalic, an Aslan client state in the Vanguard Reaches.
2. DG has several agents infiltrating their old nemesis, Parallel Lines, Ltd.
3. Several renegade Zhodani have joined DG since the 5th Frontier War with the result that SORAG has sent more agents into the Beyond for retrieval operations.
4. Several invitro children of Dark Goddesses captains have disappeared from their storage on Shrine. Investigation have proven fruitless. DG has offered a 10 MCr. reward for information leading to the recovery of the invitros.
5. All members of DG are also part of the Huin Hierarchy's Naval Reserve.
6. Dark Goddesses are a major investor in Northstar Ringworld.
7. 8 DG vessels returning from service as privateers for the Imperium in the 5th Frontier War are in extended vacation in the Mapepire Cluster. This is due to the Pro-Imperial Faction's fall from influence in 1110.
8. The Comsentient Alliance has several agents to induce corsair captains to forgo piracy & join the Alliance navy. Most of the target captains are DG personnel.
9. Jen Toert, DG crewman on the corsair 'Kliopess'(Capt. Ghali Ochiro) is actually Lady Toli Hierthes, the 17 year old runaway daughter of Baron Kort Hierthes. The Baron has offered a 3Mcr. reward to find her.



10. As part of a pact with the Huin Hierarchy, The Aokhalte Tlaukhu's female criminals are now inducted into DG after transport from Aslan space.
11. DG has secretly signed a pact with Storm, Baron Cahokia to smuggle technological data & goods in & out of Storm subsector.
12. Tuablin has recently unmasked & imprisoned all of DG's agent's on Phyllis' Surrender. They intend to hand them over to the IDES after interrogation. DG is unaware of this event.
13. DG is secretly behind the anti-slavery laws being presented to the Grand Council of the Comsentient Alliance.
14. A hot rumor out of Die Weltbund implies the DW medical scout 'Helga Galland' is really the 'Dreamstar', a 200 tonne Guardians of Serenity medical ship.
15. Bette Noire, captain of the Aarabella has been declared a Hazard due to the bounties from Trelyn Domain(1Mcr.) & Die Weltbund (500,000 Cr). & also due a feud between her & her uncle 'Black Dog' McKimmon that has recently broken out.
16. Many of the Pro-Imperium Faction (all ex-Navy personnel) have increased their cooperation with Imperial intelligence services since the 5th Frontier War.
17. Many DG ships have clashed with those of the League of Free Worlds in the Liberty Hall, Die Weltbund, Middle Beyond subsectors. This is the result of LOFW terrorist attacks on planets where DG carries on legal & clandestine trade since 1108. These terrorist activities are in violation of the DG/LOFW alliance of 1097.
18. Lt. Cmdr. Ien Vhilliesh of the Trelyn Domain Navy carries a Knight of the March dress cutlass. It was formerly the possession of DG captain Bette Noire, whom he illegally arrested in Trelyn space. Bette has sworn to take it back over his dead body. In the event they never meet again, she has offered a 250,000 Cr. reward for the cutlass' return.
19. Dark Goddesses' agents have recently discovered that 11 Imperial Far Traders taken in the 5th Frontier War were actually taken by units of the Die Weltbund Navy & their crews impressed into the DW merchant marine. Eight of the vessels (Dareugh, Ilvion, Castour, N. H. Gholiour, Swiftsure, Beaulios, Hon Miir, & Heustych) are still in service with Stern-Hansa. This information has been passed on to Imperial authorities.
20. Agents of several Imperial traders have approached corsairs in the Mapepire, Liberty Hall, & Middle Beyond to recruit them in a clandestine anti-piracy campaign.
21. The following Die Weltbund planets are regularly visited by smugglers (DG, Webrunners, St. Foy & independents):  
Abeitlung Drei(LH602), Nervenheilanstalt (LH707), Quatsch(DW108), Beinbruch(DW202), Bierstube(DW208), Gasthof(DW303), Nietschze(DW309), Ewie Weibliche(DW401).
22. Hichimakani & Bloodgard's (in the I-Glathriel subsector) recently (1113) formed alliance is secretly influenced by Dark Goddesses.
23. DG psi have been trained at the Psi institute on Kilogren(Mapepire subsector) since 1106.

Dark Goddesses are a group from Paranoid Press' The Beyond Campaign. Much of the history and organization were developed during my Traveller campaign-Darkhstarr

Guardian of Serenity

#### HOME RULES(& OTHER ERRATA)

HERE IS MY PAGE FOR RULES & GAME CONCEPTS FOR MY CAMPAIGN. FEEL FREE TO USE THEM FOR YOUR OWN PERSONAL USE. ANY FEEDBACK FOR IMPROVING ANYTHING ON THIS PAGE WILL BE APPRECIATED-Darkhstarr

#### PSIONICS

ROLLING FOR PSI: A option for those who want to roll to acquire Psi abilities. Roll 4D6. If a 4, 12, or 24 is rolled the character is a latent Psi. A further roll on 2D6 with a roll of 2 or 12 means the character is a trained Psi & the character can then choose his/her talents. The character who is untrained can allow the GM to secretly select their latent talent ahead of time or choose a talent when their 'secret' gift is discovered. If they wish to select a 'wild' talent they must roll 2D6 & get a result of 2 to choose off the wild talent table.

#### PSINULLS

PSINULLS are a rare sport of non-psionic humans that act as natural psionic shields. In the untrained state they cause migraines in any psi they get within 10m of, causing the psi a penalty of 1D6 when using their psi ability. In the trained state, psinulls produce a spherical field effect blocking the powers

of any psi whose power level is equal to or less than the psinull. This field effect has a 10m radius around the psinull per level of power. Though often used in security by most races (with the exception of the Zhodani & Droyne), it is the Imperium (since the psionic repressions) that makes it a policy of discovering, recruiting, & training psinulls for security work in the private, military, & government sector. IBIS tends to team psi's & psinulls together in an unnatural, but successful combination using special shielding gear to avoid the discomfort of a psi being near a psinull. The Zhodani to date seem to have no psinulls in their racial stock. Outside the Imperium, psinulls also find useful work in security, though they are a persecuted minority because of the Imperial use of them. For playing a psinull PC, the player starts at a 1 power level, unless the character spends some intelligence training as part of their character generation. If they get Intelligence School as part of a special training assignment, they can opt to take psinull training instead of rolling on the service skill tables. For example, Cidh Bhuih is a psinull, he rolls Intelligence School of his special training table twice, opting to take psinull skill. This gives him a power rating of three (his natural born power level of 1 + the 2 levels he picked up in training) to start the game. Like psi's, psinulls can rise in power level during the course of play and if they use their skill often. The psinull sphere is unlike the psionic talent shield, in that it has to be activated by the psinull to deploy around him/her. Each use of the field effect cost 1 power point and lasts 1 hour. The power level regenerates in the same manner as psionic power does. However, the effect of the natural psinull ability or the trained field effect sphere is quite unpleasant to the psi user. If the psi's talent fails against the psinull's natural or trained defense, they must roll against their stamina or lose 1D6 power levels. Even if their roll succeeds, the psi will be stunned for 1D6 minutes, exposing themselves as psi users to trained observers such as psinulls.

Oddly, enough psinulls have no effect on Droyne.

#### 'WILD' PSI TALENTS

These are 'special' psi talents I created on a whim many years ago. They follow the Traveller Book 3 rules in that each wild talent requires some focus.

**EMPATHIC HEALING:** Much like the normal psi talent regenerate, except it works only others instead yourself. It cost 1 power point per use. Plus each use also temporarily reduces points in STA, DEX, or STR. The use cost is determined by the level of skill of the healer. At level 1, you deduct 1 attribute point per point of damage healed; at level 2, you deduct 1 point for every 2 points of damage healed; at level three, 1 point is deducted for every 3 points of damage healed, and so on. If a healer reduces two of her three attributes (STR, DEX, STA) to zero, he/she temporarily fails in a coma state for 1D6 hours. Focus is often some medical instrument for technologically based characters, and items like rattles, beads, eands, etc., for low tech psi healers.

**SENSORPATH:** This talent boosts any sensor used by 1 point per skill level of user and cost one psi point per use. Focus usually is the sensor device being used. This wild talent is very popular with Dark Goddesses.

**WEAPONSMITH:** This talents boosts the weaponskill of the user 1 point per psi skill level of user, costing 1 psi point, & lasting 5 minutes or until end of combat with current opponent (whichever comes first). For unknown reasons, it is one weapon specific (laser pistol, gauss gun, broadsword, etc.) and often (2D6, roll of 4-12) the user's power is linked to one particular weapon of type, often the first weapon issued or given. If that weapon is lost, stolen, destroyed, the psi cannot awaken the talent even with a weapon that is a match for the lost piece, unless they roll a 2 on 2D6.

**INVISIBILITY:** Similar to the Droyne ability, the user suppresses their image in the minds of viewers. It cost 1 point per use, last up to a hour per skill level, affecting everyone in the sight range of the user. The power is neutralized if the user brings attention to themselves (attack, bump into someone hard, etc.). Also images transmitted by cameras, etc., are not affected by the powers. Robots and psi shield individuals are also not affect. Focus is often clothing or some jewelry.

**PUPPETEER:** This skill is psychic possession of an individual. It cost 1 point per use lasting 1 hour per level of user. This power is neutralized by going into a psionically shielded area. Droyne & Poicxh are immune to this power. Also the user of this talent can possess other psis as long as they have a stronger psi power level than their victim and spend 1 additional point of psi power. Gems, badges, insignia are often foci.

**TECHNEER:** A very rare talent, this is the 'healing' of machines. It costs 1 point per use. At level one the user can repair simple things such as broken wires or connections, cracked treads, etc. Each level

this power repairs more complex accord to the GM, such as rerouting power, for example. It cannot be used where a part is completely destroyed or missing. Most possessing this talent become engineers of some sort. All of the mysterious race known as the Asderonti possess this skill.  
Foci are tools, scanners or some similar device

**BIOLEPATHY:** As per the Telepathy talent but only functions with animals. Otherwise conforms to the Telepathy skills and stats.

**BOTANTOPATHY:** As per Telepathy but functions with plants.

**DISABLE:** A telekinetic variant to disable or short out electrical or mechanical devices (example: make rounds jam coming up from the magazines or disconnect a wire from some device). Requires 1 psionic point to use. Also requires some skill knowledge (laser, robotics, computer, etc.) that allows you to know how to disrupt, disable or jam the target device.

#### SKILLS: LEARNING & DEVELOPING

One of the few drawbacks to Traveller years ago was the lack of a game mechanic to develop skills. So over the years I honed an experience points system.

**NEW SKILLS:** Cost 4 pts. **INCREASING SKILLS:** 2x the current level of existing skill (example PC has Pilot 2 skill. They would need 4 pts. to increase skill level Pilot 3( 2 x 2)).

**HOW TO EARN SKILL POINTS.** At the end of a scenario I award each person in the group 1-4 pts. each depending on how successfully completed the mission was. I also award 1 pt. to each player who roleplayed their character well.

**ATROCITY POINTS:** A holdover from GMing D&D, atrocity point is deducted from a player who really did something really nasty that was just unnecessary. Fortunately, I've only had to award(?) this deduction only once playing Traveller.

#### OTHER ODDITIES

**BIOHERMAL TECHNOLOGY(BioTT):** Starting at TL 9, technology started using thermocouple technology to channel human BTU's into powering an array of body-worn devices, usually to cool the human body for comfort or camouflage. Attempts were also made to store the accumulated converted energy in to storage cells & power packs.

At TL 11 were perfected, incorporated into body armour, wet suits, & vacc suits. TL 12 tech the storage of converted energy was solved allowing unused Biott power to be stored and used to operate suit air systems & heaters. Add 15% to the cost of armour or other devices utilizing this system.

**SAFETY ARMOUR: (TL11+)** With the advent of powered armour with modular/plugin weapon systems, a means of quickly getting of armour that's become hazardous due to damage/malfunction become paramount to designers. The answer is safety armour: a system by use of emp's built into a glove control unit allows the quick jettison of part or all of armour worn in emergency. The system is coded by the individual user and in Imperial usage the code is changed daily on battledress using this system. Armour in transport not issued to troops using just a common code in case of the armour being stolen. The system malfunctions on a roll of 12 at TL 13+, 11-12 TL 12, and 10-12 at TL 11. The system has also become popular with merchants, nobles, diplomats and the like for ease of removal of armours such as reflex, flexarmour and other non-powered personal armour. The system uses very little energy and is usually set up to work with a BioTT power system. Add 5% to the cost of all armour using this system

**ORDER OF THE KNIGHTS OF GRACE:** Device: Black field, a silver quill enclosed in a silver star cluster with the Imperial sunburst in the upper left hand corner of the device. Order of knighthood established by Margaret I for distinguished diplomatic service to the empire. The knights renowned as arbiters and are answerable only to the Emperor/Empress or their vicars. KOG's if retired are subject to recall if required by the throne or the moot.

**ORDER OF THE KNIGHTS OF THE MARCH:** Device: Blue field with silver stars forming a claw grasping a silver cutlass. Established by the Duke of Regina in 716 for extreme valor & service to the Imperium & the Spinward Marches. Originally given only to Navy & Marine personnel, in 865 it was

extended to all forces including scouts. Besides the official badge, the knights are issued a cutlass emblazoned with the order's devive & the blazon of the Dukes of Regina. The knights also have the priveledge of direct appeal in legal matters to the Duke or his representatives.

GRACE NOBLESSE: Traditional honor in which accused nobles & officers are given the full honor due their rank until stripped of said priveledges by court decision. In the military code, it listed as Order no. 714. To give an example, the pirate captain Bette Noire if arrested on a charge by the Imperium would treated according to her former Imperial rank (since it was never stripped from her ) and she would addressed as Commander Sir Bette Noire, MCFU, MCG, SEH, KOTM, and given the appropriate uniform, decorations & sidearms dictated by the military code of dress.

HOBBIES: An idea I developed from Space Viking by H. Beam Piper where crew in jump space develop hobbies to stave off boredom. I allow every character to create a hobby skill for their character. Though only 1 skill level 1 (these are hobbies, not true skills) hobbies can sometime come in handy. Hobbies can include sports, music, art, history or anything similar. A good example from Space Viking is a jumpspace engineer who express the theory of jumpspace in music. Hobbies also help round out a character. An example from my campaign is Bette Noire whose hobby is the history of pirates & privateering.

COMBAT SPECIALIST CERTIFICATE: Better known as a Merc License, this allows you to operate as a mercenary & also allows you to purchase combat equipment. Of Imperial origin, it has spread to much of the systems outside of the Imperium with several allied Merc Guilds acting as overseers. To gain a Merc License after mustering out roll 1D6. A roll of 1, 2, 3 will get a license. Or you can go to a local Merc Guild and purchase one if you have prior military service (cost: 1000 to 5000 cr. Imperial Government (Merc Guilds outside the Imperium) have the right to revoke merc .license for 'criminal' activities.

INTERSTELLAR MASTER'S CERTIFICATE: More specialized than a merc license, this certificate ia required for commercial ship command in the Imperium. It has also been adopted by the Comsentient Alliance, and other trans-Imperium governments to maintain a high degree of competency. In the Imperium most of the Merchant service officers below the rank of captain also possess this certificate. Most governments now will not let a ship lift without a certificate holder in command. Revokable by government action (or in case of a wreck a court of inquiry on some worlds)

#### EXOTIC MISJUMP EFFECTS

My attempt to (1) spice up misjumps (2) encourage players to pay for routine jump drive maintenance. If a misjump occurs, roll 2D6. If a 2 is rolled then the exotic misjump table goes into effect, roll 2D6 & consult table.

DIE ROLL:                      RESULT:

2	Ship trapped in jumpspace, drive damaged. First roll 10+ (with eng. modifiers) to fix drive, then roll roll 10+ (with eng. mod. ) to escape back into normal space.
3	Ship trapped in jumpspace, drive unharmed. Roll 10+ (with eng. mod.) to re-energe into normal space.
4	No jump occurs, but jump drive creates pocket universe effect around ship causing the ship to become one large, nonmoving, invisible space hulk. Roll 10+ (with eng. mod.) to undo effect.
5	Jump unit makes successful jump, but without the rest of the ship.
6	Instead of jumping, the ship becomes of phase with normal space becoming a sensor 'ghost vessel' capable of passing through normal space objects unharmed. Effects last 2D6 days or until a roll of 10+ (with eng. mod.) allows ship to drop back into normal space. Crew must made Int. roll of 8+ to avoid insanity.
7.	Reverse aging I. Roll 1D6 to see how many decades younger character is.

8. Reverse aging II. Roll 2D6 to see how years younger player is.
9. Aging I. Roll 1D6 to see how many decades characters age.
10. Aging II. Roll 2D6 to see how years characters age.
11. 'Ghost effect'. Biologics inside ship become out of phase with normal space for 2D6 days. Though invisible to sight & scanners, animals & telepaths can sense characters. Telepaths can also communicate with out of phase characters.
12. Megajump. Ship jumps 2D6 x 10 spaces. Jump unit destroyed. Roll 3D6 upon re-entering normal space( as drive destruction wrecks ship) to see how many minutes you have to abandoned ship.

NOTE: Even when a ship' drive is not destroyed by a misjump (normal or exotic) there is damage to the unit. I have players roll 1D6 to determine the jump penalty for a damage drive. Best thing after misjump is not to jump if you can get your ship to a repair facility.

### COMPUTERS

COMPUTERS: Long ago there was complaints about the small storage space in Traveller computers. My simple solution was to take the base Traveller computers types and multiply their capacity by 10. This seemed to satisfy everyone playing.

SPECIALIST MICROCOMPUTERS(SMC): These microcomputers carry programs of a specialist/similar nature (example: Astrogator SMC: Navigate, Generate, Library programs.). SMC'S Range from SMC model 1 (which is small to be worn as a ring or pendant) to SMC model 7(equivalent to today's laptop). I base the capacity on the book 3 capacity for the original Traveller computers (SMC model 1 capacity: 2/4, SMC model 2: 3/6; etc.). The variety is infinite given a referee or player imagination. SMC's start at TL8.

NEW COMPUTER PROGRAMS: I've in the past allowed the creation by my players of new programs that don't duplicate existing Traveller software(exception: Library Data at one time was split into several categories: History, culture, sector, subsector, biology, medicine, etc.). I'm computer illiterate myself and love the input from players. The price of these programs vary with the availability of data (common fairly cheap, secret data VERY expensive).

### SOME OF THE NEW PROGRAMS I HAVED DEVELOPED FOR MY GAME.:

SENSOR 1, 2, 3, or 4. : Allows use of craft's sensor array. DM depends of level of program.  
 SHROUD 1, 2, 3, or 4. : Program allows use of sensor array to avoid detection. Gives + DM difficulty (based on level of programs) for any sensor operator trying to detect your ship. This can be achieved by the program two ways: 1. Direct jamming of enemy sensors. 2. Feeding the enemy sensor false signals. Shroud programs may be used offensively to neutralize enemy sensors rendering them unable to navigate or fight. A popular technique used by pirates that gave the program it's current name.  
 SPYDER 1, 2, 3, or 4. : Allows for the use of comms system to infiltrate enemy computer system for the purpose of data theft or complete domination of infiltrated system. DM depends on level of program.  
 FIREWALL 1, 2, 3, OR 4: Protection software against viruses or infiltration by Spyder programs. DM protection depends on level of program.  
 SECURITY: 1, 2,3 OR 4: More active protection software for detecting & destroying viruses. Also can be used for tracing back Spyder programs & neutralizing them. A skilled operator (Computer skill 3+) can actually utilize program to usurp invading programs and turn back against their senders. DM of protection based on level of programs.  
 BAKJAK: Program designed to infiltrate & activate an opponent ship's anti-hijack protocols in order in incapacitate the crew. Popular among pirates & hijackers.  
 AMOK: Program designed to infiltrate & randomly activate computer controlled systems ( grav grids, guns, engines, airlocks, etc.). Popular among hackers, saboteurs, among others.

JUMP RULES: or how long does it take to go into jump when a hostiles approaches. In all these scenarios there must be enough fuel to jump.

1. Power up jump drives: 5 rounds.
2. Lay in random jump destination from ship's astrogation computer: 2 rounds.
3. Astrogator plots specific jump destination: 5 rounds.
4. If firing weapons or using defensive screens, how long to switch power to jump drives: 2 rounds.
5. Power up after powerplant shutdown: 15 rounds.

Of course if you've just jumped into system and haven't plotted your course towards your destination port, you can reverse the jump destination back to where you jumped originally from. This take 1 round to accomplish.

#### QUICK & EASY SHIP SENSOR SENSOR RULES:

The following rules cover using active sensors. For passive sensors add +1 to difficulty.

BASE ROLL DIFFICULTY: 6+

PHYSICAL CAMOUFLAGE: 7+(variable shapes, fake attachments, false energy modules, etc.)

ELECTRONIC CAMOUFLAGE: 9+ (EMM, jamming, false signals, etc.,)

#### MODIFIERS:

LEVEL OF SENSOR PROGRAM IN USE.

SHROUD PROGRAM USE: Modifier based on level of program used (Shroud 1, 2, 3, 4.)

HIGHER TARGET TL: +1 modifier for difficulty for each level higher than your ship's(or sensor) TL.

LOWER TARGET TL: -1 modifier for difficulty each TL below your own.

TARGET POWERED DOWN(playing possum or powerplant down) +1.

HIGHER SENSOR SKILL OF TARGET OPERATOR: +1difficulty modifier for each level of skill above you sensor operator's skill level.

LOWER SENSOR SKILL OF TARGET OPERATOR: -1 difficulty modifier for each skill level your operator is above the target's operator.

NEBULA: +3 difficulty modifier.

GAS GIANT ATMOSPHERE: +1 difficulty modifier unless scanning a gas giant storm in modifier is +3.

