

*Traveller: The New Era
Operation Dominoes 2:
The Minds of Idsur*

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Science-Fiction Adventure in the Far Future

Traveller: The New Era Operation Dominoes 2: The Minds of Idsur

AN ADVENTURE FOR TRAVELLER

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

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Chapter 1: Introduction

In Operation Dominoes 1: Moonshadow, a RCES covert 'Moonshadow' team was dispatched to the planet Tiniyd in the Thoezennt subsector to open relations with the Droyne nations to counter the effects of a botched raid on a Droyne controlled nation out in the Wilds. The resulting scandal threatened to split public opinion within the Reformation Coalition as well as handing their enemies, the Diasporan Starfarer's Mercantile Guild a propaganda coup.

The RCES first needed to establish a friendly base of operations on Tiniyd, and the Idsur Republic was chosen, as the only democracy on a planet controlled by various Psion dominated totalitarian governments. The Moonshadow team was dropped in a remote location to gather basic political and military data to allow follow up teams to operate undiscovered. A slave raid by Maraxian raiders on a remote homestead further complicated the mission.

Personnel shortages due to the decapitation strike on Marax meant the team was returned to Idsur to conduct further reconnaissance and eventually make covert contact with the Idsurian government. The Idsurians granted the RCES team a covert base within the Republic in exchange for dealing with the offworld raiders.

REFEREES OVERVIEW

In Operation Dominoes 2: The Minds of Idsur, the RCES Moonshadow team continue their operations within the Idsur Republic to cement the relationship with their new allies. The team can establish a small covert landing strip and perform a survey to establish an oil drilling operation.

A Guild raid on the local village interrupts the survey, and the RCES team is obliged to deal with the raiders to keep their part of the alliance agreement. The Guild raiders later reveal the presence of a Guild space station hidden in the Arcenturi Belt. The RCES team with support from the Idsurian government can assault the station rescuing a large number of slaves from across the subsector as well as accumulating a large salvage fee for the captured vessels.

On their return from the Guild space station, the RCES team can continue their oil drilling operations, and experience underwater drilling from an imported submarine. They are then assigned guard duty at the site during the construction of the small refinery site.

An attack by native animals reveals an unusual ability in the Chirper work gangs, which will shake the Republic and its values to the core.

This adventure is set in the period IV-1202 to VI-1202, and is designed for a party from 4 to 8 player characters.

Chapter 2 Base Camp

Once the Moonshadow Team relayed their agreement with the Idsurian government to the orbiting Serendipity, it immediately jumped to Marax to pass word to the RC and arrange for supplies to build the RCES camp. Meanwhile, the RCES personnel were escorted back to the original landing site to start camp construction. The journey back to the Hesselbach province took over a week with a further 3 days getting to the landing site.

Whilst the team waits for the return of the Serendipity with supplies, they will have to either camp in the woods or stay at the Skala homestead. The homestead suffered a Marax slave raid in mid II-1202 and is still recovering. There will be plenty of room. Given that the team probably intervened to halt that raid, the Idsurian government deems contact with the Homestead to be an acceptable security risk.

To minimize security leaks, the Idsurians have only assigned two security agents to help / shadow the team, and no government effort will be available to build the RCES base camp. The team may start to purchase some equipment in local towns and villages; Edvard Cizek of Tinyayr will be recommended to make any furniture needed. The team can start the initial purchasing process, as well as starting to layout the base camp. Combat engineering expertise will be a boon in this situation.

The RCES team should plan out a simple base camp with the following elements:

- Control Tower
- Landing field (for at least a 200dtn vessel)
- Living Quarters and Offices
- Kitchen / Mess
- Water supply and sanitation
- Storage Areas
- Hydrogen refining plant and storage tanks for starship fuel
- Any defensive emplacements.

Approximately 6 days after the team arrives, the "Serendipity" will return and land at the original landing site. It has brought word of RC agreement to the team's deal, and some initial construction equipment (mostly spades, axes, some engineering tools, mining explosives, a handful of chainsaws and a limited petrol supply). Most importantly the "Serendipity" also brings orders from the RCES Long Range Planning Group. The Moonshadow team has been appointed temporary RC representatives to the Tiniyd system and places them in charge of all RC forces in the system. The Marax free trader "Ushugaam Star" is scheduled to arrive four days after with more supplies, workers and some of the captured Idsurian natives.

The team will spend the next week felling trees (chainsaws and explosives) and preparing timber for the various buildings. The arrival of the "Ushugaam Star" will considerably help the construction effort as it is carrying a bulldozer and a large supply of building materials as well as a basic orbital range radio and base fittings. It also carries a handful of RCES volunteers from the RC presence on Marax (see Cast of Characters) and well as the any Skala homestead members captured by the Marax raid. Smart team members will enlist the aid of some of these returnees to help in the construction.

The "Ushugaam Star" also brings news from the Coalition:

- Captain "Sinner" Lawter of the RCES Clipper Aube has resigned her commission following the Cosmic Fire scandal. Her conduct in ordering the disastrous operation was questioned and her strident unapologetic anti-virus views alienated her support in the RC Assembly.
- The Victrix Class sloop, Marathon Victrix did not return from a mission in the Shenk subsector and has been officially listed as Overdue
- An RCES advisory note alerting RCES bodysleeve wearers to the dangers of inadvertently pulling the medication tabs on the bodysleeve. Field operations have resulted in several injuries and even deaths when the stimulant tab was inadvertently pulled several times.

The group will labor through the April rains to build their camp and by the middle of May the landing field will have been cleared and the first of the buildings (quarters and storage) will be complete. The base even has its own well. The control tower operations i.e. radio links are still being performed out of the mess, but the base is just about operational.

While the RCES have been building their base, the Serendipity has been conducting detailed earth science scans of the Idsur Republic and has discovered what it believes to be off-shore oil deposits near the republic's equatorial shore. The Idsurian government is delighted at the news and starts preparations to send a work crew to the area to build a refinery, provided the RCES can provide the drilling equipment and the actual refinery plant. The team leader can send another bootstrap request off to the RCES forward base at Marax on the "Ushugaam Star". The Serendipity accompanies the "Ushugaam Star" to pick up more supplies for the base. The team may request additional equipment.

SECURITY

Given the covert nature of Idsurian relations with the RC, security on this project will be tight. The team will have been given Idsurian identities, but the remainder of the RCES personnel will have to stay at the base camp. Occasional

visits to the Skala homestead will be permitted if the homesteaders are aware of an off-world presence. The Skala homesteaders will also be included within the security cordon and they will be instructed not to mention the RCES or their activities.

The team will have to avoid revealing their presence to the wider public. Although the Idsurian population is fiercely nationalistic and will not reveal a government war project, there is always the danger of Psionic snooping by other nations.

However there are two potential areas where news could leak out.

The Yunaashkhuum clan located higher up in the hills is engaged in smuggling and may accidentally detect and reveal the RCES camp to their smuggler contacts and hence to other nations. They are still Idsurian patriots and will not deliberately leak the RCES activities.

The furniture maker Edvard Cizek is a Kingdom of Limgur spy. If the team has visited him directly to buy furniture for the base, he will probably have telepathically scanned them, as he has never met the group before. Similarly, ordering a large amount of furniture will gain his interest, and he will use his Psionic abilities to attempt to discover what all the furniture is for. He is at best hoping to find a covert government installation. The discovery of an off-world base is beyond his expectations, and he will relay this information telepathically to his superiors.

BOREDOM STRIKES

Life at the RCES base camp is a mixture of long hard physical labor and long dark boring evenings. The evening meal, story telling and Kerry Burnes's nightly games of cards and dice will become highlights of the day. By the end of the second week, even the aloof Idsurian security agents have joined in the nightly games.

Late one evening, Kerry will leave the table after another one of his winning streaks, to check the generator. Sergeant Handerskuyt, who as usually has been doing badly at cards, will leave the room shortly afterwards.

Astute team members will soon realize that Kerry has not returned and those with acute hearing may detect noises in the generator shed. An investigation will find Kerry slumped on the floor of the generator room being repeated punched and kicked by Johannes Handerskuyt.

Sergeant Handerskuyt is a hard and bitter man who blames his lack of advancement on the machinations of others, than his numerous limitations such as gambling and violence and his tendency to hold a grudge (real or imaginary). Handerskuyt has grown frustrated with this mission and its lack of civilized vices. Even worse, there are telepaths in the

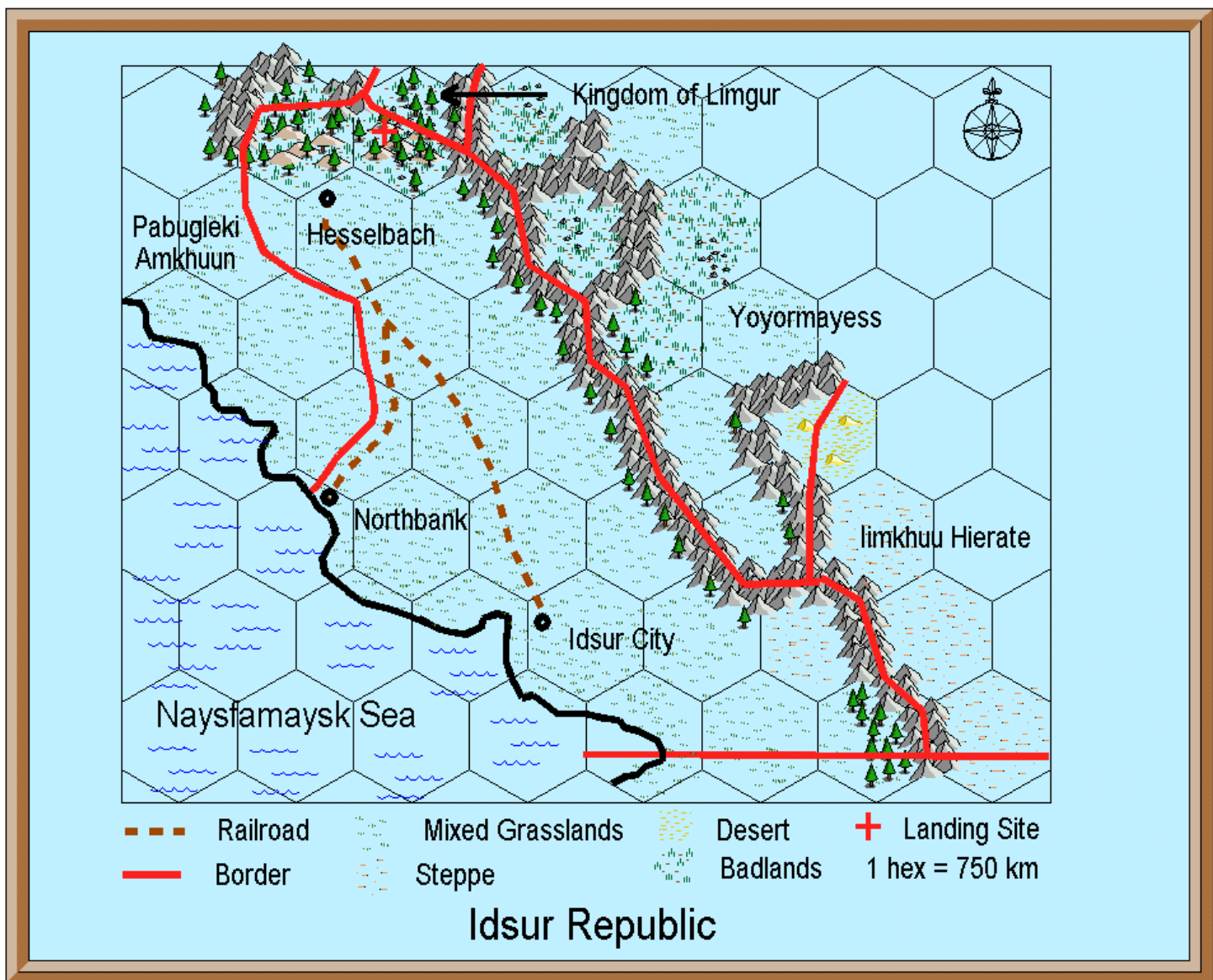
base, and he is losing at cards. So he has taken his anger out on the first thing that came to hand, in this case Kerry Burnes.

Handerskuyt is drunk with rage and will not take kindly to the team intervening. He is quite capable of kicking Kerry to death in his current state. He will also quite happily beat up or happily even kill team members if they try to reach Kerry. The team will be forced to subdue this bear of a man.

Assuming that the team can stop Handerskuyt without killing him, he can be sedated and restrained in one of the rooms whilst a medic tends to Kerry. Kerry has been severely beaten and will be unavailable to work for a week, requiring the team to take up the slack in the construction work.

The team leader will have to decide what to do with Sergeant Handerskuyt. He will be apologetic when he awakes the next day and the rage has passed. His strength would be useful in completing the base. Given that he did volunteer to come to Tiniyd, and given the remoteness of this posting, it is unlikely that the team leader could get him reassigned easily. As an RC citizen, it would be difficult in justify handing him over to the Idsurians, especially for a crime that only affected RCES personnel.

If any of the team members do file formal charges against Sergeant Handerskuyt, he will put them on his enemies list, and the team should watch their step around dark alleys. A simple posting is getting more complex by the day.



Chapter 3 Northbank

With the Serendipity survey results in hand the Idsur Government will request assistance in extracting the oil. Whilst drilling equipment is being located on Marax and from within the Reformation Coalition, the team as the most experienced RCES personnel on the planet will be asked to locate a site for the refinery. The village of Northbank is the nearest settlement, but the Idsurian government has decreed that for security reasons, the refinery should not be located at Northbank, but out in the countryside away from potential hostile surveillance.

Ivandra Iskyurat & Ashraam Dugashii will escort the team to the railhead, the two Idsurian security agents assigned to the RCES camp. From there, they can board a goods train carrying lumber that will take them to the regional capital of Hesselbach.

When the team arrive they will be met by a junior government clerk who hands them their travel papers and weapons permits, and then they will be able to board the passenger train to Northbank. With a security service escort and freshly issued government travel papers, the police at the station will perform a perfunctory check of their papers, and the duty telepath just waves the PCs onto the train.

The train will take 2 days to reach Northbank, running through the night with extra train crew, stopping only to take on water and fuel. The team will pass through empty plains as the railway parallels the border with "Pabugleki Amkhuun". The security guards are nervously watching the border for the entire journey. The border is just a series of mileposts dotted in the middle of a vast plain. Only an occasional clump of trees or a deserted concrete bunker at strategic locations break the monotony.

Eventually the train will start to encounter the cattle herds that indicate the start of civilization. As the train approaches, Northbank, the cattle ranches give way to conventional agriculture. Wind powered water pumps can be seen dotted around the irrigation ditches.

Finally the train pulls into the terminus station at Northbank. Northbank is a fishing village of about 700 people located on the shores of the Naysfamaysk Sea. The majority of the buildings seem to be converted imperial era relics. It looks like Northbank was originally a tourist resort before the collapse.

A large concrete structure dominates the north of the village, and questions directed at Ivandra or Ashraam will reveal that it is an imperial era water filtration plant. Advanced plastic membranes filter the salt from the seawater and provide the irrigation water that feeds the local agriculture.

The harbor is empty when the PCs arrive, the fishing fleet is currently out at sea, and several small sail powered fishing vessels can be seen offshore.

The team and the two security agents Ivandra and Ashraam will call in to the local police station to get their travel papers stamped. The station is very much a small town facility with only a single non-Psionic security agent assigned (primarily to authorize travel papers). The police force consists of 8 men, of which half are out on horseback, policing the outlying ranches and farms. The one item of real technology in the police station is the TL6 radio set in the Police Captain's office.

The local police have been informed of the teams' arrival, and have been ordered to provide assistance and a truck for the survey mission. They have not been informed as to the exact purpose of the groups visit, and are naturally curious as to why such a group has appeared in their village.

One of the constables will escort the group to the single local lodging house and present the housekeeper with a government voucher covering the group's stay. The only other guests at the lodging house are a small group of government officials. That evening the fishing fleet will return, and the team can stroll along the harbor to the smell of the ocean and freshly caught fish.

The team together with Ivandra and Ashraam finally meet the other guests at their lodgings during the evening meal of freshly caught fish and a handful of locally grown vegetables. The other group is actually a group of Psionic examiners from the Psionic training houses at the Capital. They are performing the routine Psionic testing of children at 5 and 13. Discussion over dinner will inform the team about the Republic's testing scheme to find new Psionic talent.

NORTHBANK LOCATIONS

Northbank is based around its harbor and Main Square. The train lines approach Northbank from the East, and run through farmland and cattle ranches before entering the village. The railway lines pass various cattle yards and railway sidings before entering the terminus station at the east edge of the square.

The square is a large grassed area, surrounded by the critical buildings of the village. The police station, the post office, a bank, government buildings and the town hall occupy the northern edge of the square. The southern edge has a selection of cafes as well as the single lodging house. The western edge of the square has a number of shops and leads to the main shopping street that leads down to the harbor. This shopping street contains the remaining village shops (primarily grocers and such like) as well as the village doctor. The remainder of the western quarter of the village is filled with houses

Once out of the square, the southern half of the village consists of the vast majority of the private residences as well as the local school. The houses are one or two story buildings arranged in wide winding streets (relics from the imperial era vacation resort).

The northern quarter of the village is filled with Northbank's limited industrial base which starts two streets north of the square. This is primarily a power substation connected to Idsur's relic electrical power grid, some basic metal working shops to support the agricultural and fishing machinery, as well as a number of specialist shipping industries such as net and sail makers. There is also a small ship repair yard. The industry and shops that support the fishing fleet are clustered in the North West section next to the harbor.

The vast majority of buildings in Northbank are 2 stories or less in height. Only the lodging house, the government offices and the train station are 3 stories high. The highest location is the bell tower on the train station at four stories.

EXPEDITION

The next day, the team can start purchasing necessary supplies for several days survey work in the wilderness. In the middle of loading their government range truck, the member of the Psionic examination team will approach Ivandra and Ashraam. The team can easily join in the conversation. The examination team have identified a 5-year-old boy as a potential mid strength clairvoyant, and are asking the agents opinions of informing the child and his parents. The two agents state that another Psion should not increase the Republic's number of psions sufficiently to worry neighboring states, and trigger intervention.

The team can accompany Ivandra and Ashraam and the Psionic examiner back to the school, where a special school assembly will be held, and the boy's Psionic talents formally announced. The boy will be presented on stage before the cheers of the entire school. News will soon leak and an impromptu celebration will be held in the village square at noon, where food and beer will flow freely as the entire town celebrates. The boy and his parents will be center stage.

The team will eventually leave on their survey mission after the lunchtime celebration, with several of the team and the two agents suffering the effects of overindulgence. The oil deposits are located offshore approximately 100km south of Northbank, and the expedition will arrive at a small bay in time to make camp that night.

Inspection of the area the next day will reveal a sheltered bay, with a sandy beach giving way to gently sloping plains. The area is flat enough to allow easy construction of the refinery, whilst the bay and the gentle beach will ease offshore operations and the bringing ashore of the oil pipes. PCs with engineering or survey experience can map the area and even mark out a flat area for the refinery. The PCs can

establish a laser comlink to the "Serendipity" which is over-half a day way, returning from Marax with extra supplies, if they need to confirm any of the sensor information on the oil deposit.

