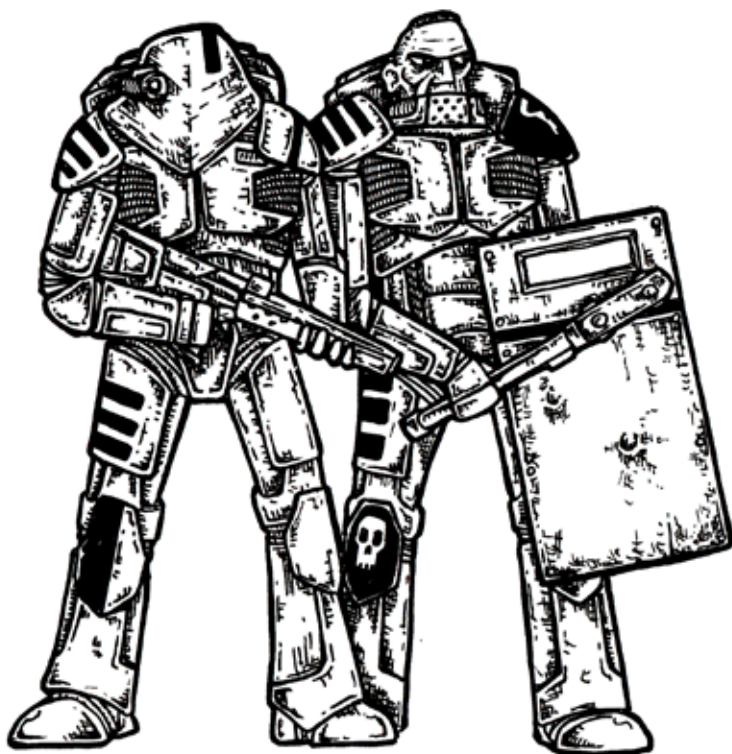


WARPSSTAR! HEGEMONY



WARPSTAR! HEGEMONY



A SETTING SUPPLEMENT FOR THE SCI-FI ROLE
PLAYING GAME INSPIRED BY THE EARLY DAYS
OF BRITISH TABLETOP GAMING

Written by Greg Saunders

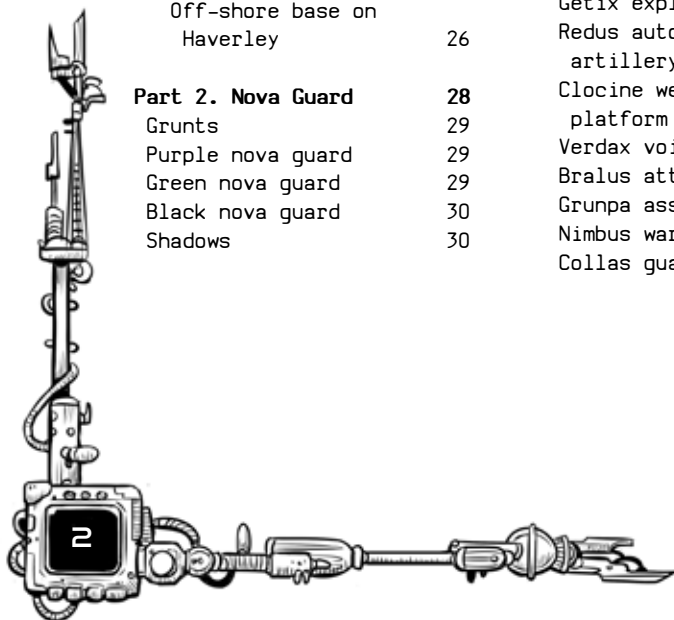
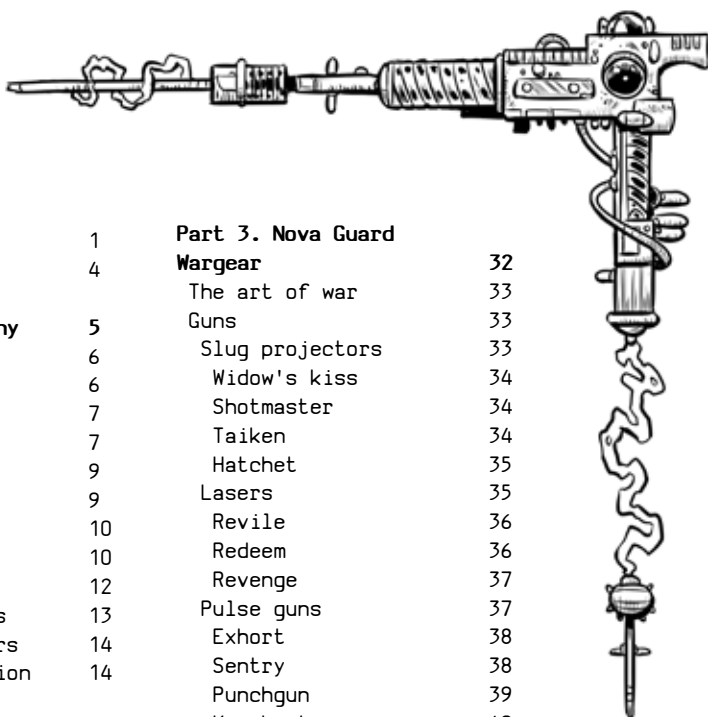
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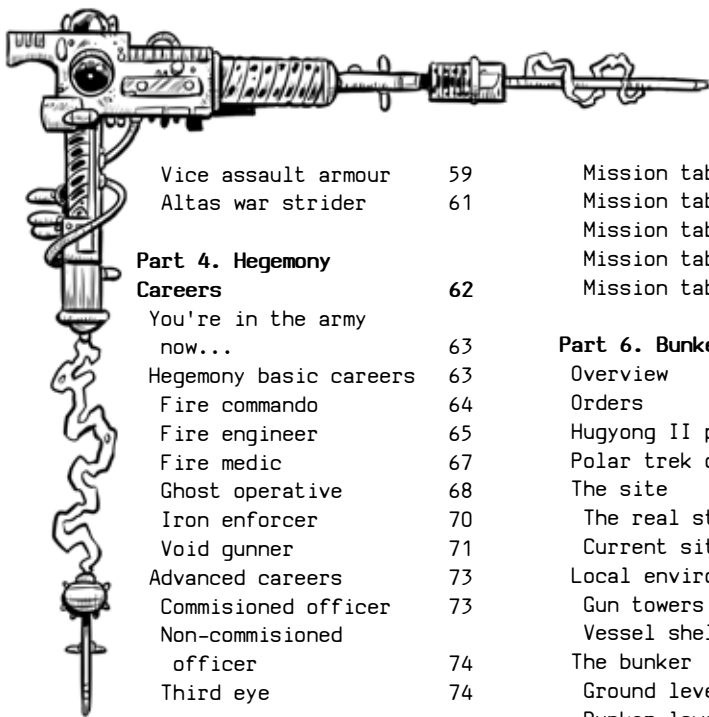