TARGET UNDER UNWATER: +1 difficulty modifier for each 1000m underwater.

Once difficulty is determined, roll for sensor scan result, adding sensor skill lvl to die result.

Default skill for sensors for both defensive & offensive use you can use either the Navigator skill (CT) or Sensor skill (T4).

#### ANCIENTS ARTIFACTS RULE

In the early days of Traveller, some friends & I noticed a tendency to go try to go collect Ancients artifacts to gain advantage over each other and any NPC's they met. In order to keep the game from getting out of hand, I instituted an idea from A. Bertram Chandler's "The Ship From the Outside". This idea is that the Ancients artifacts are telepathic to some extent and must approve of the user as sane, rational, beings. A further development is that even if a weapon approves of you it will only work in self-defense. This has kept most PC's selling off any artifacts they find rather than try to use (no small loss really, artifacts are worth a lot!). Of course a drawback in my campaign is that all Dark Goddesses personal who've undergone formal initiation on Shrine are sane, rational, pirates! Not every GM idea is a good one in some circumstances.

#### MY THOUGHTS ON SHIP AGILITY

In Traveller, any ship can have a potential of 6G & and an Agility of 6. I (and of few of my local fellow Travellers) felt this was unfair to spacecraft such as fighters, and fast, agile spacecraft under 1000 tonnes(fighting ships, dedicated smugglers, racing yachts). The simple option I came up with gives agile space craft (other than fighters) an evasion bonus of +1 when dealing with ships larger than 1000 tonnes. For fighters, I give them a +2 evasion bonus vs. ships larger than 1000 tonnes & a +1 evasion bonus vs. spacecraft under 1000 tonnes that are not dedicated fighters. This bonus can be used as an added difficulty to sensor locks and the 'to hit' tables. This bonus makes fast, agile fighting craft much more survivable in an actual combat scenario.

## 'CREDITS', BARTER & EXCHANGE RATES

Items (cargo, weapons, equipment, etc.) in Traveller are listed per value in Imperial credits. This does not mean that everything is paid in actual credits. Often interstellar trading can be measured in an exchange of cargoes for cargoes of equal or higher value where the interstellar trader has an advantage over the planetbound (or systembound) entrepreneur. A good example is where free trader A sells a load of computers to trader B on planet B for 100 tonnes of high tech farming equipment. Free trader A can sell to Trader C on an agricultural planet (or planets) where low population density requiring the aid of machinery in exchange for high quality low tech farming implements. Free trader A then can sell these to Trader D on a low tech agricultural world with little industry in exchange for some locally useless commodity (lanthanum, radioactives) and then sell those to Trader E on a high tech world for credits, ship repairs, equipment upgrades, etc. This is very simplified, but I hope gives the basic idea of a variant of trade, especially for free traders. It can also make the basis for an actual campaign where the player-traders have to discover and establish markets. Also going for a barter-based system might be more interesting for those who don't like keeping track of money.

**CREDITS:** As stated above, all costs are in Imperial credits. For some added spice, I came up with some competing local currencies & their exchange rates. Rates are based on the interstellar market.

**MC:** The official money of the Mapepire Cluster, triangular rainbow-colored chits worth .60 Imperial credits.

**RINGS:** Currency of the Northstar Republic, ring-shaped gunmetal-colored chits worth .75 Imperial credits.

**WELTMARKS:** Currency of Die Weltbund, black & white checked chits shaped like old Terran rockets, worth .20-.27 Imperial credits.

**CA:** The currency of the Comsentience Alliance, similar in shape & size to the Imperial credit, with 'Equality' in most of the major languages of the Alliance emblazoned on the chit. Worth .50 Imperial credits.

**DYSTAT:** Currency of Esylat space, a black ovoid with flashing stars on representing value of the chit. Worth .52 Imperial credits. Slowly being superseded by the CA.

**ALKHIZ:** Currency of the Zydarian Codominium. Value is stated in a cypher that changes randomly. Very annoying if you're not a member of the ZC with access to daily code books. Worth .45 Imperial credits.

**TRELYN CREDITS:** Currency of the Trelyn Domain, similar to Imperial credits in layout, except embossed with scenes of industry. Credits after 1000 are embossed with the famous Trelyn sphereworld.

**REYUBN:** Currency of Tuablin on Phyllis' Surrender. Striped red & blue figure eight shaped chit. Standard currency in the NE Middle Betond & Middle Beyond subsectors. Worth .38 Imperial credits.

**PSICREDIT:** The official currency of St. Foy, this ovoid pale yellow chit broadcasts a simple telepathic message: 'liberty' to any psi who touches them. Worth .20 Imperial credits.

**YOSHEI:** Circular blue/grey credit chip of Toishani, contains a small zuchai crystal chip (unsuitable for industrial use) in the center. Rare outside the I-Glathriel subsector due to their popularity among Imperial tourists as jewelry. Worth .55 Imperial credits.

**ESFHUIL:** Esylat glowing gemstone money, mined or grown on Esylat planets. Denominations (based on rarity) include milky (1 esfhuil), blue (10), cobalt (20), blue/green (50), green (100), greenish/amber (500), amber (1000), amber/red (5000), red (10000). Worth .45 Imperial credits.

## CUSTOM WEAPONS

This is a home rule that came out of a gaming session back in 1982, inspired by custom gunsmiths current today. A custom weapon is one that is specifically designed, balanced, modified for one person & one person only, giving that PC (or NPC) a +1 modifier when used. Besides the modifier, custom weapons are security protected (DNA, electropass, etc.) against use by anyone other than the owner, and may also include some device (needle, electroshock, etc.) to incapacitate or kill a would-be thief. A custom weapon requires a difficulty roll of 11+ to override the security features. Custom weapons cost 40% more than standard weapons of the same make.

A custom gun variant is the 'Defender' or 'Safe Gun', inspired by the Weapon Shops of A. E. van Vogt. This type of gun is built with a telepathic inhibitor that allows firing only for target practice or self defense, making it useless to a criminal. This type of weapon would have to be built in an openly psionic society at least TL13. The Zhodhani would be a natural to build this kind of weapon as well as some of the higher tech Beyond weaponmakers. I've almost

made most of the pre-Maghiz Darrian weapons 'Safe Guns' in my campaign. A safe gun would cost 100% more to build due to the materials & skill involved. Vintage 'Safe Guns' could be worth anywhere from 400% to 1000% over original cost.

A variant my wife came up with is 'The Adapter', a weapon capable of using different 1. Projectiles; or 2. Powerpacks.

1. Of the weapons capable of firing different sizes of projectiles, there are 2 types. The first, available at TL6, involves a large bore weapon with different caliber sleeves that can be inserted into the barrel OR a weapon with easily changed modular barrels of different caliber. These would cost 10-20% over a normal weapon of its type. A 2nd version occurs at TL11 which has a magnetic flux system that allows the barrel to alter size down or up to varying calibers. These gun types cost 80% or a civilian & 200% for military (military arms have to be tougher for field use) over the price of the normal version of the same weapon. These weapons also have the flaw of having the barrels only possessing 30% of the longevity of a normal barrel. This makes them pricey for the military. Still many officers carry them as well as professional assassins, bodyguards & the ilk. Barrels are designed for quick release & replacement. Barrels used past their reliability have a 50% chance (die roll 4, 5, 6.) to jam, causing hazardous consequences to the user (especially if using explosive or chemical rounds).

2. The second variant allows for the use of different powerpacks & cartridges. These weapons cost 40-75% over the cost of the normal versions making them more acceptable to military, especially merc units.

There is also the bizarre category of custom guns which are designed to not look like weapons.

Examples at TL5 would be rings containing miniature revolvers, or gun canes. At TL10+ you could have hairpins or brooches that are in reality one-shot laser pistols. My simple rule of thumb is that these weapons cost 300% over a normal weapon of its ilk at its base TL, declining 30% per TL over the base TL it appeared. For example, revolvers come in at TL4.

Say that on that planet, TL4 is the norm, & a revolver costs 200 Cr. The disguised gun would cost 600 Cr. If the planet's was TL8, the price for a disguised revolver would be 420 Cr., & so on. Bizarre guns can be unreliable, at its base level of technology it will misfire on a 10, 11, 12. This drops each level above the base level by 1. Using the revolver again, a cane revolver at TL4 will misfire on a 10, 11, or 12. At TL6, the same weapon will misfire on a 12. At TL7 the technology is reliable enough that as long as you maintain the weapon (or it doesn't get damaged), you will not have a misfire.

#### OVERLOADED JUMPING

In Traveller, there are times when you have to haul more of a load than your rating, whether, its cargo, another ship, or whatever. Here is the cheap & cheesy rule I came up with. For each jump below your maximum jump capability, you can haul 10% of your ship's tonnage. For example, say you have a trader 400 tonnes, with a jump of 3. By dropping you jump to jump-1, but still expending the energy needed for jump-3, can jump with an over load of 80 tonnes (20% of 400 tonnes). Second example, a 600 tonne corsair with a 100 tonne cargo capacity knocks over a 200 tonne free trader but knocks out the jump drive. The corsair is jump 3. If the corsair's cargo hold is empty, & does a jump-1 it can carry the free trader with it (100 tonnes empty cargo capacity + 120 tonnes overload capacity). Of, course, the extra cargo must still be inside the carrier ship's jump field effect, connected to the ship by magnetic or physical clamps, cargo nets, etal.

#### NEW USES FOR THE 'COMMO' SKILL

The commo skill can be very useful in Traveller besides using communication equipment.

1. Creating & breaking cyphers. The skill level determines the level of cypher created. A character with commo-3 would create a level 3 cypher. Breaking a cypher would be a difficulty of 9+. The modifiers for breaking a code would be -1 for each skill level below that of the codemaker's skill level & +1 for each level above the codemaker's skill level. Example: A skill level 2 commo expert is trying to break a skill level 4 code. The modifier for the codebreaker is -2, making his difficulty 10+.

2. Building voice activated devices is another good use. After voice activation devices are merely another commo device. Also they can be subverted or negated by a commo skill user.

3. Communication. This skill is very useful for those races that communicate through nonverbal (& nonpsionic) means using radio waves, microwaves, etc. A related use for this is determining whether intercepted emissions are natural, organic, or machine made.



4. Sensory. The commo skill can be used to construct & repair devices to amplify or disguise a sentient's voice or give voice to a creature not capable of what we consider 'normal speaking'. The commo skill can also be used to amplify hearing, screen out (like sonic hazers) or detect certain sounds (ultrasonic or subsonic sounds, or even to hear various emissions (radar, microwaves, etc.,)).

#### RADIATION TABLES LEVELS/PROTECTION

In most Traveller books/articles I've read (there's probably a few I've missed) there's no kind of table of radiation levels. Here's the quick & easy table I came up with for gauging radiation death using 2 D6.

- Level 1: Relatively harmless to life & electronics.
- Level 2: Damage to electronic systems. Very long term ( 1D6 years ) of irradiated lifeform.
- Level 3: Damage to computer & other electronics. Long term ( 2D6 months without treatment. ) death of lifeform.
- Level 4: As above regarding electronics accept death comes in 1D6 months without treatment.
- Level 5: As above accept lifeform dies in 2D6 days without treatment.
- Level 6: As above accept lifeform expires in 1D6 days without treatment.
- Level 7: As above accept lifeform expires in 1D6 hours without treatment
- Level 8: As above accept lifeform will expire in 2D6 minutes without treatment.
- Level 9: As above accept lifeforms expires in 1D6 minutes without treatment.
- Level 10: As above accept instantaneous death.
- Level 11. As above accept instantaneous death.
- Level 12. As above accept instantaneous death.

Level 1-6 can be considered relatively common (if there is such a word) radiation from powerplants, various space radiations.. Level 7+ can for example be the equal of playing with an atomic core unshielded or being close to an atomic explosion to get rad effects (but not killed outright).. Levels 10-12 can be compared to solar flare radiation, PAW & Meson rad effects. Even a planet's environment in the harsher profiles can be rad levels anywhere from level 2-10.

Protection can be gauged by the maximum of radiation protected against. On this I'm using TL13 as the type specimen of equipment.

- Vacc skin: Level 4 protection
- Vacc suit: Level 5 protection
- Hard vacc suit/Radiation suit/Batteldress: Level 6 protection.
- Anti-rad foam: Level 5-9 protection. Base cost 10,000 Cr. per case (10 cannisters) of foam for Level five protection with 5% increase per level protection.
- Guja impregnated suit: Level 6 protection.
- Standard space/star ship: Level 7 protection. Figure an additional 10% value of the ship's value to upgrade rad shield 1 point pf protection. This is usually accomplished in the construction phase or by stripping & replacing the outer shell on an already built ship.
- Standard battletank: Level 7-8 protection.
- Standard warship: Level 9 protection.
- Scout/Seeker: Level 9 protection, though some custom built seekers & scouts sport Level 10. protection.

Each protection level shows how much radiation is blocked by it. Say a protection level 7 ship is hit by wave radiation of level 9. The ship blocks off most of the rads so only level 2 radiation actually effects the crew & their equipment. If the crew were wearing protection suits, they would be okay but their equipment would still be damaged. Of course if there is a hull breach in the radiation affected area, then the full level 9 rads would hit the crew.

#### DARKSIDE TRADERS

##### THE UNDERCURRENT OF TRADING & SPACE TRAVEL

"Confiscate: a fancy word for stealing." Bette Noire, corsair & ex-Imperial Navy officer

## UNNATURAL HAZARDS

In TRAVELLER, there are many dangers inherent in space: piracy, corrupt officials, misjumps, fire, collision, meteors, and bad fuel, to name a few. However, often the REAL hazard can be the ships themselves. Beyond the normal aspects of bad design, substandard materials and construction, there is age and slipshod or no maintenance on vessels which is often driven by laziness or greed rather than by poverty. Many ships plying the starlanes are old, often centuries old. Some of these old vessels are the property of free traders families and meticulously kept in excellent condition. More often, they are units run by second-rate companies operating on a low overhead, frequently using ships written off the rolls by insurers.

Pirate vessels run the gamut from 1-ship operators with no base (bad) to family-run (much like free traders-usually good) to corsair fleets (usually excellent). By and by, corsairs will maintain their ships to the best of their abilities since their lives (and success) depend on it. Even then, they prefer to refit tonnage they've been paid to destroy or scuttle as supply vessels or (less often) as corsairs.

By and large, the big transsector lines (mostly Imperial ) like Oberlindes have a good track record of maintenance on their ships. For these lines, if a ship becomes a maintenance problem or is in a serious accident, they are written off the books and put up for auction. However, even the big outfits will sometimes run substandard vessels in a backward region.

Some of the auctioned-off tonnage, of course, will go to salvage yards or ship breakers. Most go to lesser shipping firms (usually only subsectorwide). Some will be refitted locally. A few will have their jump drive removed for insystem runs. The rest will just have cosmetic repairs and be sent on their way until they break down completely or tragedy occurs. In fact, a great many of these ships that become too notorious or/and dangerous will be pirated, hijacked or just plain disappear. And legal matters will be difficult as many of these substandard units will be registered in "flag of convenience" planets where laws are lax, or the government and/or navy are corrupt. Common crew slang for describing officials or governments that are lax in their duties or safety concerns is "eyes wired shut".

Of course, not all the danger with these types of shipping lines be the ships' fault. A good crew can make even a bad ship relatively safe. With money an issue, however, these ship can be manned by officers and crew unqualified to run them. With even more corrupt ownership, there is the risk of cargo stolen and passsngers robbed or abused.

For Traveller, all these conditions can make for interesting adventures, whichever side of the law your players or characters are on. And remember that commerce is the Imperium's lifeblood -- nothing is allowed to interfere in thr flow of trade. So if the players are involved in any of the above activities they can be allowed to get away with it as long as their violation isn't too blatant or involves loss of life. Inversely, if the players are victimized by any the above activities they will find the local authorities less than sympathetic. On the positive side (for a responsible crew) if a problem occurs or is discovered there is no quick means to communicate with the home office outside the home system (or where the line has offices). So if the crew is sneaky enough (& has enough credits) they might get away with fixing any ship problems. If the bosses discover the repairs, just say you were boarded or inspected & bribe the inspectors.

## CRIMINAL ACTS INVOLVING SHIPS & SPACE TRAVEL

By intent, accident, or unavoidable circumstances, traders and ship crews will break the law. Here are some criminal acts most commonly found in space or aboard ships.

1. PIRACY: The illegal seizure of ships and their contents during a time of peace. Most nations do not seek the death penalty for piracy unless deaths of crew and/or passengers are involved.
2. THEFT: The felonious removal of personal property and/or cargo by passengers or crew. The most notorious variant of this is....
3. RE-DIRECT (aka THE VARGYR SHUFFLE): Where a ship takes on cargo, alters its name & registration AND its destination, re-selling the cargo at bargian prices. A trader using this method may have frequent name & ID changes before it reaches its final destination. The re-direct is also used by

shippers when engaging trading ships to smuggle proscribed goods. Though pirates work this scam, the champ is Gaen Lines of Northstar/Darkling Regions.

4. **SMUGGLING:** The shipping & delivering of goods illegal by the laws of the destination planet or nation. Smuggled goods run the the gauntlet from weapons to drugs to chocolate.

5. **HIJACKING:** The illegal seizure of ships by passengers or crew. Often grouped under piracy on some law books. However, if the hijacked ship's personnel was operating the vessel in a illegal venture, the hijackers can claim prize money if, and only if, they turn the ship over to authorities with adequate proof a crime has been committed. This is hazardous as if the crew or company involved has important friends.

6. **BRIBERY:** Money or favor given or offered to a person in a position of trust to influence his judgment or conduct. Considered illegal by many states in and outside the Imperium, though on many planets (especially border states) bribery is a way of life.

7. **SLAVERY:** The kidnapping of persons for the purpose of bonded servitude. Also the transport of slaves. This crime only applies where slavery is illegal. Pirates practice this to fill out crews, as well as the governments of Die Weltbund & Vlad. The usual market in the Beyond for slaves is common laborers & technical personnel though there is a small market for exotic personal slaves. This market is dominated by Tuablin, Ltd., of Phyllis's Surrender, whose tentacles reach almost everywhere in the Beyond, Far Frontiers, Foreven & Torjan Reaches. Some nations (Araniopan League, Esylat Magistry) demand the death penalty for slavery.

8. **FRAUD:** Use of deception in order to gain advantage or value in exchange for something of lesser value. One of the most common is insurance fraud where cargo and/or ships are overinsured (usually older tonnage near their end of use) and disappears, is wrecked, or taken by pirates. With fraudulent ship claims, the ship itself may stay with the original firm under a new name & registration data; be scuttled (with or without the crew's knowledge); or handed over to a corsair (once again with or without the crew's knowledge). In cargo fraud, both shippers or clients can be the crooks. A client could set up a junk cargo with a ship and then arrange sabotage, an accident, piracy or frame the crew for stealing the REAL cargo. With this type of fraud, the client may consider the crew expendable so as to heighten the realism of the loss. Free traders, smugglers, & small ship lines are the usual victims of this scam.. In some nations (Trelyn Domain, Mapepire Cluster, Die Weltbund) cargo Re-direct (see above) is considered fraud as well as theft. It is considered fraud also when a maintenance facility repairs a ship inadequately (or unsafely); or in some cases charges the crew for repairs or services not rendered. Interstellar law does allow damages to be collected by the defrauded crew unless the crew is part of the same company that serviced the ship and/or the crew was aware of or a party to the fraudulent service. In the latter case case, the crew is guilty of criminal neglect as well as fraud.

Also considered fraud is disguising vessels, or illegally changing names & registration without going through a legal public registry process.

In the Imperium & Comsenticent Alliance crewing spaceships with unqualified and/or unlicensed personnel is considered fraud.

Deliberate mislabeling of cargo (usually to avoid luxury custom dues or to smuggle contraband) is considered fraud by the Imperium and most governments of the Beyond. Usually only the client is charged with a crime unless it can be proved that members of the ship's crew had knowledge of the deception. In the Imperium, Northstar Republic/Darkling Regions, Intercourse/Delta, Tarsus/District 268, the law allows the shipper to be compensated by the client in case of this kind of fraud if, and only if, the shipper is unaware of the deception. Compensation can up to 125% of the profit the ship would have made on the shipment.

**NEGLIGENCE, THE MOST CONTROVERSIAL CRIME:** Failure to exercise the care that a prudent person would exercise in the maintenance or operation of a ship. There are two recognized categories by interstellar laws: Petty Negligence and Criminal Negligence. Petty neglect is where the violator is unaware of the problem with their ship or has made an attempt to retify defects or damage to the best of their abilities. The penalties run from warnings to fines, and rarely jail time. However,

when human life has been lost due to an accident caused by petty neglect, the charge can turn to criminal neglect (especially for free traders or small outfits).

With Criminal Negligence the violator is fully aware of the situation and has made efforts to conceal the crime, either by cosmetic repairs or bribery. When criminal neglect causes fatalities, the firm and/or crew can be treated as murderers in a court of law if they are convicted of Criminal Neglect.

Each category of neglect is separated into two categories: Ship Neglect & Operational Neglect.

SHIP NEGLECT is operating a ship in a substandard condition, inadequate equipment, or inadequate repair that lead to hazards to life and/or cargo. The most common cause of ship neglect is money: owner/crews or shipping lines that have suffered a setback in their fortunes due to lack of trade, war, fines, accidents, etc., & can only maintain their vessels on minimum operating standards. A second common cause of neglect is training: vessels operating in backward areas by locals who are running ships way above their ability to run or maintain (example: take a TL7 crew, put them aboard a TL10 starship without adequate know-how: they can run it but maintaining the engines, & other higher equipment would be above their abilities. This also leads to being ripped off at higher tech starports where they pay for routine maintenance.) The major source of criminal neglect is greedy lines that use ancient, damaged, or even written off vessels (usually giving a superficial facelift). Bromisia Lines was, in their early days, notorious for this kind of operation. Their initial fleet consisted of 12 ex-Imperial liners including the Empress of Beaumonde (ex-Gloirhsana) & Empress of Vlad (ex-Spindward Queen), vessels written off the ship registry by Holien/Lloyds of Regina. The E. of Beaumonde suffered a complete jump drive failure on her 5th Tarsus-Mapepire run. The E. of Vlad suffered numerous breakdowns & fires, resulting in a total of 256 fatalities in a 3-year career. The Beaumonde was scrapped while the Vlad was sold to Sternhansa who operated her as Gerte Holbein for 17 years.