That evening the team can enjoy a fire-lit evening by the sea eating rabbits flushed out by the two security agents. Ivandra's telepathic life sense ability is ideal for locating game, whilst a simple induced fear emotion will cause the animals to break cover, straight into the hunter's guns. The expedition can break camp and head back to Northbank the next morning.

When the PCs get within 15km of Northbank, the next morning, it will become clear that something is very wrong. There is smoke rising from several points in the village, and there are contrails in the sky. Something has attacked the village.

A Guild Raider GMS Burned Offerings has targeted the village of Northbank within the last two hours. The Guild vessel dispatched its launch, which over flew the village and dropped tranq gas canisters that disabled most of the village's population. It then landed a small troop detail that secured a perimeter, and dealt with any obvious resistance.

The GMS Burned Offerings has landed in the village square in the last 15 minutes and its crew and its troop unit are busy loading unconscious villagers into the cargo hold. GMS Burned Offerings is a slaver. The launch has returned to orbit and is providing sensor watch over the site.

Idsur defenses will have detected the vessel when it entered the atmosphere, and military forces will be on their way, but Northbank is 1800 kilometers from Hesselbach and 1500 kilometers from Idsur, so grav vehicles or aircraft will take over 5 hours to reach the scene. The Serendipity is probably over an hour away.

The communications gear available to the Idsurian government can only reach orbit, and they are also unaware of the Serendipity's exact position. As the team approaches Northbank, Ivandra will be alerted telepathically to the threat, and a request made for the RCES to halt the Guild raid.

GUILD OPERATIONS

The GMS Burned Offerings is a modified Type R subsidized merchant on a slaving mission. Its current mission is to grab about 100 slaves from an isolated Idsurian community, and then pick up some more slaves from the Guild station in-system before transporting them to markets deeper in the Thoezennt subsector.

The GMS Burned Offerings entered orbit, and did a quick scan before releasing its launch against Northbank. The launch took 30 minutes to arrive over Northbank and start its gas-bombing run. The gas bombs were used against the

town center and the residential districts. The industrial area to the North of the village, the outlying farms and the fishing fleet were not bombed.

Once the gas had disabled large portions of the population, the launch dropped its troops to secure a landing area and start the securing of the slaves with plastic wrist ties. Only with the landing site secure, did the launch return to orbit to provide sensor over-watch, whilst the GMS Burned Offerings made to land in the village square. Now 90 minutes into the operation, the GMS Burned Offerings is just starting to load slaves into its cargo hold.

The GMS Burned Offerings has landed in the main village square with its laser turret covering the train station at the Eastern end of the square. The vessel's pilot and navigator are on the bridge, whilst a single engineer is monitoring the drives, and the laser turret gunner mans his turret. The sandcaster gunner and the assistant engineer are moving slaves from the landing ramp into 4dtn cargo containers and securing them within. The ship's medic is checking on the health of the captives, and rejecting the old or crippled. The medic will also tranquilize any captive showing signs of waking up or who are not affected by the gas bombing.

Six of the ship's troops are working in 3 teams of two troopers and are moving captives from the square and the surrounding areas to the loading ramp on the starship (taking on average of 5 minutes per captive). Three troops form the inner cordon and are watching the square and surrounding area to ensure no one escapes and no one can get to the ship.

The last three troops form the outer cordon and are positioned to cover the main ways into the village (which in this case included the road to the harbor, the train station and the main road out to the farms). These troops provide a trip-wire to protect the ship in case of the arrival of reinforcements.

The following table over the page summarizes the locations and equipment of the Guild crew:

Guild Personnel	Location	Weapons	Equipment
Captain Ebraal Duukhamishka	Bridge	Gauss Pistol (15 shot) 4 magazines Guild 9mm magnum revolver (6 shot) 6 speed loaders	TL14 Vac suit
Ardinnae Siirkaaruushulikar (1 st Officer)	Bridge (monitoring sensors and security cameras)	Guild 9mm magnum revolver (6 shot) 6 speed loaders	TL14 Vac suit
Paolo Bar-Lev (laser turret gunner)	Laser Turret	Guild 9mm magnum revolver (6 shot) 6 speed loaders	Vac suit
Maergh'ounzh H'kharergh (Vargr chief engineer)	Upper engine room	10mm assault gun (20 shot) + 3 magazines 5mm deck sweeper with 3 x 30rd mags of ball ammo & 3 x 30rd mags of tranq	Vac suit
Tomas Bar-Lev (sandcaster gunner)	Cargo Hold (securing captives)	Guild 9mm magnum revolver (6 shot) 6 speed loaders	
Vedhemkhar Shiburu (assistant engineer)	Cargo Hold (securing captives)	Large spanner. Boot knife	
Doc Terens Falcone	Cargo Hold (inspecting captives)	Tranq injector	Portable medical kit
Evraam "Skyhook" Duukhamishka	Launch (orbital sensor coverage)	Relic 7mm ACR with RAM grenade fitting	TL12 combat armor.
Briggs Volchek Casmir	Inner cordon troops. Briggs by front loading ramp, Volchek by rear left landing leg, Casmir at rear right landing leg.	5mm deck sweeper with 3 x 30rd mags of ball ammo & 3 x 30rd mags of tranq. 2.5cm gas grenades x 4 Snub auto-pistol + 3 magazines of tranq	Gas masks Flak jackets 10km multi- frequency helmet radio. Helmet
Haralt Frisian Deschamps Norris Harris Daggett	Slave detail. Rounding up slaves and carrying bound captives to the loading ramp	5mm deck sweeper with 3 x 30rd mags of ball ammo & 3 x 30rd mags of tranq. 2.5cm gas grenades x 4 Snub auto-pistol + 3 magazines of tranq	Gas masks Flak jackets 10km multi- frequency helmet radio. Helmet
Haalekh Fox Ghilley	Outer cordon troops (usually at train station bell tower, lodging house roof, and looking down the main road to the harbor)	6mm accelerator rifles + 6 magazines Snub auto-pistol + 3 magazines of tranq	Gas masks Flak jackets 10km multi- frequency helmet radio. Helmet Binoculars

Once the Guild troopers have loaded all the captives in the area of the town square, they will expand the cordon in a single direction, empty that area of captives, retract the cordon, and then extend it into another area and repeat the process.

The Guild troopers will use tranq rounds from their weapons and gas grenades to subdue any local citizenry. If the troopers discover active resistance such as policemen or the PCs, they will switch to lethal rounds.

The Guild crew know they now have 2.5 hours to load about 100 captives before they have to leave. This timescale calls for them to start the ascent to orbit when the Idsurian mobile forces are still 1 hour away. The Guild vessel will reach orbit a full 30 minutes before the Idsurians arrive, which will prevent even long range shots from any relic grav vehicles.

The orbiting launch is providing sensor over-watch and will regularly communicate with its mother ship regarding the process of any reaction forces. It will make immediate contact with the mothership if it detects the sudden appearance of grav vehicles / aircraft or spacecraft.

COVERT INFILTRATION

The team may attempt to bypass the two cordons of troops and gain access to the Guild vessel to either capture it as a prize or delay its departure such that the Idsurian reinforcements can dispatch the Guild raiders.

There are only three Guild troops in the outer cordon and they will be patrolling the main access routes into the village. Depending upon the trooper's preference they may be patrolling or may have holed up in a concealed observation position.

If the team are spotted by the outer cordon troops, the troops will alert the Guild ship and await reinforcements. If the team and the trooper have spotted each other, then the trooper will radio for assistance whilst running for cover and then attempting to pin down the team until help arrives.

When the GMS Burned Offerings receives an alert, the six troops moving captives will drop their unconscious, bound captives and move to the location of the alert and attempt to set up an ambush or provide a flanking attack depending upon the situation. They will be using normal lethal ammunition instead of tranq rounds. Meanwhile the inner cordon troops will have retreated to locations that guard the vessel, whilst the crew make ready to launch.

If the team penetrate the outer cordon undetected, they will have to avoid or neutralize the inner cordon troops to gain access to the ship. All cordon troops will report in every 10 minutes, so if the team disable a guard, they will have to work quickly before their actions are discovered. If a guard fails to report in, the Guilders will respond as detailed above for an alert.

The inner cordon troops are arranged in a triangle around the edge of the square, with two troopers at the rear of the ship (one per side) whilst the last trooper is out in front of the ship. They are positioned within the buildings around the square for a clear view of the square and the approaches to the ship. If they see anyone approaching the ship, they will open fire with normal ammunition from their deck sweepers.

The main access into the GMS Burned Offerings is its open front cargo ramp. The side cargo doors and the hatches under the ship's wings are normally locked and will require intruders to circumvent the locks. Opening any external door will trigger an alarm on the bridge.

Once inside the GMS Burned Offerings, the team will encounter the crew armed with their personal weapons (usually pistols). If given time, the crew will arm themselves with weapons from the ships locker (accelerator rifles, deck sweepers and cloth armor). There is limited video surveillance within the ship which is displayed on monitors on the bridge. In the event that the bridge crew discover intruders, they will close the surrounding iris valves from the bridge to isolate any boarders.

If the team wish to disable the vessel, they will need to access the engine room or the bridge. Turret weapons may also be a target of team sabotage. If the team gains control of one of these two locations, the remaining Guilders will either launch a desperate last-ditch attack to retake their ship or surrender, depending upon their morale.

GROUND ATTACK

The team may attempt to drive off the GMS Burned Offerings with a frontal ground assault. The small numbers of Guild ground troops may encourage such an idea.

The team may wish to attack the outer cordon troops or bypass them. If attacked, the troopers will return fire and attempt to pin the attackers down. They will radio in an alert. If under heavy fire the troopers will attempt to disengage.

Upon receiving an alert, the six troops moving captives will move to the location of the alert and attempt to set up an ambush or provide a flanking attack depending upon the situation. They will be using normal lethal ammunition instead of tranq rounds. Meanwhile the inner cordon troops will have retreated to locations that guard the vessel, whilst the crew make ready to launch.

When the ship is attacked, the inner cordon troops will attempt to defend the ship. Any remaining outer cordon troops will attempt to either flank the attacking force or move to bolster the inner cordon. The medic from within the ship will support the troops. The other crewmembers will be manning their posts.

If the team jam the Guild radio system with either the local transmitter or using the orbiting Serendipity, then, the Guild

troops will retract their cordons in as orderly a manner as possible, secure the ship and commence launch preparations. Captain Duukhamishka considers radio jamming to be indicative of the presence of an organized military force.

Captain Duukhamishka is quite capable of ordering her gunner to use the ship's laser turret against any attacking force. Once the ship is ready for launch, any troops outside the ship will retreat close to the ship and board the vessel under fire. Captain Duukhamishka will attempt to recover wounded troops or crewmembers where possible, but will lift the ship if no rescue is possible. When all remaining personnel are aboard, the ship will lift for orbit.

She may use the ship's weapons to attack exposed ground forces whilst lifting off, although the ship's turrets will have limited arcs of fire due to their location and the lift off maneuvers.

ORBITAL ATTACK

The RCES Serendipity is quite capable of disabling the Guild launch providing sensor over watch. The launch's attention is focused on Northbank and its feeble sensor array, is easily outmatched by the sensors mounted on the RCES vessel. Given the skill of the RCES crew, it is quite possible for the Serendipity to approach quite close and disable the launch's drive section. This would allow the launch to be boarded if the PCs wanted.

With the RCES Serendipity in orbit over Northbank, the GMS Burned Offerings is at a considerable disadvantage being deep within the gravity well. If the GMS Burned Offerings attempts to leave, it will take 30 minutes to get into orbit. Whilst it is reaching orbit, it will be unable to use its agility. If the ship is disabled at this stage it will fall back to earth, subject to the crew's ability to guide the ship down. Serious damage to the GMS Burned Offerings will result in a catastrophic crash killing everyone on-board and wrecking the craft. A glide landing will still do tremendous damage to the ship, but some people may survive, especially if the inertial dampers are still functioning.

If the GMS Burned Offerings reaches orbit, it will attempt to rendezvous with the launch, even under fire from the Serendipity. Once the Launch is on-board, the GMS Burned Offerings will break orbit, and attempt to run for the Guild station in the Arcenturi Belt. Unfortunately, the RCES Serendipity is faster and will be able to chase the Guild raider if desired. The vessels are reasonably matched, the Serendipity is faster, with better sensors and a more powerful weapons battery, but the GMS Burned Offerings has more weapons, and a dedicated troop contingent.

In the event that the RCES team fails to prevent the GMS Burned Offerings lifting off, then the Serendipity can be assigned to chase down the fleeing Guild vessel.

If the Serendipity is disabled, and the GMS Burned Offerings still has a troop contingent, it will try and board the RCES vessel, provided the GMS Burned Offerings is not too badly damaged. If the GMS Burned Offerings is heavily damaged, it will flee rather than risk further losses in a boarding action.

If the GMS Burned Offerings is crippled, the Serendipity will continue its bombardment until the GMS Burned Offerings is completely disabled before gathering a boarding party from Northbank (probably the PCs, the Idsurian security agents, and any surviving policemen). It will not board the GMS Burned Offerings with just the Serendipity crew as any surviving Guild crew could overrun them.

NEGOTIATIONS

Guild Captain Ebraal 'Diceless' Duukhamishka is no fool and is quite willing to negotiate if the circumstances dictate this course of action. She will only engage in talks if any of the following conditions are present:

- An armed vessel is in orbit above Northbank
- Hostile personnel are onboard her ship
- Her brother has been taken prisoner
- The capture of large numbers of her crew or troop compliment
- The arrival of forces that could cripple her ship (i.e. Idsurian reinforcements or the PCs with improvised heavy weapons)

Initial negotiations will concentrate on the safety of her ship and crew. She will ask for free passage and the return of her personnel, in exchange for freeing the Northbank captives and not leveling the village with her ships weapons.

The Idsurian government representatives (most likely the two security agents) want the threat of Guild slave raids removed, but don't want to trigger the massacre of the captives on board the ship. They will pressure the team to resolve this issue permanently, especially since they on behalf of the Reformation Coalition promised to protect Idsur from such raiders.

Interrogation of any captives (especially the captain's brother piloting the launch that may have been seized by the RCES Serendipity) will reveal that the Captain is having second thoughts about her ships current duties within the Guild and the treacherous backstabbing nature of Guild politics. If the team is inside the GMS Burned Offerings, they may be able to hack into the computer banks and personal logs or search crew staterooms to confirm this.

As representatives of the Reformation Coalition and the Idsurian government, the team could offer the Captain a chance to flee the Guild, but she will be initially skeptical. The team will have to make a serious offer and prove their credentials.

The following issues will have to be resolved in order to convince Ebraal to defect from the Guild.

1. Previous crimes performed by the Guild crew, and any judicial action against them.
2. The safety of the ship and crew from Guild retribution.
3. Access to maintenance and repair facilities for the ship.
4. Financial security for the crew.
5. Rescue of family members from possible retribution from the Guild.

As the senior RCES representatives on planet, the team will be able to offer a deal regarding future work, relocation into the RC, and even conditional pardons if the Guild crew co-operate with the RCES in providing inside information. The major point of contention will be the rescue of family members. Captain Duukhamishka is worried primarily about her mother on Martham, and the team will need to provide an outline of a plan to retrieve her or guarantee that the RC will mount a rescue before Ebraal will defect.

SPECIAL CONSIDERATIONS

The Guild troops are maintaining a TL-9 frequency hopping radio network whilst jamming the more primitive native communications. PCs with modern RCES radios or access to a captured radio will be able to listen in on Guild radio chatter. The Guild troops regularly check in with the Bridge crew via the radio (approximately 1 check per 10 minutes)

Technically minded team members may be able to modify the large TL-6 transmitter in the police station into a powerful if localized radio jammer. The main problems will be adapting the primitive equipment, the time required to make the modifications and gaining access to the police station which is right on the main square and in full view of the GMS Burned Offerings. The RCES Serendipity can perform similar jamming from orbit, although this will reveal her presence if not her exact location.

Additional weapons can be found in the police station. The locked arms locker contains enough bolt-action rifles and automatic pistols to equip the entire expedition, as well as two pump action shotguns and a single sub-machine gun. The police station also contains rations, travel equipment and radios (for the policemen patrolling the farms).

There are several bars by the harbor if enterprising team members want to produce improvised incendiary devices, and a large alcohol storage tank is located behind the government offices to power the local vehicles. There are no explosives within the village. Finally nets and ropes can be found in the northern industrial area.

Ivandra, the Idsurian security agent is low power telepath and can sense life (i.e. human beings). This may be useful as a warning if entering enclosed areas such as the police station or the GMS Burned Offerings. She can also read /

send emotions which may be used to disorientate a small number of Guilders, but she can perform this Psionic ability only once before exhausting her Psionic strength. Ashraam is also Psionic but is more reluctant to even reveal his abilities to the RCES team.

AFTERMATH

The Idsurian government will be happy if the RCES team have managed to deal with the raider threat, and will be delighted if they have recovered the citizens of Northbank or have turned Captain Duukhamishka. Failure to stop the Guild raid will cloud relations with the Idsurians.

If the expedition have turned Captain Duukhamishka, she will reveal the presence of a Guild space station hidden in the Arcenturi Belt. She can also provide details of its location and layout as a sign of good faith. Smart team members will enlist her help in assaulting the station. The Idsurians are willing to support such a raid with the two security agents and some army troopers. Participation in the raid will also cement the Duukhamishka's transfer of allegiance to the Reformation Coalition, and could be used as justification for a pardon against previous crimes.

If the team captured the ship, they can find the information about the Guild space station by interrogating any captives, checking the computer or personnel logs etc. The GMS Burned Offerings could be used as a Trojan horse if it is captured in a reasonable state. The Idsurians will psionically interrogate any Guild survivors.

If the RCES were forced to shoot down the GMS Burned Offerings, with the loss of the captives, then there will be disappointment, but a realization that such a sacrifice is sometimes necessary. Any useful salvage from a wreck (such as power plant, sensors, or turret weapons) will be claimed by the Idsurian government as quietly as they can. The team may be able to locate minor items and information about the Guild station depending upon the state of the wreckage.

If the team managed to retain the launch, the Idsurians will want to put the pilot on trial (unless he has to be released as part of the deal with the Captain Duukhamishka). The Idsurians are not particularly bothered about the launch. It would be too much trouble to retain for too little advantage. The launch's pilot knows the location of the Guild station, as does the launch computer.

The Idsurians will also expect their share of incidental minor equipment captured from the Guild (down to individual weapons, cloth armor or radios).

COMPLICATIONS

The Idsurians were not the only nation to spot the GMS Burned Offerings. The Pabugleki Amkhuun to the north will have also tracked the starship's contrail. Initially they will be busy trying to determine if the raider is headed towards

them. Once they discover it is landing at Northbank, they will covertly monitor the situation.