FIRE RUBY
DESIGNS

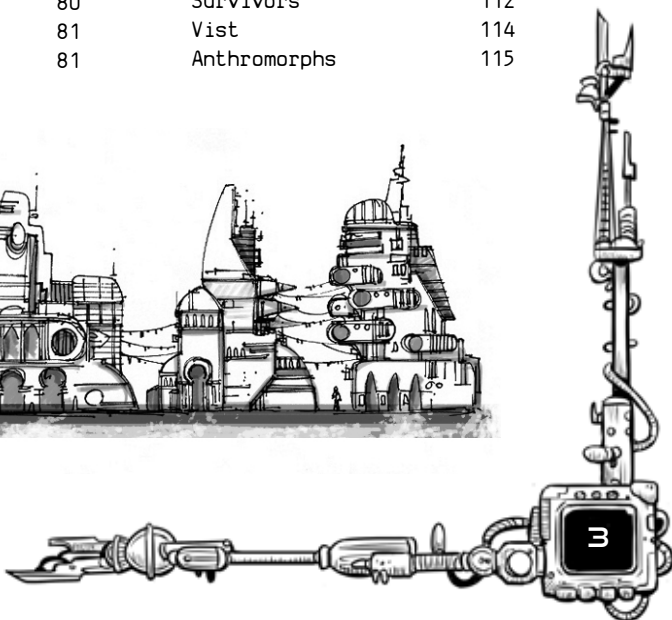
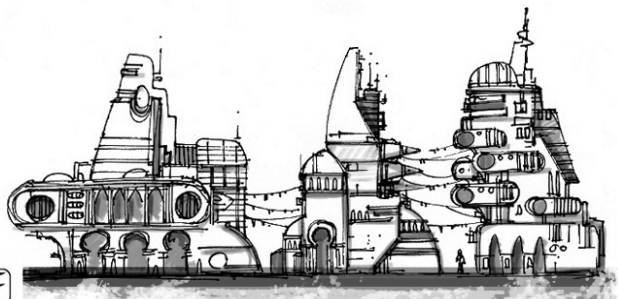
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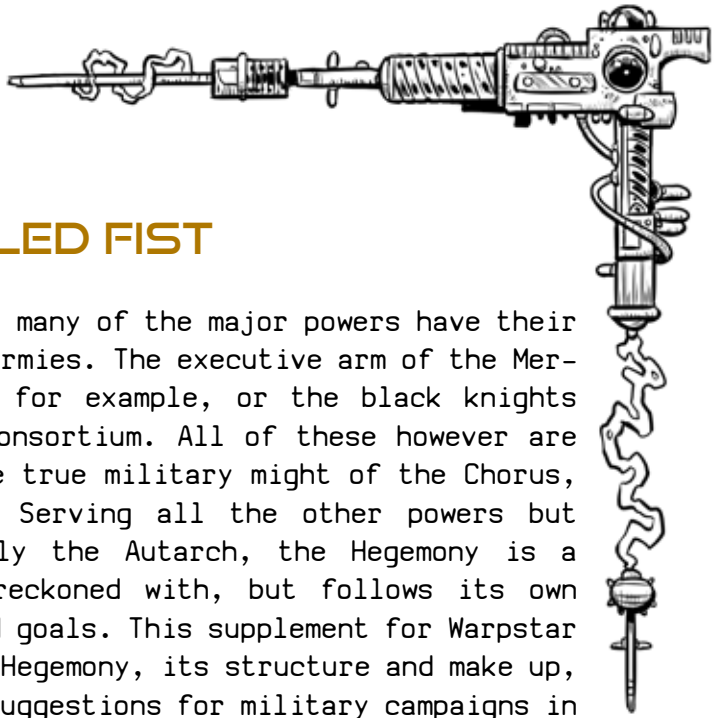
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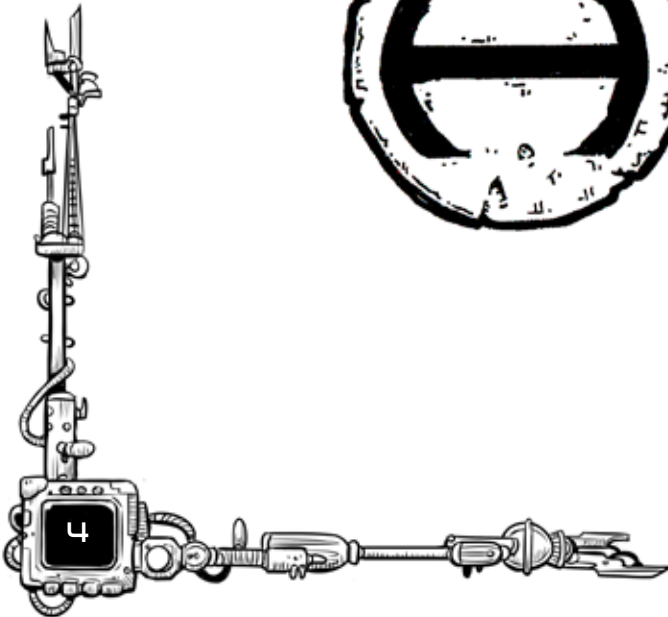
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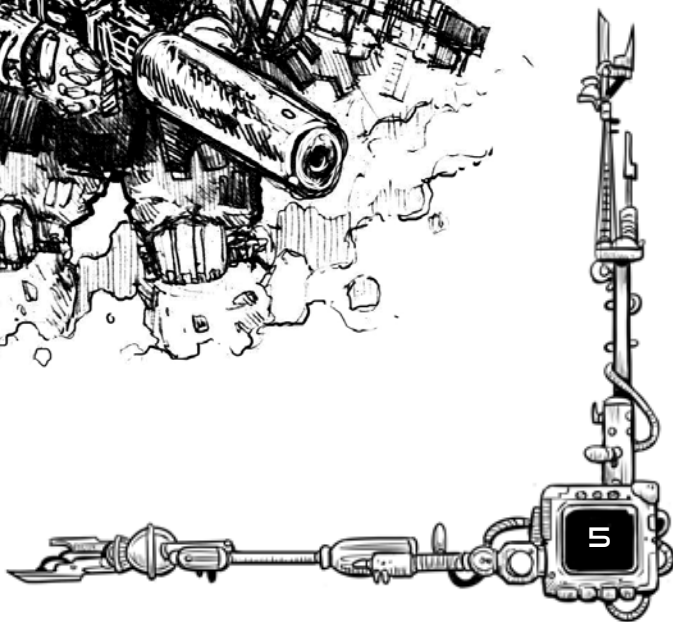
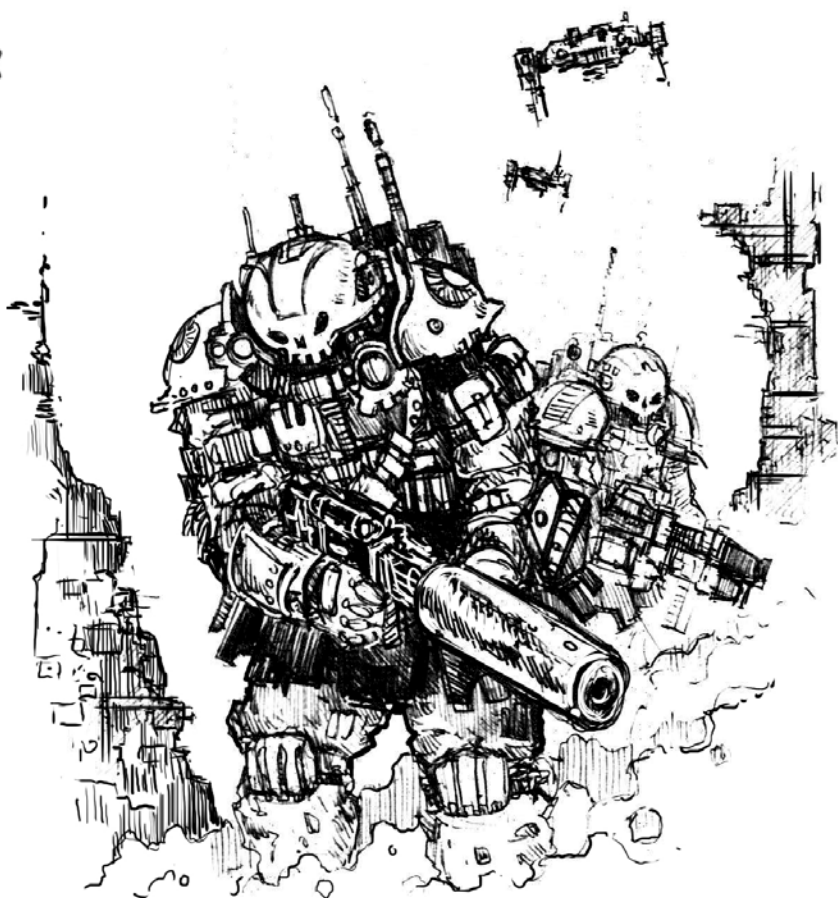
THE MAILED FIST

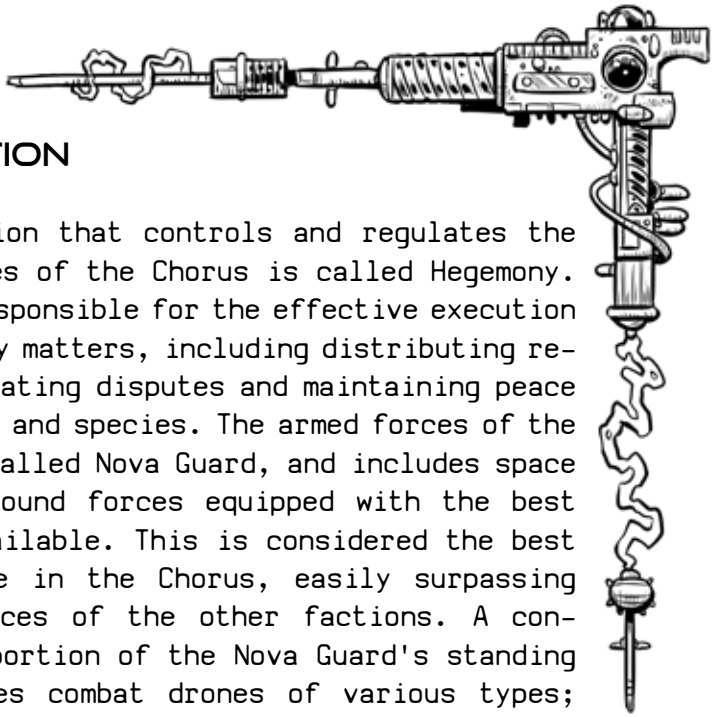
In the Chorus, many of the major powers have their own standing armies. The executive arm of the Merchant Combine for example, or the black knights of the Warp Consortium. All of these however are dwarfed by the true military might of the Chorus, the Hegemony. Serving all the other powers but most especially the Autarch, the Hegemony is a force to be reckoned with, but follows its own strategies and goals. This supplement for Warpstar describes the Hegemony, its structure and make up, and provides suggestions for military campaigns in the Chorus of Worlds.





PART 1. THE HEGEMONY





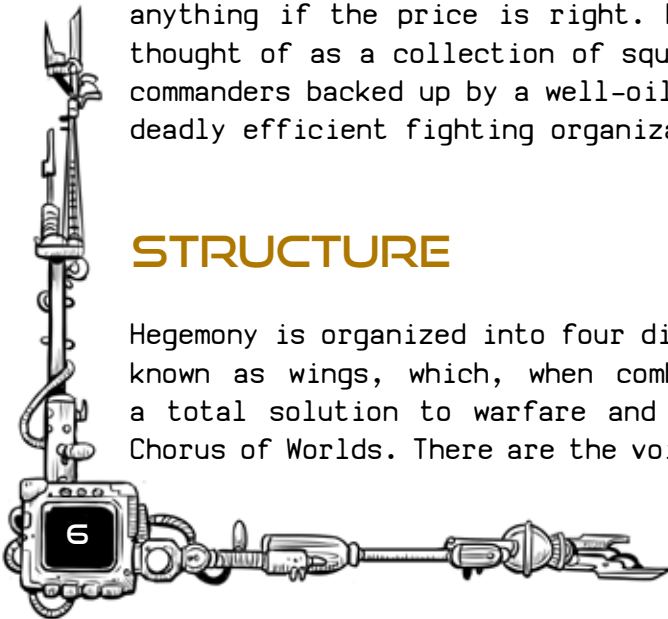
INTRODUCTION

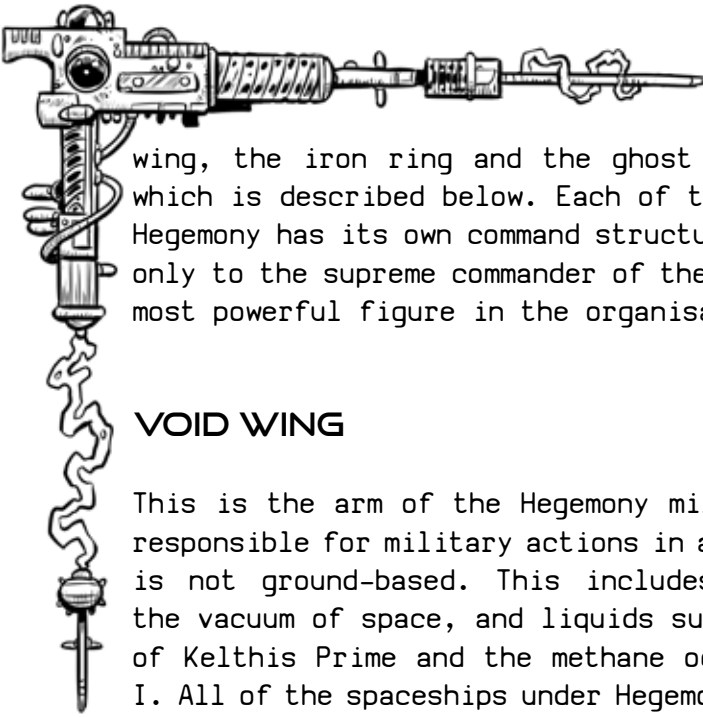
The organization that controls and regulates the military forces of the Chorus is called Hegemony. Hegemony is responsible for the effective execution of all military matters, including distributing resources, regulating disputes and maintaining peace between worlds and species. The armed forces of the Hegemony are called Nova Guard, and includes space as well as ground forces equipped with the best technology available. This is considered the best fighting force in the Chorus, easily surpassing the armed forces of the other factions. A considerable proportion of the Nova Guard's standing force comprises combat drones of various types; these are much more prevalent in Hegemony than in any other force.

Hegemony is a huge organization with many layers and components, and so is unsurprisingly rife with political infighting, corruption and inertia. Getting the various inner factions to agree on a course of action is notoriously difficult, and some of the more corrupt Hegemony groups will do anything if the price is right. Hegemony is best thought of as a collection of squabbling military commanders backed up by a well-oiled machine and a deadly efficient fighting organization.