OPERATIONAL NEGLECT is where a crewmember (or members) operate a vessel in a dangerous or illegal manner; and/or the crewmember(s) are unqualified for their positions. A common cause of operational neglect is crewmember(s) under the influence of some substance, injury, physical or mental handicap that threatens the safe operation of the ship. There is also (usually caused by greed or cost cutting) operational neglect caused by the use of unqualified personnel in the ship crew, or personnel whose certificates have been revoked or suspended by local or interstellar law and/or trade agencies. In fact, most governments require all pilots, navigators, engineers, and comms personnel to maintain their licenses to operate on a regular basis. Also ship captains & navigators must maintain update their navigational data while in port & maintain their navigational, log, & engineering data on a current basis.

The most common positions cited in operational neglect cases are pilot, navigator & engineer. Engineering can involve inadequate repairs by the engineer or the engineer pushing equipment past a safe zone of operation (an example is the Queen of Beaumonde: she was originally rated at jump-3, at her retirement from Oberlindes she was rated jump-1. The Bromisia lines crew kept pushing her to jump-2, thus caused her breakdown with a load of tourists). Piloting & navigation is normally a normal space problem involving the breakout zones. Most spacefaring systems establish breakout zones a set distance from the main planet or starport in that system. However, many ships will try to breakout closer to their destination to save normal space travel time, risking potential collision. Also ships may cut through hazardous regions (usually asteroid fields) to minimize the distance travelled to port.

#### STARPORTS & CRIME

STARPORTS exist for two reasons: 1. To provide places for spaceships to land & offload their cargo & passengers. 2. To separate spacers from the native population, especially on insular or xenophobic planets while providing said spacers with R&R (aka I&I), ship repair & maintenance, & the opportunity to locate new mercantile endeavours.

All in all, starports are fairly wide open for carousing, usually Law Level 0, & have pretty tough Merc security personnel.

Many a clandestine deal is made in starport because the planetary or national don't openly operate there. Also there is concern for conflict with locals escaping strict local moral codes to party in starport (usually local rich). Fighting does occur, but usually if firearms & energy weapons don't get used, the starport cops don't interfere. However, once a brawl becomes a firefight, the starport cops will strike & don't concern themselves with who they shoot. In fact, playing starport cops would make an excellent adventure for characters who don't wish to travelling in space.

## IN CONCLUSION

As you can see there are many ways to inadvertently cross the line between honest trader and criminal even if that wasn't your intent. But commerce drives the universe of Traveller and many a good trader will do anything to turn a profit and will knowingly cross that line. As I set down in my page on piracy many a pirate will engage in lawful trade on occasion. The other side of the coin many legal traders will commit robbery, piracy, & fraud to lower overhead, gain an advantage over a rival (or even try to eliminate them physically), or create an unfair balance of trade with a trade or resource planet. Well, that's life in the spacelines, so as long as you don't too far, kill too many people, and above never annoy anyone powerful (or crazy) happy Travelling. Darkstarr

## RUSHUI EXPEDITORS

'If we can't get it, it doesn't exist!' Caipre Hilksi, founder of Rushui

Rushui was founded in 832 on Mapepire Balsyn/Mapepire as an import/export consortium by traders recently arrived from the Imperium. Over the years it has added corporate espionage, legal aid, data exchange, smuggling & other clandestine activities to its resume. It is currently the largest non-Imperial corporation of its kind, with private citizens, governments, pirates, & even Imperial megacorps including in its clientele.

Rushui's board of directors currently reside on the Northstar ringworld where they are an important source of venture capital & supplies for the ringworld's builders. Rushui's operation is broken into two divisions, Sales & Research. Sales operates from Emporiums located on a planet or satellite run by a Sales Administrator. Research Division operates clandestinely inside a sales office or in their own research center. In either case they are run by a Research Administrator. Both Research & Sales answer to a subsector Vice President who answer to their respective Division President. The sales division's bulwark are its agents. They're the sophonts who locate markets, broker deals, & maintain a high degree of service & discretion for clients. Agents are usually assigned to a single planet or system, though there are special troubleshooters who handle extra sensitive transactions. The research division is broken into researchers, who gather data (technology, secrets, personalities, political developments, etal). Most researchers have no set place of residence unless they are a clandestine part of a legitimate enterprise (teacher, scientist, corporate researcher, cop, for example). Data gathered by researchers are sent back to the closest Rushui operation where it is handled by the Analyst section, the second half of the research division. It's the job of analysts to sort, identify, categorize, & study information passed on to them. After their work is done, the data is filed away or sent to an Rushui operation that could use the data to promote or expedite business. Rushui maintains its own fleet of courier starships though quite often it will rely upon existing X-Boat routes for communication. Rushui maintains a strict neutrality policy & quite often can be found dealing with opposing sides in trade or war. They also maintain an even stricter policy of honesty that allows most clients ignore or forgive their neutrality stance. However, don't expect to do any covert or illegal business with Rushui unless you are a past client, have a recommendation from one of their clients, or undergo a background check.

Important as their illegal activities are, they only make up 20% of Rushui's business (though 40% of the profits), the other 80% is fairly legal even by strict legal systems.

Though their most important Emporiums are on Northstar/Darkling Regions, Araniopa/Araniopa, & Beaumonde/Mapepire they can be found on most planets in the Beyond with the exception of the Mal'Gnar & Die Weltbund. Outside the Beyond they have Emporiums on Tarsus/District 268 (Spinward Marches), The Florian League (Trojan Reaches), Varen's Planet/Trelyn (Vanguard Reaches), Elliador/Trelyn (Vanguard Reaches), & Desire/Huin (Touchstone).

Dark Goddesses & Webrunners use Rushui to arrange ship & equipment, & to provide data on shipping, security, & trade though this is not known to the outside world. Their greatest coup, however is arranging for the sale of captured Zhodhani & Sword Worlds ships & equipment to the Zydarian Codominium & pirates & worlds fighting Aslan forces in the Trojan Reaches. They also have a long standing relationship with SUSAG handling their extra-Imperial deals & testing. Many Free Traders use Rushui's services to facilitate purchases, locate cargo & verify jump & system data (quite often local government services will fudge data under pressure or bribery from some large concern).

Rushui can be very useful for a campaign, providing information, patrons, cargo, merc contracts, new planets/markets, equipment, personnel, assassins, you name it. But they are criminal businessmen, so

play careful & don't doublecross them or you might find yourself floating in space. Or you could even run a party of Rushui personnel, play police or intelligence ops infiltrating the organization.

RUSHUI CAREERS: Backgrounds for Rushui PC's & NPC's can be as follows:

SALES AGENTS: Merchant, Noble, Rogue, Diplomat.

RESEARCHERS: Rogues, Scouts, Merchant, any armed forces intelligence branch.

ANALYSTS: Merchant, Doctor, Scientist, Army, Navy, Marine, Pirate, Scout, Diplomat.

ADMINISTRATORS: Any, but usually Diplomat, Merchant, Scientist.

Agents & Researchers have the most possibilities as Analysts & Administrators are too busy to adventure do to the nature of their work.

#### TUABLIN

Founded in 956 on Phyllis' Surrender from the remaining corsair/scientist families of the Ghaskoret pirates, Tuablin specializes in kidnapping, mind control, & advanced biogenengineering (the later based on some lucky Ancients finds on Phyllis' Surrender in 712). The corporation holds a monthly bazaar selling slaves (usually for labor, bioengineered soldiers, or technical expertise), bioengineering products, & stolen goods. Their principal business partners include Die Weltbund (Tuablin is DW's primary source for much needed ship technical personnel), Parallel Lines' Shadow Division (the secret criminal group within PL), Zydarian Codominium, Northstar Republic, Trelyn Domain, Eslyat Mag., the Imperium, The Zodhani Consulate, & several independent corsair groups. Webrunners & Dark Goddesses are known enemies of Tuablin & are banned from the Phyllis' Surrender system. However the Guardians of Serenity are allowed to land & are often found bidding on slaves (usually children) in order to free them. The Comsentient Alliance officially disapproves of Tuablin but cannot act against it due the conflicts of interests among member planets who deal with Tuablin.

Tuablin is not well liked by many, but their services are invaluable even to superpowers like the Imperium. But the lords of Tuablin learned their lessons from the Ghaskoret debacle, and as long as they stay out of politics, they will be left alone by the forces that could easily smash them.

Though they are not without enemies. Besides Webrunners & Dark Goddesses, the LOS constantly acts against Tuablin interests. Manax Darkstarr, the Imperium's diplomatic troubleshooter has been working with anti-Tuablin interests (this is one of the reasons for his re-assignment to St. Foy). And many low tech worlds & free traders who form most of Tuablin's human resources are starting to fight back. Even the IDES with its anti-piracy tunnel vision has many agents seeing Tuablin worse than any pirate org. Business can get difficult if many of these foes start working together.

Though Tuablin possesses its own fleet, it prefers to use other tonnage for its kidnapping business, either through willing (Parallel Lines, corsairs), or unwitting (legit shipping lines, free traders) partners. Quite often with latter, the crew can be blackmailed later into willingly serving as Tuablin flesh transports.

Tuablin mind control techniques are varied, as the corporation has spent centuries developing various psi techniques, drugs, virus & biological parasites/symbiotes for controlling a sentient. These techniques (& how to counter them) form a major part of their trade with the Imperials, the Zhodani, & Die Weltbund.

The biogenetic division is TL16+ for much of its work, creating enhanced sentients, usually for combat. Its crowning achievement were the Mhorodrin, derived from chirpers from Tanasi that Tuablin (when they were the Ghaskoret) 'helped' to overcome their reproductive bottleneck. The chirpers became the conditioned sepoy for the elite of the Ghaskoret pirate nobility. Since the downfall of the Ghaskoret Empire most of the Mhorodrin have broken free of Tuablin control & have become the corporation's deadliest enemies.

The corporation is very much interested in obtain specimens of the Toreis flower of Lilith & native Lilithian humans for genetic experiments. Tuablin has a price of the equivalent of 40 MCr. (Imperial) for anyone who can deliver both intact to Phyllis' Surrender. This has become more difficult as Lilith has stepped up planetary security & few Lilithian travel off planet anymore after several kidnapping attempts. Those who do travel have the protection of Eshenili bodyguards (provided by Lilithian plutocrat Deva des Plaines). However, information has been acquired by Tuablin that the corsair

captain Bette Noire (1/2 Lilithian) possesses the full complement of Lilithian adaptations and would make a suitable subject for experimentation.

Tuablin is run much like any other corporation except that its board membership is closed to only surviving Ghaskoret families (Jikio, Tyhuer, Hyjwet, Wxcgut, Loiptr, Qwuiyt, Bhwertun, Maakiw, Sabaag, Alsadhin, Foorewtlang). The current head of Tuablin is Rejenc Loiptr.

Tuablin's fleet consists of fast couriers (63 100 tonne, treat as 'S' type scouts, 17 200 tonne ); 46 1000 tonne fast transports; anywhere from TL11 to TL15. Their navy consists of 48 TL12 200 tonne SDB's (1 triple laser, 1 triple missile turrets); 12 1000 tonne destroyers (2 triple laser , 3 triple missile turrets); & 6 planetary monitors, mounting a TL12-13 PAW spiral mount each plus secondary armament & 3 squadrons of fighters each.

Tuablin PC's & NPC's can come from any background you can imagine. Working with or against Tuablin or even being one of their victims can make for an interesting campaign.

#### ADVENTURES

What follows is ideas for adventure, many of which have been played in my campaign.

**ADVENTURE 1: The Jolly Rogered:** This plot consists of a PC unknowingly signing on as a crewmember with a bunch of pirate PC's. The scenario also includes part of the pirates acquiring (?) a new vessels while the newbie's being signed on. Best played with the person playing the new crewman not knowing anything about the other players' real character classes.

**ADVENTURE 2: Medical Run:** The planet Virgin's Delight has defaulted on a loan with Die Weltbund plutocrat Hans Reidel and has been put under blockade by units of the Die Weltbund Navy. By an coincidence a epidemic of jukabv fever has broken out on the planet. The party (which can be pirates or traders) are approached by a patron (can be LOS or a clandestine agent of the Comsientient Alliance or Mapepire Cluster) to deliver much needed serum. The Weltbunders have taken over the planet's moon (Virgin's Delight has no space navy) basing a squadron of light fighters( 1beam laser, 2 missiles), an armed transport, 1 close escort, 2 companies of marines, & 23 portable missile launchers at the moon mining facility. The planet's satellite surveillance systems have been destroyed or taken over by the blockaders.

**ADVENTURE 3: Bomb Voyage:** The players sign as officers & crew for a decrepit 400 ton trader carrying electronics. However, the voyage is actually an insurance scam by the patron, the cargo is bogus (though being sealed, the crew have no idea it is) and there is a bomb on board set to blow when the ship is one week in jumpspace.

**ADVENTURE 4: Set a Thief to Catch a...:** The players are pirates who have been captured and given a chance for freedom by their captors. The mission: take their corsair out with a naval officer & a platoon of marines in disguise and capture or kill the bloodthirsty Vargyr pirate Huarygf. If they succeed, the pirates will be given a 200 ton trader (unarmed) and sent off with a message to go trading or else. Also they will be informed that if the ship never returns there will naval units alerted for them & a VERY large reward posted. The pirates will give back their body armour (if any) and their sidearms (ammo & powerpack removed). It's up the GM whether the naval personnel will keep their bargain or throw the pirates into prison(or kill them) after the mission is completed. Another variant will be for the authorities to keep the pirates on a string & use them for later clandestine operations.

**ADVENTURE 5: Breakdown Trader:** The party acquire (or sign on as crew) on 400-1000 ton trader that turns out to be very old and decrepit (misjump at 10+, for instance). The players if character are chosen or rolled up appropriate skills should be able to handle any problem that arises in transit (the ship still needs a 3Mcr. overhaul).

**ADVENTURE 6. Lost Colony:** The players (can be traders, scouts, pirates) find a wrecked pre-Maghiz Darrian starships (5000 tonne fighter carrier & a 10,000 tonne colony transport.) in an asteroid field. The ships are linked together with solar shields erected on the fighter carrier providing a power source. In side the carrier are 4 intact fighters(2 laser, 4 fusion guns) & 1 intact 50 tonne SDB (similar in design to the fighter but mounting 4 fusion guns, 24 missile magazine & a PAW). the party will find several dead bodies aboard the carrier. If they follow the power lead it will go into the colony ship which is even more devastated than the fighter carrier. Into the interior, in the intact engineering area

they will find 25 low berths hold Darrian children 5 and under (8 male, 17 female) & 18 frozen embryos (7 male, 11 female) all intact. Anyone with Medical 3+ will be able to tell the children & embryos are perfectly preserved and viable. The Med personnel if Medical 3+ should be able to revive the children on a roll of 9+. Also around the low berths will be the bodies of Darrians (5 females including the captain & 8 males) all who were very old when they died. A medical skill of 2+ should prove that the dead died by suicide. Give the players some TL16 artifacts. Besides the intact vehicles in the carrier, the party can make money by delivering the children & embryos to the Darrian Confederation or if they are sleazy enough sell the children & embryos to the slavers on Phyllis' Surrender (or some other slaver planet). Or they could choose to raise the children themselves. If they revive the children they will not get much information other than loud noises, the ship shaking & been hurried into the low berths by their parents. The GM might roll (or decide) there is some memory loss due to the length of being frozen ergo the kids have no memory of events.

**ADVENTURE 7: The Shrine Enigma:** The players are approached by a patron to investigate the secret method by which Dark Goddesses on the planet Shrine/I-Glathriel can cure any insanity. The patron will give the party one of more insane persons to create a cover story for the players. Once inside the Shrine facility, the party must discover the secret cure & steal it if possible. The patron offers 10MCr., 2Mcr. now, and rest upon the party's return. Shrine's secret is an Ancient installation beneath the Hall of Women where 18 chambers hold devices that manipulate brain patterns, correct brain damage, etc., effecting complete restoration of sanity. The chamber cannot be removed, though party can try to obtain visuals of the interior of the chambers as well as sensor scans. All Shrine personnel are armed with hypoguns & stun batons, while there is a regiment of mercs (TL13+) based a km away from the Shrine. Also there is 3 Dark Goddesses corsairs on patrol (all DK personnel considered it an honor to guard the shrine), so the party is advised to avoid gunplay. If caught in their activities, the Lady Guardian Fhastine will deport the male characters to a prison & offer the female players a chance to join Dark Goddesses or join the men. However if the party fights it out on Shrine they will probably be executed, particularly if anyone is killed or the installation is damaged.

**NOTE:** All Dark Goddesses personnel undergo the sanity chamber treatment when they are officially accepted into DK as soon as possible. Aki hault-Huin was the first to undergo the treatment (accidentally) which explains how a sociopathic killer could built something as enduring as Dark Goddesses & the Huin Hierarchy. That last bit of information would be valuable to a historian.

**ADVENTURE 8. The Firefly.** The party has signed on to run a decreipt colony ship (203 passengers in low-berth). During the period in jumpspace, a fire breaks out due to wornout circuitry. Due to missing or broken equipment, the crew cannot fight the fire & must make an emergency breakout from jump to vent the fire out into space. Once in normal space, the crew will find some of the minute hatches that vent oxygen into space will not open. The crew must decide if they should try some other method of isolating the fire (cutting holes in the hull to extinguish is a good option) or try to find some way of saving the passengers (or try both). If the party has a good balance of technical skills they should prevail.

**ADVENTURE 9. Stowaway.** In jump, the crew finds a stowaway who wishes to join the crew. The kid actually proves very talent in some shipboard skill & would make a good apprentice. The problem is, they are the child of somebody important on the planet the ship left (& an important someone who doesn't like spacers). The party will have to decide whether to keep the kid or return he/she back home. The probability for the crew being arrested on their return to the kid's planet is quite likely (with imprisonment or confiscation of ship). However if they never return to the kid's home & the kid is recognized by someone in the future, the crew may be charged with kidnapping away. A good adventure for the people skills (bribery, carousing, liaison).

**ADVENTURE 10. Killer.** In this scenario from an unfinished game on of the party is a serial killer (full moon killer based on Red Grant from Ian Flemings' novel 'From Russia with Love', but you could use any archtype psycho) whose obession gets out of hand on shore leave tht rest of the group holding the bag. Unfortunately,he's not only the engineer but has Pilot-1 & Nav.-1 and has a head start to your trader. Can you catch him before he leaves you stranded with the police? Of course if he does escape it can make for an interesting campaign trying to catch him by intersection.

**ADVENTURE 11. Revenge.** You're corsairs who've been double-crossed by your leader (or by the crew of another corsair) and left for dead. You and yours want revenge. First you need a ship, then a



plan. If you're all part of a large fleet of pirates you could try to get back to base & confront your enemy by trial or duel. You could hunt them down by yourself as a personal vendetta. You could turn coat & assist the authorities.

ADVENTURE 12. Slaver. Your Free Trader has accepted a frozen consignment. What you don't know is that it is low-berthed slaves. The adventurers can find about their cargo either by curiosity (one of them is med trained & recognizes settings for 'cold sleep'); or by accident (power outage or some similar mishap); or by being boarded & searched. In the first 2 instances what will the players do? The the 3rd scenario, how will the players keep out of jail?

## CHARACTER CREATION

### CHARACTER GENERATION

#### ADVANCED PIRATE GENERATION TABLES

Based on rules from High Guard & Mercenary

This is an extended generation to create a more rounded corsair character for those who choose to roll their character up from the start as a pirate. Many of the skills come from High Guard, Mercenary, & Merchant Prince.

#### DUTY ASSIGNMENT

##### SPECIFIC ASSIGNMENTS

ASSIGNMENT	THROW
Crew	7+
Flight	8+
Gunnery	9+
Marine	9+
Engineering	10+
Technical	12+

DMs: If rank R2 or less, -2. If rank R4 or more, +1. If INT 7 or less, -1. If INT 10+, +1. If EDU 7 or less, -1. If EDU 10+, +1.

MARINE: Character spent the year assigned to his corsair's marine troops.