The vast majority of the surveillance will be Psionic in nature, although the Pabugleki Amkhuun does maintain a small army listening post approximately 70 kms north of the border. The listening post will pick up powerful radio transmissions.

Initial Psionic monitoring by Pabugleki Amkhuun will be light, probably every half hour to an hour, as they are trying to conserve their Psionic strength. Any counter attack will probably be detected by the next random scan. If the counter attack appears to be a normal Idsurian action (i.e. the Psionic scans detect no obvious high tech intervention such as grav tanks, orbital bombardment or high energy weapon use), then the light monitoring will continue. The Pabugleki Amkhuun will be curious about this new "Idsurian commando unit", but little else.

The destruction of the raider will mark the team as a particularly effective commando unit, which will then be monitored as part of the general Psionic monitoring of the Idsur military by the Pabugleki Amkhuun psions.

If the Idsurians / Moonshadow Team capture the GMS Burned Offerings or negotiate with Captain Duukhamishka, and it appears to the Pabugleki Amkhuun's psions that the Idsurians have broken the unwritten rule regarding offworld contact or have gained control of a significant military asset, then they will begin preparations to respond. Their response will become apparent later (Chapter 5). However, they only have their own Psionic version of events so will not be able to convince other nations of the events at Northbank.

Chapter 4 Arcenturi Station

The encounter with the Guild raider "GMS Burned Offerings" may have revealed the presence of another Guild facility hidden in the Tiniyd system.

The Moonshadow Team may interrogate any survivors of the GMS Burned Offerings. The Idsurian security agents Ivandra and Ashraam can also read surface thoughts to pick up code words etc. The RCES team may also check the ship's computer. If the team managed to make the GMS Burned Offering's crew defect, then it is likely that the Guilders have revealed the location of the Guild base.

The team may also assemble a small cadre of volunteers from the residents of Northbank. The volunteers can be armed and armored with equipment seized from the Guild crew. They will be able to request an army unit for boarding actions from the Idsur forces sent to relieve Northbank. No Idsurian personnel will be familiar with starships, Vac suits or operations in zero-G.

It will take fifteen hours to reach the Guild base.

GUILD BASE

The Guild base hidden within the Arcenturi planetoid belt acts as a slave and cargo transit point for Guild operations deeper within the Old Expanses sector. Its out of the way location ensures its secrecy. It is constructed of three relic Xboat tenders salvaged from the IISS training area elsewhere in the belt. The three hulls are arranged in line abreast and connected by docking clamps from the SolSec prison facility. The inner hull has been inverted with respect to the central hull.

Only the central vessel is fully operational, the two outer hulls are little more than hulks with only weapons and accommodation operational. The other systems have been cannibalized for spares to keep the main ship going.

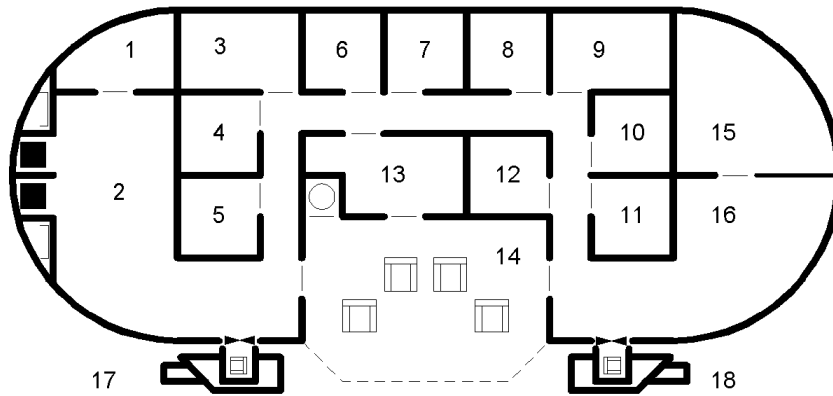
As IISS vessels, Xboat Tenders came equipped with Psionic shielding as standard. However, cannibalization of equipment has rendered the Psionic shielding inoperable on all three hulls.

The station crew live in the central vessel's crew deck with the security crew bunking in the crew accommodation on the port hull. The former crew accommodation in the starboard hull is reserved for visiting Guild ships or is used as an impromptu storage area.

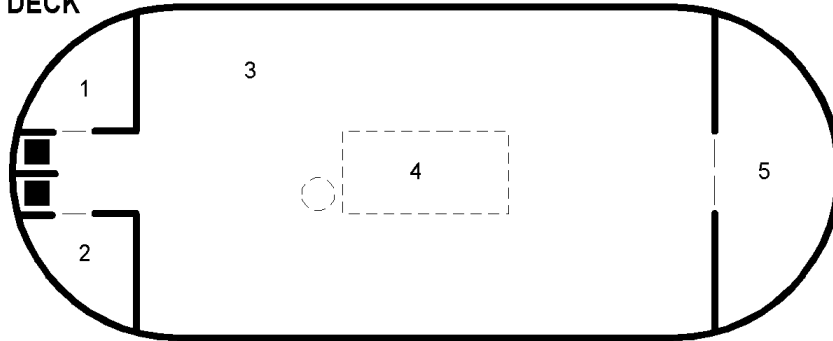
The cargo deck on the main vessel is used to hold station stores, whilst the cargo deck on the port hull is used to hold food for the slaves, whilst the starboard cargo area is used as a hold for freight transit.

The hanger on the central vessel is still used to accommodate

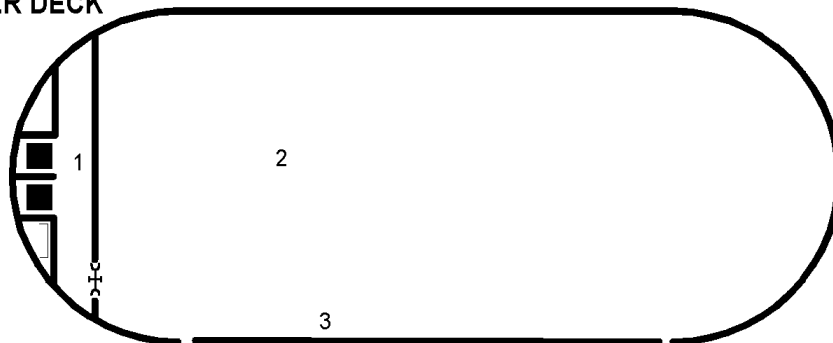
**BRIDGE / CREW
DECK**



CARGO DECK

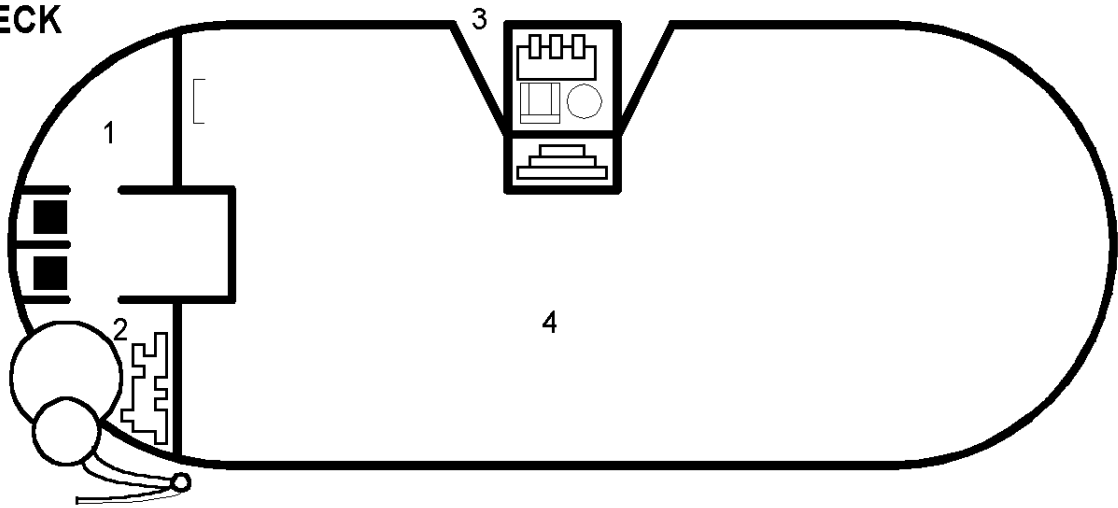


HANGER DECK

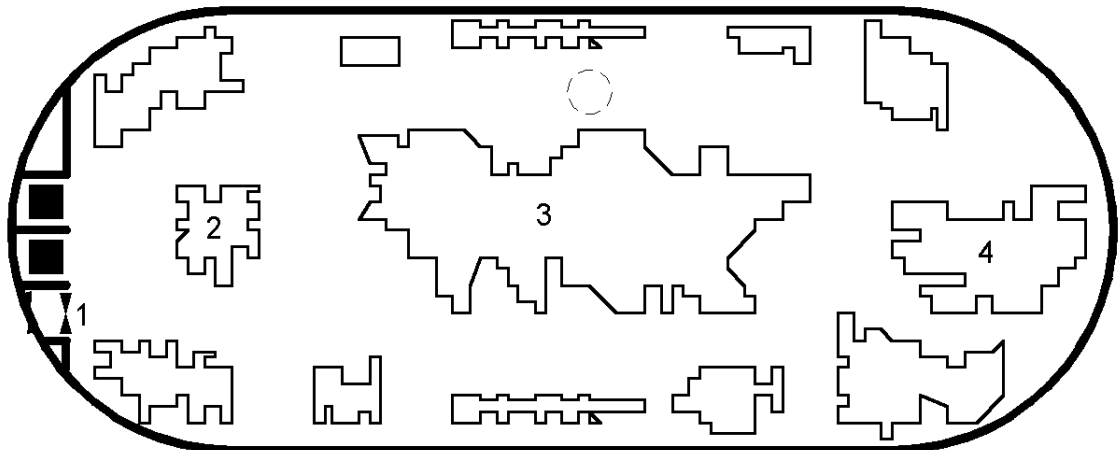


PURCELL CLASS XBOAT TENDER / GUILD BASE

FUEL DECK



ENGINEERING DECK



PURCELL CLASS XBOAT TENDER / GUILD BASE

visiting vessels, and the aft engineering deck is still operational and provides power and station keeping thrust for the base. The engineering decks of the outer hulls have been gutted and provide nothing more than access ways for the pop turrets and an area to dump junk.

The hanger decks on the two outer hulls are used to hold slaves under low gravity and thin atmosphere (to keep them docile). Poor rations, the threat of the opening of the hanger doors and a vigorous security force ensure that the slaves give no trouble.

The old Xboat tender design employed a single pop-up turret on the aft dorsal surface and two tracked turrets that moved around the forward crew deck. The defensive arrangement allowed the tender to defend itself against pirates whilst recovering an Xboat.

The pop-up missile turrets are still operational. Those on the outer hulls are unable to engage targets below the station, whilst the pop-up turret on the central hull is unable to engage targets above the station.

The docking clamps between the station hulls prevents the majority of the tracked turrets from moving, so two laser turrets are restricted to the ventral surface of the station, whilst a sandcaster turret and a laser turret are restricted to the dorsal surface of the station. The extended nature of the bridges further limit the arc of these tracked turrets to 60 degrees fore and aft. Only the two tracked turrets on the outer edges are free to move. These two turrets are equipped with sandcasters and provide 360-degree coverage on each side of the station. They are however limited to engaging targets on their side of the station only.

Although the station is equipped with both sandcasters and missile racks, no dedicated magazines are included within the original design and reloads are normally stored in a cargo hold. This will considerably slow down reloading after the ammunition in the turrets is expended.

ACCESS POINTS

The Guild has one purpose built access point available at all times. This is a hatch-based airlock mounted on an external corridor that runs across the 3 engineering decks and connects to the 3 airlocks on the engineering decks. This external corridor is normally pressurized. The airlock hatches are both normally closed and secured although only to prevent accidental opening rather than forced entry. The iris valve airlocks at each engineering deck are normally open for the connection to the central vessel and closed for the two outer hulls.

External iris valves are also mounted on either side of the bridges on each hull. These are to provide access to the tracked turrets and open directly onto the bridge / crew deck. Turrets prevent access to both iris valves on the central hull

and to the inner iris valve on the outer hull. The two outermost iris valves can be accessed providing the outer sandcaster turrets are not in their docked position. These turrets only move from their docked position when the station goes on alert. Due to the pressure difference, these iris valves will not normally open and will have to be forced. Blowing these valves will cause the associated bridge / crew deck to explosively decompress.

A reinforced transparent canopy to allow a clear view of Xboat docking maneuvers covers the bridges on all three hulls. These are not designed to open but can be blown. Blowing the bridge canopy will explosively decompress the entire bridge / crew deck.

The final access point is the hanger bay door on each hull. These doors will allow access to the vast hanger decks. These are normally closed and locked. Opening any of the doors will decompress the hanger deck (with fatal consequences if the hanger doors on the outer hulls are opened). Once in the hanger bay, the doors will have to be closed and the bay re-pressurized to allow the cargo lift to be lowered from the cargo deck to allow access to the rest of the hull. If this is not possible, the transparent observation deck (located 20m up the hanger bay side) can be blown, which will decompress this area and allow access to the lift shafts (which will seal in the event of depressurization) or the access hatch can be blown which will also depressurize the observation deck.

If the PCs are aboard the GMS Burned Offerings and are given permission to dock, the station crew will open the hanger doors. The GMS Burned Offerings can't enter completely due to its wings, but the guild crew will rig a temporary flexible boarding tube connecting the ship's airlock with the access hatch to the observation deck.

The hanger decks on the two outer hulls have been converted to slave holds. In order to access the cells, the Guild engineers have fitted a manual hatch into the observation deck. These hatches are alarmed and usually locked from the observation deck side.

INTERIOR CONDITIONS

The decks in the Guild base are arranged at 90 degrees to the long axis of the individual base hulls. The decks are arranged in the following order (front to rear):

1. Bridge / Crew Deck
2. Cargo Deck
3. Hanger Deck
4. Fuel Deck
5. Engineering Deck.

Most decks are the standard 3m in height, except the Hanger Deck that is over 40m high, and the Fuel Deck that is nearly 9m high. Access between decks is via the two elevators although an iris valve allows travel between the Bridge / Crew

Deck and the Cargo Hold, and a second iris valve allows access to the pop-up turret from the Engineering Deck. Finally a large cargo hatch in the floor of the cargo deck allows cargo transfer from the Hanger Deck. Cargo handling operations are normally done in zero-G as the cargo hatch is in the ceiling of the Hanger Deck and 40m above the floor.

The majority of the station hulls are pressurized and at normal gravity. Only the two outer hangers are at low gravity and thin atmosphere. The iris valves and hatches leading to the outer hanger decks are locked shut with access codes known only to the Guild crew. Given the potential for virus infection, iris valve controls are not linked to the central computer, but are switched via dedicated circuits on the main bridge. These simple circuits are prone to override by boarders.

The most obvious peculiarity onboard the station is the change of gravity plane within the hanger bays. The majority of the tender is arranged such that the decks and hence the gravity planes are arranged perpendicular to the long axis of the station. The gravity plane is switched 90 degrees in the hanger deck, such that the bay door acts as a floor. This involves a certain amount of dexterity to change from the orientation of the observation area on the hanger deck to the floor of the hanger bay.

DECK PLAN LAYOUT

BRIDGE / CREW DECK

This deck houses the crew accommodations as well as the ships controls:

- 1 Galley
- 2 Mess and Recreation
- 3 Stateroom
- 4 Stateroom
- 5 Stateroom
- 6 Stateroom
- 7 Stateroom
- 8 Stateroom
- 9 Stateroom
- 10 Stateroom
- 11 Stateroom
- 12 Communal Freshers
- 13 Computer (empty on outer hulls)
- 14 Bridge (powered down except for life-support and weapons controls on outer hulls)
- 15 Captains Cabin
- 16 Lounge
- 17 Tracked Triple Turret
- 18 Tracked Triple Turret

CARGO DECK

This deck holds the cargo hold, low berths, and machine shop.

- 1 Machine Shop
- 2 Machine Shop
- 3 Cargo Hold

- 4 Cargo Loading Hatch (opens in the ceiling of the Hanger Deck)
- 5 Low Berths

HANGER DECK

The internal hanger bay wholly takes up this deck with a capacity of 600tns. The bay is 40m long, 12m high and 28.5m wide. The gravity plane within the Hanger Deck has been altered 90 degrees such that the hanger door acts as a floor. The gravity plane within the observation area is unchanged from the rest of the station. This means the cargo hatch appears to open in the forward side wall of the Hanger Deck rather than the ceiling.

The hanger deck on the central hull is still operational, but the hangers in the outer hulls have been converted to cells to hold the slaves. The cells are crude steel cages, salvaged from the SolSec prison. Flooring in the cells and on the corridors are just crude plastic paneling loosely secured to the metal cages. The entire structure is 3 stories high, and is arranged around two fore-aft access corridors off each level. The large cells open off these access corridors. The Guild have also installed a simple manual hatch that allows access from the observation deck into the hanger itself.

- 1 Observation Platform (20m up, with transparent canopy)
- 2 Hanger Bay / Cell Area
- 3 Hanger bay Door

FUEL DECK

This deck contains the ship's fuel tank. A small access area is present on one side, which holds the refueling probe and a lab used to monitor fuel quality. The access area also contains the two lift shafts that run the length of the ship. The pop turret is located on this deck.

- 1 Fuel Laboratory
- 2 Refueling Probe
- 3 Pop Turret (with floor mounted iris valve access to the Engineering Deck)
- 4 Fuel Tank

ENGINEERING DECK

This deck contains all the engineering equipment (power plant, maneuver drive and jump drive). It also contains access to the pop turret and the ship's external airlock. On the two outer hulls, the engineering equipment is not functional, having been stripped for spares long ago. A crudely built external corridor links the airlocks on all three hulls and is the only means of travel between the three hulls. This external corridor also contains an external airlock on the far port side.

- 1 External Airlock (leading to external corridor linking all three hulls)

- 2 Power Plant
- 3 Maneuver Drive
- 4 Jump Drive

GUILD REACTIONS

The Guild base's primary defense is its covert nature and remote location. It is not expecting an attack and its location within the planetoid belt does hinder the station's sensors.

If the RCES/Idsurian forces approach the station in the GMS Burned Offerings, the station will contact them using radio if no other vessels appear on the station's sensors. If the station detects another vessel it will attempt to contact the approaching GMS Burned Offerings on a tight beam communicator whilst going radio silent.

The station crew know the captain's of the local Guild vessels by sight, and will be difficult to bluff. If the team claim that visual communications is unavailable, the station will be suspicious and will revert to a codeword exchange to verify the identity of the approaching vessel. Even if the codeword check is passed, the station will go on security alert and the security team will gather their weapons and the station turrets will be manned. If close sensor scans do not reveal damage to a "crippled vessel" the station will open fire.

If they approach in an RCES vessel, the station will first attempt to go silent to avoid detection, and then go to an alert state if they believe they have been detected. The station has a large array of weapons, but is unarmored, unable to maneuver, and has restricted weapons arcs.