STRUCTURE

Hegemony is organized into four distinct entities, known as wings, which, when combined, represent a total solution to warfare and policing of the Chorus of Worlds. There are the void wing, the fire





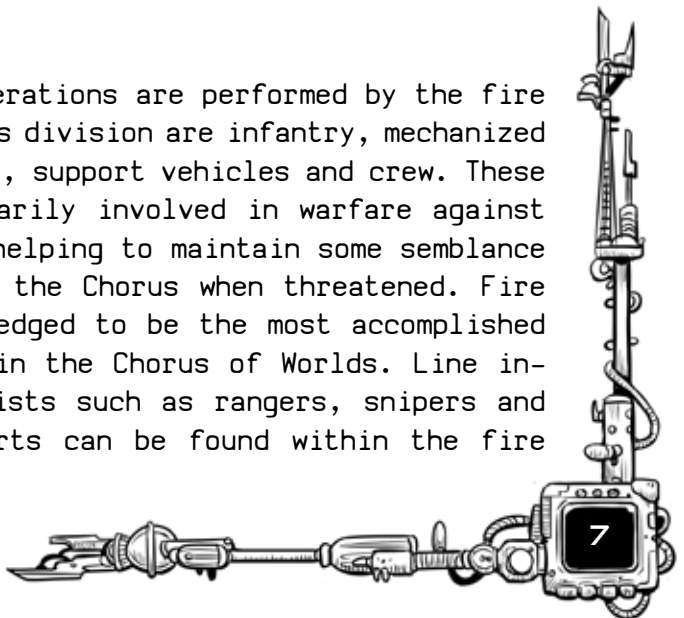
wing, the iron ring and the ghost wing, each of which is described below. Each of the arms of the Hegemony has its own command structure and answers only to the supreme commander of the Hegemony, the most powerful figure in the organisation.

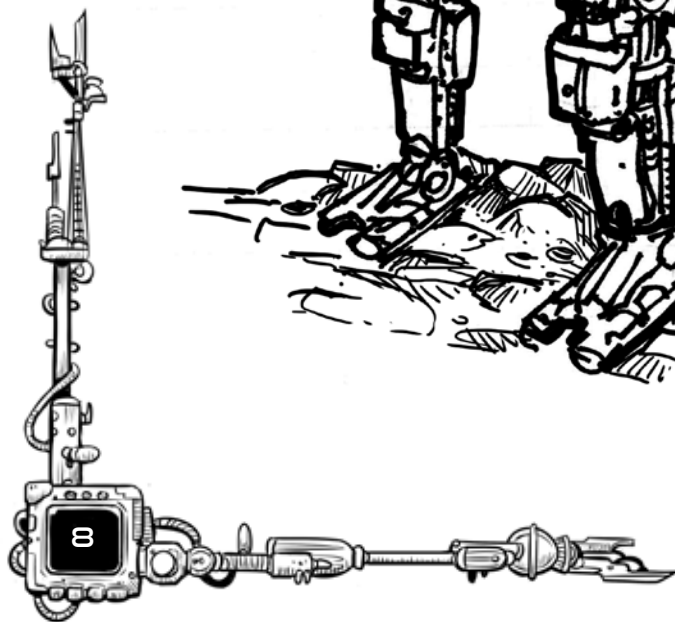
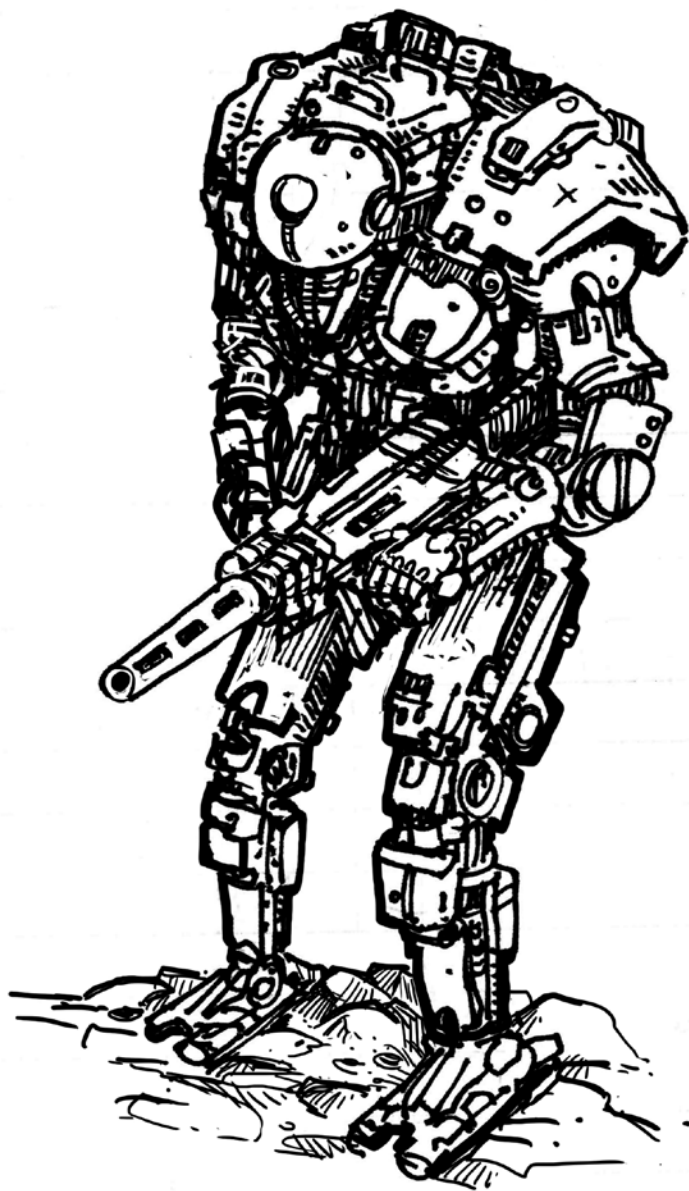
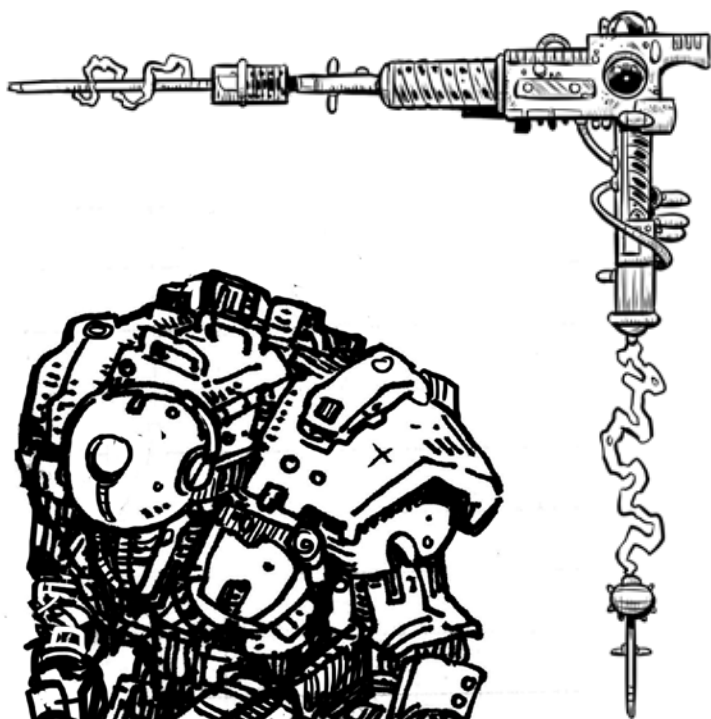
VOID WING

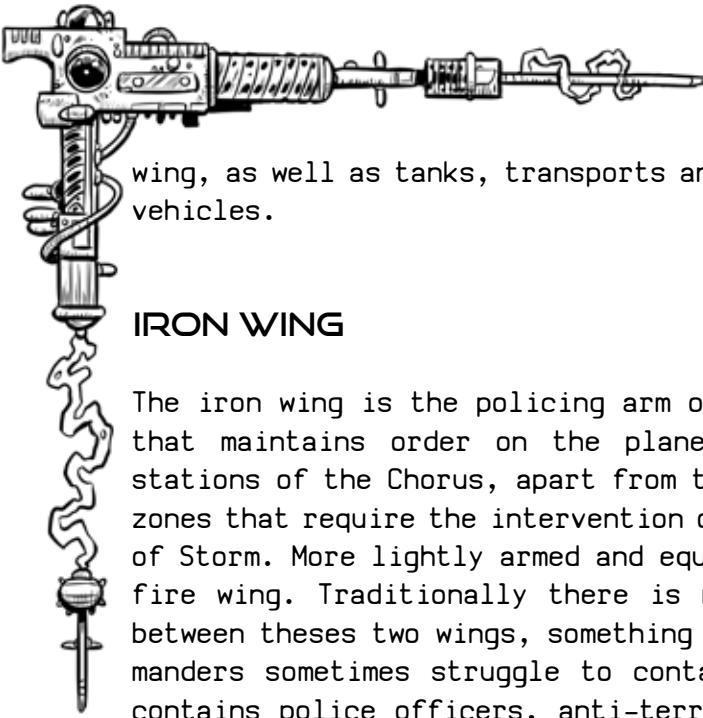
This is the arm of the Hegemony military that is responsible for military actions in any medium that is not ground-based. This includes atmospheres, the vacuum of space, and liquids such as the seas of Kelthis Prime and the methane oceans of Gessi I. All of the spaceships under Hegemony control are part of the void wing, and they are responsible for the warfare around across the vast volumes of space that make up the Chorus. The void wing includes pilots, their support crews, marines, and specialist V-troopers (soldiers trained for operations under vacuum) within its organization, as well as spaceships, aircraft and marine vessels.

FIRE WING

Ground-based operations are performed by the fire wing. Within this division are infantry, mechanized and drone forces, support vehicles and crew. These forces are primarily involved in warfare against alien species, helping to maintain some semblance of stability to the Chorus when threatened. Fire wing is acknowledged to be the most accomplished fighting force in the Chorus of Worlds. Line infantry, specialists such as rangers, snipers and demolition experts can be found within the fire







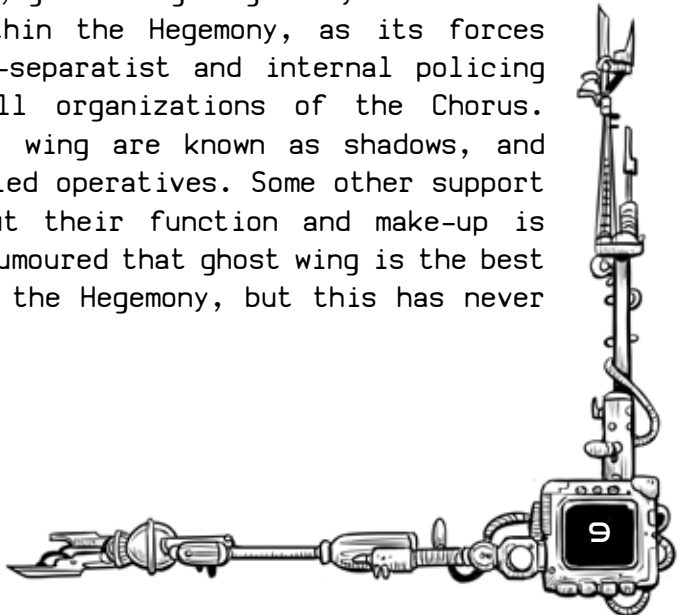
wing, as well as tanks, transports and myriad other vehicles.