DIE ROLL	ASSIGNMENT
2	Merc
3	Shore Duty
4	Piracy
5	Smuggling
6	Trade
7	Training
8	Piracy
9	Smuggling
10	Shore Duty
11	Piracy
12	Special

DM: If rank R4 or better, +1

#### SPECIAL ASSIGNMENTS

DIE ROLL	RANK R3-	DIE ROLL	RANK R4+
1	Merchant	1	Operations
2	Navy	2	Espionage
3	Recruiting Duty	3	Recruiting
4	Engineering Training	4	Merchant
5	Espionage	5	Medical

6 Academy	Marine	6	Merchant
7 Academy	Merchant Academy	7	Military
DM: +1 with INT 8+		DM: +1 with EDU 8+	

1. ESPIONAGE: The character spends the year involved in a espionage operation, this could be personal, part of planning a major operation, or to gain or hone expertise. Survival: 7+. Skills: Die roll 1: Streetwise. 2: Bribery. 3: Interrogation. 4: Computer. 5: Laison. 6: Broker.
2. ENGINEERING TRAINING: Character spends one year involved in gaining or honing expertise in engineering. Survival: 3+. Skills: DR: 1: Mechanical. 2: Electronic. 3: Computer. 4: Gravitics. 5: Engineering. 6: Robotics.
3. MARINE DUTY: Character spends one year duty as part of a marine unit. This can be a regular or merc unit. Survival: 6+. Skills: DR: 1: Gun Cbt. 2: Blade Cbt. 3: Tactics. 4: Ship's Boat. 5: Zero-G Cbt. 6: Battledress
4. MERCHANT: Character spends one year as part of a trader concern (DR: 1: Free Trade; 2,3: Small company; 4,5: Medium sized concern; 6: Large shipping firm.). Survival: 4+ Skills: DR: 1: Trade; 2: Steward; 3: Laison; 4: Trade; 5: Computer, 6: Bribery.
5. MERCHANT ACADEMY: Character spends one year in a Merchant Academy. Survival: auto. Skills: 1: Computer; 2: Trade; 3: Broker; 4: Laison; 5: Commo; 6: Engineering.
6. MEDICAL: Spends one year medical training. Survival: auto. Skills: DR: 1: Medical; 2: Computer; 3: Admin; 4: Electronic; 5: Mechanical; 6: Medical.
7. MILITARY ACADEMY: Spends one year in a Military Academy. Survival: Auto. Skills: DR: 1: Tactics; 2: Ship Tactics; 3: Gun Cbt; 4: Instruction; 5: Leader; 6: Fleet Tactics.
8. NAVY: Character spends one year in a space navy, honing or picking skills; or just intelligence gathering (DR: 1,2: System Navy; 3: Small Interplanetary Navy(less than 5 systems); 4: Large interplanetary Navy(more than 5 systems, less than 20); 5: Subsector Navy; 6: Sectorwide Navy. Assignment: DR: 1: Line/Crew; 2: Flight; 3: Gunnery; 4: Engineering; 5: Medical; 6: Technical. Skills: Roll on Branch Skills table from High Guard on the appropriate assigned branch. Survival per branch listed in High Guard.
9. OPERATIONS: You spend one year in servive o a planetside operation center. This cold be a pirate base, a starbase, a shipping concern, etc. The concern may or may not be connected to pirates. Survival: 3+.: Skills: 1: Admin; 2: Computer; 3: Trade; 4: Streetwise; 5: Laison; Carousing.
10. RECRUITING: The character spends one year recruiting for their corsair(s). Survival: 4+. Skills: 1: Carousing; 2: Instruction; 3: Admin; 4: Bribery; 5: Streetwise; 6: Laison.

TABLE OF RANKS(From CT Supplement 4)

R1	Henchman
R2	Corporal
R3	Sergeant
R4	Lieutenant
R5	Leader

PIRATE ASSIGNMENT RESOLUTION

CREW: TRADE	TRAINING Survival:	SHORE DUTY auto	PIRACY 4+	MERC 6+	SMUGGLING 6+
5+	4+				
Promotion:	none	10+	7+	7+	8+
8+					
Skills:	7+	7+	5+	6+	5+
6+					

FLIGHT: TRADE	TRAINING	SHORE DUTY	PIRACY	MERC	SMUGGLING
Survival	3+	3+	6+	6+	4+
4+					

Promotion	none	10+	7+	7+	7+
9+					
Skills:	7+	none	6+	7+	6+
8+					

GUNNERY: TRAINING		SHORE DUTY	PIRACY	MERC	SMUGGLING
TRADE					
Survival:	auto	3+	7+	7+	6+
4+					
Promotion:	none	12+	6+	6+	10+
10+					
Skills:	8+	none	5+	5+	10+
10+					

ENG.: TRAINING		SHORE DUTY	PIRACY	MERC	SMUGGLING
TRADE					
Survival:	auto	auto	5+	5+	3+
3+					
Promotion:	none	none	6+	6+	8+
9+					
Skills:	7+	9+	5+	5+	6+
6+					

MARINE:: TRAINING		SHORE DUTY	PIRACY	MERC	SMUGGLING
TRADE					
Survival:	auto	3+	7+	7+	4+
3+					
Promotion:	none	none	7+	7+	10+
12+					
Skills:	7+	10+	6+	6+	8+
9+					

TECH.: TRAINING		SHORE DUTY	PIRACY	MERC	
SMUGGLING	TRADE				
Survival:	auto	3+	6+	6+	4+
3+					
Promotion:	none	10+	6+	7+	6+
8+					
Skills:	7+	9+	5+	6+	5+
7+					

SERVICE SKILLS					
DIE PIRATE		SHIPBOARD	SHORE DUTY	SERGEANT	LIEUTENANT
LEADER					
ROLL LIFE		LIFE	LIFE		
1 Brawling		Gambling	Carousing	Vacc Suit	Vehicle
Computer					
2 +1 STR		+1 DEX	Vehicle	Blade Cbt.	ZeroG Cbt.
Admin					
3 Carousing		Blade Cbt.	Gambling	Mechanical	Gun Cbt.
Bribery					
4 +1 END		Mechanical	Survival	Medical	Pilot
Ship Tactic					
5 +1 DEX		Ship's Boat	Streetwise	Instruction	Leader
Laison					
6 Blade Cbt.		Vacc Suit	Bribery	Leader	Ship's Boat
Trade					
7 +1 EDU		Zero-G Cbt.	Laison	Admin	Admin
Leader					

8	Vacc Suit	Commo	Trade	Ship Tactic	Ship Tactic
Ship Tactic					
DMs: +1 if INT 8+; +1 if EDU 8+					
ASSIGNMENT SKILLS					
DIE	CREW	FLIGHT	GUNNERY	ENGINEERING	MARINE
TRADE					
ROLL					
1	Mech.	Vacc Suit	Fwd. Obsv.	Mechanical	Gun Cbt.
Liaison					
2	Electronic	Admin	Gun Cbt.	Electronic	Vacc Suit
Admin					
3	Gun Cbt.	Pilot	Commo	Engineering	Zero-G Cbt.
Computer					
4	Navigation	Commo	Computer	Mechanical	Hvy. Wpns.
Broker					
5	Computer	Navigation	Gunnery	Vacc Suit	BattleDress
Leader					
6	Vacc Suit	Ship's Boat	Gunnery	Engineering	Air/Raft
Bribery					
7	Gun Cbt.	Pilot	Gunnery	Engineering	Gun Cbt.
Trade					
8	Jack-o T	Pilot	Gunnery	Engineering	Ship's Boat
Liaison					
DMs: +1 if INT 8+; +1 if EDU 8+					

#### RE-ENLISTMENT & MUSTERING OUT(from Supplement 4)

After completing four 1-year assignments, the character has completed one term & may chose to re-enlist at a die roll of 6+. Characters of rank R3+ get a DM of +1. If a 12 is rolled, then the individual is required to re-emlist. If the character fails to re-enlist, they roll on the mustering out benefits tables. A character gets as many rolls on the mustering out tables as how many 4-year terms they haved served. Characters who have reached rank R3 receiv 2 extra die rolls. After five terms, the character may retire. Automatic retirement is mandatory after 7 terms.

#### BENEFITS

##### MATERIAL BENEFITS

1. Low Passage
2. +1 Intel
3. Weapon
4. none
5. -1 Social
6. Middle Passage
7. Corsair

DM: +1 if R5.

Character

For each roll of weapon, players gets 1 weapon

DM

of their choice. If Corsair is rolled again, it is treated as no benefit. Corsair is based on Supplement 4 400 tonne corsair. However, in my game you are not limited to the type 'P' as your corsair.

##### CASH BENEFITS

1. none
2. none
3. 1000 Cr.
4. 10000 Cr.
5. 50000 Cr.
6. 50000 Cr.
7. 50000 Cr.

Maximum of 3 rolls on cash table.

with gambling skill of retired get

of +1

#### SPECIAL OPERATIONS AGENT GENERATION

Special ops agents are paramilitary forces involved in clandestine operations. Many are part of some government law enforcement or intelligenge group. However, many operate in the darker side of society as bodyguards, special investigators, security specialists, corporate spies, assassins, or members of a private, elite merc special ops units, or even unaligned black operations cadres.

## SPECIAL OPS(BASIC)

This table is partially based off of Paranoid Press' "Scouts & Assassins".

ENLISTMENT: 11+ (DM of +1 if Dex 9+, DM +2 if Intelligence is 8+)

DRAFT: None

SURVIVAL: 8+ (DM of +2 if Int 9+)

PROMOTION: 8+ (DM +1 if End 8+)

REENLIST: 5+

RANK SKILLS: 01: Unarmed Combat; 03: Computer; 05: Leader.

### TABLE OF RANKS:

Rank 0 Titles of rank applicable to group or organization.

Rank 1

Rank 2

Rank 3

Rank 4 Rank 4+ can be considered equal to officers.

Rank 5

Rank 6

### CAREER ASSIGNMENT

#### DIE ROLL:

1. Investigation. (Branch Skills: Die Roll: 1: Interrogation, 2: Computer, 3: Carousing, 4: Stealth, 5: Gun Cbt, 6: Streetwise)
2. Intelligence. (Branch Skills: Die Roll: 1: Computer, 2: Electronics, 3: Commo, 4: Science(see below table), 5: Escape & Evasion(see below table), 6: Reconnaissance.)
3. Commando. (Branch Skills: Die Roll: 1: Demolition, 2: Reconnaissance, 3: Commo, 4: Gun Cbt, 5: Unarmed Combat, 6: Melee Cbt.)
4. Technical. (Branch Skills: Die Roll: 1: Forensics, 2: BioChemical Warfare, 3: Science, 4: Ship (die roll: 1: Pilot, 2: Navigation, 3: Commo, 4: Engineering, 5: Vacc Suit, 6: Ship's Boat), 5: Robotics, 6: Psionicology.
5. Crosstraining: Die Roll 1: Marine, 2: Army, 3: Navy, 4: Merchant, 5: Scientist, 6: Scout. (Branch skills: Roll 1D6 on the appropriate Service Skills table of service selected).
6. Administration: (Branch Skills: 1:Leader, 2: Admin, 3: Laison, 4: Bureaucracy, 5: Legal, 6: Computer)

### PERSONAL DEVELOPMENT TABLE

1. +1 Dexterity
  2. +1 Endurance
  3. Melee Combat
  4. Unarmed Combat
  5. Gun Combat
  6. Demolitions
  7. BioChemical Warfare
  8. BioChem Disguise
- Die Modifier +1 if DEX 8+,  
Die Modifier +2 if TL 13+

### ADVANCED EDUCATION TABLE

1. Interrogation
2. Carousing
3. Vacc Suit
4. Reconnaissance
5. Zero-G Combat
6. Vehicle
7. Medical

Die Modifier +1 if Int 8+

### SERVICE SKILLS TABLE

### ADVANCED EDUCATION TABLE (Edu 8+)

1. Streetwise
  2. Survival
  3. Stealth
  4. Forgery
  5. Escape & Evasion
  6. Disguise
  7. Laison
- Die Modifier +1 if Int 8+  
8+
- 2: Chemistry,  
Engineering,

1. Computer
  2. Administration
  3. Pilot
  4. Navigation
  5. Electronic
  6. Forensics
  7. Science
- Die Modifier +1 if Edu & Int both
- SCIENCE: Roll 1D6 1: Biology,  
3: Robotics, 4: Linguistics, 5:  
6: Psychology.

#### MUSTERING OUT TABLES:

DIE:	MATERIAL BENEFITS	CASH BENEFITS
1	+1 Dexterity	Cr. 4,000
2	+1 Intelligence	6,000
3	Weapon	8,000
4	High Passage	10,000
5	Vehicle	12,000
6	Ship	14,000
7	Professional Organization	20,000

#### EXPLANATIONS:

**DISGUISE SKILL:** Skilled the use of camouflages & personal disguise to escape undue attention.

**BIOCHEMICAL WARFARE:** Skilled in the use of (or countering) biochemical weapons such as gasses, poisons, etc.

**ESCAPE & EVASION:** Skilled in the making & evading traps, lockpicking, & evading search parties and/or sensor sweeps.

**STEALTH:** Skilled in the ability to move about undetected & silently.

**UNARMED COMBAT:** You are skilled in some form of advanced combat skill such as boxing, judo, kickboxing, etc. Gives the user a +1 advantage of a character skilled in brawling.

**BIOCHEMICAL DISGUISE:** Character has gone through some procedure that allows some alteration of facial or finger print structure, hair, eye, or skin color, alteration of vocal cords as well as the ability to reverse to normal as needed. (SEE CORSAIR BAZAAR under Biogenetic Disguise)

#### ESHENILI CHARACTER GENERATION

Eshenili are a hereditary group of special ops agents (SEE LIBRARY DATA) who claim descent from members of the First Imperium's secret police. Though feared as assassins, their main employ are as bodyguards & special couriers. Though not all citizens of their world are Eshenili, those of high education, intelligence & dexterity are encouraged to join the Eshenili as a patriotic duty.

**ENLISTMENT:** 11+ Die modifier of +1 if Dex 9+. DM of +2 if Int. & Edu. 8+

**DRAFT:** 6+ DM of +2 if Dex., Int., & Edu. all 9+

**SURVIVAL:** 8+ DM of +2 if Int. 9+

**PROMOTION:** 8+ DM of +1 if Int. & Edu 9+

**REENLIST:** 4+

**RETIREMENT:** 9+ or age 85

Eshenili must roll to muster out of service. Even after leaving service, they are considered reservists. Many mustered out members are the result of some disgrace or crime not subject to the death penalty (such as treason or an unauthorized murder). They have a high sense of professional honor, always honoring a commission, even after the death of their employer. Likewise, they never discuss prior assignments or patrons. Eshenili have no problem accepting assignments that place them in opposition

to another Eshenili. The lone exception is where they are betrayed or deceived by a patron. Captured Eshenili, will often give their servives to their captor (if their current patron has betrayed them or is already dead), swearing a blood oath to their new patron. The drawback is that the new patron, if they except the Eshenili's service are not required by ancient custom to pay the oathbound Eshenili any recompense for their services.

RANK SKILLS: Novice: Blade, Eshenili2: Laser, Eshenili 4: Tactics, Master: Biochemical Disguise,Cadre Master: Leader

#### RANKS:

- Rank 1: Novice
- Rank 2: Eshenili
- Rank 3: Eshenili
- Rank 4: Eshenili
- Rank 5: Eshenili Master
- Rank 6: Cadre Master
- Rank 7: OverMaster
- Rank 8: Elder
- Rank 9: Council Elder

Eshenili wear a distinctive uniform when not involved in clandestine activity. It consists of a black, lightweight, extermely mobile flex armour over which is worn a red jumpsuit which a beretlike red hat with a matching red veil. Often those on bodyguard will substitute a lightweight TL13 battledress for flex armour. Eshenili with Zero-G Cbt. skills will often wear grav belts to give them selves an edge (+1 to Dex, End, & movement). Eshenili favor laser weapons for combat (though most assasins favor gauss weaponry) & have been known to usegravitic swords.

#### DUTY ASSIGNMENTS:

##### DIE ROLL:

- 1: Bodyguard (Branch Skills: Die Roll: 1: Gun Cbt, 2: Melee Cbt., 3: Escape & Evasion, 4: Battledress,, 5: Disguise, 6: Commo.)
- 2: Assassin: (Branch Skills: Die Roll: 1: Recon, 2: Unarmed Combat, 3: BioChem Warfare, 4: Demo, 5: Escape & Evasion, 6: Stealth.)
- 3: Technical: (Branch Skills: Die Roll: 1: Engineering, 2: Electronics, 3: Mechanical, 4: Medical, 5: Computer, 6: Robotics.)
- 4: Courier: (Branch Skills: Die Roll: 1: Stealth, 2: Commo, 3: Electronics, 4: Vehicle, 5: Escape & Evasion, 6: Laison.)
- 5: Training: (Branch Skills: Die Roll: 1: Escape & Evasion, 2: Recon, 3: Unarmed Cbt., 4: Survival, 5: Streewise, 6: Stealth.
- 6: Special Training: (Branch Skills: Die Roll: 1: Zero-G Combat, 2: Pilot, 3: Navigation, 4: Science, 5: BioChem Warefare, 6: Psionics (Roll D6, if a result of 6 results you pick one psionic ability at level 1 & roll your strength. If 1-5 results, ignore this & re-roll))

#### PERSONAL DEVELOPMENT:

#### ADVANCED EDUCATION:

1: +1 Dexterity  
2: +1 Strength  
3: +1 Endurance  
4: Melee Combat  
5: Gun Cbt.  
6: Unarmed Cbt.  
7: +1 Intelligence  
DM: +1 if Education 8+

1: Jack of All Trades  
2: Vacc Suit  
3: +1 Education  
4: Computer  
5: Zero-G Cbt  
6: Vehicle  
7: Battledress  
DM: +1 if Intelligence 8+

SERVICE SKILLS:  
8+)

ADVANCED EDUCATION (Education

1: Streetwise  
2: Stealth  
3: Reconnaissance  
4: Escape & Evasion  
5: Survival  
6: Disguise  
7: BioChem Disguise  
DM: +1 if Rank 4

1: Pilot  
2: Navigation  
3: Medical  
4: Liaison  
5: Admin  
6: Legal  
7: Science  
DM: +1 if Rank 5

MUSTERING OUT BENEFITS:

MATERIAL BENEFITS:

CASH BENEFITS:

1: Weapon  
2: High Passage  
3: Ship\*  
4: Battledress  
5: +1 Dexterity  
6: BioChem Disguise  
7: Corsair \*\*  
Notes: \* Ship equal to either 100 tonne s-type scout  
(die roll 1-4), or 200 tonne Free Trader (5-6)  
\*\* Equal to a 400 tonne Corsair with  
yacht accommodations  
DM: +1 if Rank 4+

1: Cr. 4,000  
2: Cr. 6,000  
3: Cr. 8,000  
4: Cr. 12,000  
5: Cr. 16,000  
6: Cr. 20,000  
7: Cr. 35,000  
DM: +1 if Rank 4+

HOURONII

Purple Sash Houronii

Red Sash Houronii 'Hunting' Uniform

An order of assassins from the planet Lilith, the Houronii were originally an order of courtesans. Offworld desire for the genetic material of Lilithians (see Lilithian/Alien Races2) gradually changed the order to paid killers (and the defenders of the Lilithian race. One of the few Lilithians who travel offworld, the Houronii are still prized as companions as well as assassins or bodyguards for the rich & noble. Ironically for their historic & present occupations, Houronii enjoy a high Social Level. In fact the hierarchy for each level is determined by SL, a not unfair arrangement as the Houronii are very upwardly mobile. Houronii who disgrace themselves will find themselves cast out of the order with their SL reduced to 0. The ruling body is the White Council, made up the White Sash Masters.

They are very dedicated to their race & will respond to any plea from any Lilithian of pure or mixed blood.

ENLISTMENT: 7+ DM +1 if Social Level 7+

DRAFT: None.

SURVIVAL: 9+ DM of +1 if Dex 8+, DM of +2 if both Dex & End 8+

PROMOTION: 8+ DM of +1 if Int 8+

REENLIST: Automatic



## RANK:

- Rank 1 Black Sash (Novice) (Skill: Melee Cbt: Sash)
- Rank 2 Purple Sash
- Rank 3 Blue Sash
- Rank 4 Red Sash (Skill: Tactics)
- Rank 5 Orange Sash (Skill: Leader)
- Rank 6 Yellow Sash
- Rank 7 White Sash (Master)

Houronii wear no distinctive garb other than their rank sashes, which can be worn many ways: as scarf, shoulder sash, or around the waist, for examples. Houronii also use these sashes as weapons. Of course, covert Houronii do not wear these distinctive badges, using more mundane devices to strangle victims.

## DUTY ASSIGNMENTS:

### DIE ROLL:

- 1: Performance: (Branch Skills: Die Roll: 1: Disguise, 2: Dancing, 3: Acting, 4: Music, 5: Writing, 6: Athletics.)
- 2: Charisma: (Branch Skills: Die Roll: 1: Fast-Talk, 2: Carousing, 3: Laison, 4: Bribery, 5: Diplomacy, 6: Linguistics)
- 3: Assassin: (Branch Skills: Die Roll: 1: Unarmed Cbt., 2: Hunter, 3: Melee Cbt., 4: Bow, 5: Stealth, 6: Escape & Evasion.)
- 4: Bodyguard: (Branch Skills: Die Roll: 1: Survival, 2: +1 Dex, 3: Gun Cbt, 4: Melee Cbt, 5: Medical, 6: Escape & Evasion)
- 5: Assassin: (Branch Skills: Die Roll: 1: Gun Cbt., 2: Computer, 3: Stealth, 4: Disguise, 5: Athletics, 6: Unarmed Cbt.)
- 6: Special Training: (Branch Skills: Die Roll: 1: Zero-G Cbt, 2: BioChem Warfare, 3: Battledress, 4: Pilot, 5: Navigation, 6: Electronics.)

### PERSONAL DEVELOPMENT TABLE:

- 1. +1 Dexterity
- 2. +1 Strength
- 3. +1 Endurance
- 4. +1 Social Level
- 5. Carousing
- 6. Gambling
- 7. +1 Social Level
- DM: +1 if Int 8+

### SERVICE SKILLS: (8+)

- 1. Unarmed Combat
- 2. Melee Cbt. (Sash)
- 3. Melee Cbt.
- 4. Gun Cbt.
- 5. Stealth
- 6. Escape & Evasion
- 7. Psionics

### ADVANCED EDUCATION TABLE:

- 1. Zero-G Cbt.
- 2. Disguise
- 3. Commo
- 4. Vacc Suit
- 5. Recon
- 6. Computer
- 7. BioChem Warfare
- DM: +1 if Social Level 7+

### ADVANCED EDUCATION TABLE:(Edu 8+)

- 1. Medical
- 2. Battledress
- 3. BioChem Warfare
- 4. Tactics
- 5. Leader
- 6. Chemistry
- 7. AutoPheromoneSurge (APS)

Note: Psionics is rolling Psionics result, you must roll again and get a another 6 result. If you do, you have Psionic training & may choose the following talents: Telepathy or Awareness. If you do not get a 2nd 6 result, ignore this roll & roll again.