Once weapons covering at least one flank of the station have been disabled, then boarding actions can commence. There are 26 Guild personnel on the station including a crew of 17 including the Station Master, 3 engineers, 9 gunners / cargo hands, a pilot, navigator, medic, comms officer, and an additional security detail of 9 troopers. The station crew are normally found at their duty station or on the crew deck of the central hull.

GUILD DEFENSES AND EQUIPMENT

The Guild crewmembers will normally be found at their duty stations or off-duty in common areas and crew staterooms. Crewmembers are normally unarmored, although they all carry a standard Guild 9mm magnum revolver. The security teams are found guarding the slaves or off-duty on the crew deck of the port hull. They are normally armed with a Guild 9mm magnum revolver and a flak jacket.

In case of emergency, the crew will suit up and arm themselves with the shotguns from the weapons locker. Flak jackets are available for crew use. The security team will equip themselves in either Vac suits or cloth armor and Deck Sweepers.

Each crewman and security trooper carries a 9mm magnum

revolver and 24 additional rounds for a total of thirty rounds each. Three pump action shotguns (magazine contains 6 rounds) each with an ammunition sling holding 12 shotgun rounds are located in the ship's locker. The ship's locker also holds two conventional double-barreled shotguns with two boxes of twenty cartridges. These shotguns are for crew use.

Security troopers will carry a Deck Sweeper in addition to their revolvers. A Deck Sweeper is a Guild produced weapon. It is a sub-machine gun that is equipped with a dual receiver. It can simultaneously hold two magazines and transfer between the two magazines at the flick of a switch. It is also equipped with a single shot 2.5cm under-barrel grenade launcher.

Security troops are issued with 8 x 30 round magazines, 4 magazines will be filed with tranq rounds, and the other 4 magazines will hold conventional ammunition. Each security trooper will also be issued with a single tranq grenade for use with their Deck Sweeper. In the event of a security alert, Corvus will issue a single HE grenade to each of his security troopers.

Security Chief Corvus's weapons are described in his Character Description. He also has a store of 6 grenades for his personal use. This store of grenades includes 2 HE, 2HEAP, and 2 Flechette grenades.

Security Chief Corvus will use his security team as a mobile assault force, whilst Station Master Pumaar will secure the crew deck and engineering of the central vessel. The station crew will defend their stations but not lead assaults on any boarding party. Both groups will attempt to keep boarders off the central hull. The Guilders are familiar with their station and are aware that the only link between the three hulls is the makeshift corridor aft. They will attempt to prevent boarders gaining control of this corridor, and will attempt to drive the boarding party into the port hull.

GUILDER LOCATIONS

ALERT STATUS

Starboard Hull

- A gunner in each tracked turret on the crew deck
- Two security troopers guarding the slaves in the hanger deck
- A gunner in the pop-up turret on the fuel deck.

Central Hull

- A gunner in each tracked turret on the crew deck
- Two security troopers guarding the elevators on the crew deck
- Station Master, pilot, navigator and communications officer on the bridge.

- The medic in the sickbay on the crew deck.
- A gunner in the pop-up turret on the fuel deck.
- Three engineers, two security troopers and the Security Chief on the engineering deck.

Port Hull

- A gunner in each tracked turret on the crew deck
- Two security troopers guarding the slaves in the hanger deck
- A gunner in the pop-up turret on the fuel deck.

PREPARED FOR BOARDING

Starboard Hull

- None.

Central Hull

- Two security troopers and up to nine gunners guarding the elevators on the crew deck
- Station Master, pilot, navigator and communications officer on the bridge.
- The medic in the sickbay on the crew deck.
- Three engineers, six security troopers and the Security Chief on the engineering deck.

Port Hull

- None.

SLAVE REVOLT

If the boarding party gain access to one of the slave cell complexes in the hanger bays of the outer hulls, they can attempt to stage a slave revolt.

The slave cell complexes in each hanger deck can hold 500 prisoners each, for a combined total of 1,000 captives. Currently the starboard hanger deck cells are empty, whilst the port complex holds approximately 200 captives mainly from Meadsk, a TL-2 world four parsecs rimward of Tiniyd.

The cell doors are only locked with simple mechanical padlocks, so boarders with the relevant technical skills or weapons can easily open the doors.

Poor rations, low oxygen levels and beatings by the guards have weakened the majority of the slaves. Only recent captures will still be fit enough mentally and physically to help. The boarding party will have to raise the morale level of these people if they want any assistance against the crew. Even with such inspiration, it is likely that the majority of these people will break and run when they encounter Guild security troops. Only the presence of members of the boarding party will halt a rout. Even with such support, these people will not be cannon fodder. They will not rush entrenched defenders, but if the boarding party penetrate the Guild defensive cordon, they are likely to rampage through the area, killing Guild crew wherever they can catch them.

Security Chief Corvus would be quite happy to massacre the slaves if that is what is required to drive back the boarders. Stationmaster Pumaar is more reluctant, as he sees the slaves as having monetary value. He will however attempt to bluff the boarding party by threatening to open the hanger doors and explosively decompress the slave cells if the boarders do not withdraw. If pushed he will not carry through his threat.

If Station Master Pumaar is ever incapacitated or killed, Security Chief Corvus will assume command and the Guild defensives will become much more ruthless. Corvus is quite capable of opening the hanger doors to kill the remaining slaves, even if the boarding party and the revolting slaves are not in the hanger decks at the time.

OVERCOMING THE CREW

If the boarders have released the slaves, and are overcoming Corvus's security team, Station Master Pumaar will initiate his backup scheme. He will seal the central hull and open the docking clamps (triggering explosive charges if necessary) that link all three hulls together. He will then, and attempt to jump the central hull away.

Pumaar will leave any crew or security troops that are not in the central hull behind. In fact he will leave troops fighting the boarding party in an outer hull or access corridor and separate the hulls rather than recall the troops and risk the boarders entering the central hull. Any personnel in the access corridor will be exposed to space and risk being blown out of the hull by the sudden decompression.

If any members of the boarding party have penetrated the central hull, Pumaar will still initiate the jump. If the boarders have occupied the engine room of the central hull and disabled the engines then Pumaar's jump sequence will not activate and the Guild crew will be forced into a last stand.

Any boarders in the engine room will notice the jump drive energizing, and the Serendipity will report flashes on the central hulls jump grid. Smart people will run. They should just have sufficient time to leave the hull before the central hull jumps away. Any suitably qualified engineers may attempt to abort the jump sequence from the engine room before the ship jumps. This is a formidable engineering task and may result in a misjump or high-energy discharges within the jump drive. Any remaining Guilders that survived the separation of the station will surrender.

Pumaar is heading to Marax (the only world within Jump-1) and is unaware that this world has been liberated from its TED by the RCES. The Guild Xboat tender may run into RCES space patrols. However, given the proximity of the two outer hulls and various asteroids within the belt, it is likely that Pumaar will misjump. In the event of a misjump, the RCES team and their allies will be struck down with jump sickness that will pass after a few days.

If Pumaar is unable to jump away, either through battle damage or boarding actions, the Guild crew will make a last stand on the bridge / crew deck in the mess/recreation area. The Guilders will shelter behind the overturned mess tables and concentrate their fire on boarders entering the deck via the two lift shafts. The Guilders will surrender under the following conditions, provided the boarding party still present a realistic threat:

- Security Chief incapacitated and security team suffers 75% casualties
- Both Station Master Pumaar and Security Chief Corvus incapacitated and 25% crew casualties
- 50% overall casualties
- Lack of ammo
- Guild fire is not effective (i.e. boarders are using combat armor or battledress).

PICKING UP THE PIECES

The slaves housed in the Guild base will need to be rehoused, at least temporarily. None of them are sufficiently familiar with space technology to operate the base. If Pumaar managed to jump the central hull away, the outer hulls will be unable to support life after the internal batteries run down in twelve hours.

The PCs may attempt to transfer the slaves to their vessels, but the GMS Burned Offerings will be required to carry all the slaves. Slaves will have to be loaded into every cabin, stateroom, low berth, common room, cargo hold and corridor. Life-support will be heavily overloaded but will last the 15-hour journey time. If the GMS Burned Offerings is not available, or has suffered battle damage that has depressurized large areas of the hull, then it will not be able to hold all the slaves.

In the event that sufficient space is not available on the starships, the team will have to transport the slaves in one of the remaining Xboat tender hulls. They will have to connect towing lines and power cables to one of the outer hulls and tow the entire hull into orbit over Tiniyd. A search of the cargo holds (taking one hour) will find some towing cables in one of the engine rooms. There are connection points around the hanger doors.

Batteries can be transferred from one hull to another, to increase the time available to make repairs and to provide power to the life-support systems during the journey, but this is heavy exhausting work and will require a team of 4 men in Vac suits lead by an engineer 6 hours to install. Low berths could be removed from one of the hulls for transfer to the other hull, but this is delicate work and cannot be completed before power runs out.

The RCES Serendipity does not carry power cables of sufficient capacity. Experienced engineers could salvage power cables from one of the hulls. This will be a complex task taking a crew of 4 men lead by an engineer, 6 hours.

If a temporary power system is not rigged within 12 hours (or 24 hours if they use the batteries from the other hulls), then life-support will begin to fail. Blankets, oxygen tanks and rescue equipment will keep the slaves alive for another 3 hours before stale air and the cold kill them. If life-support fails, 40 slaves may be saved using the low berths on both hulls, which are self powered from their own internal power units.

Once power and towing cables have been attached, the hull can be slowly towed at 0.25G back towards Tiniyd. The slaves should be housed on the bridge and engineering decks to reduce life-support losses. The towing operation will take at least 2 days. When the ships reach Tiniyd orbit, the Ivandra and Ashraam will telepathically contact their government, who will allow the RCES crew to transfer the slaves to a deserted army camp in the middle of the Republic, but only until the RCES can transfer them to Marax on the "Ushugaam Star".

Any captured residents of Northbank can be returned to their homes and will be greeted by a security force detachment that will ensure their secrecy about the space operations they have just endured. The Idsurian government will want the Guilders handed over to them. At the very least they will be telepathically interrogated and probably shot.

If seized, the GMS Burned Offerings can be landed and concealed on one of Idsur's great plains until a relief crew can be sent from Marax. The outer hulls from the station can be placed in far orbit for later salvage. If the team managed to capture the entire Guild base, then the GMS Burned Offerings can be loaded into the central hull's hanger bay and both ships jumped to Marax by a relief crew. The two outer hulls will have to be salvaged later.

The computers on the Guild station have simple security protection on ship controls and personal logs. The navigation database and the stationmaster's log are heavily encrypted and will require off-world experts to break the code.

The staff at the RCES base camp will take the team's debriefing notes and if ordered by the team, they will send a report back to the RCES forward base on Marax and request relief crews, transport for the released slaves and a salvage pickup of the two outer hulls. According to the RCSA's Auction rules, the RCES Moonshadow Team together with the crew of the RCES Serendipity, Ivandra & Ashraam and any other Idsurians that helped to storm the Guild base will all be given shares in the finder's fee assigned for the captured Guild vessels. The prize fund will be at least MCr5, to be divided amongst all participants.

Chapter 5 Bonanza

After the run-in with the Guild raiders, the RCES team is free to resume their activities at Northbank. The Serendipity can drop the team off at the refinery site, where Idsur construction team (fifteen laborers and three support staff) has been laboring for several weeks. The site is clearly visible from the air and the construction teams including two Chirper work-gangs, each of twenty Chirpers, have already flattened the area and used the excess material to form a small crude pier out into the bay.

The construction teams as well as the six Chirper handlers are housed in a tent encampment on the opposite side of the refinery from the beach. Two large enclosures are separate from the tent encampment and are used to hold the Chirper workers.

The first thing the team will notice as they disembark is the smell coming from the beach. Algae blooms have appeared in May and now, they cover most of this sheltered bay. The stench is from the dead fish washed up on the shore and caught in the algae. The fish have died from oxygen starvation as the algae have consumed the oxygen in the bay's waters. Small scuttling creatures cover the beach and the floating algae as they consume the dead fish.

The team will soon be joined by the Free Trader "Ushugaam Star" out of Marax, which has brought the drilling equipment and a small submarine (with a Maraxian crew). It is also carrying general construction materials and Sgt. Handerskuyt and the Zoologist Jenni Delacroix-Dupres from the RCES base camp.

The remainder of the day will be spent unloading the supplies from the trader, and literally dropping the submarine from the trader's cargo hold into the bay (which deposits even more stinking fish on the beach). The Maraxian crew will ready their vessel and dock it with the temporary pier.

Ivandra and Ashraam will be temporarily assigned to the Refinery site for the duration of its construction.

The "Ushugaam Star" also brings news and mail from the Reformation Coalition. Two news items dated IV/1202 will grab the team's attention:

- The Marathon Victrix, listed as missing in the Shenk subsector has apparently been seized by a starfaring empire based around Solee. The RC has received an announcement from the self-styled empress "Gabriella Ramstattan", accusing the crew of spying and imprisoning them for life.
- An Independent Free Trader returning from Promise has rescued the crew of the "DLS Lady Elise", a search vessel sent to look for the missing twelve Dawn League traders, which was in turn also lost. A crew accompanied

the crew of the Lady Elise from the Covenant of Sufren, a friendly starfaring polity at the Coreward end of the Diaspora Sector.

That evening the RCES personnel can get to know the construction team as well as the Maraxian sailors and also renewing their acquaintance with the RCES personnel. If any of the team has got on the bad side of Sgt. Handerskuyt, he will not show any animosity. The Idsurians will be curious about both the RCES team and the Maraxian sailors, whilst this is the first time off world for the Maraxians. Things will be restrained and awkward, but no serious issues should arise.

The RCES personnel will also get their first real sight of the Chirpers. The Chirpers are housed in the two large enclosures and shelter under large awnings. They are currently eating the evening meal provided by two of the six Chirper handlers.

The Chirpers are small upright reptilian creatures with tiny wings and pronounced eyes. They don't appear to be smarter than a domesticated pet, and are not individually very strong, but co-operation within the work gang does offset their individual weakness. The Chirpers seem attached to their handlers and are treated like skilled trained animals.

The next day, the team and the captain of the submarine can hold their first meeting with the construction crew chief. The construction crew will continue to lay the foundations for the refinery and construct holding tanks for the crude oil and the refined petrol. The actual refinery equipment will be automated TL9 equipment from the Reformation Coalition and will be delivered towards the end of June. Meanwhile Jenni Delacroix-Dupres will conduct a zoological survey of the area, assisted by Sgt. Handerskuyt.

DRILLING FOR OIL

Given the complete lack of oil drilling expertise within the RCES team or within the Idsur Republic, the RCES have provided a simple to use TL9 system that is designed to drill straight down. This means that the oil well will have to be directly over the oil deposits and hence offshore.

The Maraxians will use their submarine to shuttle the TL9 drilling equipment and the PCs to the offshore drilling site. The drilling equipment is designed to be mounted on the ocean floor. Whilst the Maraxians are familiar with the operation of their submarine, the RCES team will be required to mount, connect and operate the high tech drilling equipment currently within the submarine's cargo hold. This will require SCUBA operations by the PCs. SCUBA gear has been preloaded onto the submarine and several of the crew will instruct them in its correct use.

The Maraxian crew will take the submarine 10 miles offshore to the drill site and bring the submarine to rest in 30m of water. Some of the crew will then help the team into scuba

gear and assist in the unloading of the drilling equipment onto the sea floor.

At this depth the air mixture in the SCUBA tanks will provide 100 minutes per tank. Divers will have to re-enter the cargo hold to replace their tanks. At this depth, divers will also suffer from gases dissolving in their bodies (primarily Nitrogen). In order to remove the need for decompression every time the divers return to the submarine, the passenger compartment will be isolated from the crew area and pressurized to match the exterior pressure.

The divers will have to unload the following:

- Mounting Plate
- Airlock and shutoff valve structure
- Coolant pump
- Power unit (a relic TL13 portable fusion unit).
- TL9 Drill Unit with Umbilical

The mounting plate will have to be secured to the sea floor and then the airlock / valve structure has to be connected to it. The pump and power units can then be mounted around the airlock. Finally the drill unit has to be lowered into the airlock and its umbilical connected to the coolant pump and the power unit. It will take two eight-hour shifts to set up the equipment.

Failures to set up the equipment correctly will result in delays and further scuba dives. Critical failures in setting up the equipment will result in damage to the equipment and require the divers to attempt repairs.

UNDERWATER OPERATIONS

At a depth of 30 meters, divers experience over 3bars of pressure, even accounting for Tiniyd's thinner atmosphere. Sunlight will penetrate down to the worksite, and thanks to a combination of their diving suits and Tiniyd's warm water, the divers will not suffer any effects from the cold.

At this depth, maximum visibility is 75m, although disturbing sediment on the ocean floor will reduce visibility until it settles. The water will also distort sound, preventing the divers determining its location. Their suit radio systems will only operate over approximately 30 meters.

The refraction of light at the air / water boundary (such as inside the PCs diving goggles) will make objects appear both larger and closer than they actually are. This will impose a -1 DM to all attacks whilst underwater. The effects of refraction and the general difficulty in working underwater will effectively decrease all skills by one.

The divers are free to operate within the 20 meter to 30-meter depth zone without suffering any decompression effects. If they want to decrease their depth they will have to decompress at the following depths:

- 20 meters 40 minutes
- 18 meters 80 minutes
- 15 meters 120 minutes
- 10 meters 160 minutes

For a total of 400 minutes.

Divers can make a darting rise up to 10 meters before quickly descending back below 20 meters (no more than 5 minutes) without suffering decompression effects. Repeated use of this tactic is not advisable. The divers can avoid the need for decompression between work-shifts by pressurizing their living area on the submarine. They can then decompress during the return journey.

If a diver fails to decompress properly, they will suffer serious injury and likely death, unless treated in modern medical facilities or recompressed, and then decompressed properly.

WONDERS OF THE DEEP

During the equipment set up the divers will encounter several large swimming mammals that are attracted to the lights. The Zercoa are approximately 2 meters long and equipped with two small backward facing tusks 25cm long. They are actually bottom feeders who use bony plates within their mouths to search the seabed for crustaceans etc.

They will not harm divers, unless attacked and even then they are more likely to flee. They may however get in the way of divers and damage machinery in an attempt to look for food in the illuminated areas.

If one or more of the Zercoas are killed or injured (remember that the majority of the team's weapons will not operate as efficiently underwater or may not operate at all), then the remainder of the group will flee. However the blood in the water will attract a greater hazard.

The armored fish (its scientific name being lost in the collapse) is over 8 meters long and has a heavily armored head. Whilst it is unable to damage the submarine it is capable of crippling the mining equipment or killing a diver. Any diver forced to the surface in combat with an armored fish will suffer from the bends.

Once the drilling system is set up, the RCES team can remotely control the grav drilling unit from the submarine. The laser cutters within the unit's nose will cut through the seabed, whilst the flow from the coolant pump keeps the unit cool and removes molten rock.

The noise of the equipment may again attract armored fish, which mistake the vibrations for prey. The RCES team will either have to physically repel these creatures or devise a fixed means of defense / distraction (such as a decoy source of light / noise or food) during the drilling operations.