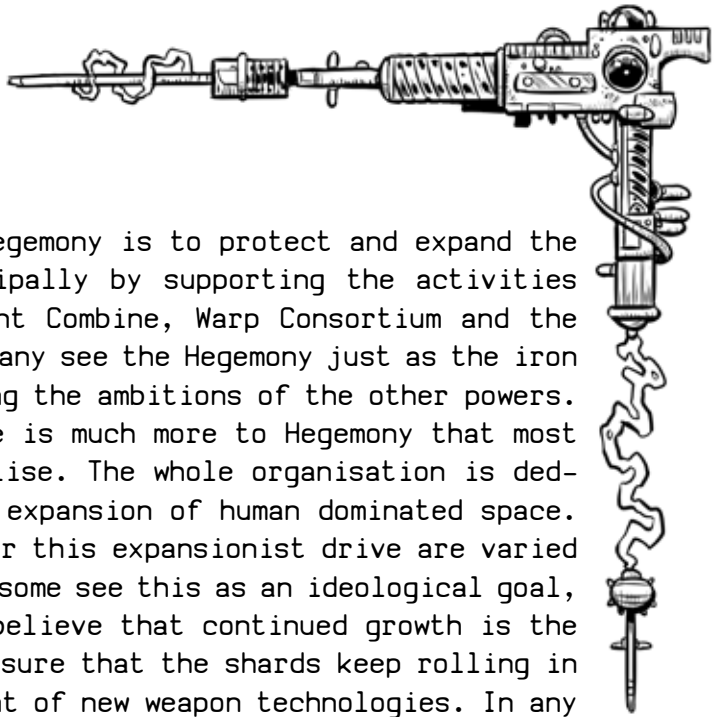
IRON WING

The iron wing is the policing arm of the Hegemony that maintains order on the planets, moons and stations of the Chorus, apart from the various war zones that require the intervention of the Canticle of Storm. More lightly armed and equipped than the fire wing. Traditionally there is much jealousy between these two wings, something which the commanders sometimes struggle to contain. Iron wing contains police officers, anti-terrorist specialists, riot teams and internal security officers, as well as support staff and vehicles.

GHOST WING

The infiltration and covert arm of Hegemony is known as the ghost wing. An organization of unknown size and make-up, ghost wing is greatly feared both outside and within the Hegemony, as its forces perform counter-separatist and internal policing functions in all organizations of the Chorus. Agents of ghost wing are known as shadows, and are highly skilled operatives. Some other support teams exist, but their function and make-up is unknown. It is rumoured that ghost wing is the best equipped arm of the Hegemony, but this has never been confirmed.



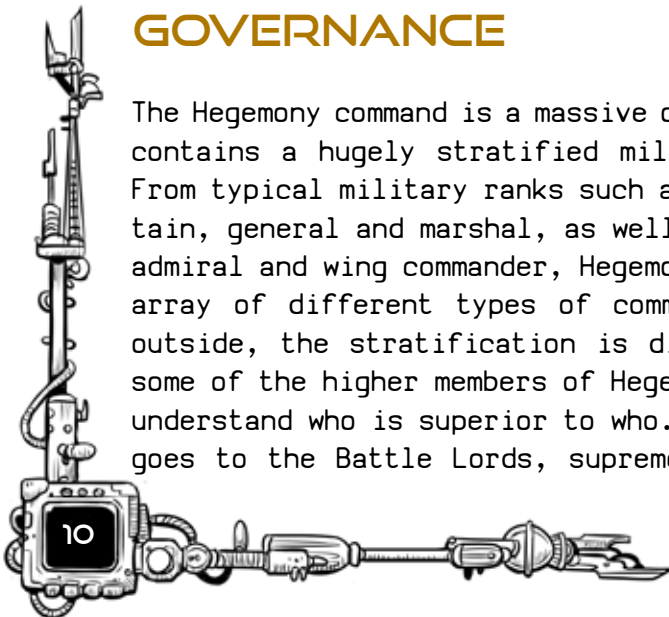


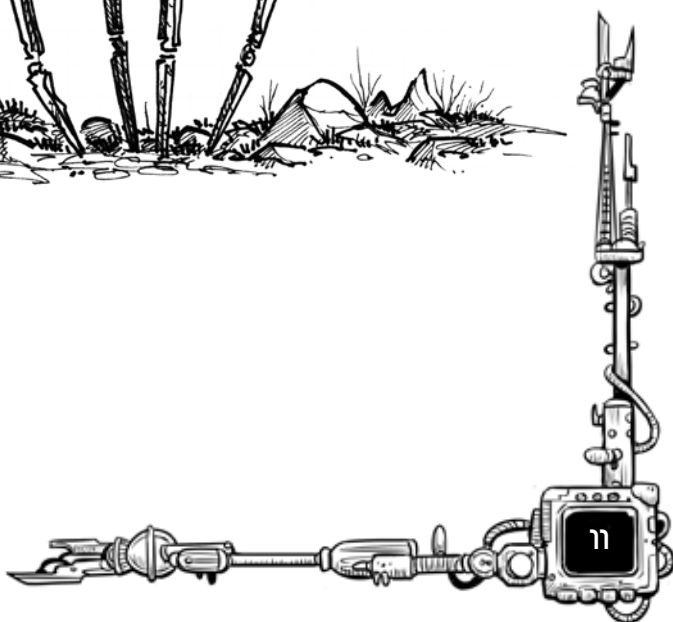
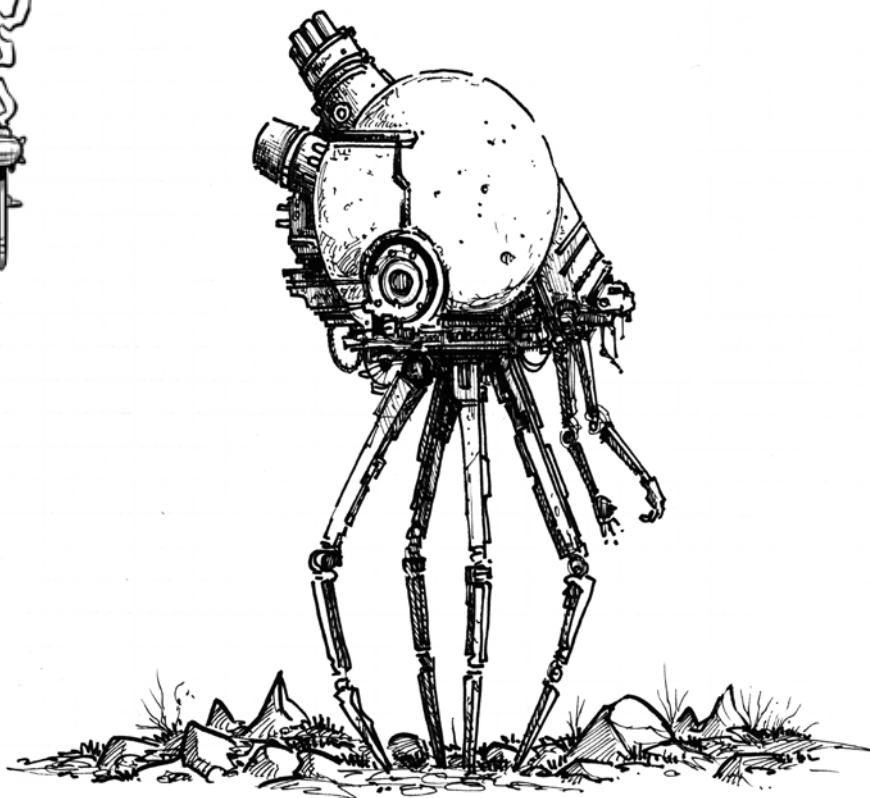
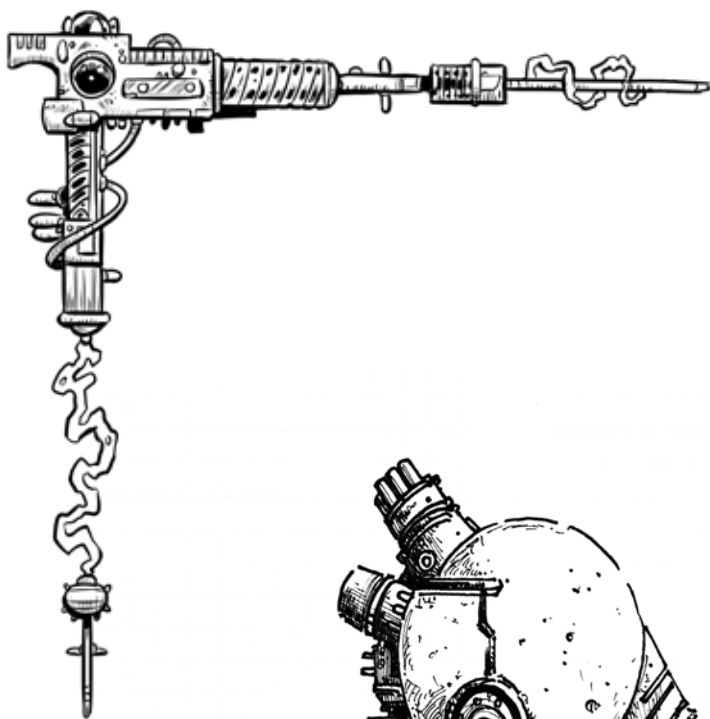
ROLE

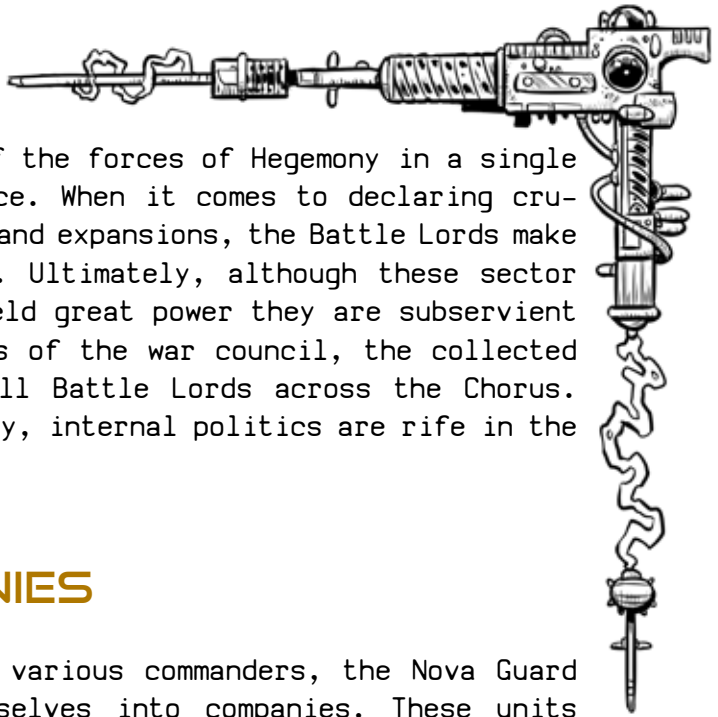
The role of Hegemony is to protect and expand the Chorus, principally by supporting the activities of the Merchant Combine, Warp Consortium and the Autarch, and many see the Hegemony just as the iron fist supporting the ambitions of the other powers. However, there is much more to Hegemony that most observers realise. The whole organisation is dedicated to the expansion of human dominated space. The reasons for this expansionist drive are varied - internally, some see this as an ideological goal, while others believe that continued growth is the only way to ensure that the shards keep rolling in for development of new weapon technologies. In any case, in some aspects it is Hegemony that drives the other powers - for example the Warp Consortium may be considering annexing a planet for its rare resources, only to find out post-action that Hegemony has already stormed the world on their behalf. Needless to say, this sometimes causes political conflicts between the forces of the Chorus.