DM: +1 if Int 8+

AUTOMATIC PHEROMONE SURGE(APS): The Houronii is trained to release at will the normally controlled Pheromone Surge, giving her 2 free rounds of action against affectable sentients within a 20 meter radius. The technique costs 2 points of End per use.

## INTERWORLD DIVISION OF ENFORCEMENT SERVICES

### IDES AGENT

### IDES AGENT, ASSAULT GEAR

The Interworld Division of Enforcement Services, a.k.a. IDES (Paranoid Press' 'The Beyond') is a private police organization operating outside the reach of the Imperium. It works by contracting services with local, planetary, or larger governments (including especially the Imperium). IDES's main advantage to security forces outside the Imperium is 1: its reach, & 2: its technological edge over most non-Imperium police forces. Quite often is works as a middleman between the Comsentient Alliance & the Imperium on law enforcement & security matters. IDES also operates several Containment facilities in the Beyond sector. Most IDES centers are located on planets with a law level of 8+ & a TL of A+. Their field operatives (know as Marchers, after their founder, Sir Robert March) operate in secrecy, their names & numbers known only to a select few. Agents other than the covert Marchers wear orange jumpsuits emblazoned with a black & gold hawk in flight.

What follows is my own generation table for creating an IDES agent.

ENLISTENT: 8+ DM of +1 for Intelligence 8+

DRAFT: None

SURVIVAL: 8+ DM of +1 if End 8+

PROMOTION: 9+ DM of +1 if Intelligence 8+

REENLIST: 5+ DM of +1 if Rank 3+

### RANKS:

Rank 1: Agent 4th Class (Skill: Stealth)

Rank 2: Agent 3rd Class

Rank 3: Agent 2nd Class (Skill: Streewise)

Rank 4: Agent 1st Class

Rank 5: Inspector 2nd Class (Skill: Leader)

Rank 6: Inspector 1st Class

Rank 7: Commissioner (Skill: Admin)

Rank 8: Superintendent

## MUSTERING OUT BENEFITS

DIE:	MATERIAL:	CASH ALLOWANCE
1	+1 Education	Cr. 4,000
2	Middle Passage	Cr. 6,000
3	High Passage	Cr. 8,000
4	Travellers Aid Society	Cr. 10,000
5	Gun	Cr. 20,000
6	Vehicle	Cr. 30,000
7	Ship	Cr. 50,000

DM: +1 if Rank 7+ Note: Ship equal to vessel of 100-200 tonnes

## DUTY ASSIGNMENTS

DIE ROLL:

- |                                 |   |
|---------------------------------|---|
| 1: MARCHER<br>Streetwise        | (Branch Skills: 1: Stealth, 2: Gun Cbt., 3: Computer, 4: Carousing, 5:<br>6: Disguise)                    |
| 2: ANTI-PIRACY<br>Commo,        | (Branch Skills: 1: Pilot, 2: Navigation, 3: Engineering, 4: Gunnery, 5:<br>6: Vacc Suit)                  |
| 3: ADMIN<br>Commo)              | (Branch Skills: 1: Admin, 2: Leader, 3: Computer, 4: Legal, 5: Liaison, 6:                                |
| 4: MARCHER<br>Evasion,          | (Branch Skills: 1: Unarmed Combat, 2: Recon, 3: Streetwise, 4: Escape &<br>5: Demo, 6: Tactics.           |
| 5: TECHNICAL                    | (Branch Skills: 1: Medical, 2: Forensics, 3: BioChem Warfare, 4: Computer,<br>5: Electrical, 6: Robotics) |
| 6: INTELLIGENCE<br>Criminology, | (Branch Skills: 1: Interrogation, 2: Psychology, 3: Computer, 4:<br>5: Commo, 6: Streetwise)              |

## PERSONAL DEVELOPMENT TABLE

DIE ROLL:

- 1: Gun Cbt.
- 2: Melee Cbt.
- 3: +1 Strength
- 4: +1 Dex
- 5: +1 End
- 6: Unarmed Cbt.

## SERVICE SKILLS 8+)

DIE ROLL

- 1: Stealth
- 2: Escape & Evasion
- 3: Criminology
- 4: Carousing
- 5: Streetwise
- 6: Bribery

## ADVANCED EDUCATION TABLE

DIE ROLL:

- 1: Medical
- 2: Vacc Suit
- 3: +1 Education
- 4: Commo
- 5: Computer
- 6: Vehicle

## ADVANCED EDUCATION TABLE (Edu

DIE ROLL

- 1: Pilot
- 2: Forensics
- 3: BioChem Warfare
- 4: Navigation
- 5: Engineering
- 6: Legal

# EQUIPMENT

## CORSAIR'S BAZAAR

SHIPS, EQUIPMENT, & COMMODITIES FOR TRADERS, PIRATES, & ADVENTURERS

CORSAIR'S SHIPYARD  
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#### KHARIS CLASS PATROL CRUISER

Built by Grace-Beaumonde Shipyards of Beaumonde/Mapepire. The Kharis Patrol Cruiser is a proven & tough opponent whether operating as a commerce raider or escort. Several dozen examples have been built under license by the Imperial More Shipyards in the Spinward Marches, serving with distinction in the 5th Frontier War. License to build these ships has been extended to Jher Industries of Northstar/Darkling Regions. Rumors tell of many corsair Kharis operating in the Beyond. In the Vanguard Reaches, The Esylat Magistracy has ordered 20 Kharis for their border with the Trelyn Domain. Class named for a Beaumonde naval officer.

COST: MCr445.95. 600 tons TL14 CREW: Min.4, Max10 Modified wedge hull.

JUMP 4. 6G ACCELERATION. 6 AGILITY. POWERPLANT A.

OFFENSE: 50 ton particle accelerator bay. 2 triple missile launchers operating as 1 battery. 2 triple laser turrets operating as 2 batteries(1 dorsal, 1 ventral).

DEFENSE: Armoured hull(factor A), 50 ton repulsor bay, 2 twin sandcaster launchers(2 dorsal, 2 ventral), Nuclear Damper(factor 4) EMM.

CRAFT: 1 Standard 20 ton ship's boat, 2 20 ton Dagra assault boats, 1 G-Carrier, 4 lifepods.

CARGO: 2 50 ton cargo bays, convertible to modular crew quarters.

CREW: Min. 1 officer, 3 ratings. Max. 3 officers, 7 ratings, 20 marines.

COMPUTER: Military 6fib, master fire control center.

FUEL TREATMENT: Fuel scoops & integral treatment plant.

OTHER: Beam laser and twin VRF Gauss gun standard on ship's boat. Master firecontrol allows use of twin beam lasers on Dagra assaults when docked. Minelayer or minesweeper module optional for MCr25.

Many Kharis have anti-personnel or anti-vehicle weapons located in popouts added as options for ground support operations. (example: Bette Noire's new Kharis class "Morag" has 4 popout VRF gauss guns on hull with 1a 5th VRF gauss mounted ceiling of bridge for defense, plus two hull mounted 20cm MRL's). The Kharis also has a ventral vehicle bay(accessible through engineering) for small craft or grav combat vehicles.

#### LINK TO KHARIS CLASS SHIPLANS

##### MARID CLASS SCOUT

The Marid is the scout version of the Kharis. The particle accelerator is replaced in the Marid with increased sensor capability and a more powerful nuclear damper. Armour is reduced to factor 3 with an increase jump to Jump5. The marine barracks module of the Kharis is replaced with a survey laboratory with 3 low berths.

Named for the scout who discovered Beaumonde.

##### SOFIAN CLASS ARMED TRANSPORT

The Sofian is designed to carry troops or cargo in relative safety and speed, carry up to a company of troops or 250 tons of cargo. Armament is limited to 2 twin triple laser turrets. Armour is same as the Kharis with a total of 8 sandcaster launchers. The Sofian replaces the particle accelerator shaft with additional cargo or 36 low berths. The latter has seen 8 Sofian modified as medical scouts. A rumored pirate variant of the Sofian has the ventral vehicle replaced with a 50ton missile bay. Named for a famous trader.

##### DAGRA 20TON ASSAULT BOAT

The Dagra was originally designed as a belter's boat for the Ghespe belter class ships. The boat has proved very useful and became standard with the Kharis/Marid/Sofian class as an auxiliary. Named for the Darga beetle of Beaumonde for its buglike appearance.

There are three variants:

PATROL: Armour(factor 5); 2G acceleration, agility 3; twin beam lasers, operating as 2 batteries, boom mounted and rotating for 1 360 degree arc of fire, 2 fore mounted 20mm chain guns, 2 fore mounted VRF gauss guns. Crew of 2 (operator, gunner). Passengers: 6.

SCOUT/BELTER: Same stats as the Patrol, except increased sensor capability, beam lasers replaced with laser cutters, and no chain or VRF gauss guns.

MERCHANT: Unarmoured. 3G acceleration, 3 agility. No armament, but beam lasers or laser cutters can be mounted with ease. Crew of 1 and 8 passengers or 10 tons cargo

DAGRA MK2. The MK2 differs only in a manipulative arm & claws built around the laser in each arm.

This variant is offer only in the Belter & Patrol versions & cost 10% more than the MK1.

A planned feature of the Kharis/Marid/Sofian class is it's modular construction techniques. These allow easy conversion of cargo space to barracks space or to small craft hangar. Also the sections containing the particle accelerator bay and the missile magazine/launchers are modular and can be replaced easily with non-lethal cargo. Cunning pirates with enough credits will purchases cargo modules to replace their weapon modules for deception reasons. A support trader (usually 200 tons) will carry spare modules and techs to replace or exchange modules. Bette Noire's Kharis "Aarabella" carries 5 popout VRF gauss guns, 1 in dorsal mount on ship's boat, and four others (stern, bow, port and starboard on rotating mounts) to support onplanet operations A recent development is the Deathlance PAW barbette module, which can be mounted dorsally or ventrally either on top of the missile launcher module or the missile can be removed and replaced with the Deathlance in its stead.

Ship designed inspired by my wife's and a friend's desire to have a Traveller warship patterned after the Millenium Falcon ( copyright Lucas Film).

#### TRELYN DOMAIN DOMINTRIX GRAV TANK

Designed in 1100 for sale to the Imperium, the Domintrix is designed for maximum survivability on the the battlefield. One battalion of Domintrix's were field tested in the 5th Frontier War, comparing favorably with the Imperial Trepida grav tank. In an experiment in 1108, a few Domintrixes were introduced to virus smuggled in from the Imperium. The result were mixed, and the few viable models have formed into an special emergency reserve .

TL14. COST: 25.6 MCr. WEIGHT: 200 tonnes unloaded, 218 tonnes loaded. POWERPLANT:

Fusion. LOCOMOTION: Grav plates and thrusters. SPEED: Cruise-500 kph, Top-850 kph.

ARMOUR: 65. COMMO: Continental 6000 km, Maser: 2 km.

SENSORS: EMM, Passive 4000 km, Active: 20km. OFFENSE: Fusion FFX 14, VRF Gauss x 4.

DEFENSES: Laser-PD x 2, Sandcaster x 2, Prismatic spray x 2. CREW: 2 (operator, gunner).

CARGO: 100 kg. FUEL: 20 kl. OTHER: Optional mounts for MRL. Antipersonnel mines launchers.

#### LLOREDH DARRIAN TL13 HEAVY FIGHTER

Lloredh refueling at Ghay Depot (Dragonrest/Liberty Hall). Identified as 'Mother's Little Helper', registered to Free Trader/Merc Bette Noire

Originally designed before the 4th Frontier War, the Lloredh is constantly upgraded with latest technology (including TL15 electronics from the Imperium) and is on a par with the latest Zhodani & Imperial fighters. With her 30 missiles, dual wing lasers and centerline fusion gun she packs a hefty punch. A feature peculiar to Darrian craft,, the Lloredh has gliding ability if grav and power fail.

Named for a bluish/yellow raptor of darrian myth. Rumor speculates recovered TL16 equipment being installed on newer models.

30 tonnes empty. 33.1 tons loaded. COST 45 MCr.

ELECTRONICS: 2fib computer (TL15) POWER: Fusion

ENDURANCE: 2 days FUEL: 10 KL  
ENVIROMENT: SC SENSORS: Active 4000 km. Passive: 10000 km  
SPEED(ATMOSPHERE): 1500 kph cruise. 2300 kph top.  
MANUVER: 6G. AGILITY: 6  
DEFENSES: Armoured hul factor 1, Prismatic spray x 2  
OFFENSE: 1 fusion cannon(TL15), 2 laser cannon (TL13), 2 missile launch tubes(30 missile magazine)  
CARGO: 100 kg COMMO: Interplanetary.  
CREW: 1

#### NORTHSTAR FIREBEETLE TL15 COMBAT SPEEDER

Built by Macer Arms of Northstar utilizing Darrian/Imperial/Poicxh concepts, the Firebeetle (or Battleroach as it is called by its pilots) is fast, well armed and maneuverable. Selfcontained, it has been adapted for space use as a security vehicle, by mercs, and corsairs. Some corsairs replace the beam laser with a laser or plasma cutter

HULL: 1 tonne. POWER: Fusion. ENDURANCE: 60 hours. ENVIROMENT: All  
LOCO: Std. grav module. 3 tonnes thrust. CRUISE: 300 kph. MAX. 375 kph.  
ACCEL.(SPACE): 1G. MANUVER 3.  
COMMO: Planetary. SENSORS: Active 300 km, passive 4000 km. HEADLIGHT: x2.  
OFFENSE: 1 Beam laser. Attachment for machine gun or VRF Gauss Gun pods or 1 missile.  
CREW: 1 FUEL: 0.7 kl. CARGO: 10 kg. COST 8Mcr.

NEURONIC WHIP (whip skill or default to club): TL8+ whip with power source in handle causing 1D-4D stun damage (depending on TL and/or setting). The handles of some models can be used as a stun baton. Useless against insulated suits or body armour. Damage on senseless victim treated as 1/2 real damage. Charges last from 35-100 hits depending on TL. Cost 160-400 cr.  
The best and most ornate neuronc whips are obtain on Vlad in the Mapepire subsector(Beyond).

GRAVITIC SWORDS: (laser skill). TL15 weapon from Jolie, Ltd. of Trelyn Vera (Trelyn subsector-Vanguard Reaches). Touted as a rediscover of old Darrian gravitic technology. They consist of a handle(15cm long) with a power unit that when activated emits a laser beam contained and shaped by a gravitic field. Power cells last up to an hour use, however use is limited to 10 minutes at most due to overheating and possible failure of gravitic field (4D damage to user plus loss of arm). Most have shutoff switches that automaticall shut down after 5 minutes use(can be overridden with electronics 2+). Gravitic swords can be used with laser 2 skill (or gravitic sword skill) at a skill level of 1. The weapons cannot be used as tools unless the gravitic/magnetic fields are shut off.. Most of these weapons are very ornate and go to rich customers. Cost: 60000 cr. to 1/4 MCr.

POWERHOLSTER: Common among the outlands, partuilarly on low law level planets, powerholsters are a generic term for any forearm mounted device housing a dagger or firearm for the purpose of quick-drawing and firing a weapon in the same round. Powerholster vary from springloaded (TL4) to those operated by a power pack (TL7+). Minimum dex for safe use is 6.  
Illegal on most planets above LL2, (except paramilitary or military forces). Powerholsters must be worn outside clothing unless specially design clothing are worn. Powerholster fail or jam on a roll of 12(powered units), or 10-12(springloaded). Jams last 2D6 rounds but can be lowered with mech skill to a minmum of 1 round. Success use of power holster allows use of weapon same round at at -1 penalty (unless you have a powerholster skill) Inspired by Harry Harrison's Deathworld series. COST: 100 cr. - 6000 cr.

SHRAK MISSILES: (TL8+) Multiple warhead missile used for anti missile defense. Using sensors the missiles react to incoming missiles, splitting into 12 micromissiles exploding like a giant shotgun blast that damages or destroys the incoming missile. ( Die roll 1D6 1: missile destroyed; 2-3: +2 difficulty to hit; 4-5: +1 difficulty to hit; 6: Shrak missile fails to affect incoming missile. Cost: Cr. 4000 ea.

MINES: There are several types of mines used in the Beyond by legitimate navies and corsairs alike. Hit hit results from CT Book 3. Penetration factor is equal to armour factor.

**GRAVITIC MINES:** TL12+ Cost: 40,000cr. per dozen. Manuver 1G, Agility 1. Penetration 5(if nuke used penetration factor 7 plus radiation.) Power: solar cell. Passive sensors 1,000m. Detonation range 1,000 m. Mine sensitive to the gravity well of starships. Used in deployment of 40-400 mines. Not often used due to cost, but popular with The Trelyn Domain, Phyllis' Surrender, and several of the richer planets of Die Weltbund. Size: same as ship's missile and can be launched via tube or rack.

**SEEKER MINES:** TL12+ Cost: 10,000 cr. per dozen. Manuver 1G, Agility 1. Penetration 5 (or if nuke used penetration 7 plus radiation ). Power: solar cell. Passive sensors 4,000m. Detonation: 100m or less. Homes in ship's drive signature. Detonation occurs unless mines recognizes ship's IFF (Identify Friend or Foe). One of the most popular mines, and the cheapest. Deploy in lots of 200-1,000, or in the case of some Corsairs launched at a pursuing ship. Same size as gravitic mines. A few have been built inside small meteors to heighten deception.

**REPULSOR MINES:** TL13+ Cost 60,000 per dozen. Manuver 1G. Agility 1. Penetration 4. (nukes usually not used in this model. Power: solar cell. Passive sensors 4,000m. Detonation 1,000km or trigger by repulsor. A new design deployed by Rathys Arms of Trelyn Vera in 1101, the repulsor mines (called the Backlash by its manufacturers), are currently in short supply with demand outpacing supply. This has led to some corporation espionage (Dark Goddesses has placed a bounty of 45Mcr. for the plans, for instance). The backlash is usually deployed in seeker minefield to discourage repulsor minesweeping ( usually one repulsor mine to 20-35 regular mines).

**SPACESUIT MINE(FYTEGH).** TL11+ Cost: 5,000 cr. Manuver same as vacc suit. Agility 0. Penetration 2 (Penetration 4 plus radiation if nuke used). Power: fusion. Passive sensors 10 meters. Detonation: contact or 10 meters. A nasty invention of Zydarian pirates, the Fytech is planted in spaces lanes, broadcasting a distress call to draw in unsuspecting ships. A really vile variant is a live decoy with the mine disguised as a malfunctioning thruster pack. Cost keep check by using used hard vacc suits as the mine's outer shell.

**NETGUN TL8.** Cost: 400-650cr. A stubby pistollike device that shoots strings of sticky material that can envelope one man-sized sophont, forming a net around the victim, shrinking as it dries. Resistant to edged weapons (-2 modifier), it is hard but impossible to cut a victim free. The net can be dissolved by a special solvent (solvent comes with each cartridge reload case). The weapon holds from 6-16 cartridges depending on model. Riot versions have been built (650-800 cr) that are two-handed and carry 60-1000 cartridges.(short to medium range)

**NETGUN TL12.** Cost: 800-1500 cr. A development of the netgun, also called the stinger, this weapon contains microfilaments that emit minute electric shocks that immobilize the victim's muscles once ensnared. Two minutes after entanglement, the victim is unable to move. After 2 two hours of being in the net, the victim requires medical skill to get the muscles to recover quickly(otherwise, normal recovery takes 2 D6 x 10 minutes). Victims left over a day in the stinger will require hospital treatment to recover(otherwise takes 2 D6 x 10 hours to recover). (Inspired the tangles in Andre Norton's books). Each stinger holds 12-18 cartridges depending on model( cost 50 cr. each).(shot to medium range). Effects negated by battledress or any insulated protective clothing.

**THE ENCAPSULATOR (aka The Baggun).**TL11. 800-1000cr. A development of the netgun idea, the Baggun sprays a fine mist covers the victim, drying quickly into an air-permeable bag immobilizing them. Almost impossible to cut (-6 modify) and removable by a special solvent. The most popular non-lethal police weapon in the Marches, Trojan Reaches, and the Beyond. Also popular with the criminal element. Each pistol carries 9-16 cartridges(12 credits ea.). Sort range weapon.

**THE NERVE SUIT** TL13. Cost: 2000-3000 cr. A sinister version of the baggun, it reputed to have it's origin on Phyllis' Surrender, the slavers planet. It fires a spray of conductive material Immobilizes the victim. Once harded around the victim, the operator of the nervesuit gun affixes a control device from the gun onto the nervesuit cocoon, allow the flow of energy into the suit creating great pain to the victim. Normally used for interrogation, it does have a lethal setting 2D6 to 4D6 per charge that kill quickly or slowly. Illegal on most planets of Law Level 3 and above. Weapon holds 8 cartridges ( 300 cr ea.) . Weapon's power pack has charges for 100 zaps per regular setting. ( lethal settings use

up 2 charges for setting 2D6 charge, 3 charges for 3D6 setting, etc.,)(powerpack 200 cr.). Short range weapon.

**MAL'GNAR PLASMA LANCE TL11.** A bizarre weapon, the plasma is a low-tech plasma gun mounted on a 1.4 m grip that can be used as either a maul or a spear depending on what is mounted on the buttplate. Relatively inaccurate ( treat as plasma gun -4), it is still a powerful weapon if it hits (8D6 damage). It has found favor with the Toishan marines, would now be field their own pirated version. Cost: 62,000 Cr.