UNDERWATER COMBAT

Combat operations underwater are severely limited by the nature of the environment.

All melee attacks suffer the loss of two skill levels, with the exception of small knives, which suffer the loss of a single skill level. This is in addition to the -1DM on To Hit due to the light refraction effects.

Firearms will operate underwater, but with a -3DM on all attacks, with ranges reduced by $\frac{3}{4}$ and damaged halved. Lasers will operate out to 3 meters before the seawater causes the laser beam to bloom. Laser attacks suffer a -2DM on attacks and have their damage reduced by a quarter.

One weapon that will work underwater is the rock stud gun. This is designed to fire a 50cm steel bolt into the rock of the sea floor to secure the base unit, and has been designed for underwater operation. However it is not a weapon and has no sights. It would have to be placed against the skin of an opponent (with an unskilled melee attack) before the system safeguards would allow the rock stud to be triggered. It will however drive off an armored fish and possibly kill it if fired into a vital organ.

STRIKE

It will take approximately 4 shifts to drill down the 2500 meters to where the survey said oil reserves were located. The drill will encounter the oil pocket about 15 minutes before the estimated time, and oil will gush up the drill hole into the airlock / valve structure. Automatic laser cutouts and the lack of oxygen in the well will stop the oil igniting. If the team did not correctly assemble these units, it is likely that the drill unit will be ejected from the hole and lost. Oil from the gusher will also escape from the well and float to the surface. The sudden appearance of an oil slick could compromise the entire expedition.

If the equipment has been set up correctly, then the PCs can maneuver the drill unit back up the well, and recover it via the airlock. Once the well has been drilled, the submarine can start laying the folded plastic oil pipe to connect the sub sea oil well with the shore-based refinery. Once the pipe has been laid, a simple electric charge will alter the plastic's molecular structure and change the soft plastic into a rigid structure.

Chapter 6 Beach Life

As early summer progresses, the heat builds with daytime temperatures easily reaching 30 degrees C. The sun and the heat are unending under the clear blue skies. Only the sea breezes, with accompanying stench of rotting fish and algae, make the temperatures bearable. Construction work on the refinery starts at dawn, and continues until just after noon, when the temperatures peak.

Work halts for the first part of the afternoon and the entire construction crew including the Chirpers retreat under tents and awnings and await the cool of the early evening. Work crews emerge about 4pm local time and work through until 8 or 9pm.

The RCES team will have completed their drilling operations, and will still be formally attached to the Refinery site. Sheer boredom will drive both them and the Maraxian submarine crew to lend a hand around the construction site. Those with technical skills will be put to work welding pipe work and installing valves, whilst the strong but unskilled will end up mixing and pouring concrete. Even those without any useful skills will end up being co-opted to keep the camp clean or prepare meals.

Zoologist Jenni Delacroix-Dupres is still scouring the beach and the surrounding area for specimens, accompanied by a hot and surly Sgt. Handerskuyt. Her collection of specimens is being slowly catalogued and she will be grateful for the help of any scientifically orientated team members.

The only break in the daily work routine is the weekly supply vehicle from Northbank that brings food, water and news. It also ends up taking Jenni's zoology notes back. As part of the agreement with the Idsurian government, the RCES has agreed to share any findings from its research activities.

As the only armed group in the camp, with the exception of the Ivandra and Ashraam, the RCES team will also be responsible for conducting regular armed patrols. These patrols are primarily a security measure against the ever-present threat of enemy infiltration and sabotage.

SABOTAGE

Given the wartime paranoia that permanently grips the nations on Tiniyd, there is always the possibility that the Refinery operation has been compromised. Indiscrete handling of the Guild raid and the return of any released slaves, unauthorized radio broadcasts, major explosions and accidents will all potentially alert nearby nations to the fact that something is going on.

If enemy attention is brought to the Refinery area or Northbank, there is a real chance that enemy psions will detect the Refinery project via telepathy or clairvoyance. If the PCs have inadvertently revealed their presence to

Edvard Cizek, the Kingdom of Limgur sleeper agent in the village of Tinyayr, then at least the Kingdom of Limgur will be aware of the Refinery and possible the events of the Guild raid.

If the one or more of the other nations of Tiniyd discover the Refinery, they may be tempted to intervene and destroy the facility before the Republic can use the petrol to strengthen its position. However distance and available resources limit their responses.

- Approach by grav vehicle is possible, but such vehicles are a rare resource to be conserved. Any direct attack must wipe out the Refinery site to prevent blame being apportioned to the correct party. A botched raid could trigger an Idsurian military response.
- Covert landing of a commando team by sea is not practicable due to the lack of suitable ocean going shipping. Tiniyd was a grav technology world before the Collapse, and watercraft were limited to a few coastal fishing vessels and pleasure craft without sufficient range for major ocean journeys. No additional ocean going craft have been built in the intervening years.
- Covert landing of a commando team by air is not practicable due to the lack of suitable long-range transport aircraft.
- An aerial assault by bombers is also impractical; as such aircraft would have to swap their bombs for additional fuel tanks to reach the target area.
- A covert attack by a teleportative agent is possible, but the agent would have to rest before being able to teleport out, and would be limited in the amount of material they could carry. Such teleportative agents are also extremely rare and hence valuable, they will not be risked lightly, and a means of recovery will be in place before a raid is launched.
- A covert infiltration of a commando team by land is limited by distance to the nation of Pabugleki Amkhuun.

Those nations not within easy striking distance will file the information away for later use or possible trade / blackmail. Only the neighboring nations, and specifically the Pabugleki Amkhuun and Kingdom of Limgur may consider a strike across the border. The Kingdom of Limgur may also save the information for later, but the army of the Pabugleki Amkhuun is sufficiently rash to stage a raid without fully considering the consequences or the extent of the task in hand.

If the Referee decides that the Refinery project's cover has been blown and that a neighboring nation will launch an attack, he should create an attacking force that will stretch the defending forces. A military attack must balance the desire to eliminate all witnesses, with the scarceness of the attacking grav vehicles, and the chance of detection. A large force will certainly be detected.

The Refinery encampment will be scanned by clairvoyants as part of the military preparations, but the clairvoyants will be unfamiliar with off-world technology so may not identify the presence of high tech weaponry or equipment that could defeat an attack.

A single teleportative agent will be equipped with the best relic technology that the nation can provide and will be highly skilled. The only limits are the amount of equipment that can be carried (including weapons, armor and supplies) and that such agents will not be sent on suicide missions. As such these agents will usually strike to cripple the Refinery from a distance rather than to eliminate the entire encampment.

These agents will fight from long range and will retreat if they encounter stiff resistance. They are likely to strike at night with a long-range relic weapon and teleport away, (a few 10s of kms) if seriously attacked. Typical equipment will be night vision goggles, combat environment suit / combat armor, and a laser rifle / gauss rifle or possibly a TAC missile or a small mortar to cripple the Refinery.

If an attack against the Refinery is repelled, repair and reconstruction will be a relatively simple matter, as the Idsurian built facilities are simple items such as pipe work and holding tanks. The complex refinery equipment has yet to be delivered.

If the Pabugleki Amkhuun decides to launch a commando attack by land, they will order a team of three soldiers to leave their army listening post and proceed across the Idsur board by motorcycle and sidecar. The team will drive as close as possible to Northbank before hiding their transport and marching their way to the Refinery site.

The commando team consists of a spotter and a two-man mortar team with a light mortar and six rounds. They carry personal weapons, and a short-range radio as well as rations and other survival equipment.

Once they near the Refinery site, they will make camp and start their attack the next day. The spotter will move closer, and direct the mortar fire via the radio. The mortar team will be about 2km from the site. They will break off when they have fired all their mortar rounds or have been driven off. If possible, they will return to fire off the rest of their ammunition if driven off early.

ATTACK

Early one morning, just as Dawn breaks, the team will be startled from their sleep, by the tearing of their tent fabric. A large 2m long scorpion like creature is using its large claws to rip through the tents. The creatures are Sea Scorpions, who have come ashore, once the food supply of dead fish on the beach has been exhausted. They are hungry and a quite willing to attack humans and Chirpers to satisfy their hunger.

If the team posted a guard, they may be awakened by the guard's shouts, and have their weapons when they emerge from their tents into the on-rushing Sea Scorpions.

A large group of young and mature Sea Scorpions are attacking the encampment. Eight to ten Sea Scorpions are moving towards the Chirper enclosures, whilst the rest are rampaging through the rest of the encampment. At least four Sea Scorpions have scuttled towards the camp kitchen and garbage dump, rather than attacking people.

The team may escape out of their tents whilst the Sea Scorpions are slashing through the tent material. Lingering in the tents to collect weapons and equipment will expose the team members to attacks from the Sea Scorpions. Screams can be heard around the camp, and a handful of pistol shots will echo from the tents occupied by the Idsurian security agents. Sgt. Handerskuyt can be heard swearing in the distance.

As the RCES team is the main armed force in the camp, it will be up to them to repel the horde of attacking Sea Scorpions. First they will have to deal with the group of Sea Scorpions that attacked their tents. There is one Sea Scorpion plus one additional Sea Scorpion per team member. Any scorpion that downs an opponent will stop to feed rather than attack another target. Indeed nearby scorpions will also move to the downed prey and start eating. If the Sea Scorpions take damage equal to half their capacity, they will flee unless cornered. They will also flee if their group has taken 75% casualties (assuming they haven't fled earlier).

Once the team has dealt with the immediate threat, they can look about themselves and move to help the others. The following individual nuggets can be played in any order and reflect the chaos enveloping the camp.

- Security Agents. If the team move to help the Ivandra and Ashraam, they will find them defending what's left of their tent. They are using their pistols to drive back a small group of scorpions. As the team watch, they will see Ivandra concentrate and one of the scorpions, the scorpion stops, and then it flees. Ivandra is projecting fear using her empathy ability. Even such simple creatures as sea scorpions will react to such basic emotions. They are currently holding their own, but if the team assist, they can soon drive off and kill the scorpions threatening their position, allowing the agents to assist other groups in the camp.
- Fleeting worker. As the team moves cautiously through the camp, a shape barrels out from between two tents and into the team. Trigger-happy team members may fire instinctively. It is actually a panicking construction worker, who has been terrified out of his mind by the dawn attack. He will barrel past the team and either find another hiding place or will run into the bush.

- Sgt. Handerskuyt. The Sergeant has moved away from his tent and is busy beating a Sea Scorpion into the dust with a large crowbar. He is experiencing an almost savage bloodlust, and anyone who helps him out will be met with a brief barrage of verbal abuse that this scorpion is his. The Sergeant will then move off looking for more prey.
- Sea Scorpions. A wandering group of scorpions will be encountered amongst the wreckage. There is one Sea Scorpion per team member.
- RC Zoologist. Jenni's tent seems intact from a distance, and there is no sign of Jenni. As they get closer, they will see a large rip in the rear of the tent, characteristic of a Sea Scorpion attack. The tent is all quiet. Anyone that enters the tent will see a strange sight. A Sea Scorpion is unconscious on the floor of the tent, where it entered through the rip. Jenni is also unconscious in a heap on her bed, at the far end of the tent from the scorpion. The contents of her sample bag is scattered around her. She sedated the scorpion by throwing a bottle of anesthetic at it. Unfortunately in the confined space of the tent, she also was rendered unconscious by the drug. The fumes in the tent still linger, and anyone entering will be affected as per a half strength tranq round. Anyone with medical skill can revive Jenni or an affected person within a few minutes and it would be unwise to leave her undefended.
- A Sea Scorpion and Body. A mature Sea Scorpion is feasting on the half-dressed body of one of the construction workers. It looks like the man was surprised in his tent and barely made it out before his wounds overcame him. The scorpion will continue eating provided the team leave it alone.
- A band of construction workers. A group of five construction workers have formed a circle in an area surrounded by wrecked tents. The tents are slowing down a large group of Sea Scorpions that are closing in on the workers. The workers are only armed with spades, wrenches and other construction tools. Several are already injured and the encroaching scorpions will soon overwhelm them. If the team does not intervene, then the workers will be killed within ten minutes.
- Kitchen. A small group of four scorpions are busy feasting on the supplies in the kitchen. They have attacked any food that is in the open, and have accidentally opened several crates of rations. These scorpions present no danger to the team, however, if not stopped; everyone will be on short rations until the supply truck arrives. Even more worryingly, the scorpions may accidentally destroy a large part of the camp's water supply, which could be fatal in the summer heat.

Chapter 7 Revelations

- Chirper Encampment. When the team investigates the Chirper enclosures, they will see a strange sight. A large group of Sea Scorpions are feasting on what look like human bodies, but they are not molesting the Chirpers standing right next to them. When the team approaches, all the scorpions will rush the team and the camp. They run straight past the Chirpers as if they were not there. Anyone looking directly at a Chirper during this rush will feel a squirming inside his or her head and suddenly the Chirper is gone.

The team has to face a final wave of eight Sea Scorpions (or less if the team has been severely tested by this attack). A few scorpions will run past the team into the camp, and in a few minutes, they hear the sound of pistol shots.

Once the team has dealt with the last of the scorpions, they will look around and see the Chirpers standing over the bodies of most of the Chirper handlers. They were killed protecting their charges from the scorpions. Not a single Chirper has been wounded.

As the RCES team re-enter the camp and survey the wreckage, they will come across the two Idsurian security agents, Ashraam Dugashii, is lying on the floor, bleeding heavily, from Sea Scorpion slashes. Ivandra Iskyurat is crying over his body. A medic can temporarily revive him for a few moments, and he will whisper his good-byes to his partner. There is a distinct feeling that there is a level of unspoken telepathic communication before he dies.

The survivors will have to restore the camp, find any missing personnel (the Maraxian submariners retreated to their submarine and closed the hatch), as well as bury the dead. The Chirpers and the reactions of the Sea Scorpions to them will intrigue Jenni.

The arrival of the weekly supply truck is a relief.

As June 1202 draws to an end, the team is set, waiting for the Free Trader “Ushugaam Star” to arrive at the refinery site with the automated refinery equipment from the RC. Ivandra has left to take her partner’s body back to his parents. The RCES team will get the chance to attend the funeral if they wish to pay their respects. The majority of the construction crew has returned to Northbank and only a skeleton crew and a small gang of Chirpers remain to help with the unloading. The team are to provide landing control when the trader docks.

The team will be woken in the middle of the night by the unexpected arrival of three grav APC’s bearing the markings of the Idsurian army. Two of the APC’s will ground near the camp, whilst the third remains airborne to provide over-watch. Security agents and troopers will disembark from one of the APC’s and form a cordon around the site. Alarmed team members can take comfort from the fact that the weapons are pointed outwards and not towards them.

Once the security cordon is secure, the 2nd APC will disembark its passengers. A small team can be seen disembarking and heading towards the team. As they approach the light, the team will be able to make out Umberto Pellegrini, the head of a Psionic training house they may have encountered in the earlier negotiations with the government. Two men dressed in civilian clothing and two security agent bodyguards accompany him.

Umberto will heartily greet the RCES team (even if he has not met them before) and will usher them into the mess tent. His guards will secure the door. Umberto comes quickly to the point. Jenni’s zoological notes and her account of the Sea Scorpion raid and especially the strange events relating to the sea scorpions apparent inability to see the Chirpers have sparked the interest of a junior clerk, who has raised the issue with her old mentor.

The security services are interested in determining how the Chirpers evaded detection, as the military uses are obvious. So Umberto has been dispatched in the middle of the night to investigate the Chirpers involved in the incident. He has brought two members of the Psionic examiners who will use their deep probe talents on the Chirpers to try to determine what actually happened.

Umberto will ask the Chirper handlers to round up a couple of Chirpers. Whilst the Chirpers are being rounded up Umberto will explain the reason for his midnight visit. He is to determine the nature of the Chirpers’ ability if any. The two deep probe telepathic adepts will scan the Chirpers’ mind, and if that does not work, he will try and trigger a fear response by having one of his bodyguards shoot at the Chirpers. Umberto will quickly deny any charges of cruelty, as the bodyguard will only be firing blanks.

Once the handlers have brought a couple of Chirpers into one of the refinery's concrete buildings, the two deep probe experts will go to work. The difference in races make it extremely difficult to get comprehensive results from the telepathic scans, but the telepaths are convinced that the Chirpers did something to avoid being attacked.

Umberto will order one of the army troopers to enter the tent and fire on the Chirpers with his SMG. The trooper will do so, taking considerable time to ready his weapon. As he fires, the team will notice the Chirpers apparently suddenly disappear from their vision. The Chirpers are unharmed (the trooper was firing blanks). When the team glances back from the trooper to the Chirpers, they have re-appeared and are attempting to flee the building. Umberto will call one of the Chirper handlers to remove the distressed Chirpers.

He will then ask what the team saw. If they tell him the Chirpers apparently disappeared, he too will confirm that he also saw them vanish, but his two telepaths saw them clearly. The only difference between the RCES team and the two telepaths are the telepathic shields of the two examiners.

Umberto's face goes white. It appears that the Chirpers ability to disappear is Psionic, and according to Idsurian doctrine, Psionics is a feature of a highly evolved species. The Chirpers must be a highly evolved and probably sentient race.

The Idsur Republic, which venerates Psionic abilities as the highest level of evolution has been enslaving a Psionic race.

Cast of Characters

RCES

SERENDIPITY CREW

LT. NOVA ASTRIID "NASTY-BEE" BAEZ, PILOT/SHIP'S COMMANDER

Race: Mixed-Humaniti, Female Age: 31 T-years.
Home world/ Birth date: Aurora 0535/ Aubaine (M) / Old Expanses, 1171.
Career Path: Aurora System Navy (Two terms 1189-1197); Transferred to Dawn League/ later RC Navy (1198- 1202). Experienced NPC.
Location: On the Bridge of RCS Serendipity.

History, Personality, & Description:
Nova Astriid Baez stands 5'8" and weighs 65Kg, and looks like an exotic dancer. With her ash blonde hair and sea green eyes, she swears like a sailor; gambles like Noblewoman; drinks like a fish; and flies by the seat of her pants. Despite her brash and cocky bravado, LT Baez is a junior officer trained by CPT Pat "Who Me?" Ritter from the Aurora-class III clipper RCS Thunderchild. Ritter took the wind out of her sails and made her an unarmed Lander pilot after her transfer from the Aurora Navy's prestigious Fighter wing for a year before allowing her anywhere near an armed craft.

With a surfeit of new junior officers, and the former Serendipity skipper up for the command of a new Multi-mission Scout, Baez got the nod to lead Serendipity into her third year of service for the Reformation Coalition. While she is absolutely confident of her flying abilities, Baez fronts her bravado in a façade against her inner fears of the obscurity this mission entails weighing against her ambitions of a career in the navy.

Favorite Expressions:
"Ever see an S-class do this--?" {Before doing maneuver}

"Passengers please buckle your seatbelts; we're experiencing a little chop, just a minor bit of turbulence, and three @#\$\$%&! Incoming missiles..." {On a Hot landing}

"Hey! I don't tell you what to do on the ground, do I? YOU just sit back and enjoy the ride—and let ME &%%\$#! Fly this crate!" {To know-it-all ground-mission types she carries to and from missions}

CWO LUCAS "PAPPY" HOWARD CO- PILOT/ENGINEER

Race: Solomani-Humaniti Male, Age: 44 T-years.
Home world/ Birth date: Athena-Nike City-Nike Nimbus 0732/ Aubaine (M) / Old Expanses, 1158.