GOVERNANCE

The Hegemony command is a massive organisation that contains a hugely stratified military structure. From typical military ranks such as sergeant, captain, general and marshal, as well as navy such as admiral and wing commander, Hegemony is a dizzying array of different types of commander. From the outside, the stratification is dizzying and even some of the higher members of Hegemony struggle to understand who is superior to who. Overall command goes to the Battle Lords, supreme commanders who







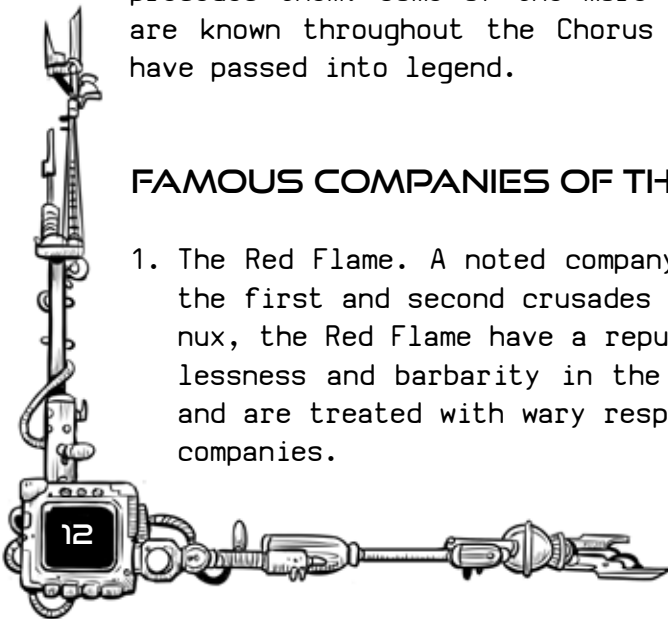
control all of the forces of Hegemony in a single sector of space. When it comes to declaring crusades, purges and expansions, the Battle Lords make the decisions. Ultimately, although these sector commanders wield great power they are subservient to the demands of the war council, the collected assembly of all Battle Lords across the Chorus. Needless to say, internal politics are rife in the organisation.

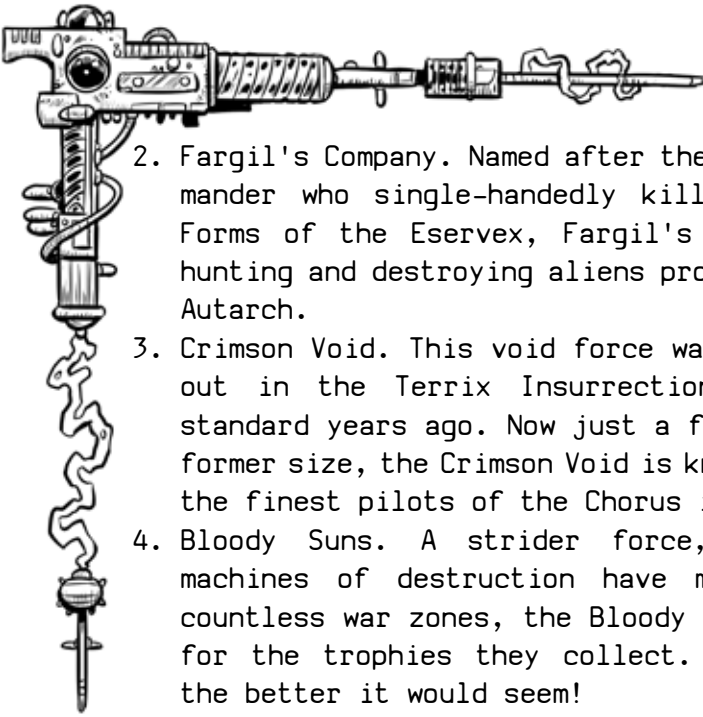
COMPANIES

Beneath their various commanders, the Nova Guard organise themselves into companies. These units vary in size, from as little as a hundred soldiers to huge groupings of many thousands of troops. All companies have an official designation but it is rarely used in practice. Instead they are known by their names, usually reflecting their role or some past victory or commander who has been immortalised. All companies have a coat of arms that their members bare, and often have a reputation that precedes them. Some of the more famous companies are known throughout the Chorus and their deeds have passed into legend.

FAMOUS COMPANIES OF THE CHORUS

1. The Red Flame. A noted company that served in the first and second crusades against the Kronux, the Red Flame have a reputation for fearlessness and barbarity in the face of battle, and are treated with wary respect by the other companies.

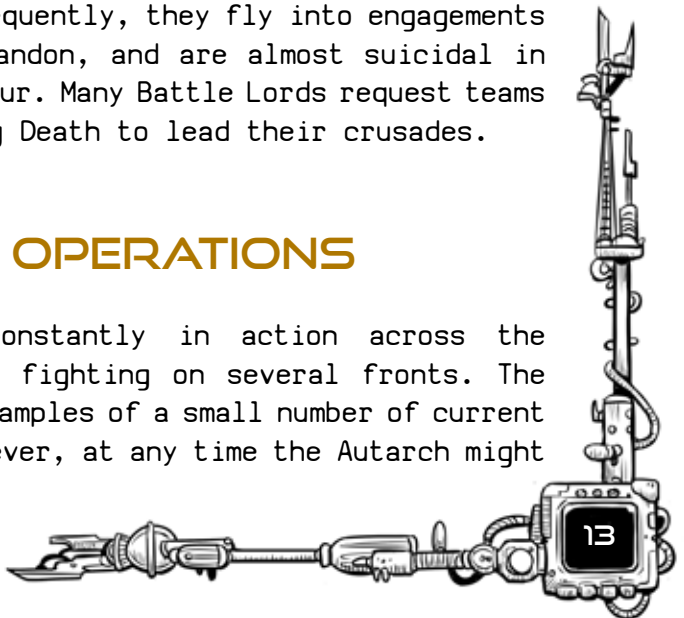


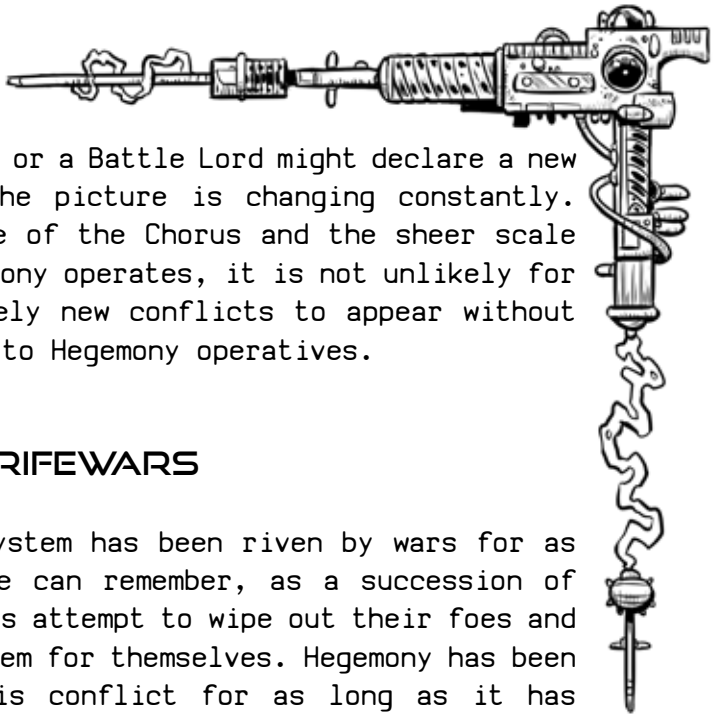


2. Fargil's Company. Named after their fabled commander who single-handedly killed the Myriad Forms of the Eservex, Fargil's specialise in hunting and destroying aliens proscribed by the Autarch.
3. Crimson Void. This void force was almost wiped out in the Terrix Insurrection one hundred standard years ago. Now just a fraction of its former size, the Crimson Void is known to contain the finest pilots of the Chorus in its ranks.
4. Bloody Suns. A strider force, whose giant machines of destruction have marched across countless war zones, the Bloody Suns are known for the trophies they collect. The grislier, the better it would seem!
5. Open Hand. A force of stealth assassins and scouts, the Open Hand is the force you want on your side when espionage is required. Exactly how many soldiers are in the Open Hand and where they are based is open to wide and varied conjecture.
6. Avenging Death. Feared by all that have come against them, the Nova Guard of Avenging Death see nothing as honourable but their own death in combat. Consequently, they fly into engagements with wild abandon, and are almost suicidal in their demeanour. Many Battle Lords request teams from Avenging Death to lead their crusades.

CURRENT OPERATIONS

Hegemony are constantly in action across the Chorus, and are fighting on several fronts. The following are examples of a small number of current operations. However, at any time the Autarch might





demand action, or a Battle Lord might declare a new crusade, so the picture is changing constantly. Given the size of the Chorus and the sheer scale at which Hegemony operates, it is not unlikely for news of entirely new conflicts to appear without warning, even to Hegemony operatives.

TESGILT STRIFEWARS

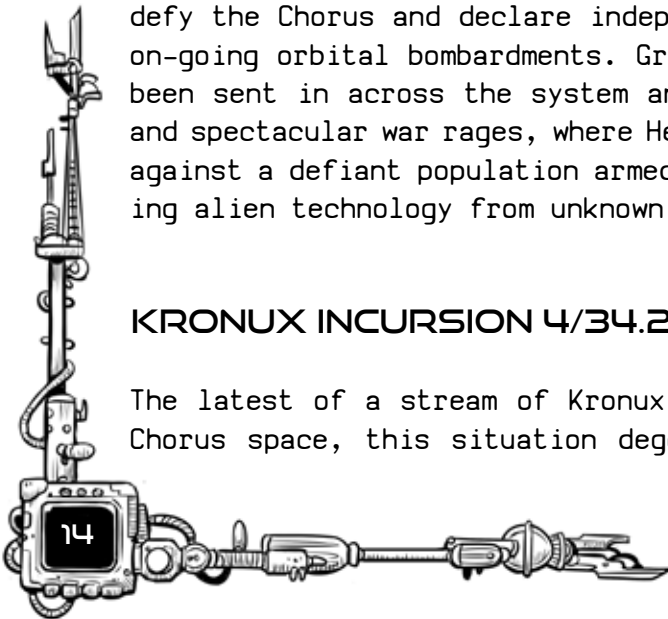
The Tescilt system has been riven by wars for as long as anyone can remember, as a succession of planetary lords attempt to wipe out their foes and claim the system for themselves. Hegemony has been 'policing' this conflict for as long as it has been going, preventing massacres and protecting innocents. So far, they have met with only limited success as the ultra-religious Tescilt seem happy to die for their causes.