**SLIDER RIOT GUN(aka The Glue Gun).** TL11+ . Cost: 1000-1600 cr. Shotgunlike weapon fire a spray of liquid in a 30m long by 10m wide cone. Instance effect is a frictionless surface causing all targets to fall down (difficulty 12 to get up again). The liquid quickly(2 minutes) dries into a sticky adhesive pinning victims to the ground. The substance dries completely in 10 minutes allowing the targets to be restrained by police. Shell versions ( 100 cr. per round ) that splatter in a 10 m radius. Come in single shot or 16 cartridge (40 cr. per cartridge) versions. The slider has also become a popular nonlethal weapon with shipboard crews.

**SCOUT SURVIVAL WEAPON(SSW):** TL11+ A multipurpose weapon/tool thought to originate in the Spinward Marches. It combines a 8 to 14 inch survival/fighting single edged blade with a laser pistol/laser torch. For the laser component the most common ( & cheapest) is a laser weapon barrel one flat side of the blade with a laser torch on the other, though one dual purpose barrel to one side or atop the dull edge of the knife blade is common in the Liberty Hall & Mapepire sectors(the Beyond). Most SSW take the standard laser pistol powerpack. Handles tend to look like slightly curved knife handles, usually with a thumb firing stud on the upper part of the grip where the blade & laser barrel begins. SSW rarely possess crossguards though a few models with studded or spiked handguards are known. Cost for a standard scout issue SSW is 3500 Cr. & includes 3 spare powerpacks. Custom models can run anywhere from Cr. 5000 - 12000 depending on workmanship & frills. For combat treat as laser pistol & depending blade length dagger or blade. Because of its utility is popular on frontier planets, & with belters, corsairs, & free traders.

**SECURITY CATBOT.** A development of the catbot from T4(see T4 Central Supply Catalog) for stats). Cost: 5000 cr. for regular to 10,000 for a realistic-appearing cat). The security catbot also incorporates into its claws stun capability (3D6 nonlethal damage). It is rumored that of these catbots have been modified with virus to enhance their abilities.

#### EXAMPLE CATBOT: Bette Noire's catbot "Tybalt"

**TL15 URP:** 26134-14-63325-3B56. Will sustain 3 pts. damage before deactivating. Modified to resemble a large black siamese cat.

**SENSORS:** Basic sensor package-2 visual sensors (telescopic, light intensifying), audio (extra sensitivity), olfactory (extra sensitivity). Voder. Touch sensor.

**DEVICES:** Z-G maneuver package, electronic circuit protection, power interface, brain interface, program interface, acoustical speaker, radio-distant range (5km).

**APPLICATION PROGRAMS:** Emotion simulation, close combat, hunting, security, recon.

**WEAPONS PACKAGE:** Stun (per stun baton), ceramalloy claws (1d6 damage per leg), ceramalloy fangs (1d6 damage). COST: 8Mcr.

**TL12 BLAZOR BEAUMONDE SECURITY WARBOT.**

A powerful and efficient design, the Blazor is a good choice for base security. It also is useful in a limited military role against infantry and unarmoured vehicles.

**SIZE:** 3 1/2 m long, 3 m tall. 300 kg. Armour: 45 pts. POWER: fusion.

**LOCOMOTION:** 2 tracks. 200 kph onroad, 40 kph offroad. **SENSORS:** basic sensor package.

**DEVICES:** powerinterface, brain interface, extensive ECM, obscuration device, laser welder, radio-very distant, acoustical speaker, video recorder, ECP, program interface, master unit, slave unit, spotlight. **APPLICATION PROGRAMS:** Weapons handling, security, hunting, tactics, forward

observer, cargo handling. **WEAPONS PACKAGE:** Laser rifle x 4 (50 shots ea.,arms mount, fully rotating), gauss rifle x 2 (fully rotating mounts,1000 rds, tranq, dart, HE, HEAP), sonic hazers x 2



(front and rear mounts), netgun x 3 (rotating mount in center of robot body, 8 rds ea.), retractable tentacles x 4 (center of robot body below netguns, 2d6 damage)  
OTHER: fuel 10kl. COST: 35MCr.

REYNSPADA (PIRATE'S PICK, SPACER'S SPIKE, ETC.). A stabbing/club weapon of Sword Worlds origin popular in the Trojan Reaches, Beyond, and other subsectors. The Reynspada consists of a sharpened reinforced spike mounted on a hand that also serves as brass knuckles. The length of spike runs from 2cm up to 60cm normally. A few examples have concealed daggers or other weapons in the handle, and a few double-spiked examples are known. Designed for zero-g combat, its purpose is to punch holes in armoured vacc suits or battledress to release atmosphere and suit pressure, resulting in incapacitating or killing the victim. Requires blade skill and a STR of 6+ to wield. On unarmoured suits treat as normal blade to hit/damage; with armoured suits the weapon gets a +2 bonus to hit, but normal blade damage. Treat handguard as normal club for hit/damage. All Reynspada come with a lanyard for attachment to suit or glove. Though designed for space, the Reynspada is a popular sidearm onplanet, especially for belters. Cost: 60 Cr.-1000 Cr., though special engraved or augmented Reynspada can cost 30000 Cr.

#### TL14 NORTHSTAR HOBYLAR/MANATOR GRAV TANK

Built by LAHAR INDUSTRIES, a consortium of Poicxh, Aslan, and Humaniti concerns on Northstar, the Hobylar/Manator series of grav tanks are their most successful designs to date. Based on a concept of using the same basic hull and turret design for ease of manufacture and lower overhead, the series has proven a military and financial success. The hull and turret design are obviously of Aslan origin, while the weaponry and powerplant are of Imperial design. The sensor and comms systems are pure Poicxh and give the tanks TL15 in sensor rating. The Hobylar scout tank came first in 1105, followed by the Manator A and B in 1106. The unique turret combines a main turret weapon with a co-axial VRF gauss gun, plus two side turrets mounting various weapon systems. The other unique feature is the single operator/gunner in the Hobylar seat in the front hull of the Hobylar. This operator arrangement remains the same for the Manator series, however, a gunner is added in these larger tanks seated in the usual turret position. The Hobylar has become the most popular recon tank in the Beyond, however only a few merc groups field the Manator.

HOBYLAR: COST: 23.4 MCr. HULL: 20 tonnes. ARMOUR : 20. POWER: Fusion. ENDURANCE: 36 hours. ENVIROMENT: Self-contained. LOCOMOTION: Standard grav plates and thrusters. SPEED: Cruise: 560 kph . Top: 900 kph. COMMO: Lidar 4000 km. Maser 500 km. SENSORS: Passive: 1000 km. Active: 300 km. Bioscan: 3 km. EM Masking, chameleon paint. HARDPOINTS: 3. OFFENSE: Beam Laser main turret; VRF Gauss x 3 (1 ea. side turret mount, 1 forward hull). DEFENSE: Prismatic spray x 2; anti-missile laser; psi shield (switchable on and off).

MANATOR: COST: 51.3 MCr. HULL: 150 tonnes(A), 210 tonnes(B). ARMOUR: 45(A), 55(B). POWER: Fusion. ENDURANCE: 24 hours. ENVIROMENT: Self-contained. LOCOMOTION: Standard grav plates and thrusters. SPEED: Cruise: 320 kph. Top: 720 kph(A), 700 kph(B). COMMO: Lidar continental. Maser: 300 km. SENSORS: EM Masking, Passive: 1000 km, Active: 200 km. HARDPOINTS: 3. OFFENSE: TL15 Fusion gun (main turret), 20mm gatling and VRF gauss tandem each side turret, 2 VRF gauss front hull(A), PD laser and VRF gauss tandem side turrets, 2 VRF gauss front hull(B). DEFENSES: Prismatic spray x 3, sandcaster x 2, PSI shield (on off modes).

NOTE: Some Manators will option the 20mm gatling or PD laser for a MRL.

QASDUIM. A TL15 weapon, the qasduim is a molecular slicing blade developed originally by IBIS in 1045 for its operatives. It consists of molecular wire wound inside a handle containing a small gravity module and a powerpack. When in operation, the gravity field stiffens the extended wire allowing the user to wield the qasduim as a slashing, slicing sword of great power (treat as sword +5). Though teh

wire is illuminated in use to protect the wielder, the qasduim is not for the novice, a bladed melee weapon skill of at least 2 and a dex of at least 9 is recommended for safe use. The powerpack last up to 4 hours and can be recharged at any standard power outlet. The qasduim is very compact and can disguised as a stylus, a hair ornament, a pen, etc. Considered primarily a assassination weapon by many, the qasduim is banned on most planets below law level 9. Carrying or shipping qasduim in Die Weltbund space is considered a crime punishable by death. COST: 15,000-60,000 credits. A few qasduim built for noble clients have been rumored at 500,000 Cr. (Inspired by Larry Niven's Variable blade)

MURES: Cost: 1,000 cr. A semi-intelligent, telepathic protoplasmic animal from Salus/Storm. It's sensitivity to radiation (turning bright red) makes it a popular pet with engineers & scouts. Also see Beyond Library Data for more info.

YORPAL: Cost: 200 cr. Small, beige colored radiate omnivore found on Bloodgard/I-Glathriel. Moving on eight flexible legs/arms radiating from a round body (8cm max. diameter, treat body & appendages armoured like jack) with six eyestalks the Yorpal makes a loyal companion. Beside making the ship free of pests, it can be easily trained to pick up retrieve objects with its strong (STR 2) leg/arms. The mouth of the creature located in the bottom of the ball can also be used to pick & hide small items.

EMP MISSILE: Cost: 20,000-28,000 per missile(TL 8+). A development of nuclear missile technology, the missile releases a EMP pulse eliminating electronic devices. Popular with the Imperial navy for stopping smugglers. Corsairs also use under a modified form to disable bridge computers while leaving the engineering section intact. Most nuclear dampers will block TL8-10 missiles. For TL11-12 it requires a factor3 damper; TL13, factor4, and so on.

NEIVHER ROUNDS: Special ammo rounds carrying loads (tranqs, toxins, etc.,) capable of piercing body armour. The round itself consists of a biodegradable capsule with an AP sabot. Originally designed by Beaumonde Industries for the colonists of Morrowvia to carry an alkaline load deadly to the acid-blooded giant insects of that planet. Highly successful on Morrowvia the rounds were developed to carry other loads, lethal & nonlethal. The success story of the Neivher rounds is mixed as the load carrying capsule must dissolve in the victim's body to take effect ( usually 3 rounds as opposed to normal rounds ), giving the victims time to retaliate. Neivher rounds cost 10x the amount of a normal tranq or venom round. Treat Neivher rounds as tranq round +3 to hit & if fired at a soft with go completely through the victim. Named for Kar Neivher, the Beaumonde tech who developed the round.

VERSIFIER: Medical device that monitors brainwaves, usually to verify truth or to determine sanity. Device requires interrogation or medical skill. Devices come into use at TL10 (+2 to difficulty roll). At TL there is a +1 to difficulty roll. By TL12 the Versifier is a refined instrument with no modifier except skill level. Cost: 40,000 to 60,000 cr.

KLEKHAR: TL12 Special weapon designed by FHAYRIUSH, Toishan arms manufacturer. It looks like a 1/4 meter long baton, blunt at one end, with the other end containing a electrostunner (like a stun baton) & a laser (equal to a laser carbine). The weapon has 4 control buttons: 1 each for a safety switch, laser, stun, and for lengthing or shortening the shaft of the weapon (anywhere between 1/4 meter to 1 1/2 meters). The design allows its use by any sentient race, whether they have opposable thumbs or not. The weapon carries separate power cells for laser(20 shots) & stunner (50 jolts), allowing the user to disable the laser on planets whose law level bans lasers. This feature has made it popular with free traders who now make 25% of all Klekhar sales. Requires melee & laser skills to operate(min. DEX 8). Cost: 2000-5000 credits. A TL13 version has recently been developed with the addition of a sonic hazer& improved laser control allowing use as laser torch.. Cost: 2500-5250 credits.

SLEEVEGUNS: TL5 +. Generic name for any weapon design to be used mounted the the wearer's arm, either static, or in a powerholster. Can be anything from dart or slug thrower to lasers; worn openly or under a sleeve. Static design are usually an armband with the weapon built in. Power holster designs are either modified normal guns types or in most nonhuman designs rather rodlike in appearance. A few are design as saps as well as slug thrower or energy weapons. Usually wearers are

security forces, covert ops, criminals. Sleeveguns are considered illegal on most planets above Law Level 3. Cost: 25% above the cost of the normal type of weapon (hypogun, snub pistol, etc.) for a off the shelf sleevegun or 50%-110% for a custom job.

HUD SENSOR DISPLAY (HUDSD). Commonly known as a 'Peeper', this TL 7+ device consists of a monocle-like HUD display resting over the left or right eye (some scout or recon designs have stereo displays) fitted to a small powerpack & sensor pack that rests on one ear. The monocle can be retracted when not in use. Can be programmed for a general purpose or specialized scan. Commandos, pirates, etal, often program their peepers to give the wearer an alert in case of the device picking up some hazardous data (weapon discharge, heat signature, gas, etc.). (Since my group got hooked on Dragonball Z they've gotten to call this device a 'scouter'.) Cost: 2000-10000 Cr.

MAV'S (Microscopic Aerial Vehicles): TL8+. Tiny robotic flyers used in military & civilian applications. Most are insect-sized & artificial equivalents of actual insect flying techniques & most are operated by a remote operator. They can be used for recon, either in combat or in IISS survey work to corporate espionage with tiny video and/or audio recorders. Some have been used to quickly spread vaccines, particularly with livestock. More lethal uses include being armed with toxins/diseases to incapacitate or kill. Some have design to disable electrical equipment by suicide attacks using EMP 's. Some have also been used to deliver coded messages between parties. The uses are infinite. The truly 'programmable' MAV's start at TL12. Outside the Zhodani & Imperial space some the best MAV's are designed the microscopic Lorcvih of the I-Glathriel system(many of the Lorcvih models will have Lorcvih actually piloting the devices). Cost: 20,000-40,000 Cr.

PASSIVE SPACESHIP BEACON: (TL8+) Besides the normal distress measures, there is the PSB (also called 'Telltale', or 'Whisperer'.) designed for use in case of piracy, hijacking or by warships in enemy space. The PSB emits a passive comms link in a special code or codes in short bursts that serves two purposes: 1. To broadcast that the ship is stolen; 2. To act as a passive homing beacon. Each shipping line, navy, has its own specific call sign & code(s). In the Imperium, often each fleet or squadron will have its own signal. In any case of distress, the PSB is triggered, allowing ships of the same company or navy (or local space enforcemnet if the codes are on record) to pinpoint a stolen vessel's position. To make it difficult for pirates to get rid of PSB's several methods are used: 1. Multiple PSB's scattered throughout the ship; 2. Hiding PSB where their signal is hard to detect; 3. Interrupter devices that temporarily shut down the beacons when detection devices are used; 4. Boobytraps, often to drives or ordinance. Though a knowledgable (& very skilled)pirate can still get by all these safeguards, PSB's are still very popular. My PSB's are actually based on a new anti-piracy system recently advocated by the IMM. Cost: 800 Cr.

STAR SKIMMER: (TL 11+) A solar sail equipped instellar version of the gravboard, the starskimmer is a popular leisure vehicle for cruising & racing in the void. They come with collapsible solar sails, variable direction impellers, remote control voice operated controls or glove controls, and carry a maximum of 2 riders. There are two basic versions:

STANDARD: Acceleration: 1G, Agility: 3. Cost: Cr. 60,000.

RACER(with larger sails) Acceleration: 2G, Agility 6. Cost: 126,000.

#### MACER ARMS ROTARY GAUSS SMG TL13

Developed for sale to the nascent Comsentient Navy, the 4-barrelled Macer RGSMG (a.k.a. 'The Deck Wrecker' & designated 'Gauss Assault Gun' by the Comsentient Alliance) has proven popular as a close assault & boarding weapon.

It is a 4-barrelled 4mm gauss SMG with a donut-shaped magazine (320 rds.) that encircles the receiver & rear hand grip (the latter incorporates the trigger & is large enough to accept most space or battledress gloves). It is supported by a shoulder harness (unnecessary if you're in battledress) to support the weight & recoil. There are quick release mechanisms for the the barrel housing & the magazine located in the handgrip for easy replacement of both in need.

The weapon is sold with 2 spare 4 barrel housings & 6 spare magazines. Length: 40 cm. Weight empty: 3200 grams.

Magazine loaded weight: 1000 grams. Fires in 4-shot, 16-shot, & 32 shot mode.. Cost: 8000-10,000 Cr. Spare magazines: 1000 cr. ea.

	DAMAGE:			
	DART(1)	HE	HEAP	ACID POINT(2)
4 SHOT	4D	6D	8D	4D
16 SHOT	5D	7D	9D	5D
32 SHOT	6D	8D	10D	6D

1. Dart can also carry tranq or poison rounds. Poison damage is based in the type of poison used.
2. Acid point rounds do 1D damage per minute until affected gear is removed or acid neutralized.

RANGE MODIFIERS:

	CLOSE	SHORT	MEDIUM	LONG	VERY LONG
4 SHOT	0	+1	0	-2	-4
16 SHOT	+1	+2	+1	-1	-3
32 SHOT	+2	+4	+2	0	-2

OTHER MODIFIERS: HE +1 Close to Long range, HEAP +2 at short to Long range.

POICXH TL 12 WARBOOTS: Cr. 50000-100000. The mainstay of Poicxh are Thygytterlik( the Poicxh name for the Aslan) class warbots. Bipedal, they resemble metallic parodies of Aslan warriors. Movement is 10 kph per hour walking speed to 24 kph running top speed. Beside whatever weapon carried or issued,they are integrally armed with2 arm lasers ( 1 to each arm, equal to laser pistol, 36 shots each weapon), and an alloy cerametalclaw on each hand. The cheapest warbots take 48 pts. of damage before disabled, while the most heavily armoured take 72 pts. of damage. All are controlled by commo command either by a poicxh controller or a similar commo device. Built in mass, take 38% off the unit cost. Endurance: 40 hours.

DUAL PURPOSE LASER GUNS (DPLaser): TL10+ Cost: 20-30% over normal laser cost. Special lasers original built for the IISS, the DPLasers contain two laser projector barrels (usually mounted one above each other). One allows use as a laser cutter(duration 1 hr.), the other allows use as a combat laser (16 shots). Most DPLasers are pistols, but some carbine & rifle models due exist, mostly outside Imperial space. Besides the scout service, the weapon has found favor with free traders & corsairs.

KLESPE CLASS 100 TONNE CONTRAGRAVITY SUBMERSIBLE: Cr. 2,300,000. Small military submersible built by Beaumonde Industries for export. Cigar shaped with no conning tower. A civilian version, the Dellora with no weaponry is available at 20% less than the military model. POWERPLANT: Fusion. DRIVE: Impellor. ENDURANCE: 260 days. SPEED: Top: 100 kph submerged, 140 kph on the surface. Cruising: 40 kph submerged, 70 surface. AGILITY: 5  
 CRUSH DEPTH: 10000 km  
 CREW: 2-3 Officers, 4-10 ratings.  
 ARMOUR: Factor 8.  
 ARMAMENT: 6 Missile launchers. Magazine: 48 missiles.  
 COMMO: 25000 km range.  
 SENSORS: Passive: 500 km. Active: 100 km  
 CARGO: 8 tonnes  
 BOATS: 2 collapsible Jamma lifepods (capacity 6 people ea., max. depth 3000 km.) 2 Remote drones.  
 OTHER: 16 underwater hardsuits.

SILKIE CLASS Mark VI 15 TONNE CONTRAGRAVITY SUBMERSIBLE: Cr. 250,000. Small exploration sub designed for a 1 (comfortable) or 2 (cramped) man crew. Built by Huojiin, Ltd. of Beaumonde/Mapepire.

Tadpole shaped design with characteristic 4 sets of propellers mounted between the forward engine/cockpit and the tail rudders. Comes in several models: VIS Seeker with a complete array of scanners & video equipment plus 2 10 kg drones; VIM Miner with drills, cutters, & two robotic arms; VI L with ventral lock usable with underwater sites with no interior dock or as a lifeboat for larger subs; the VIP police model with 1 hardpoint; & the standard VIA stock model which can be bought for Cr. 185,000.

POWERPLANT: Fusion. DRIVE: 4 sixbladed propellers. ENDURANCE: 154 days.

SPEED: Top: 100 kph submerged, 36 kph surface; Cruising 40 kph submerged, 22 kph surface.

AGILITY: 6 submerged, 3 on surface.

CRUSH DEPTH: 8000 m

CREW: 1 or 2

ARMOUR: Factor 5

ARMAMENT: none

COMMO: 2500 km range

SENSORS: Passive: 50 km (200 km VIS & VIP); Active: 20 km (40 km VIS & VIP)

CARGO: 40 kg

BOATS: none.

#### TRELYN DOMAIN MOISURA CLASS

##### TL14 2000 TONNE DESTROYER

Built by Jacquerii LTD of Trelyn Vra, the Moisura class is built around a factor-9 100 tonne PAW weapon & a massive powerplant. A multipurpose class it excels both in a defensive & offensive capability. It's cost (MCr. 1,200.45) has limited its class run & current plans have it being marketed to the Imperial Navy. In appearance, the Moisura resembles an oversized Imperial Lurushaar Kilaalum class patrol ship.

TONNES; 2000

JUMP: 5

ACCELERATION: 6G

AGILITY: 6

ENERGY POINTS: 300

CREW: 5-6 OFFICERS, 24-32 CREW, 24 MARINES.

ARMAMENT: 100 TONNE PAW BAY(FACTOR-8), 6 TRIPLE LASER TURRETS, 5 TRIPLE MISSILIE LAUNCH TUBES (DESIGNED BOTH FOR MISSILES & SANDCASTERS)

DEFENSE: ARMORED HULL FACTOR 5, NUCLEAR DAMPER FACTOR-4, MESON SCREEN FACTOR-2

CARGO: 200 TONNES

SHIP'S BOATS: 1 20 TONNE LAUNCH(2 LASERS), 2 10 SHIP'S BOAT OR MIXTURE OF G-CARRIERS.