Career Path: Flyer-Commercial (Three terms, 1176-1188); Nimban Wet Navy, Aviation (Two terms, 1189-1197); RCES (One term, 1198-1202). Veteran NPC.

Location: Engineering or on the bridge of the RCS Serendipity.

History, Personality, & Description:

Lucas Howard's rough hewn face and easy-going, lazy smile under his blue eyed stare belie a lifetime of experiences and myriad of people he's encountered. A trim 6'1" and 100kg, Howard has been flying various commercial aircraft, spacecraft, and fighter planes all of his adult life. He is the oldest crewmember of the starship Serendipity, and a constant tinkerer of her engines, wringing just that marginal edge more of performance from them than even some book says it can.

Chief Howard never appears panicked, even in the tightest of jams because he's learned the proverbial "a long time ago" a clear mind thinks its way out of it better than a jumbled one. He is justly proud of this starship, and his handiwork in her Drives and power plant. Chief Howard doesn't mind the company in jump space, and can be a good ear to sound off on about all sorts of topics. Howard is the kind of person who attempts to get to know folks, having learned once in his past that life is pitifully short, and everyone who clammers aboard and then off somewhere from Serendipity might not ever come back. The other side of this is that everyone has a story or a lesson to learn from he believes, if only they realized it.

Favorite Expressions:

"You kids be careful down there, and if ya need any help, just whistle and Pappy will come a runnin', 'hokay?" {To any disembarking on a hostile world}

"Too Old? Slow down? Sonny/ Baby doll, the day I slow down is the day they bury me." {To anyone saying he's flying/driving too fast}

"Get outta my Sky!" {Growled at hostile enemy fighters, missiles, spacecraft}

PO1 SERGEY "DA OWL" KONSTANTIN, ELECTRONICS OPERATOR

Race: Solomani-Humaniti Male, Age: 35 T-years.

Home world: Nemyer City-Oriflamme 1235/ Oriflamme (N)/ Old Expanses, 1167.

Career Path: Oriflamme System Navy (Two terms, 1185-1193); Hiver Technical School/ Aubaine (One term, 1194-1198); Transferred to RCN (beginning 3rd year in his 1st term, 1199-1202). Experienced NPC.

Location: Electronics station, RCS Serendipity.

History, Personality, & Description:

Sergey Konstantin with his bald scalp, brown eyes and tan

appears to be a professional bodybuilder, beach lifeguard, or Bolo-ball player. Contrary to this obvious "muscle-man" image he is erudite, professional, urbane, and soft spoken. As big as he is, few would even dare to call him a techno-geek, but this would only earn them a shrug and a "So what if it's true? Your point is..?" Konstantin jokes to those who inquire if he, "is an only child", or, "did he eat his family?" that he, "is the runt of the litter."

He maybe found constantly when not on duty reading this or that tech manual, or former Imperial technical manuals for this or that odd gadget. He is the second oldest member of the crew, second to Chief Howard with whom he has a great deal of rapport and respect for. When it comes to the transients who Serendipity ferries about, Sergey is as closemouthed as they come, characteristic of his home world's fatalism towards those who walk into death on a day-to-day basis. Unlike Chief Howard, he does not socialize very well except for those he has known for more than year.

Favorite Expressions:

"Relax, Vee can hear everything they're saying...Yes, they know you're coming—just not where, or when, nyet?" {While listening to planetary broadcasts}

"With two clicks of THIS knob, no one DOWN there will be able to broadcast—how does Nasty Bee say it? Ah yes—jack-diddley squat!" [Before jamming ground station radars, radios]

"Former Oriflamman Professional Grav Ball Leaguer? Nyet. Former Pro-wrestler? Nyet! Those two careers are far more hazardous than my day job," {Deadpanned to those who think they've seen him on RCINET sports before}

PO2 ELFRIKAA "GO-HOT" IBUWANA, GUNNER

Race: Mixed-Humaniti Female, Age: 26 T-years.

Home world: Tran-town, Aubaine 0738/ Aubaine (M)/ Old Expanses, 1176.

Career/Class: Aubani System Navy (Two terms, 1193-1201); Transferred to RCN (First year of First term 1202). Experienced NPC.

Location: Turret station, RCS Serendipity, or loading ramp.

History, Personality, & Description:

Elfrikaa Ibuwana is a petit 5' and 52 kg, sun-streaked rust-brown hair, deeply tanned and dark-eyed Tran-Town islander with a serious demeanor that belies her youthful innocent looking cherubic face. Elfrikaa is self-consciously aware that she is the illegitimate daughter of a now disgraced Aubani wealthy entrepreneur and a South Islander Sea gypsy cabaret waitress. On Aubaine South Islanders have been looked down upon as ne'er do wells, thieves, prostitutes, degenerate dope smoking renegades, or worse for generations on Aubaine.

Ms Ibwana however benefited from her dead father's will, and took what the executors left her to further her education and entered the prestigious Aubani navy. Having been the victim of prejudice most of her life, she identifies with those who've been pigeon-holed or ostracized for being different. It has also fueled her aggressiveness, making even some Oriflamme Marines look tame when her temper is peaking. Another reassigned spacer from RCS Thunderchild, She sometimes wonders if she did something wrong to get assigned on this boring spy ship.

Favorite Expressions:

"Can I go Hot, Skipper?" {Upon entering any AO system from jump}

"Owl gimme the hand off—NOW!" {On target acquisition}

"You're cute. The "bus-driver's" gonna take off at a hot trot, so hustle your lazy hind parts aboard NOW!" {Standing at airlock with 7mm ACR at pick up zone (PZ) to anyone who refers to the piloting crew as a Bus/ Bus driver, etc.}

RCES BASE PERSONNEL

JENNI DELACROIX-DUPRES, RCSA MARINE ZOOLOGIST/GEOLOGIST.

Race: Solomani Human female, age: 30.

Homeworld/ Birth date: Vras City, Aubaine/ Aubaine/ Old Expanses, 1172.

Career Path: Undergraduate Degree (1190-1194); Masters degree (1195-1197), Doctorate degree (1198-1200); Scientist (Beginning 1st term, 1201-1202). Trained/Green NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/ Thoezent/ Old Expanses.

History, Personality, & Description:

A grand daughter of the late Aubani Industrialist Umberto Delacroix, this is Jenni's first mission out into the Wilds, and she has unashamedly used her credentials and family connections to land this job. She is an attractive scholarly looking woman unlike any other Coalition Scientists of the field. She dresses for the weather in light colored practical loose fitting clothes, and does not wear glasses (dust goggles/ Scuba mask-ok if mission calls for it) a brunette (worn in single French braid), with sea green eyes, and tanned complexion, and stands about 5'6".

She is the warm hearted kind of person who would give you the shirt off her back if need be, and would do this kind of work in the field for free (if that was allowed), but even with a condominium in Vras City, one has bills to pay. Jenni is not a combat-person at all, and is motivated by the RCSA & RCES mission to return mankind to the Wilds. She is a bit of an idealist, and while having seen and heard the reports from the newsnets, believes the best of folk (until proven otherwise).

Science wise, she is driven by the need to expand knowledge, through either restoration of what was lost, or by discovery. This tends to get her into situations of naive wonderment.

CHIEF MECHANIC SGT KERRY "HIGH-LOW" BURNES

Race: Solomani Human male, age: 28.

Homeworld/ Birth date: Nemyer-City, Oriflamme/ Oriflamme/ Old Expanses, 1174.

Career Path: Oriflamme Army, Logistics & Engineering (Two terms, 1192-1200); Transferred to RCMC 2nd Brigade (Beginning 3rd term, 1200-1202). Experienced NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/ Thoezent/ Old Expanses.

History, Personality, & Description:

Sergeant Burnes stands a hair shy of 5'8", weighs 75kg, usually looks like he was on his way to wash his hands when something happens causing him to wipe brow and get dirtier still. He has brown hair, brown eyes.

Typical expressions:

"Aww that just bites! We fixed that thing two days ago it was running fine then!" {anything that breaks that he has to fix}

"So high or low, whaddya bet huh?" {Any wager with dice or cards}

SGT JOHANNES "BIG BEAR" HANDERSKUYT

Race: Solomani Human male, age: 32.

Homeworld/ Birth date: Vras City, Aubaine/ Aubaine/ Old Expanses, 1170.

Career Path: Trained/Green NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/ Thoezent/ Old Expanses.

History, Personality, & Description:

Male/Solomani-Humanity/ Three terms Aubani Marines, 1 term (middle of) RCMC. Age 32.

Description:

Johannes is 6'3" 105kg, and heavily muscled. He has red hair, blue eyes and freckles. He is a member of the local survey team, but his strength means that he is a fair hand at heavy mechanical work and can often be found around the base helping out. Johannes does have a deep-seated prejudice against psions. His gambling habit has hindered his promotion prospects. Johannes is prone to violence over perceived injustices such as psions, lack of promotion or losing at cards.

Typical expressions:

"You want that moved? Jus call th' Big Bear ta do it, 'kay?"
{while shoving aside someone smaller}

"This planet stinks of psions, gives me da creeps".

IDSURIANS

IDSUR SECURITY PERSONNEL

IVANDRA ISKYURAT

Race: Solomani Human female, age: 30.

Homeworld/ Birth date: Hesselbach-Idsur, Tiniyd/ Thoezennt/
Old Expanses, 1172.

Career Path: Psionic Training (One term, 1186-1190);
Government Security Agent (Three terms, 1190-1202).
Experienced NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/ Thoezennt/
Old Expanses.

History, Personality, & Description:

Ivandra is blonde, 6' and slim, freckled-faced with sky-blue eyes and wears her hair mannishly short (Primarily due to Tiniyd's warm climate rather than fashion sense). Her wardrobe are women's pant suits, or business dresses of light colored local made fabrics, and eschews all but the bare minimum of makeup and jewelry. She prefers stud-earrings as opposed to hoops, and wears only her class ring from high school. Ivandra is single, and has a younger brother (by two years) in the small but prestigious Idsurian Air Force stationed near the capital. Their parents were killed in an incursion from the Kingdom of Limgur fifteen years ago on Hesselbach, and she was at the Institute in Idsur City.

Ivandra is a loyal servant of the Republic of Idsur, and to the Idsurian Ministry of Security. She is an upstanding citizen of Idsur with a Girl-Scout clean background from a loyal and patriotic family. She has had to use her firearm for the Republic before, and isn't afraid to do it again if it comes down to it. Ivandra's loving side of her personality is displayed when speaking about her brother, or her partner (whenever Ashraam is out of earshot), as well as towards children (ages 0-13 years). Her job with the Ministry of Security means little time for a husband, and far less to be a mother.

Typical expressions:

"Ever think about getting married? All the time, why yes! But my duty to the Republic doesn't allow time for the luxuries of a husband or children." (Wistfully)

"Is Ashraam my what?? I said he was my partner, not my lover, or boyfriend!" (Defensively to any who ask about the relationship the two of them share, and blushes)

"If we're in a hurry, I drive. If we're not, then Ashraam does,"
(To anyone on who drives their vehicle & when)

"Ashraam, I'm getting that funny feeling again that something else is going on here, feel it?" (Fondly said without smiling)

ASHRAAM DUGASHII

Race: Vilani Human male, chronological age: 42/ apparent age 27.

Homeworld/ Birth date: Idsur City-Idsur, Tiniyd/ Thoezennt/
Old Expanses, 1160.

Career Path: Psionic Training (One term, 1174-1178);
Government Security Agent (Five terms, now in 3rd year of sixth term, 1179-1202). Elite NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/ Thoezennt/
Old Expanses.

History, Personality, & Description:

Ashraam is bald, and 6'2", but dark-skinned with years of outdoor work for the service, with saturnine features and dark brown eyes. Ashraam wears his suit and tie no matter the climate, and appears comfortable no matter the weather with typical implacable Vilani patience. Around Ivandra, Ashraam is more like the older brother she never had, and keeps some of her wilder hunches grounded with sound Vilani commonsense and the scientific method approach. Ashraam is also unmarried, has no siblings, and wears neither jewelry nor tattoos. Ashraam is more reticent about his Psionic abilities and will keep his abilities hidden from those he does not trust completely.

Ashraam did not get to his position by being hotheaded, rash, or illogically. His wisdom comes from the experiences he has undergone and learned from. He shares these pearls of wisdom aloud with his subordinate (whether she's listening or not) whenever she's about to try something he's already seen done badly before. As for violence, Ashraam and Ivandra have seen their share of it, and together with their shooting and Psionic skills have been a formidable team the past twelve years.

Ashraam however thinks several moves ahead of his opponents, and knows his fellow operative's skills and limitations. He is seldom surprised by an enemy's course of action, and is usually anticipating half a dozen possible courses of action when trouble arises. Ashraam is very close to Ivandra as only a telepath can be in the truest sense of a platonic relationship between minds. To him, Ivandra is the little sister he never had. A physical relationship would be as incest to him with her.

Typical expressions:

"Slow down, we want to get there alive Ivandra, yes? Back up why don't you, you missed a pothole!" (Whenever Ivandra is driving in a droll grumpy way)

Ivandra curiously and scrupulously intertwines her talents with a woman's natural intuition. I have learned it is prudent to heed both when she mentions that phrase," (Aloud to anyone after Ivandra has announced one of her 'hunches')

"I know what you're thinking, Ivandra. Remember what happened the last time? Not even the gifted like ourselves can be in two places at the same time." (Aloud, but in gentle reproof whenever Ivandra contemplates something very 'Solomani')

HEAD OF TRAINING SCHOOL UMBERTO PELLEGRINI

Race: Solomani Human female, age: 52.
Homeworld/ Birth date: Northbank-Idsur, Tiniyd/ Thoezennt/ Old Expanses, 1150.
Career Path: Refugee (One term 1165-1167); Psionic Training (One term, 1168-1172); Government Service (Two terms, 1173-1181); Psionic Teaching (Five terms, 1178-1198); Head of School of Awareness (One term, 1199-1202). Elite NPC.
Location: Idsur City-Idsur, Tiniyd/ Thoezennt/ Old Expanses.

History, Personality, & Description:
Umberto is among those of the pacifist-pro-offworld political movement, and indeed is among one of its chief proponents. Umberto fled from the Mystic Autocracy of the Tiniyd superpower state of the Kingdom of Light and oppressive regime when in his teenage years to the Idsur Republic's freedom. While he is a pacifist, he does not propose defenselessness, he espouses that any means short of killing be used in his philosophy's way of thinking.

MERCANTILE GUILD

GMS BURNED OFFERINGS

EBRAAL 'DICELESS' DUUKHAMISHKA, CAPTAIN/PILOT, OWNER

Race: Vilani Human female, chronological age: 42/ apparent age 27.
Homeworld/ Birth date: Siirkabadrishar, Gegaasha/ lusea/ Diaspora, 1160.
Career Path: Guild Merchant Academy, commissioned (1178-1180); Merchant-Trader (Two terms, 1181-1189); Corsair (Three terms, 1190-1202). Elite NPC.
Location: On the Guild raider ship *GMS Burned Offerings*, the bridge work-stations.

History, Personality, & Description:
Born on Gegaashaa/Diaspora 1160, the birthplace of the Diasporan Starfarer's Mercantile Guild, into the Duukhamishka family owning the armed vessel *Burned*

Offerings, Ebraal is 5'11" tall, about 70kg, wears her dark black hair in traditional Vilani chaste plated braids close to her head (for ease into and out of a Vac suit helmet). Not a stunning beauty, she is however fairly attractive. She owns a relic TL-E form fitting green, black, & silver Vac suit and carries both a Guild issued magnum revolver, and a relic Imperial Navy Gauss Pistol (with four magazines)

Ebraal's family was a member of the original Mercantile Guild and she was apprenticed on the family's ship. Her uncle died a victim of Guild rivalry. When her father suffered a stroke, she became head of the family. Her family supported the change in the Guild to countenance slavery and raiding, and has been engaged in this profitable trade ever since. Ebraal's family firm is now effectively under the wing of the Senior Guild Captain Enligi Ishimshuggi's and his fleet of five ships. By 1202, Ebraal is a canny spacer, a hard-bitten trader, and a daring raider with a dedicated and loyal crew. She is also the Ship's Pilot/ owner-operator aboard ship.

Ebraal's upbringing has taught her "no one got an even break, not even in within the Guild itself". She knows betrayal may eventually come from within her crew, or the others within the Guild. She will ruthlessly quash such attempts. Since her father's death whilst she was on a voyage, Ebraal has come to learn that wealth isn't everything and has become devoted to the surviving members of her family-primarily her aging mother Shiraamii on Martham, and her youngest brother Evraam, serving as her Launch Pilot. She might be tempted to retire, but fears for her family and crew.

ARDINNAE SIIRKAARUUSHULIKAR, 1ST OFFICER SHIP'S ASTROGATOR/SENSORS OPERATOR

Race: Vilani Human female, chronological age: 48/ apparent age 33.
Homeworld/ Birth date: Siirkabadrishar, Gegaasha/ lusea/ Diaspora, 1154.
Career Path: Guild Merchant Academy, commissioned (1170-1172); Merchant-Trader (Four terms, 1173-1189); Corsair (Three terms, 1190-1202). Elite NPC.
Location: On the Guild raider ship *GMS Burned Offerings*, the bridge or her quarters.

History, Personality, & Description:
Ardinnae is a tall petite Vilani woman with a shock of white hair across her short black hair, standing 6' tall, and weighing 65kg. She carries a Guild magnum revolver, and wears a relic black and silver TL14 Vac suit recovered from Shaphry (0823/Thoezennt/ OE). Ardinnae has served on this vessel quite a few years more than Ebraal, having been born into the crew as a Free Trader's daughter before the Guild split off of the mid 1180's. Her surname means 'Born of the Stars' in the Vilani, and as such is considered a bit fey by the rest of the crew.

Unlike her Captain, whom she serves faithfully, Ardinnae has virtually no ambition beyond her post, and exploring the reaches of new systems. Ardinnae enjoys the money she makes at her position aboard, but isn't going out of her way to earn more by being part of the away raiding teams. As the oldest member of the former crew, Ardinnae's wisdom is hard won, and well earned, and is chief amongst CPT Ebraal's officer-advisors, especially where navigation hazards are a concern.

MAERGH'OUNZH H'KHAERGH, 2ND OFFICER/CHIEF ENGINEER

Race: Vargr male, age: 38.
Homeworld/ Birth date: Fontenot-City, Sufren/ Sufren/ Diaspora, 1164.
Career Path: Criminal (One term, 1178-1182); Merchant-Trader (One term, 1183-1187); Corsair (Three and a half terms, 1188-1202). Elite NPC.
Location: On the Guild raider ship GMS Burned Offerings, Engineering or Power plant stations.