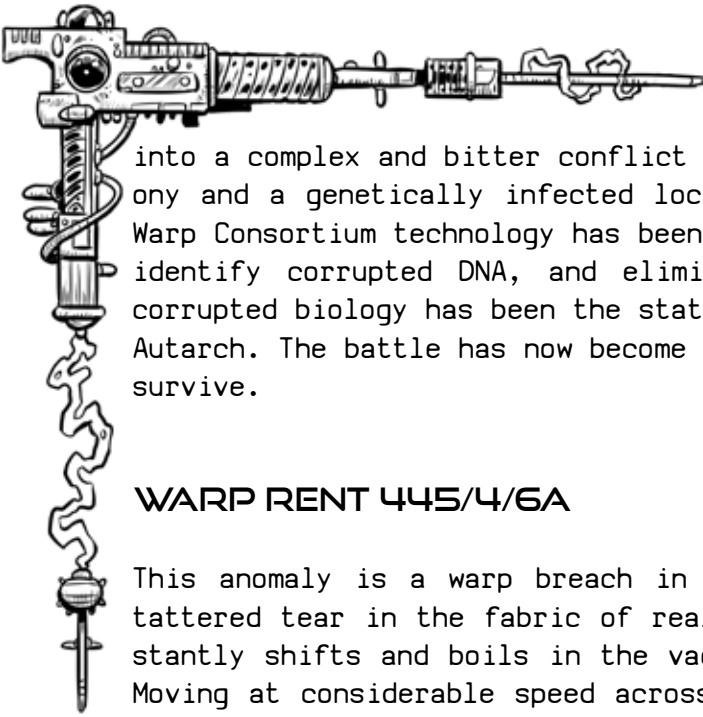
CONNAP INSURRECTION

A classic separatist world, Connep continues to defy the Chorus and declare independence, despite on-going orbital bombardments. Ground forces have been sent in across the system and now a vicious and spectacular war rages, where Hegemony is pitted against a defiant population armed with a surprising alien technology from unknown sources.

KRONUX INCURSION 4/34.2

The latest of a stream of Kronux incursions into Chorus space, this situation degenerated quickly





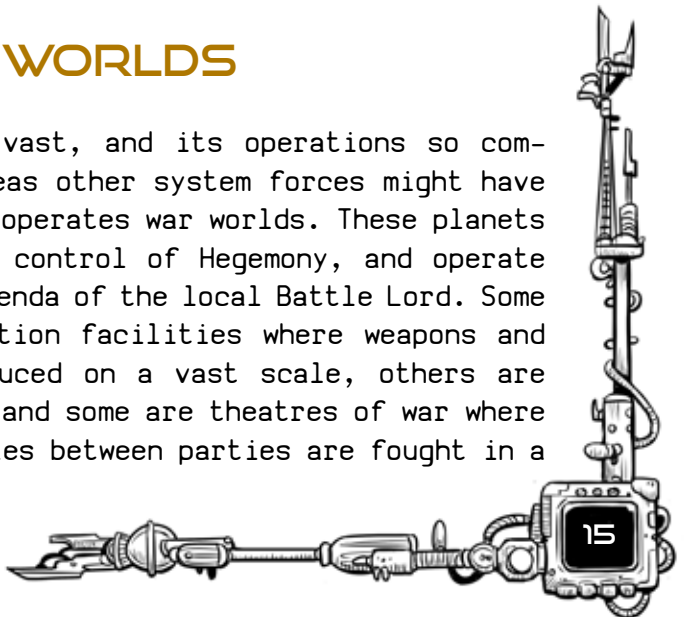
into a complex and bitter conflict between Hegemony and a genetically infected local population. Warp Consortium technology has been brought in to identify corrupted DNA, and elimination of all corrupted biology has been the stated goal of the Autarch. The battle has now become a war that few survive.

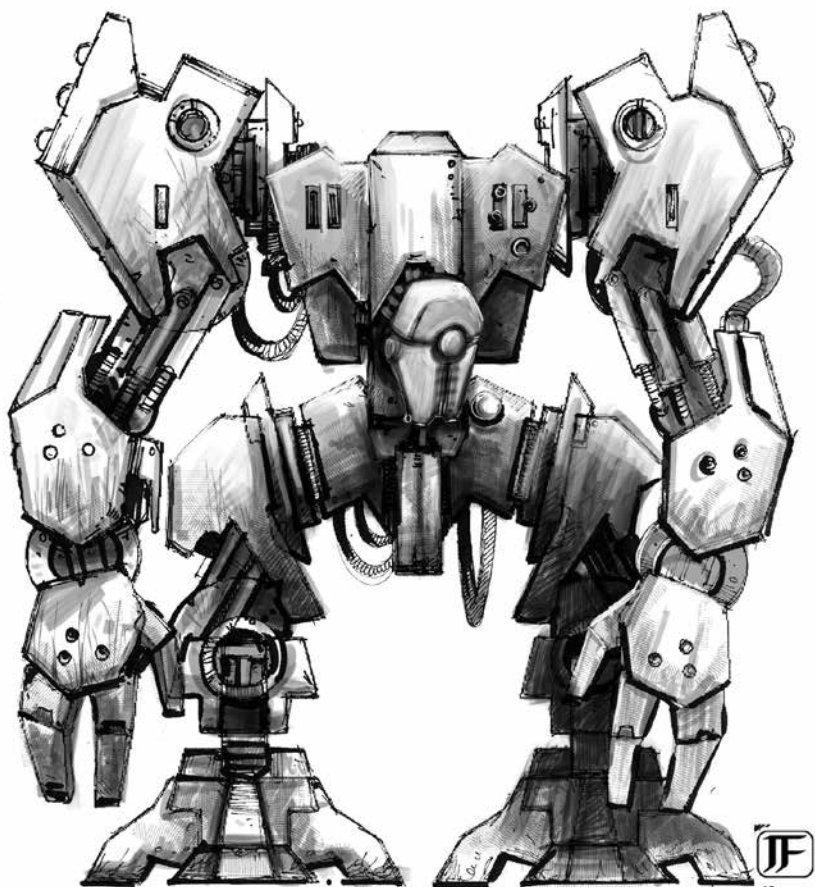
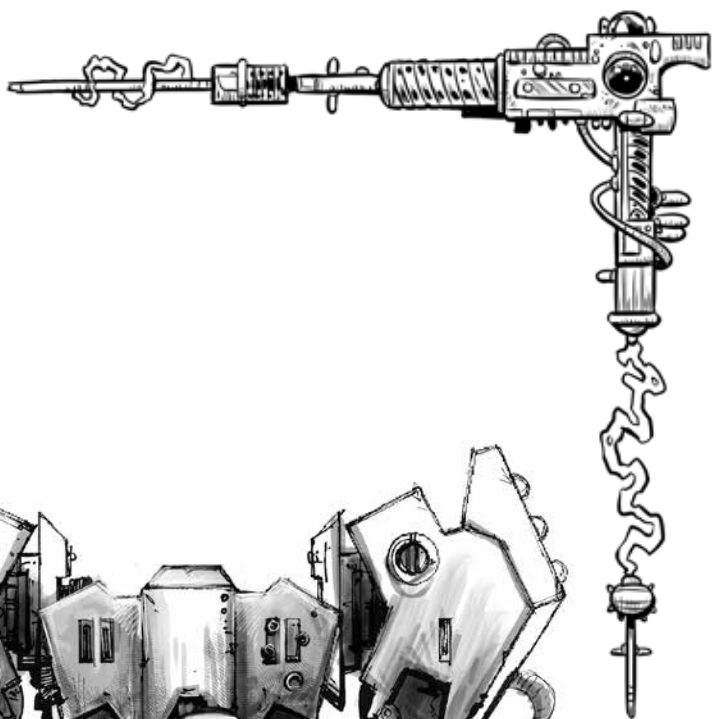
WARP RENT 445/4/6A

This anomaly is a warp breach in real space, a tattered tear in the fabric of reality that constantly shifts and boils in the vacuum of space. Moving at considerable speed across a section of the inner Chorus, the rent spews forth warp matter into space around it, and on to any world that it passes. Hegemony is tasked with containing and neutralising the threat, and at any one time four companies are engaged in ground and void-based combat. Many of the more famous companies actively vie for allocation to this, what they see as a honourable and glorious assignment.

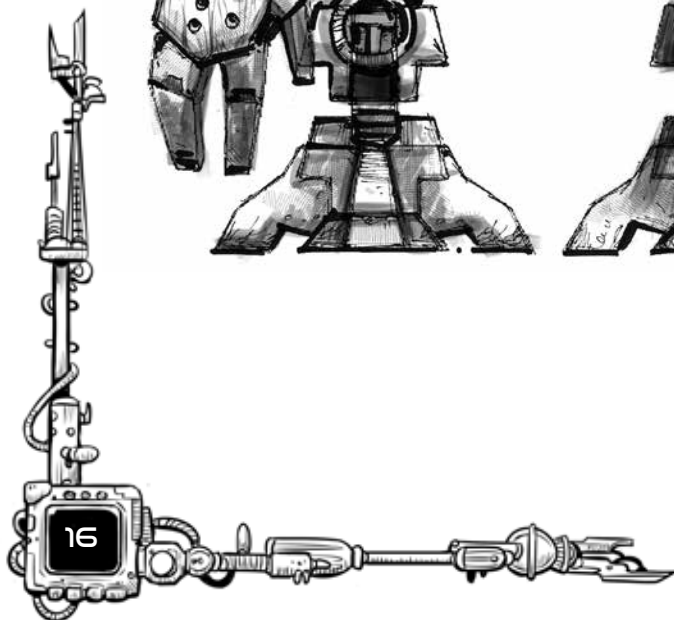
MILITARY WORLDS

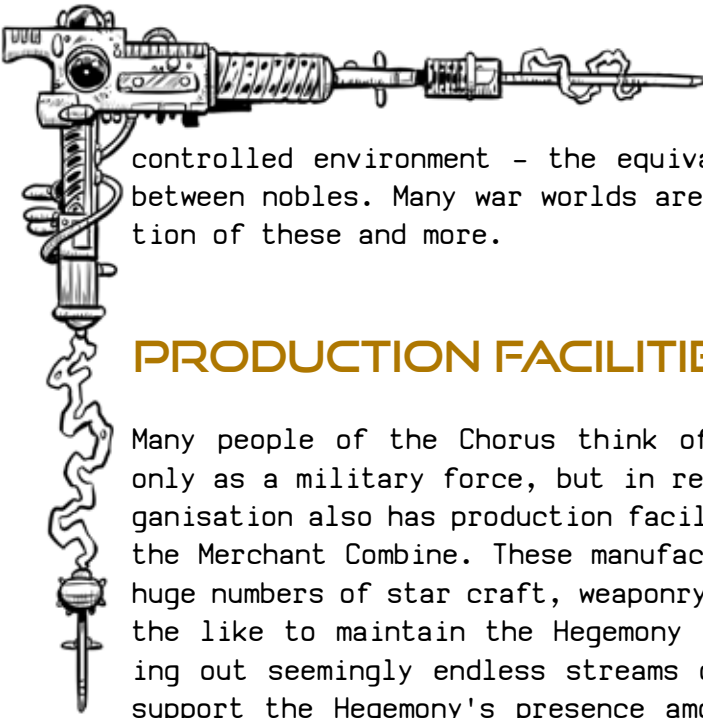
Hegemony is so vast, and its operations so complex, that whereas other system forces might have bases, Hegemony operates war worlds. These planets are under total control of Hegemony, and operate solely to the agenda of the local Battle Lord. Some are huge production facilities where weapons and armour are produced on a vast scale, others are training camps, and some are theatres of war where sanctioned battles between parties are fought in a