#### SILKIE CLASS SUBMERSIBLE

ROBOTIC VERMIN (ARVEE): TL9+. ARVEEs are the ultimate lowcost sabotage weapon popular with pirates, combining a 2cm round body within are mounted a rotary tool & enough computer & sensors to allow it to home in a programmed target. They move about on artificial cilia radiating from the body that also allow the unit to roll over or up obstacles. After making contact with the target, the ARVEE opens to deploy its rotary tool & proceeds to drill, grind, cut, etc. until it runs out of power ( 30 minutes of continual use ) or are destroyed. The total endurance of ARVEEs are 4 hours, minus any time used to attack. Treat the rotary tool as 1D6 damage for combat purposes and take 3 rounds to penetrate battledress or robotic armour. Treat them as battledress with a +2 modifier to hit. ARVEEs take only 2 points of damage to rendered them inoperative. ARVEEs are primarily programmed to attack power circuits but can programmed to attack any powered device, including robots, vacc suits, battledress, weapons, commo units, computers, etal.

The are normally deployed in mass as sabotage weapons either concealed aboard the target ship or launched in special 'Verminator' missiles holding up to ten ARVEEs each which penetrate a target hull, & then jettison the armour piercing nosecone, in order to release its deadly cargo.

ARVEES cost 200 Cr. for each unit, & 6000 Cr. per 100 units. Verminator missiles cost 2000 credits each.

EMP (ELECTROMAGNETIC PULSE)GRENADES: TL 10+ Grenades design to explode in a controlled, short lived small (2-4 foot radius))burst to disable or destroy computers, electronic devices, or robotic brains. Grenades come normally in either 10mm or 12.7mm shells, fitting most launchers. Many 12.7mm rounds are designed to be used with low tech high velocity weapons such as 'Crack Rifles'. More formidable are APEMP ( Armour-piercing Electromagnetic Pulse) rounds usable against robots, battledress & light armour, getting past armour that would normally protect against EMP's .. The nicety of EMP & APEMP rounds are that they allow you to capture & refit robotics & other robotic equipment, allowing you to refit them for your own use or resale. These are popular with hijackers & pirates who want to disable specific devices or isolate their victims's crew. Cost: EMP Grenades: Cr. 200 per grenades. APEMP Grenades Cr. 300 per shell.

EMPP(Electromagnetic Pulse Pistol). TL7+. Commonly referred to as 'Imps', 'Gremlin Guns', or just 'Gremlins', these 10mm pistols are designed specially for EMP grenades. Their range is from short to medium. The main styles are 6 shot revolvers or 8 or 10 round magazine automatics. Their concealability outweighs their short range. Cost: Cr. 300-500. Single shot launcher for a rifle or SMG cost Cr. 120.

GEMPP(Gauss Electromagnetic Pulse Pistols) TL11+ An attempt to improve on the EMPP range, the GEMPP range is from short to long. However, its cost makes its usefulness questionable. The GEMPP can have 6, 8, or 12 shot magazine depending on type of weapon. In the Beyond, only Macer Arms & Beaumonde Industries produce these weapons. Cost Cr. 5000-8000.

CHAFESAW. TL10+ High tech version of a chainsaw. It consists of a cutting band with an abrasive cutting edge rotated at high speeds on a blade powered by an electromagnetic field. Originally designed as a commercial cutting tool for low & high tools, chafesaws are easy to use & maintain. Each cutting band lasts up 3 months of active hard use but will break if hit with a sharp edged weapon 3 times(blunt weapons get chopped while blade weapons snap on a roll of 11 or 12 on 2D6) or hit once with either an energy weapon (laser, etal) or a bullet. The chafesaw has also proven itself useful in melee combat against high tech composite armour battledress (treat as broadsword +1 TL10-11, +2 TL12+, blade cuts completely through battledress in 2 rounds unless deflected or rendered inoperative). Powercells last 3 hrs but chafesaws must shut down after 30 minutes active use to avoid overheating. Most TL11+ models have an automatic shutdown switch. Cost: Cr. 1000 TL10, Cr. 1300 TL11, Cr. 1800 TL12+ for civilian model 60 cm long blade with bands Cr. 100-200 Military Model with 30 cm blade Cr. 2500 TL10-11, Cr. 2800 TL12+. Bands run Cr. 75-120

SCOUT SURVIVAL WEAPON(SSW): TL11+ Special Imperial scout design combining a survival knife with a dual purpose laser pistol. Popular also with free traders, corsairs & rogues. Produced in numbers by several Imperial concerns. In the Beyond they are manufactured by Macer Arms, Beaumonde Industries, Justiek Arms, & on Vlad. Cost: Cr. 2000-6000.

GLACIAL CAMOFLAUGE GENERATE: TL10+ Also known as Snowball Generator, Hot Snowball, etc. Devices set on the ship's hull with special chemicals enclosed that when released, form an uneven icy cover over a spaceship or space station. Each generator produces enough chemical for one use. Generators also enclose chemical to dissolve the ice formed. Used to disguise ships as comets or ice asteroids. If most ship systems cold, will give sensors a +2 difficulty to detect vessel thus concealed on active search. Parts of ships such as thrusters, gun ports or missile tubes

must be treated to prevent icing over. Each generator weight 500 kilos. One generator is needed for every 100 tonnes of ship. Cost: Cr. 9000 singly or 6000 in mass production. Replace chemicals cost Cr. 400 per device.

MHARIRIIK: Security device similat to an ancient Japanese jitte, consisting of a hand with a powerpack & retractable chain capable of a electric shock (3D stun damage, though some are illegally powered to lethal ). used to disarm & bind an opponent. Cost: Cr. 300-1200. Some Mhaririik are gimicked to carry concealed blades, handguns or similar weapons. For those, add the cost of the added weapon plus 25% to the cost of the Mhaririik.

Magwyr Arms

CORSAIRS BAZAAR:  
FASHION & APPAREL

#### PROTECTIVE SUITS

EMERGENCY TRAUMA SUITS(ETS): TL8. Cost: Cr. 4000. Full body suits designed to prevent a patient from going into shock from loss of blood & trauma due to a serious injury. ETS's reduce the difficulty of treating a patient by 1. At TL8, the ETS must be adjusted manually to the patient's body. The suits have several port for the introduction of drugs or medical instruments.

EMERGENCY TRAUMA SUITS(ETS): TL10. Cost: Cr. 7000. Much like the TL8 version, except the suit is self-adjusting to the patient. The suits also have built in drug dispensal & emergency air units. The medical difficulties of treatment are reduced by 2 when using this suit.

SHOCKSUITS: TL9. Cost Cr. 4000. Full body suits designed to seal wounds caused by projectile or melee weapons& thus prevent blood loss. . They will even seal around a wound even if part of the weapon is still projecting from the affected area. Shocksuits are, however ineffective against energy (laser, plasma, etc.) or flame (flamethrowers, etc.) weapons as such attacks damage the suit. Shock suits have no armour value. Shocksuits will lower the END difficulties of injured personnel by 1. Shocksuits are designed to worn under armour & vacc suits. By TL10 , shocksuits designed as the bottom layer of most battledress.

FLIGHTSUITS: TL11+. Cost Cr. 30,000-65,000. An improved version of grav belt built into a protective suit (treat as unpowered battledress TL9) with an internal air supply& mini-thrusters.. Speed: 100 kph. Endurance: 4 hrs. Sensors: Passive: 10 km, Active: 2 km. Suits are sold with 2 spare powerpacks that require 12 hours of recharging.

BIOREFLEC: TL3+ Cr. 600-1000. Natural reflec armour built from the exoskeleton of insects/arthropods with natural reflective properties. The armour value depends on the type of creature used.

BIOGENETICREFLEC(BGReflec) TL9: Cr. 4000-6000. Biogenetical grown reflective armour. The main advantage to this of armour is the ability to craft bioreflec to fit any race-and more importantly a consist armour strength equal to mesh armour.

BATTLEDRESS, WATER: TL11+ Cr. 30,000-40,000. Standard battledress adapted for underwater use. Uses inbuilt impellers for underwater propulsion. Allows diving down to 1000 meters below surface. Sensors accurate up to 1000 meters at TL11, & up to 10,000 meters on TL15 models. Endurance is 20 hrs. at TL11, & 43 hrs. at TL15. Civilian models (called 'Deep Suits') are available for 18% less than the military model; & lack the chameleon circuits & twin hardpoints of the military suit. Both the civilian & military model mount an underwater cutter on the suit's left arm.

'THUNDERBUG' BATTLEDRESS  
CHIATOK BATTLEDRESS

POICXH CHIATOK TL12 BATTLEDRESS: Cr. 25000. Poicxh battledress reflect the lessons learned from ages of fighting Aslan: Speed & agility to allow Poicxh to attack quickly & avoid costly hand to hand battles. To this goal battledress is built grav modules & thrusters incorporated into armour equal to Imperial scout battledress. Agility & extra lift is provided by 2 pairs of folding wings (1.7 meter wingspan when extended) attached to the dorsal thorax of the suit. There are no hardpoints for weapon mounts. Speed: Cruising 50 kph, Maximum 75 kph. Endurance: 40 hrs. Rechargeable energy pack (6 hrs. to recharge). For miniatures of the Chiatok I use the Warhammer Scarab figures.

POICXH MIAREJIK TL12 HEAVY BATTLEDRESS: Cr. 40000. Called 'Thunderbugs' by humans, the heavy battledress is a Poicxh-shaped unit that looks like a cross between conventional battledress & a grav sled. The dorsal part of the suit is an armoured retractible canopy that allows access to the unit. The unit has two hard points ( 1 nose & 1 ventral ) for mounting a variety of weapons: RAM grenade launchers, gauss guns, or laser being the usually combinations. On the ground, the unit rest upon 4 retractible legs. The armour is equivalent to Imperial heavy battledress. Speed: Cruising: 25 kph, Top: 40 kph. Endurance: 23 hours. Rechargeable energy pack ( 8 hrs. to recharge).

HEATSUIT/COLDSUIT TL6: Cr. 400. Battery powered jumpsuits designed to provide heat in cold temperatures or to cool the body in hot environments. Batteries can be both one-use or rechargeable. Duration 8 hrs.

HEATSUIT/COLDSUIT TL9: Cr. 1000-3000. By this TL Coldsuits & Heatsuits are powered by the wearers own body(BioTT), eliminating the need for batteries. Suits otherwise much like TL6 models.

HEATSUIT/COLDSUIT TL11: Cr. 2500-5000. By this TL BioTT bodysuits are skintight, allowing for use under fitted, even skin tight clothing without creating a fashion crisis.

LORCVIH ENVIROSUITS: TL10+. Cr. 4000-25000. Tiny protective suits that allow the microscopic Lorcvih to exist in oxygen atmospheres. They range from nano to insect ( about 20 mm max.) size, though larger suits for colony entities have been known. The original suits resembled human vacc suits (the first non-Lorcvih sentients met). Most now resemble insectile creatures for more versatility. All suit have a tiny iris valve to allow the entity (or entities) inside to exit the suit to feed externally or act as a feeder tube for liquid metallic food. Larger suits can be armed with a hardpoint (30% extra) armed with a dart thrower with various toxins or acids. Suits are powered from tiny batteries ( 10 hours duration ) with require 6 hours recharging.

RADSUITS, GUJA: TL7+. Cr. 10,000-30,000. Anti-radiation suits made from impregnating textiles with guja. These suits give a protection equal to battledress or heavy radsuits while being flexible, lightweight, & even fashionable.

#### APPAREL/TEXTILES

SHAJTRA: TL9+. Cr. 600-3000. Specially designed stiletto heeled knee-to thigh-length boots used in the Shajtra style of combat. Both the footwear & combat art are named after Shajtra, the starport of Hichmakani/I-Glathriel where Dark Goddesses personnel developed it for unarmed & zero-G combat. Heel spikes range normally from 2' - 4" long but more extreme versions are known. Some shajtra come with the heel spikes concealed in a jettisonable normal heel. Shajtra have become a popular fad with youth of the Spinward Marches, most of whom have no knowledge of their lethal capabilities. Shajtra can be worn by most races, but only races with leg & foot structures similar to humans can effectively utilize them in the Shajtra style of combat. Shajtra require at least a STR of 6 & a DEX of 8 to use. For damage, treat Shajtra as a Reynspada for to hit & damage. Shajtra gain a +1 to hit hard armour in zero gravity.

HOLOMASKS: TL8+ Cr. 1000-60000. Devices designed to create a holographic display to conceal the face of the user. Expensive models also include a voice baffle to disguise the voice also. Very expensive holomasks of TL12+ include sensor jammers and/or psi shields. The design & appearance of holomasks vary, but usually take the form of circlets, caps, visors, or neck collars. Very popular among the rich, the Mapepire Cluster tourist circuit, & the Zydarian Codominium (where they're known as 'Cosin nakhe').

GLITTERSUITS: TL10+ Cr. 1000-40000. Formal and/or dance apparel made from reflect, originally worn as Glitterdance costumes. The most expensive glittersuits are those created to produce the



maximum number of colors when light(even laser fire) is reflected off them. Anyone who gazes on illuminated glittersuits without protective eyewear are blinded for 2D6 hours. The best glittersuits come from Vlad/Mapepire & , Lilith/Mapepire in the Beyond Sector.

**DYROCELLUS CLOTH:** TL9+ Cr. 300 per meter. A development of nitrocellulose, the material has the texture & feel of cotton cloth with the explosive power of 6D damage per yard of material. The material can be exploded by detonator, 750+ degrees fahrenheit heat, or by submersion in pure water. Dyrocellus cloth can be made into any article of clothing but is usually made into easily removed fashion accessories ( hats, scarves, sashes, etal).  
The material is contraband in the Trelyn Domain, Die Weltbund, & Intercourse/Delta.

**COUNTERSENSORYSUITS(CSS):** TL11 Cr. 4000-6000. Also called 'fogsuits', 'cosin ri dhri', 'reflec suits'. CSS's are filled with a liquid which slowly creates an aerosol haze around the wearer. The suits have three purposes: 1. disguising the face & figure of the wearer to viewers; 2. defeating sensor scans (+2 to difficulties); & 3. deflecting laser fire (+1 to difficulties). The suits contain enough fluid for 2 hours of continuous use. The suits have their drawbacks at night, where any stray bit of moonlight or artificial will cause the reflec mist to glow. The suits are a popular import into the Zydarian systems. Refill canisters of reflective fluid cost Cr. 50 per liter.

**GRAVSUITS:** TL14 Cr. 6000-20000. An improved version of the TL12 gravbelt, the gravsuit can be worn under loose clothing, with its controls built into the suit's gloves. For movement, builtin hand thrusters (max. speed 60 kph), or larger back mounted thruster can be added for more speed (max 140 kph). Back thrusters cost 20 % extra over basic cost. Endurance 20 hrs. 4 hours to recharge waistbelt battery pack.

**KOLWERN SILK:** TL7 Cr. 2000 per meter. A silk processed from the web of the giant Kolwer's spider from Omega Sextans/Mapepire, prized for its iridescent color & toughness ( edged weapons are -2 to cut or thrust; & -1 for projectile weapons (bullets, arrows, etal). Traders have been known to get upwards of Cr. 10000 per meter in some areas of the Imperium.

**SCHIRUSZ(THERMALSILK, MEMORYCLOTH):** TL12+ Cr. 2000 per meter (5000-15000 outside the Imperium).

Silky synthetic fabric that fashioned into garments shrink or expands (activated by the wearer's body heat) to fit like a second skin on the wearer's (it's often correctly touted as the next best thing to being naked). body. So snug that some sophonts wear under- or overgarments for modesty's sake. Schirusz is air-permeable & very comfortable to wear. It's main markets in the Beyond are the Mapepire Cluster(especially Lilith), Eslyat Magistray, & Die Weltbund as well as the Trelyn Domain in the Vnanguard Reaches. It is also a popular item for hijacking & resale to planets where the cloth would not normally be affordable. Made several concerns in the Imperium.

**CARAPACE:** TL14+ Cr. 8000 per meter (12000-20000 outside the Imperium). Created by Aghni-Deneb, Ltd, in 932;

Carapace is a blending of ballistic cloth & schirusz that was proved very popular with nobles & the affluent. Usually fashioned into bodysuits, carapace has all the advantages of ballistic cloth with the softness & comfort of the best luxury fabric. Though not as silky as schirusz, it still retains 90% of that fabric's ability to cling to the body like a second skin.

**GHELINSIL:** TL 10+ Cr. 200 per liter. Jellied synthetic material that solidifies to a tough, rubbery fabric when applied over the body & exposed to air. Used as temporary wetsuits, hazardsuits, & and similar uses. Not air permeable, ghelinsil is equal in protection to ballistic cloth when hardened (Usually in 10 ten minutes).

## COSMETICS

**BIOGENETIC ALTERATION:** TL13+. Also known as the 'Chameleon Effect', or 'Bio-Cosmetics', this is a series of treatments that allows the the user to alter their appearance for cosmetic, reconstructive, or disguise purposes. The treatments create a mutable DNA state that can be altered with injection of nanobots programmed with a specific biological template. Once the nanobots reprograms the DNA, it ceases function, breaks down & is processed by the body. Thus, a face ruined by damage can be reconstructed, a nose can be shortened, hair color change, regrow cartilage, etc.

There are limitations: size cannot be altered, nor could you make a human look like an Aslan (though you could make yourself more 'feline' in appearance, like an anime 'catgirl'). However you can alter appearance into any of the many human race (Zhodhani, Darrian, etc.) as long as you have the genetic template to program the nanobots with. Length of time for alteration varies: changing hair or skin color would take about an hour; growing hair or nails longer 2 hours; reconstruction can take anywhere from 1 day to a week; & a full body disguise makeover 1 day. The effects are permanent unless reversed or altered by a new nanobot template (or the original template). The biogenetic alteration does not alter your normal DNA pattern unless you use some sort of biogenetic or chemical DNA marker to disguise.

COST: Basic treatment & nanosurgery: Cr. 400,000 to 1,000,000. Nanobot template programs: Cr. 10,000-40,000.

Biogenetic markers: Cr. 10,000-20,000 per treatment. Chemical DNA marker: Cr. 2,000-4,000 per dose.

LILITH'S BREATH: TL7. Cost: Cr. 10,000 per ml. Exotic, musky pheromone enhancing perfume derived from the Toreis flower by the chemists of Ferjhilion, Ltd(Lilith/Mapepire). The perfume will enhance a woman's pheromone level 1D6 + 4 time her normal level per dose, increasing her natural attractiveness(social difficulties with the target will reduced by 4).. The effects are temporary, lasting 1D6 weeks. Using more than 1 dose at a time is not recommended as laboratory tests have shown dangerously aggressive results from human male exposed to overdoses. Ferjhilion has discovered through research that they can adapt Lilith's Breath to attract males of other mammalian species (these specials cost 3 times the rate of normal Lilith's Breath).

DELERIUM: TL9. Cost: Cr. 4,000-6,000 per ml. A cheap knockoff of Lilith's Breathe by the Regyl GMH division of Tuablin. It lasts 1D6 + 3 hours and reduces social difficulty opposite sex by 2. Delerium can be used by either sex.

A psychotropic drug, long term use can lead to reduced INT ( roll 1D6 per month of use, result of one will result in loss of 1 pt. of INT. Roll another 1D6: Result of 1-5, the loss is temporary, roll of 6 loss is permanent). Delerium is banned in the Imperium, The Mapepire Cluster, St. Foy, Trelyn Domain. Tuablin get around this prohibition by passing Delerium off as Lilith's Breath.

ASERROS: Cr. 1000 per gram. Naturally occurring fossilized resin native to Dorothyellen/NortheastMiddleBeyond, the stones are named after Ged Aserros, their discoverer. The stones give a natural perfume when worn against the skin. The stones are worn normally as pendants or bracelets.

THEIYAT: TL: 2+ Cr. 10-60,000. Theiyat are a band of cloth 2-3 ' in width worn around the head & fastened on the right temple. The characteristic headgear of free traders (& pirates) in the Spinward Marches, Deneb, Trojan Reaches, Foreven, Beyond, & part of the Far Frontiers & Vanguard Reaches. It is often worn by young nobles & mercs in the Beyond. With free traders, the fastener is the family or ship badge ( a method also favored by pirates). Mercs usually wear unit badges when part of an active merc force. Nobles ( & their imitators ) use a variety of jewelry or fasteners as they prefer to wear family badges on the front of the theyyat. Quite often rank insignias are also worn on the theyyat. Theyyats range in price depending on material use & the quality of decoration & workmanship. Length of the hanging ends of the theyyat are usually shoulder length, but some have been known to dangle down the right front breast and/or the middle of the back. Many of the latter are also utilized as weapons, either as garrotes, or in the durische fighting style utilizing weighted ends.

HIPOTES: TL:2+ Cr. 300-60,000. A style of overdress native to Lilith/Mapire. The garment consists of a high-necked fitted bodice with a bell skirt & triangular sleeves narrow at the armpit & wide at the wrists. The bottom of the sleeves have round weights sewn into them for use as a weapon (treat as club for to hit & damage). The cost of the hipotes depends on the materials & quality of work put into it.

PLAST: TL7+ Cr. 6-20 per tube or aerosol. Hair gel ( or aerosol ) that hard sets hair in position, originally created for spacers with long in zero-G. Has become popular substance with free spirits to arrange hair in fantastic shapes, particularly hair spikes popular with barbarians, free traders & corsairs. Can only be dissolved by special solvent usually sold with plast. Many chemical companies make some sort of plast under various trade names.

PSEUDOSKIN: TL8+ Cr. 80 per liter. Liquid anti-septic biomaterial to seal wounds. Can also be used to alter appearance for temporary cosmetic repair or disguise. Can be designed for many known races. Pseudoskin ( a futuristic form of liquid skin) will not interfere with the body's healing process, & can be applied over burned flesh for a 30% higher rate of skin regeneration. The best can be made up to match your own dna (200% markup on price) for a perfect match. Pseudoskin is usually applied with a sprayer.