History, Personality, & Description:
Maergh'ounzh stands about 5'11" and weighs 79kg, and is of a black and tan furred breed of Vargr. He wears a Vargr TL12 Vac suit, and carries a 10mm Staple-gun assault pistol as well as the infamous Guild "Deck Sweeper". He hails from the high population world of Sufren (2004/ Sufren/ Diaspora) and joined the Guild back in 1182 as a means to get offworld where his talents wouldn't be lost amongst the billions living there, and avoid conscription. He has served now the last two captains of this vessel (Ebraal & her Father Eneri before her), and is keenly aware of his special status as the sole alien crewman.

Maergh'ounzh is no stranger to combat, or a starship engine room, and has participated in raids dirtside in the past. Since his last foray in 1199 nearly got him killed, he has remained aboard ship. Maergh'ounzh is also probably the likeliest crewmember aboard to take a bribe, but if it meant betraying the Captain, it would have to be an extremely high offer, to include the Captaincy of the vessel itself.

VEDHEMKHAR SHIBURU, 3RD OFFICER ASSIST. ENGINEER

Race: Solomani Human male, chronological age: 34/ apparent age 40-42.
Homeworld/ Birth date: Exeter-Downs, Exeter/ Promise/ Old Expanses, 1168.
Career Path: Criminal (Two terms, 1182-1190) Corsair (Two and three quarters terms, 1191-1202). Veteran NPC.
Location: On the Guild raider ship GMS Burned Offerings, Engineering or Power plant stations.

History, Personality, & Description:
Vedhemkhar hails from the Diasporan world of Exeter (2729 / Promise/ Diaspora), stands 5'8", and he weighs 80kg, can be seen as a nondescript fellow with a lazy smile and dark haunting brown eyes and hair. A quiet man, like others in the crew, a man with a past he'd rather not return to, and spend time with machines that make more sense to this uncanny man. He never carries a firearm, preferring a blade or a wrench if put to melee.

Vedhemkhar has a mental disorder, and he has killed in a blind rage before on his homeworld. He took ship to find a more peaceful existence, and escape the hangman's noose that waited for him. He usually talks to the engines and power plant, seldom anyone else, save the Captain about getting new parts for this or that system.

TERENS FALCONE, 4TH OFFICER & SHIP'S MEDICAL

Race: Solomani Human male, chronological age: 30/ apparent age 45.
Homeworld/ Birth date: Exeter-Downs, Eloji/ Promise/ Old Expanses, 1172.
Career Path: Premed college, kicked out (One term, 1190-1194); Ship's medical technician on Corsair (One and a half terms, 1195-1202). Experienced NPC.
Location: On the Guild raider ship GMS Burned Offerings Med station, or Cargo hold with the slaves.

History, Personality, & Description:
Terens Falcone, who hails from Eloji (2728/ Promise/ Diaspora) is a tall spare man of 6'1" height, and weighing 100kg, bearded with prematurely thinning hair tied back in a ponytail with an abalone hair pen, with a perpetually bent cigarette dangling from his mouth. Terens is a failed medical student expelled on Eloji for selling final exam answers at the local Medical University College in his graduate Year to underclassmen, and running a prescription drug ring on campus.

Terens is the life of any party; the man with a joke & light for your smoke; the guy who buys everyone drinks, and then chats everyone up, but never has a lot to say about himself. He would do his job aboard ship for free, if a smile and a smoke were all it took to get by in life. He expiates his guilty conscience by using his medical skills.

EVRAAM 'SKYHOOK' DUUKHAMISHKA, LAUNCH PILOT,

Race: Vilani Human male, chronological age: 40/ apparent age 25.
Homeworld/ Birth date: Siirkabadrishar, Gegaasha/ Iusea/ Diaspora, 1160.
Career Path: Guild Merchant Academy, commissioned (1180-1182); Merchant-Trader (One and a half terms, 1183-

1189); Corsair (Three terms, 1190-1202). Elite NPC.

Location: On the Guild raider ship GMS Burned Offerings or the bridge of the 20dton launch.

History, Personality, & Description:

Evraam while only two years Ebraal's junior looks as if he was her twin, and is the typical dark haired & eyed dashing, handsome daredevil darling baby-brother. He wears relic un-powered TL12 combat armor and PLSS for a Vac suit, and keeps both an Imperial Marine 7mm ACR with a 4cm RAM GL as well as a Guild 'Deck sweeper' handy for landing ops.

Evraam enjoys the adrenaline of combat, the drop /climb through atmosphere under fire, and is very much in love with his job. He still has the thirst for cash, and drives a hard bargain when gambling, working, or paying for his dirtside entertainment.

PAOLO & TOMAS BAR-LEV, SHIP'S GUNNERS

Race: Solomani Human male, chronological ages: 30 & 31.

Homeworld/ Birth date: New Bethlehem-Ephraim / Pasdaruu/ Diaspora, 1172 & 1173.

Career Path: Ephraim System Navy (One term, 1191-1195); Corsair (One and a half terms, 1196-1202). Experienced NPC's.

Location: On the Guild raider ship GMS Burned Offerings, the bridge usually, at their turret stations.

History, Personality, & Description:

Fair haired, green-eyed 6' tall and about 97kg each, these two cousins from Ephraim (3118/ Pasdaruu/ Diaspora), who were dishonorably discharged from that world's tiny planetary Navy seven years ago, and joined the ship at Martham. Killing, Shooting, brawling are meat and drink to these two crewmen. In fact the only time they aren't being violent is when they're asleep. Paolo & Tomas do a lot of bragging, and have a desire to impress folks they're more than just deckhands & gunners. The ship's successful record has helped their love lives in Guild Ports, so it hasn't all been talk.

Briggs, Volchek, Casimir, Haralt, Norris, Haalekh, Frisian, Deschamps, Harris, Fox, Daggett, & Ghilley.

Race: Solomani & Mixed Vilani Human males, chronological ages: 30.

Homeworld/ Birth date: New Bethlehem-Martham / Thoezennt/ Old Expanses, 1172.

Career Path: Criminal (One term, 1191-1195); Corsair (One and a half terms, 1196-1202). Experienced NPC's.

Location: On the Guild raider ship GMS Burned Offerings, the common room or their quarters.

History, Personality, & Description:

All Hardened, ruthless men who fight for the credit, caring not a whit for the cause; All of whom hail from Martham (0121/ Thoezennt/ OE), a TL9 world in the Wilds. They are equipped with TL9 equipment from Martham. For aboard ship, they have: TL9 Vac Suit, 10mm snub autopistols and 6mm Accelerator rifles; for slave raiding off ship they have TL6 Flak Jackets, Gas masks, gas grenades and carry the dual receiver Guild 5mm ACR known as the "deck sweeper", with 5mm tranq ammunition for it as well as ball ammunition.

ARCENTURI STATION

NEF SINGH PUMAAR, STATION 'COMMANDER'/MANAGER

Race: Mixed Vilani Human male, chronological age: 36/ apparent age 26.

Homeworld/ Birth date: Siirkabadrishar, Gegaasha/ lusea/ Diaspora, 1166.

Career Path: Guild Merchant Academy, commissioned (1184-1188); Merchant (One term, 1189-1193); Manager-Stationmaster (Two terms, 1194-1202). Veteran NPC.

Location: On the Guild Slaver Station, his quarters or the bridge of the central Xboat tender.

History, Personality, & Description:

Nef Pumaar used to be a Ship's purser/ accountant 4th officer until he acquired "jump sickness", and earned himself this position, and this station keeper's job on the ramshackle space-base of X-boat hulks. He faked his illness to avoid the hassles of planetary combat, preferring today the quiet of space, and being a petty credit-pinching salary-man tyrant here to the more dangerous but lucrative raider's life.

He is dark skinned, stands 5'8", is black haired and sports a fierce looking beard (appearances only), though he always looks neat & tidy. He wears the Guild standard magnum revolver (but probably hasn't had to fire it in his last 2 terms here as Station Master), and because he has a fear of hard vacuum decompression, is usually found in his Vac suit (helmet tied to belt).

Nef is driven by the ambition to gain as much money off his "station", and exhorts slaver Captains passing through to greater "numbers" as he gets a percentage by volume of "product" passing through from the sales, as well as a tidy salary for keeping the space bound "warehouse/ clearing house" here. He always exaggerates the expenses, and is a shrewd enough accountant in cooking his books.

Nef is a coward, and sought this safe job out and faked his jump sickness over 8 years ago. He surrounds himself with goons & guards less intelligent than himself, and believes himself irreplaceable because of this. (They couldn't run the station without me-attitude).

STANNIS CORVUS, GUILD BASE SECURITY CHIEF

Race: Solomani Human male, chronological age: 34.
Homeworld/ Birth date: Soho-Downs, Exage/ Syrs/ Old Expanses, 1172.
Career Path: Criminal (1185-1189); Mercenary (Three terms, 1190-11202). Veteran NPC.
Location: On the Guild slave station security crew quarters.

History, Personality, & Description:

Stannis is a brutal mercenary lifted off the balkanized world of Exage/Old Expanses, he is not half as clever as the Station keeper, but on a station this small, there isn't much call for brains--like where can they run to? Stannis is a petty-tyrant of his own fief here over his eight other goons (experienced mercenary NPC's), likewise from less savory, violent backgrounds.

He is an intimidating looking brutal man, (about 6'5") and wears non-powered TL-12 Solomani-issued relic combat armor (with Vac suit PLSS if EVA is required.), and an accelerator rifle. His sidearm is a sawed off pump shotgun. He goes clean-shaven, and close cropped in hair.

Killing comes easily to him, but this is tempered by the fact that dead slaves bring nothing to his paycheck. He is not intentionally cruel, but he is not gentle either when herding new 'product' aboard (pushing, shoving, slapping, etc but no 'permanent marks'). He knows they just baby-sit their wares until they're taken off and sold. Likewise, wanton mayhem among female slaves is prohibited, as it ruins resale value, and he has spaced a guard before for "breaking the rules". Stannis is a well-paid mercenary leader, with an easy gig, and he likes it that way.

Animals

ZERCOA

A sea-borne mammal that feeds on shellfish and other minor prey on the seafloor, It is 2m long, with a dark grey skin, a rounded head with flat slabs of bone acting as crude blunt jaws, suitable for shifting through seabed mud for crustaceans such as sea scorpion hatchlings. It has a streamlined body similar to small Terran whales and two small backward facing tusks protruding from its mouth. It is a nimble seafloor hunter. Idsurian fishermen regard this animal as a pest, as it's searching for food often severely damages areas being harvested for shellfish.

Omnivore – Hunter
Large 400kg, Wounds 17/9
Teeth+1, Damage 2
Armor: None
Attack 10, Flee 6, Speed 1

ARMORED FISH

A huge and vicious carnivore over 8 meters long, with a heavily armored head and two huge bone mandibles to bite prey. It is a deep-water predator but has been known to approach within a few hundred meters of shore in search of prey. It is the predator at the top of the food chain and has been essentially unchanged for 50 million years.

Carnivore – Killer
Huge 3200kg, Wounds 29/14
Teeth+1 Damage 11
Armor: Cloth
Attack 0, Flee 9, Speed 4

SEA SCORPION

The sea scorpion is a large crustacean like creature at home both in the water and on land. It crudely resembles a Terran scorpion, although its tail / rear abdomen ends in a flat paddle rather than a stinger. The creature is approximately 0.5m high and 2m long. The rear 1.5m is made up of its large tail/ rear abdomen. The forward end of the body serves as the base for the creatures 6 legs and two large powerful spiked arms that sweep prey into its mouth. Sea scorpions are generally brown to blend in with the ocean floor.

The sea scorpion lays eggs during April on various beaches, and they hatch in mid May. The 2-inch long hatchlings feast upon algae blooms and dead fish carcasses. They take 6 years to grow to adulthood. Young and fully mature specimens hunt in coastal waters, and use their air breathing adaptations to survive in oxygen-depleted waters. They can also function on land and in freshwater during the summer months when rivers dry up and food becomes scarce.

Omnivore – Hunter
Medium 150kg, Wounds 15/8
Claws, Damage 4
Armor: Mesh
Attack 4, Flee 8, Speed Water 2, Land 1

CHIRPER

The Chirper is a small bipedal reptilian creature native to Tiniyd. It has two small vestigial wings but is unable to fly. It is 1.2 meters high with a light grey skin. The Chirper is a timid animal and is likely to flee dangerous encounters. If forced to fight it will use a bony talon on its foot to rake attackers (using its wings to gain an increase in range and momentum).

The Chirper is at best semi-intelligent but can be trained to perform simple task under human supervision. It has remarkable manual dexterity for such a small creature. Its bones are light-weight and hollow (evolved for flight) and the

Chirper will take double damage from melee combat with any large opponent

Omnivore – Gatherer
Small 25kg, Wounds 7/2
Claws, Damage 2
Armor: None
Attack 12, Flee 4, Speed 2

The Chirper does have two Psionic abilities that are unknown to the Idsurian Republic. These are Invisibility and Homing. The Chirper can make itself invisible to any non-Psionic animal / human within 400m, and its homing ability allows it to locate the rest of its pack.

Vessels

RCES SERENDIPITY

A relic TL-15 scout courier that has been upgraded with Jump-3 drives, associated power plant and controls and additional accommodation to support RCES long-range covert assignments. The Serendipity requires a crew of 4, a pilot, gunner, engineer and a sensor operator/navigator.

Classic Traveller

SC-1232631-000000-40000-0 100tns MCr 72.63

BB 1 TL-15

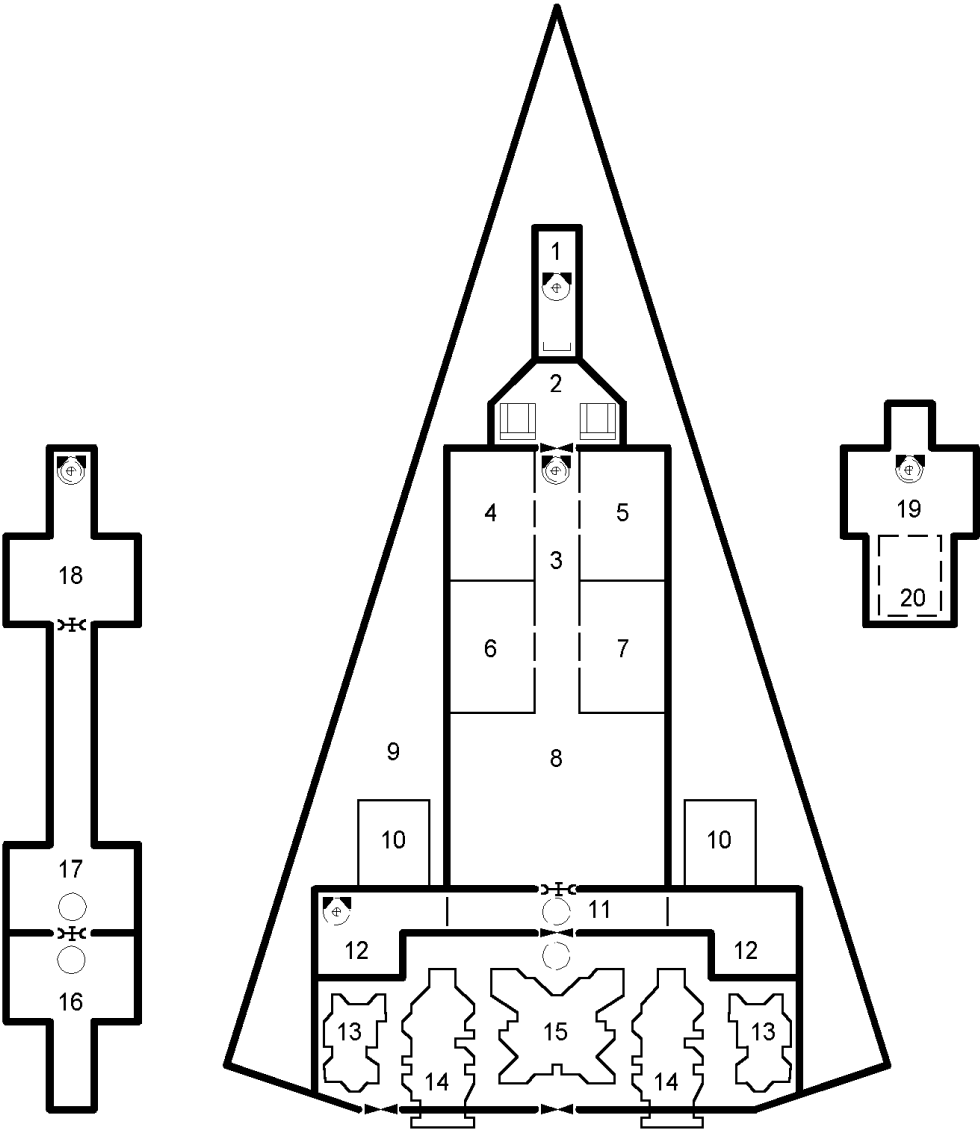
B 1 Crew 4

Fuel plant & scoops, Fuel = 36, EP = 6, Ag = 2, Troops = 0
Pass = 2 (2 x SSR), Cargo = 2, Low = 0, Craft = None
Crew 4 (Pilot, Navigator/Sensor Operator, Gunner, Engineer)
4x LSR.

The mysterious Chirper.



RCES SERENDIPITY - MODIFIED RELIC SCOUT / COURIER



- | | | | |
|----|-----------------------|----|-----------------------|
| 1 | Avionics bay | 11 | Engineering Accessway |
| 2 | Bridge | 12 | Small Staterooms (2) |
| 3 | Corridor | 13 | Jump Drive (2) |
| 4 | Pilot's Stateroom | 14 | Manoeuvre Drive (2) |
| 5 | Navigators' Stateroom | 15 | Power Plant |
| 6 | Gunner's Stateroom | 16 | Gunnery Station |
| 7 | Engineer's Stateroom | 17 | Upper Cargo Hold |
| 8 | Common Area / Galley | 18 | Forward Avionics |
| 9 | Fuel Tanks | 19 | Lower Cargo Bay |
| 10 | Landing Legs | 20 | Cargo Lift |

MARAXIAN FREE TRADER – USHUGAAM STAR

A modified relic TL-10 Morraine Class A1 Free Trader previously in the service of the TED of Marax. The vessel is now in the service of the provisional Marax government after the RCES decapitation strike on the TED “Ushugaam II”. It is crewed by a mixture of trusted Marax sailors from the old regime; a handful of technical qualified rebels and some RC sponsored “Lancers”

The “Ushugaam Star” is a modified A1-A version of the basic Morraine Class Free Trader with a larger power plant (to support agility and weapons) as well as weapons mounted in its two triple turrets.

The “Ushugaam Star” requires a crew of 7, a pilot, 2 gunners, engineer, medic, steward and a sensor operator/navigator.

Classic Traveller

A1A-2211211-040000-20000-0 200tns MCr 91.986

BB 1 1 TL-10

B 1 1 Crew 7

Fuel plant & scoops, Fuel = 24, EP = 4, Agility = 1, Troops = 0

Pass = 3 High (3 x LSR), Cargo = 75, Low = 20, Craft = None

Crew: 7 (Pilot, Navigator/Sensor Operator, 2 Gunner, Engineer, Medic, Steward) 7x LSR.