JF





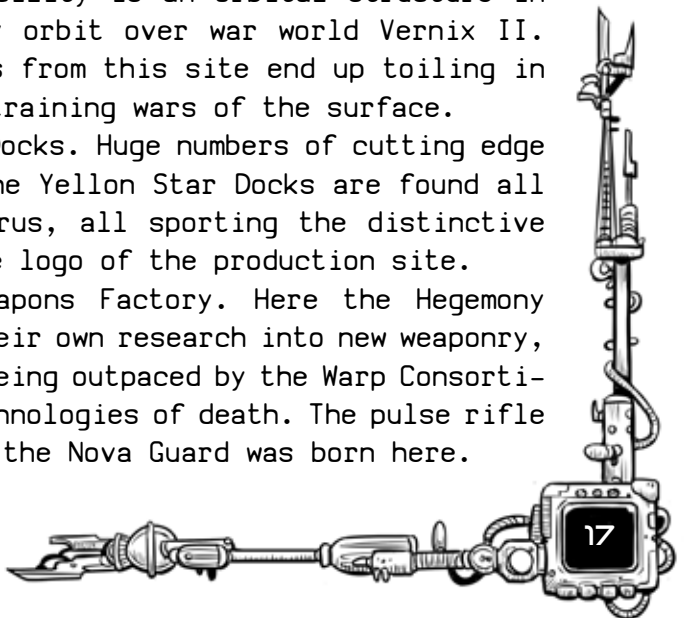
controlled environment - the equivalent of duels between nobles. Many war worlds are some combination of these and more.

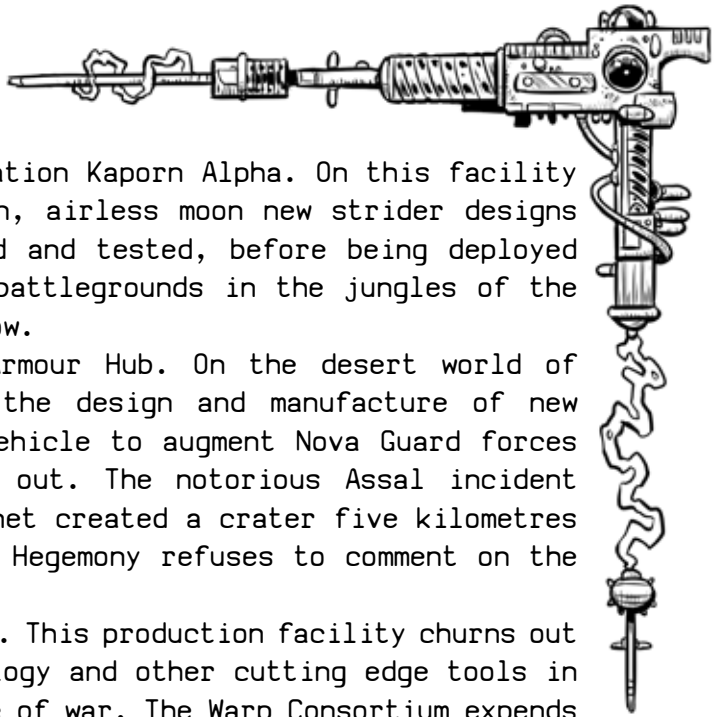
PRODUCTION FACILITIES

Many people of the Chorus think of the Hegemony only as a military force, but in reality, the organisation also has production facilities to rival the Merchant Combine. These manufactories produce huge numbers of star craft, weaponry, vehicles and the like to maintain the Hegemony forces, churning out seemingly endless streams of materiel to support the Hegemony's presence among the stars. Some of the facilities mirror the Warp Consortium for technological advancement, and are wonders in their own right.

MASSIVE PRODUCTION FACILITIES

1. Chuss Manufactory. Specialising in robotics, the Chuss facility is an orbital structure in geostationary orbit over war world Vernix II. Many machines from this site end up toiling in the endless training wars of the surface.
2. Yellon Star Docks. Huge numbers of cutting edge craft from the Yellon Star Docks are found all over the Chorus, all sporting the distinctive crossed blade logo of the production site.
3. Sevenkill Weapons Factory. Here the Hegemony carry out their own research into new weaponry, for fear of being outpaced by the Warp Consortium in the technologies of death. The pulse rifle so iconic of the Nova Guard was born here.

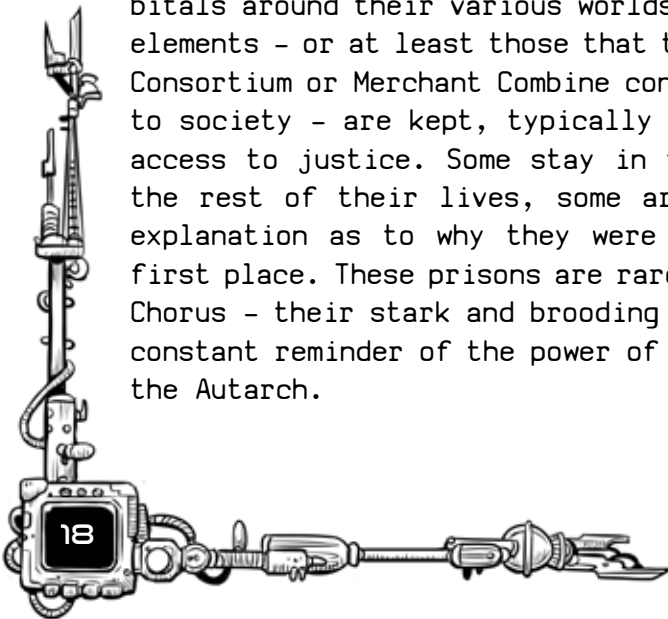


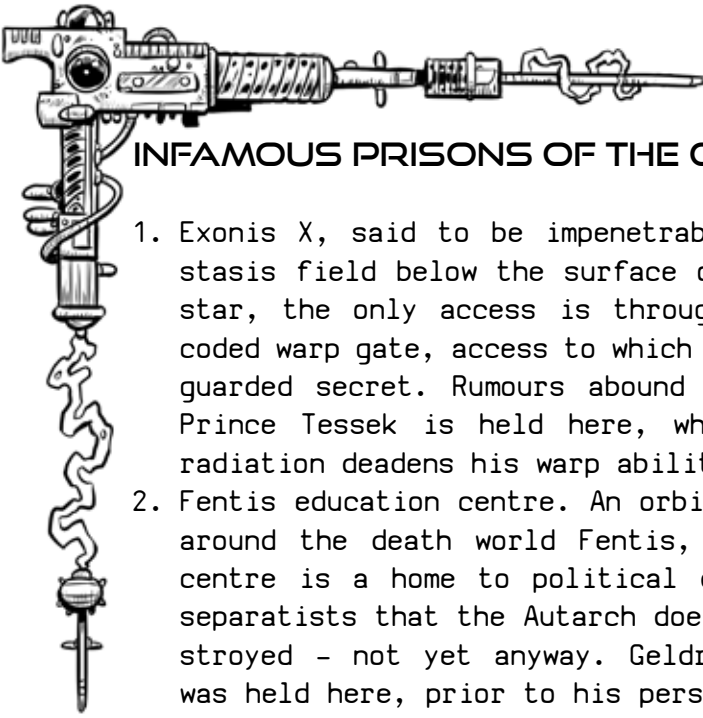


4. Strider station Kaporn Alpha. On this facility on a frozen, airless moon new strider designs are created and tested, before being deployed into test battlegrounds in the jungles of the planet below.
5. Vessi II Armour Hub. On the desert world of Vessi II, the design and manufacture of new forms of vehicle to augment Nova Guard forces is carried out. The notorious Assal incident on the planet created a crater five kilometres wide - the Hegemony refuses to comment on the cause.
6. Red Hell IV. This production facility churns out nanotechnology and other cutting edge tools in the service of war. The Warp Consortium expends considerable resources trying to get spies into this facility, so far to no avail.

PRISONS

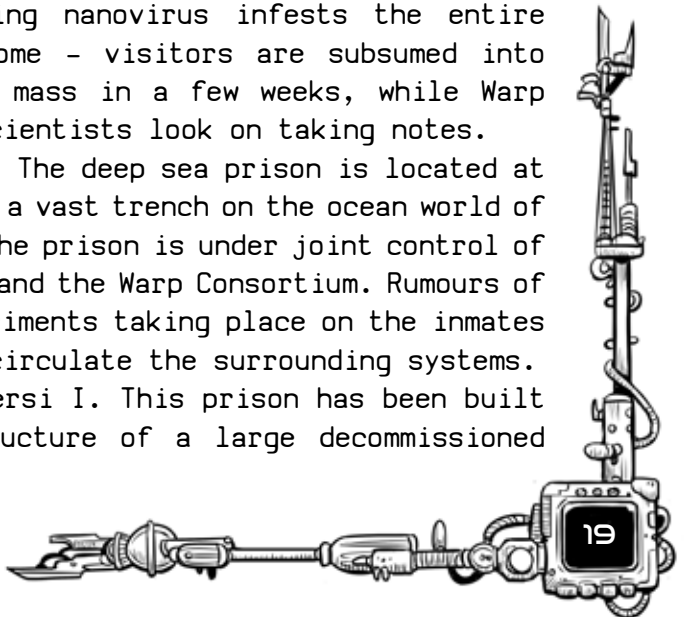
The Hegemony have large numbers of prisons, detention and processing centres usually sited on orbitals around their various worlds. Here, criminal elements - or at least those that the Autarch, Warp Consortium or Merchant Combine considers dangerous to society - are kept, typically without trial or access to justice. Some stay in these places for the rest of their lives, some are freed with no explanation as to why they were detained in the first place. These prisons are rarely hidden in the Chorus - their stark and brooding forms serve as a constant reminder of the power of the Hegemony and the Autarch.