EYETINT: TL7+ Cr. 16 per bottle ( 30 treatment per bottle) Biochemical solutions that changes eye color, sold under a variety of names ( 'Tansit'-Bysia Pharmaceuticals-Lilith, 'Deceporb' Vhanior-Varen's World, 'Lheviorankh' -Sorliyr-Northstar, etal). Dosage is 3 drops per eye with complete color change in 8 minutes.

LHEROTOL: TL5+ Cr. 75 per tube. Herbal medication developed from the leaves As Lherai of Lilith/Mapepire. Stimulates the growth of existing hair & stimulates the re-growth of lost hair. 1 tube will stimulate hair growth of 3D6 inches in 1 week. To stimulate new hair growth 3 tubes are required, taking 2D6 weeks for new hair to appear.

SYKOLYN: TL8+ Cr. 85 per bottle. Biochemical cream used as a skin revitalizer, sunshield, & general protection against damage from cold, heat, & windburn. A body treated with sykolyn can also withstand temperatures 10 degrees cooler than untreated skin. Each bottle covers one human-sized person. Sykolyne can also be added to the mix in wet or vapor showers to treat as you clean. Each treatment wears off in about 2 weeks for a human, or in about a week for a sophont furry like Aslan or Vargyr.

SERENESS: TL9+ Cr. 400 per bottle (12 doses per bottle) A perfume developed on Vlad/Mapepire, Sereness is also an intoxicant (effect much like alcohol) that is slowly absorbed through the skin. The effect is dependent upon the wearer's END: On 1 12 END the effect would be like drinking a bottle of beer per 2 hours; A 2 END it would be like downing a liter of whiskey in a half hour. Effects last 2D6 + 4 hours. Sereness has no known side effects & no withdrawal pain or hangover.

#### CORSAIR'S BAZAAR PHARMACOPIA PHARMACEUTICALS

EIDOLION: Venomous serpent native to Alpha Mare/Die Weltbund. Though non-toxic, its neurotoxin in its bite acts as a powerful non-addictive painkiller (lasting 1D6 + 6 hours) in humans. Processed, its venom is useful in treating many degenerative and/or paralytic ailments. The eidolon is 1/2 meter long maximum, a mottled dark green, dark & light brown on its upper body with a pink belly. In the wild, the serpent rarely uses its venom reserving its use on prey animals, usually small reptiles or birds.. When captured, the serpent becomes used to humans quite rapidly and may let loose to act as a vermin exterminator. However the creatures tends to avoid & flee races such as the Toishan.. The eidolon can be picked up on its home planet for Cr. 20 and resold for Cr. 400-2000 depending on the buyer. The processed venom is worth Cr. 600 per centiliter (8 doses per).

GUJA: A blubberlike substance that forms a protective layer just below the epidermis of mollusks native to Alamo Ismat/Die Weltbund. This substance oozes from pores creating anti-radiation protection equal to TL15 battledress. Raw guja is cut from the animal is weighed by the gram (a gram of guja would fit inside a teaspoon.) 1 gram of guja melts down into 1 centiliter of liquid. Harvested & liquified, guja can be used to impregnate clothing, giving it radiation protection equal to battle & equal to 5 cm of lead plate. Raw guja is worth 100 Cr. per gram. Processed, liquified guja is worth 1000 Cr. per liter. 4 liters of liquid guja is enough to totally impregnate 1 head to to garment of an average human.

SIDEROTE-7: Paperlike processed fibers of the pods of Sider's Milkweed native to Akira desert of Lilith/Mapepire. The plant is known for its unique method of reproduction.. The plant only blooms during infrequent rains during which it blooms, forms seed pods and explodes once the temperature reaches 125 degree fahrenheit. ( 1 pt. of damage any creature withing 1 meter of plant. ). The Siderote-7 processed fibers do 1D6 worth of damage per 4 grams of material. Siderote-7 is often made into a

variety of paper products such as writing paper, card, cigarette papers & the like. The detonation level of Siderote-7 is 230 degrees Fahrenheit.

**FHAJUS VIRUS:** TL9+. Discovered on Intercourse/Delta and developed by Dr. Ontil Fhajus for Tuablin. This virus is used by Tuablin kidnapers, hijackers, intelligence ops, et al for the immobilization of sentients. An airborne virus, it places its victim in a catatonic state for 1D6 days, after which it is overwhelmed by the body's immune system. Usually spread by an onsite agent immunized against the virus., usually in a ship's air supply. Non-animal sentients (or microscopic such as Lorcvi) are unaffected by the virus. The native, wild strain affects the Airyal cats of Intercourse, humaniti, vargyr, & aslan, causing 1D6 -2 days of coma in the victims. Rumors circulate of variety developed by pirates immune to the Tuablin vaccine. Cost: 10,000 Cr. per milligram.

**MARTTYLLA:** Cost 200 cr. a bottle, or 10 cr. per shot. A potent honey distilled on Thellalae/I-Glathriel, very popular for its inhibition-loosening effects. It however, has side effects on psis: 1. It makes it almost impossible to use psionic abilities while under the effect of the drink (you need a roll of 12 on 2D6). 2. It reduces the psi's INT by 1D6 points & REALLY loosens inhibitions even more than non-psi. Effects on non-psi last 1D6 hours. On a Psi its effects last 2D6 + 6 hours. Banned in the Zhodani Consulate space.

**DESIGNER VIRUS/BACTERIA.:** TL8+ Genetically engineered microgams designed for a single purpose. The most common are medical, designed to carry drugs to a specific area of the body or a specific disease agent: immune system boosters; or to stimulate or initiate regeneration. Combat germs are less common, designed to boost combat capabilities of troops or to kill or incapacitate enemies (Most states or planets have banned these). Most designer organisms are created to be short-lived. These virus/bacteria are sold in batches in biocontainment units the size of a human's small fingernail. Cost: 10,000-100,000 credits.

**CAPTHYSQ:** Fungal symbiote developed by Tuablin. The spores enter the host by inhalation or injection after which they make their way to the host's brain. They attach to the frontal lobes, growing & displacing them. Though lowering the INT 1D6, it bequeathes to the host an immunity to tranquilizers & boosts the END +1. Tuablin uses this on their slave shock troops. Fungi can be removed only surgery (difficulty 8+) or by radiation. Cost. Cr. 400 per spore.

**NILRAIN BIV BACTERIA:** Rare bacteria, origins unknown that infests a host, forming a symbiotic relationship. The bacteria processes deadly volcanic gases & creates oxygen as a by product to the host. In the absence of toxic gases, the bacteria dies off. Cost: 10000 Cr. per batch.

**GOBEIN:** Poisonous serpent prized for its medical applications (see library data). Protected on its homeworld of Gryphon/Storm & by the Guardians of Serenity. Cost: Cr. 10,000 per serpent ALIVE. Venom: Cr: 3000 per microliter.

**HJIFED NERVE TOXIN:** Toxin developed from the Gobein venom that places the patient in a safe coma close to suspended animation for 2D6 hours. This altered state will slow the effects of wounds, toxins, or infection until the patient can receive medical attention. Can also be used to disable an opponent. HJifed may be delivered by ingestion, injection or as a gas. Cost: Cr. 4000 per microliter (each microliter doses up to 12 human-sized targets).

## PHARMACHEMICALS

**DREAMDUST:** Inorganic hallucigen mined on Ani Yun Wiya(Delta subsector, The Beyond). Used in a powdered form it creates vivid hallucigenic dreams. While under the influence the user remains in a trancelike state for 2D6 hours depending on potency(roll 2D6 for level of potency of drug). Usually nonlethal, dreamdust is devastating for psionic sophonts to use, creating temporal lobe epilepsy(TLE) in the victim, causing disassociation between the mind & body, leaving the body in a coma. Length of coma lasts days equal to the potency of the drug. For comas lasting more than 5 days, the victim must be on life support or the respiratory & circulatory systems will crash, resulting in death.

Recovering psi will find their psi talents nonfunctional for 3D6 days.

The Eshenili assassins have refined dreamdust into a liquid injectable/ingestible form called Majkim which kills psi's within 3D6 minutes. There is no known antidote for either majkim or dreamdust though Beaumonde Industries & SUSAG both have independent research programs working on a cure. The Duke of St. Foy has offered 12 MCr. & a title as a reward for anyone creating a cure. Cost: Dreamdust: 1000 Cr. per dose per level of potency. Majkim: 6000 Cr. per dose.

**MANTIHILZ 8:** Antibiotic originally developed by SUSAG in 678. Though an excellent drug, it is poisonous to both the Aakho & Poicxh races, causing 3D6 damage to the former, and 2D6 damage to the latter. Cost: Cr. 25 per 100 doses.

**CORROLIN:** TL11. Truth drug developed by Imperial Bureau of Investigative Services for use on psionic sentients.

It also inhibits psi abilities for 2D6 hours. Cost: Cr. 300 per dose(2 cc).

**VABTHRAUT:** TL11+ Truth/Mind Control drug developed by Tuablin. 1 cc is enough loose most sentients' (except Aslan & Esylat which require 2 cc) inhibitions to the point any skilled interrogator (Interrogation-2+) . 4 cc reduces the victim to a puppet, obeying the orders of anyone. Used with implanted commo devices to transmit instruction, the victim becomes an organic robot as long as they are redosed every 3 days. It is useless to use on Poicxh as it highly lethal ( 4D6 poison ) to that race. Cost: Cr. 1,000 per cc. Vabthaut is a banned drug among the Imperium, the Zhodani, the Comsentient Alliance. It is however, a major import to Die Weltbund.

**REDHISTAK 6.** Powerful stimulant used to combat fatigue, keeping the user fully functional (except for a loss of 1pt each of INT & DEX). if 1 dose is taken every 12 hours. It can take orally or by injection. Misuse is dangerous as 3 doses in 24 hours causes a loss of 2 pts. each of INT & DEX. 4 doses in 24 hours will result in death in 1D6 hours unless an antidote is administered. Even then there is a change of severe damage (Roll 1D6, roll of 5-6 INT & DEX reduced to 1). Cost: Cr. 200 per dose. TL9+

**NEIVHER:** Cost 100 credits per gram. A synthetic substance know for its toughness (it can be fashioned into projectiles with the penetrating power of solid slugs) & its ability to dissolve harmless in the human (or other biologic) in 2D6 minutes. Often used for tranq or poison in order to penetrate armour. Originally deisgned as body armour but its rapid decay when saturated with sweat or other body fluids made it impractical in that role. TL 11+

**ALCODOTE:** TL 7+. Generic name for drugs designed to combat the effects of alcohol for two purposes: 1. Curing the effects of alcohol (& a hangover) after a binge; & 2. Tp allow the user to drink as much as she/he wants without getting drunk. Different chemical formulas are designed to be species specific. Cost: 20-40 cr. per dose.

**OXYTABS:** TL9+. Concentrated time release oxygen capsules that diffuse enough oxygen to supply the system of oxygen breathing creatures 1 hour of ( based on a human-sized body). Maximum dose is 6 capsules per day. More can result in giddiness & possible celluar damage (roll of 4-6 on 1D6). Cost: 30 cr. per capsule.

OXYFLUID: TL10+ Liquid breathing mixture that allows a diver to swim to descend 3 times the maximum dive depth without a pressure suit. Comes in 6-10 hour tanks. Cost: Cr. 200-450 per tank.

#### CORSAIRS BAZAAR 4

##### EQUIPMENT

SCANLENS(Squinters): TL9. Cr. 1000. Special extended wear contact lens that give the benefit of a TL 6-8 binoculars without bulk of binoculars. Called squinters because of the users need to squint to adjust & focus through the lenses. New users take 1D6 weeks to adjust to lens.

MICROLENS: TL9. Cr. 1000. Special contact lenses that work as a magnifying glass or similar device of TL5-8. Popular with electricians, engineers, jewelers and profession requiring close, magnified work. Adjustment period is 1D6 weeks like Scanlenses.

SPECTROLENS: TL10. Cr. 1500-15000. Special contact lenses that function similar to a spectroscope. Can be used as a scientific device for detection, safety & any use a spectroscope could be used for. Price depends on difficulty or number of subjects the lenses are designed to scan for. Most Spectrolens are designed as a bifocle, allowing normal vision on the upper half & spectroscopic abilities on the lower half. Lenses take 2D6 weeks to adjust to.

RESINCRETE: TL8+. Cr. 20 per 2 liter container, or Cr. 180 per 200 liter case. Resincrete is a wearproof powder that combines with water to form a pliable building compound. Usuable in almost any climate ( with harden properly down to -40 celsius), resincrete can be used to build shelters, barricades, & used as a cement with other building materials.. Resincrete is quite strong, with a 10 cm thick wall equal to factor 3 ship armour. Resincrete is also protection against ERW & EMP weapons.

LASER CUTTER: TL13+. Cr. 6000. Laser cutters resemble a bulky sword handle with a round crossguard. They function two ways. The first way is a standard laser torch, burning a hole or slicing through material. The second function is as a laser grinder, utilizing a gravity field to manipulate the laser, grinding into hard surfaces at twice the speed of a laser torch with minimal heat. Duration: 3 hours as a torch, 40 minutes as a grinder. Usued as a weapon the grinder is equal to a dagger against soft targets to hit. Against hard targets such as hard vacc suits, battledress, it's to hit is equal to a cutlass +4. It does 3D damage & requires a min. Dex of 8.

HYDROTOOL: TL11+ Cr. 400-600. A high tech screwdriver/wrench that utilizes hydraulic fluid to tighten or loosen screws, bolts, hexnuts, etc., & can be used to hold object(like a lockgrip wrench) the hydrodriver requires no interchanging bits requiring replacement or repair. Caution some cheap knocks exist that leak or break after less than 6 months use, or worse, use cheap, flammable hydraulic fluid. Hydrotools come come in two basic designs: 1. Pistol grip, resembling a small, barrtey driven TL7 drill; & 2. Tubular, resembling a TL7 powered screwdriver.

DIGITAL OPTIC SCANNER: TL9+. Cr. 600-1000. A digital computer development of the binocular, the DOS can scan up to 5 km distance. Its photomagnification can make any object up to km seem meters away. The viewer also works in infrared, nightvision as well as being programmable to scan for specific energy or radiation patterns. The device also works as a digital camera, storing anywhere from 20-1000 images depending on TL & memory. Devices can be handheld ( like binoculars), mounted on headgear, helmets, or worn like goggles or eyeglasses. There also exists the SDOS (Sniper DOS) that can used as a sniper scope or spy design. The SDOS is linked to a HUD unit worn by the user. The SDOS's cost is Cr. 800-4000.

HEADS UP REMOTE SURGICAL SERVICE OPERATOR(HUMSSO) TL13+. Cost Cr. 250,000. Advanced surgical system utilizing a heads up display (HUD) & hologloves to monitor & operate medical micro- & nano-bots. The surgeon(s) can observe through the bot's visual feedback its progress through the patient's body, make modifications in the bot's programming, or perform remotely medical procedures too delicate or complicated for the bot to perform. The unit also comes with a palm

computer for processing data and/or programming bots. The kit also provides 200 nanobots & 40 microbots, all general purpose & easily programmable. Weight: (including case) 1 kilo.

ORGANIC COMMO/TRANSLATORS: (TL11+) Also known as 'bugspeakers', these devices allow communication between sentients that communicate by sound ( i.e. humaniti) & those who communicate with natural form of radio or the like (i.e. poicxh). The best to be found are those manufactured by the antlike Poicxh ( who call them Thujl-Poicxh (people speakers), or more commonly Jilkai) and can be considered TL15 in technology. Cost: Cr. 4000-10,000.

TRANSLATORS: (TL6+). Commo devices designed to transmit, receive & translate foreign languages. They range in size from 20mm to laptopsize. In the Beyond the best are built by Beaumonde Industries & the Poicxh. Cost varies due to TL, size, & how many languages programmed in to the unit. Cost: Cr. 1000-20,000.

ASTROLOGS: (TL7+). Portable computers (usually palm-sized) containing navigational data for jump & normal space. In Imperial space these devices are required by law to remain on the person of the navigator & updated everytime a ship reaches a space or star port. The Military & Corporations treat these units as top secret, punishing the loss or sale of astrologs with dismissal, fine, or imprisonment (sometimes all of the above). Cost: Cr. 4000-7000.

CYBERPASS (DATACARD, INDENTICHIP, ETC.) (TL7+). Microcomputer device that functions as a security pass, personal ID, financial transaction card & medical immunity card. Each card is linked usually to the user's DNA. In human space these are usually small, thin cards (20mm W, 30mm L, 1mm thick). Aslan use medallions worn around the neck. The Poicxh & the Eslyat use crystals. Above TL10, many cultures require these passes mandatory for military personnel & starship crews. Cost: Cr. 400-1000.

ORGANIC SENSOR DISRUPTORS (OSD) (TL10+). Also known as bug jammers, these devices were originally developed by the Aslan in their wars against the Poicxh. They are essentially sensor jammers that work against organic sensor/commo organs(they are programmed to ignore artificial sensor/commo signals) possessed by the Poicxh, Aakho & other similarly endowed races. OSD's range from handheld devices of 1km range up to vehicle & ship borne devices covering 20 square km at a range of 10,000 km. Cost: Cr. 1000-35,000.

CIRCLET OF JOY (SLAVERS' BAND, ZOMBIE CROWN) (TL12). Techno device developed by Tuablin as an another means of mind control. Looking like a circlet or headusually, the device contains control circuits inside the band that program the victim's mind once the device is placed on their head. Additional circuits work upon the pleasure centers (when a master is satisfied with the slave's behavior) and the pain centers ( when the master is not pleased). So effective are these devices on the slave that many slaves have will themselves to death if the circlet is removed. Circuit can be controlled by the master's voice or by a remote control unit. The circlets have unfortunately become a fad with young Imperial nobles over the last decade. Cost: Cr. 40,000-82,000.

ESECNET (EXTERNAL SERCURITY NET SYSTEM) (TL8+). Simple tech modules mounted on a vehicle, small building, or spaceship. Each module spins out a 6 meter fine electrified(usually set for nonlethal) razorsharp net preventing access to the protected area. Besides the shock, the modules emits a loud alarm, and activates any exterior or interior security devices (security bots, light, anti-hijack program) in the vehicle, ship or building. The modules are controlled by remote control devices. Each module in designed to link up to other modules to increase net coverage. Cost: Cr. 4000-6000 per module.

SOLOB : (TL9) Light, portable ( 1/2 meter radius, 10 kilos ) device capable of illuminating a kilometer radius with bright, sunlike light. The solorb is intending for use in under ground environs or on dark planets. It also has combat applications for night fighting, use in illuminating a target area or neutralizing and/or blinding nightsight equipped high tech troops. Cost: Cr. 200. There is also a contragravity equipped version (TL12, Cr. 600) available.

HSOPLENS (High Speed Optical Lenses): (TL9). Electromagnetically enchanced lenses that allow the human eye to track fast movements that optical nerves can't normally register. Normal speed

movements, however, will seem as slow motion. Prolonged use ( 1 hour ) will result in migraines & double vision. Cr. 230.

POIXCH TTJEKOLYT XIIYR JAMMER: (TL15) State of the art shipboard commo/sensor jammer produced by JN-THYK. Effective range 1000 KM. Maximum range 6000 KM (+1 difficulty for every 1000 KM above effective range.

Weight: 100 kilos. Cost: MCr. .95

BEAUMONDE DSCJAM MK. 34 JAMMER: (TL14). Shipboard jammer produced by Beaumonde Industries. Effective range 850 KM, maximum range 4500 KM. Weight: 85 kilos. Cost MCr. .65

BEAUMONDE PHANTOM 50 PORTABLE JAMMER: (TL13). Portable commo/sensor jammer (3 kilos) with an effective range of 50 KM. Cost: Cr. 25,0000. Can be worn on a body harness or mounted on a vehicle.

SORLIYR VHEOKOI MODEL 7 JAMMER: (TL13) Top shipboard commo/sensor jammer produced by the Aslan concern Sorliyr, replacing their Model 6. Incorporates technology from their OSD's to jam organic commos & sensors.

Effective range 1000 KM, Maximum range 4000 KM Cost: MCr. .60

ADKIKPOICXH PORTABLE SCANNER: (TL13) Headset sensor that acts as an amplifier for a Poicxh's natural antennae. Modifies the antennae to mechanical sensor status. Effective range 8.2 KM, maximum range 20 KM.

Weight: .1 kilo. Cost: Cr. 6000.

JUKK VII PORTABLE JAMMER: (TL15). Designed & produced by JN-Thyk, this headset device modifies the natural Poicxh sensors allowing the Poicxh to act as a natural sensor jammer. Effective range: 6 KM, maximum 25 KM

Weight .12 Kilos. Cost: Cr. 4500.

BIPEDIK-ATTILIU IX JAMMER: (TL14) Portable jammer device produced by JN-Thyk (also built under license by Sorliyr & Beaumonde Industries). Can be carried by a sentient or be mounted on a vehicle. Effective range: 7 KM, maximum range 24 KM. Weight: 2 kilos. Cost: Cr. 18000.

POWERBOOTS: (TL10+). Powered rollerskates with their capable of speeds from 30 kph (TL10) to 60 kph (TL15).

Looking like a cross between skiboats & inline skates, powerboots come in two types: Fixed wheels (2500 Cr. pair), to

retractable wheels (3200 Cr. pair ) at TL10. Add 5% to the cost for each additional tech level.

Duration runs from 6 hours (TL10) to 30 hours (TL15). Battledress can have retractable powerboots built in for an additional 4 % of the suit's cost. Beaumonde Industries' Hajit Group markets a TL13 powerboot under the trade name Wheelrites.