The basic A1 Morraine Free Trader has a smaller power plant (EP output 2EP, no excess) has empty turrets, carries a crew of 5 (no gunners) and two extra passengers. It also has 4tns less fuel. This increases the cargo space to 86tns with a cost of MCr64.436

GMS BURNED OFFERINGS

The Guild Merchant Vessel Burned Offerings is an upgraded TL-10 Petty class subsidized merchant (a streamlined version of the classic Type R). It has been further upgraded with Jump-3 drives and a Model/3 computer, but still suffers from the original merchant sensors and a limited weapons array.

Classic Traveller

SM-4231331-040000-30000-0 400tns MCr 259.176

BB 1 1 TL-10/12

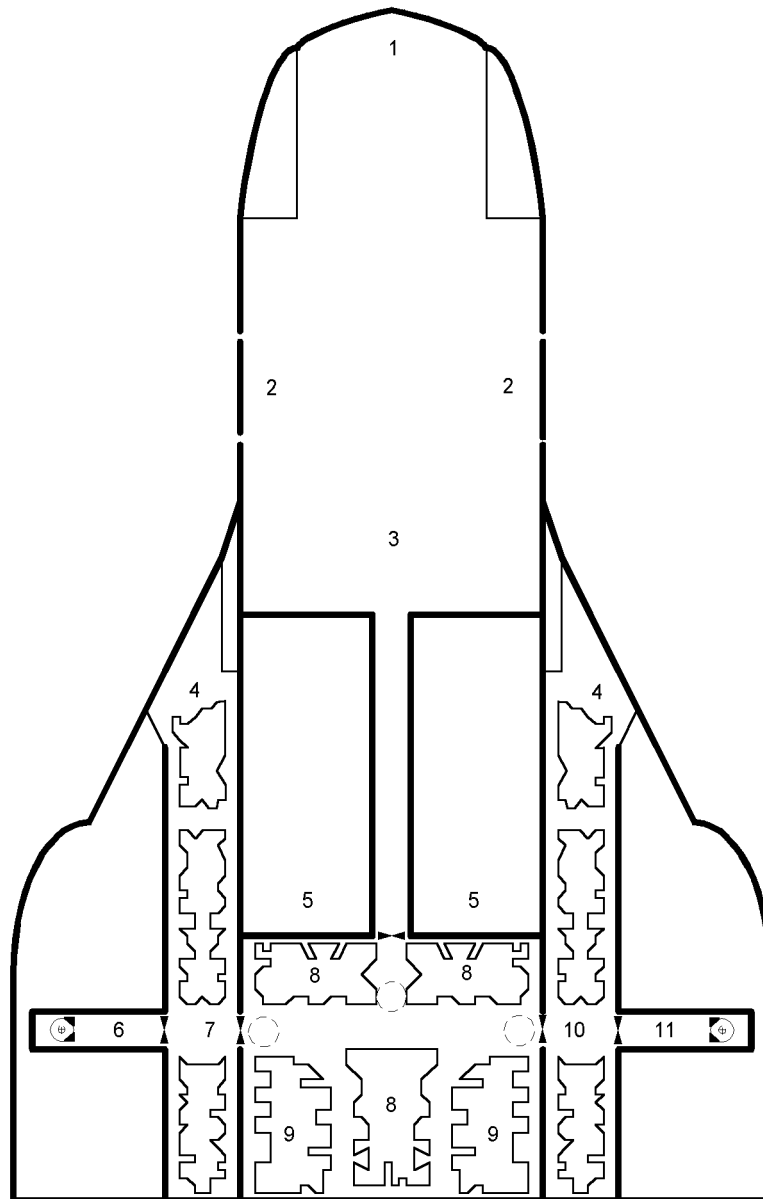
B 1 1 Crew 7

Fuel plant & scoops, Fuel = 132, EP = 12, Ag = 1, Troops = 0

Pass= 6 (6 x SSR), Cargo = 98.5, Low = 9, Craft = 20tn launch

Crew 7 (Pilot, Navigator/Sensor Operator, 2 Gunner, 2 Engineer, Medic) 7x LSR.

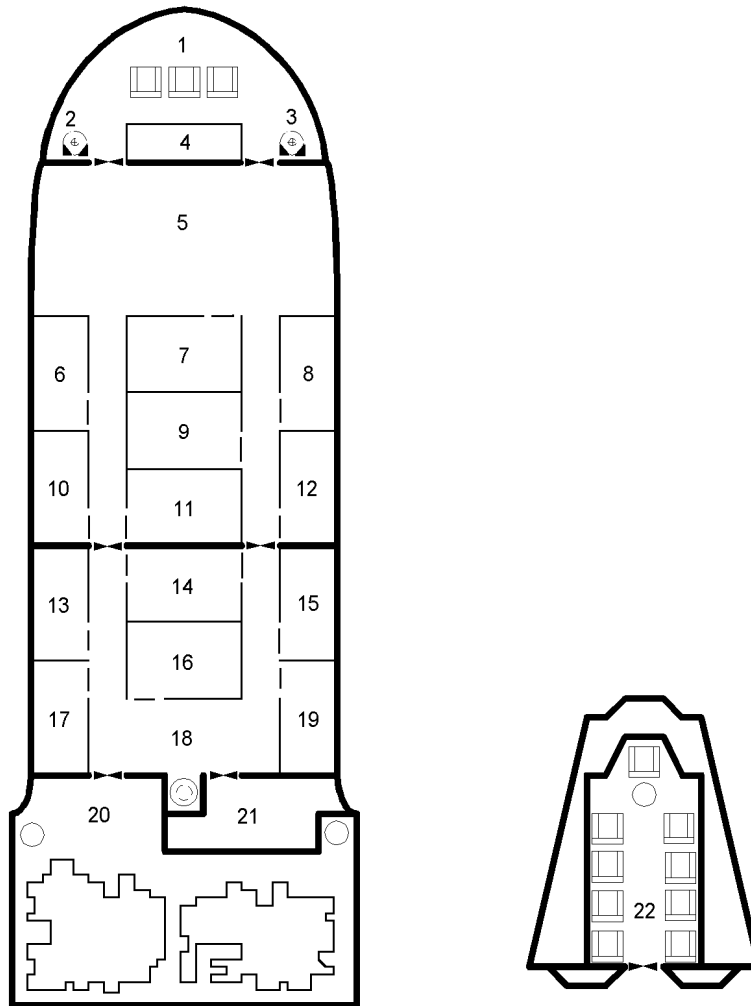
**GMS BURNED OFFERINGS
GUILD MODIFIED SUBSIDISED MERCHANT**



LOWER DECK

- | | |
|-------------------------|---------------------------------|
| 1. Bow Doors | 7. Port Jump Drive |
| 2. Side Doors | 8. Power Plant |
| 3. Cargo Hold | 9. Manuever Drive |
| 4. Fuel Scoops | 10. Starboard Jump Drive |
| 5. Fuel Tanks | 11. Starboard Crawlway |
| 6. Port Crawlway | |

**GMS BURNED OFFERINGS
GUILD MODIFIED SUBSIDISED MERCHANT**



UPPER DECK AND LAUNCH

- | | |
|--------------------------------------|--------------------------------------|
| 1. Bridge | 12. Stateroom - Gunners |
| 2. Laser Turret Acces | 13. Stateroom - Troops |
| 3. Sandacster Turret Access | 14. Stateroom - Troops |
| 4. Computer | 15. Stateroom - Troops |
| 5. Forward Lounge | 16. Stateroom - Troops |
| 6. Stateroom - Captain | 17. Stateroom - Troops |
| 7. Stateroom - First Officer | 18. Galley |
| 8. Stateroom - Medic | 19. Stateroom - Troops |
| 9. Stateroom - C. Engineer | 20. Engine Room - Power Plant |
| 10. Stateroom - Launch Pilot | 21. Low Berths |
| 11. Stateroom - Asst Engineer | 22. 20dton launch |

IISS PURCELL CLASS XBOAT TENDER

The Purcell class Xboat tender was a common IISS design found through the 3rd Imperium at every world on the Xboat Network. The tenders supplied, and maintained the Xboat fleet as well as acting as communications relays, transports and misc. support for the Xboats and their crews. The most unusual feature of the Purcell tender is its cavernous Xboat hanger, capable of carrying 600 tons of vessel.

Classic Traveller

XT-A311132-040000-20002-0 1000tns MCr 338.856
BB 1 1 1 TL-10
B 1 1 1 Crew 10
Fuel plant & scoops, Fuel = 110, EP = 10, Ag = 0, EmAg = 1, Troops = 0
Pass= 0, Cargo = 58, Low = 20, Craft = None, Laboratory, Machine Shop,
Pop Turret, Pulse Lasers, and Hanger Deck: Capacity 600tns
Crew 10 (Pilot, Navigator, 3 Gunner, 3 Engineer, Medic, Commo Officer) 10x LSR.

GUILD BASE

The Guild base in the Tiniyd system is made up of three Purcell class Xboat tenders arranged in line abreast and joined by a crude external scaffolding. Only the center hull is fully operational. The two outer hulls only have operational weapons and accommodation; all other systems have been cannibalized for spares. The drives on the single working hull are insufficient to move the station into jump or perform anything more than orbital correction. If the central hull was separated from the two outer hulls, the drives on the central hull are sufficient to move the remains of the station at Jump-1 and 1G acceleration.

Classic Traveller

XT-3300032-040000-20002-0 3000tns MCr 578.496
BB See Below TL-10
B 3 3 3 Crew 17
Fuel plant & scoops, Fuel = 330, EP = 10, Ag = 0, Troops = 9, 0.3G maneuvering thrust,
Pass= 4 (4 x LSR), Cargo = 174, Low = 60, Craft = None, 3 x Laboratory,
3 x Machine Shop, 3 x Pop Turret, Pulse Lasers, 3 x Hanger Deck: Capacity 600tns
Crew 17 (Station Master, Pilot, Navigator, 9 Gunner, 3 Engineer, Medic, Commo Officer,) 17x LSR.

The three missile batteries are located in pop-turrets on the base's dorsal and ventral surfaces. Missile batteries 1 & 3 can not bear on targets below the base, whilst missile battery 2 can not bear on targets above the station.

Two pulse laser turrets are located on the base's ventral surface and can not engage targets above the base. Pulse laser turret 2 can only not bear on targets below the base. All three pulse laser turrets can bear on targets fore and aft.

Sandcaster turret 2 is mounted on the dorsal surface of the base and can engage targets fore, aft and above the base. Sandcaster turrets 1 & 3 are mounted on the ventral / sides of the base and can bear on targets fore and aft as well as targets to the side of the base. Pulse laser turret 1 can bear targets to the left, and pulse laser turret 3 can bear on targets to the right of the base.

MARAX COVERT TRANSPORT SUBMARINE

Design by Ushugaam I during the unification wars on Marax. It was designed to covertly re-supply isolated military bases and to insert small commando teams. It is unarmed in keeping with its cover mission. The submarine has a crew of 7: captain, helmsman, navigator/sensor operator, medic/steward and three engineers. The captain has his own small cabin, but the rest of the crew are forced to endure cramped accommodation.

It can hold a team of 8 commandos in cramped quarters in a separate compartment with its own galley facilities. This compartment can be pressurized separately to allow decompression of divers. The cargo area (11.76 dtons) is also designed to be flooded to allow the underwater unloading of cargo.

Several of these vessels are still in service with the Marax military and several others have been transferred to the Marax Merchant Marine

The submarine is a Tech Level 6 design massing nearly 36 displacement tons and armored to the equivalent of an ATV. The reinforced hull allows diving operations down to 60m. The vessel costs Cr1,890,060

The submarine is powered by a internal combustion engine for surface operation and a battery powered drive system for underwater use. The submarine can operate for 6 days on the surface (using 4.5 dtons of fuel) and 1 day underwater before recharging. The submarine has a maximum speed of 10kph on the surface and 5kph underwater.

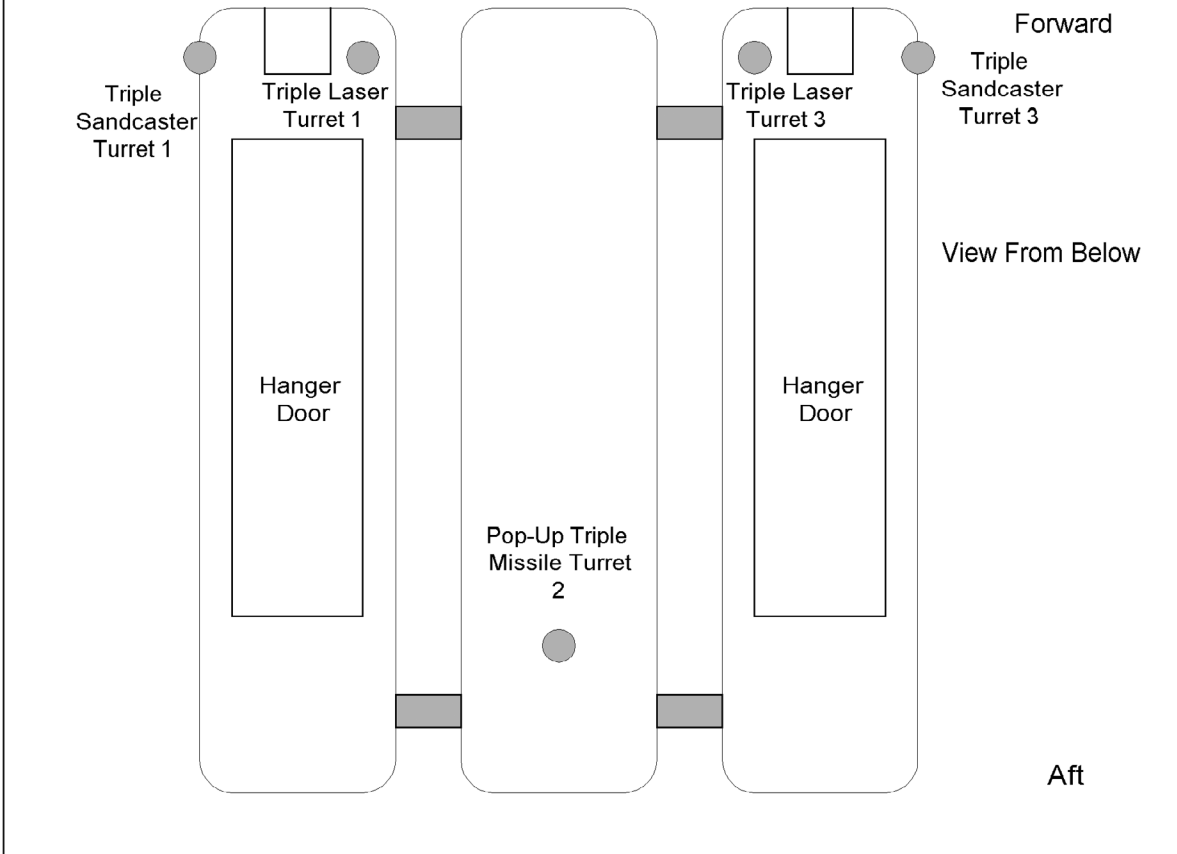
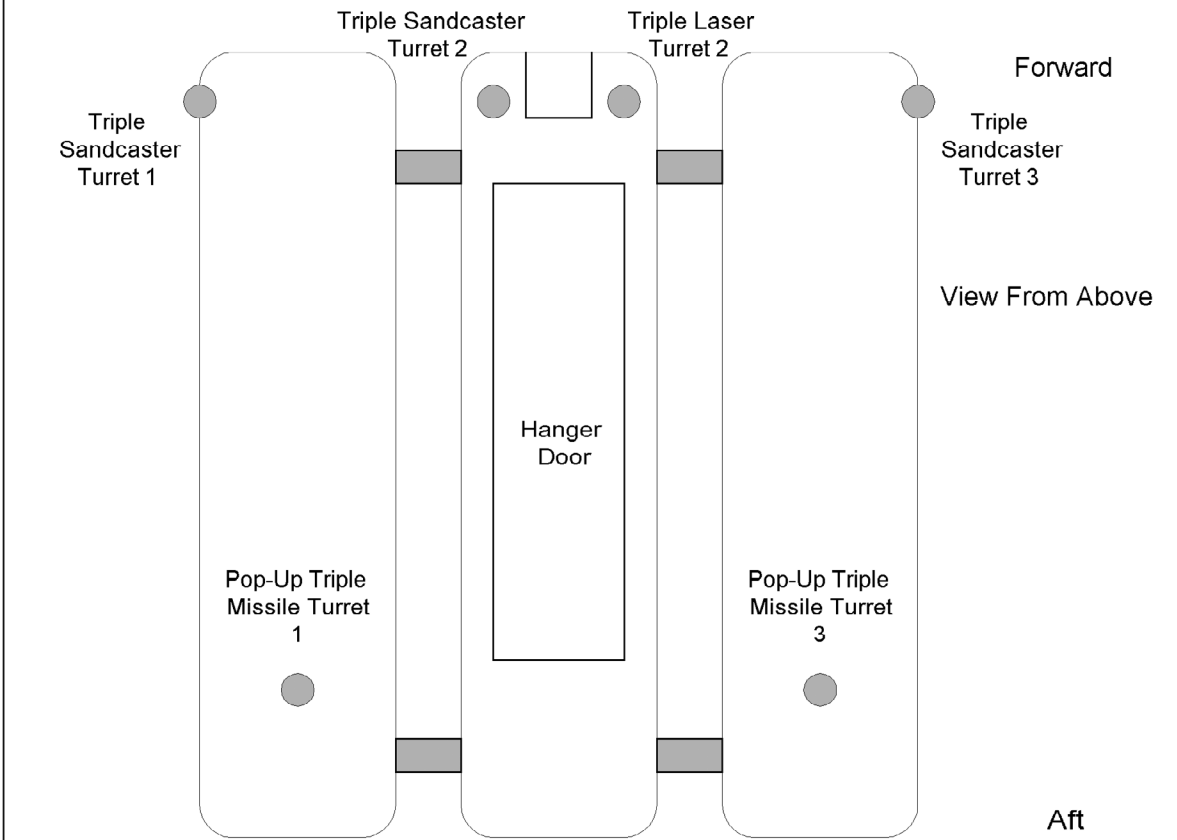
Typically for a TL6 design the submarine has limited sensors and communications, primarily a 5km sonar system backed up by 6 lights with a 6m range and the ships periscope.

Communications are limited to a 500km radio system.

The following equipment rounds of the submarine's standard fixtures:

- 2 galleys (8 people each),
- 2 freshers,
- 2 freshers/showers,
- sickbay,
- winch Str 10,
- airlock,
- high pressure pump (ballast),
- low pressure pump (cargo hold),
- low pressure pump (passenger area pressurization).

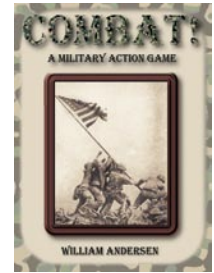
Guild Space Station - Turret Locations



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