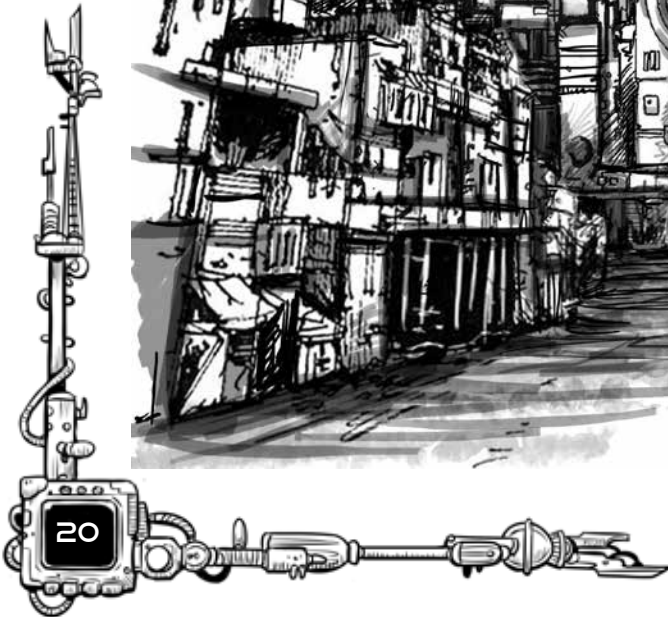
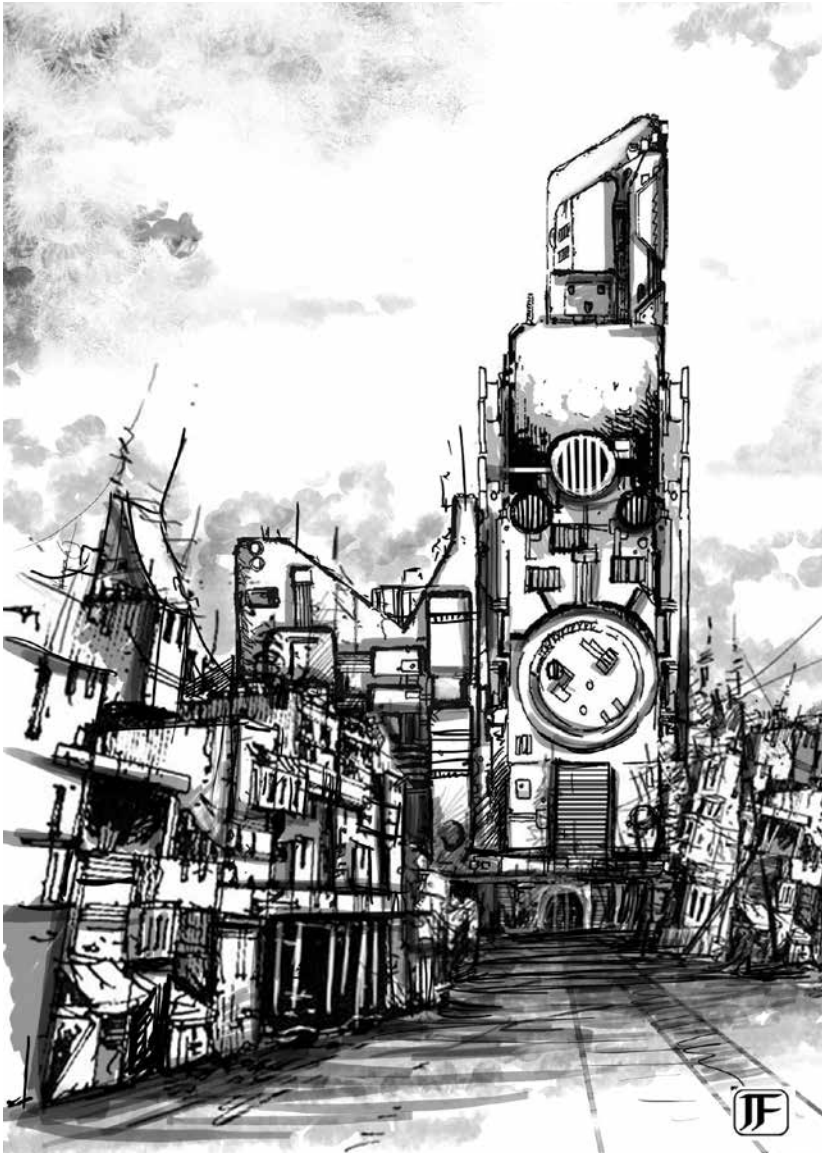


INFAMOUS PRISONS OF THE CHORUS

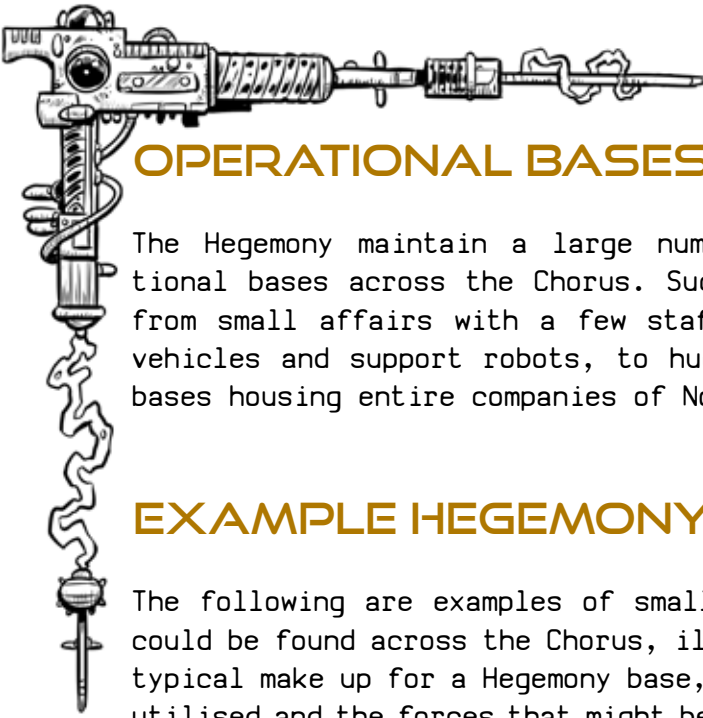
1. Exonis X, said to be impenetrable. Held in a stasis field below the surface of a red giant star, the only access is through a specially coded warp gate, access to which is a carefully guarded secret. Rumours abound that the Warp Prince Tessek is held here, where the sun's radiation deadens his warp abilities.
2. Fentis education centre. An orbiting structure around the death world Fentis, the education centre is a home to political dissidents and separatists that the Autarch does not want destroyed - not yet anyway. Geldrin the Golden was held here, prior to his personal pardon by the Autarch.
3. Telinis backhive. A large hexagonal structure in the city of Telinis, the blackhive is famous for the zero-G fighters that compete in the gladiatorial arena, fighting for the opportunity to face Lord Hillis's personal champion, Xevvert.
4. Planet Wenni IV. This entire planet is considered a death sentence to the criminals sent here. A raging nanovirus infests the entire planetary biome - visitors are subsumed into the metallic mass in a few weeks, while Warp Consortium scientists look on taking notes.
5. Underworld 6. The deep sea prison is located at the bottom of a vast trench on the ocean world of Gerrus III. The prison is under joint control of the Hegemony and the Warp Consortium. Rumours of bizarre experiments taking place on the inmates continue to circulate the surrounding systems.
6. Death hulk Cersi I. This prison has been built into the structure of a large decommissioned



warship from the Xendri-Hegemony conflict. They say that Xendri drones are still lying in parts of the structure, dormant until a new hive construct is activated by some poor unfortunate.



JF

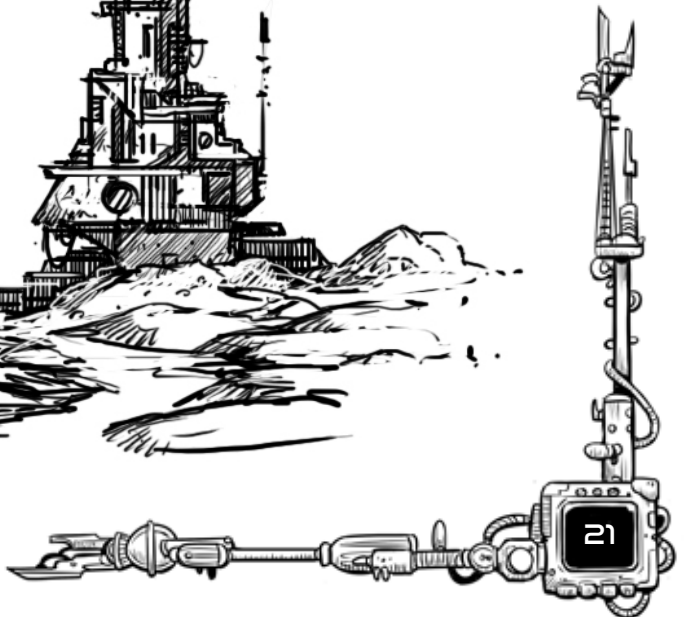
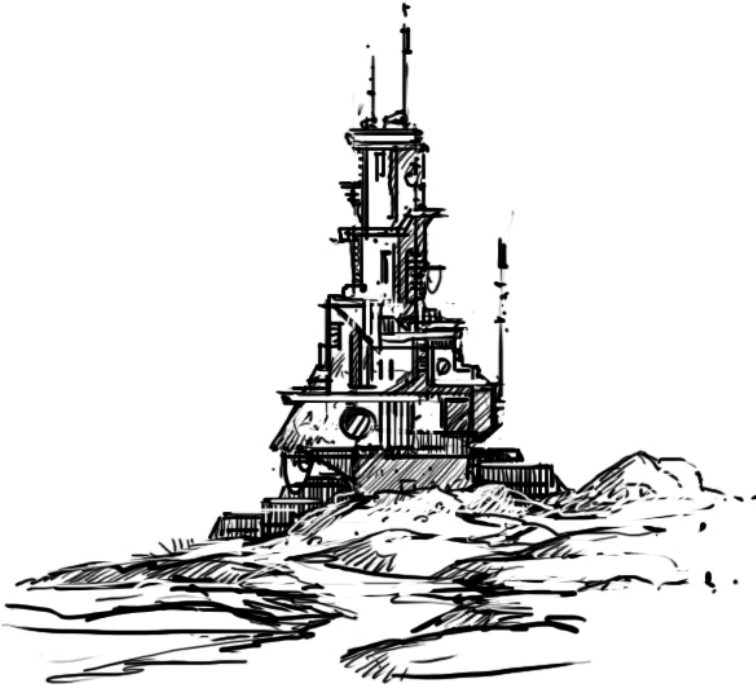


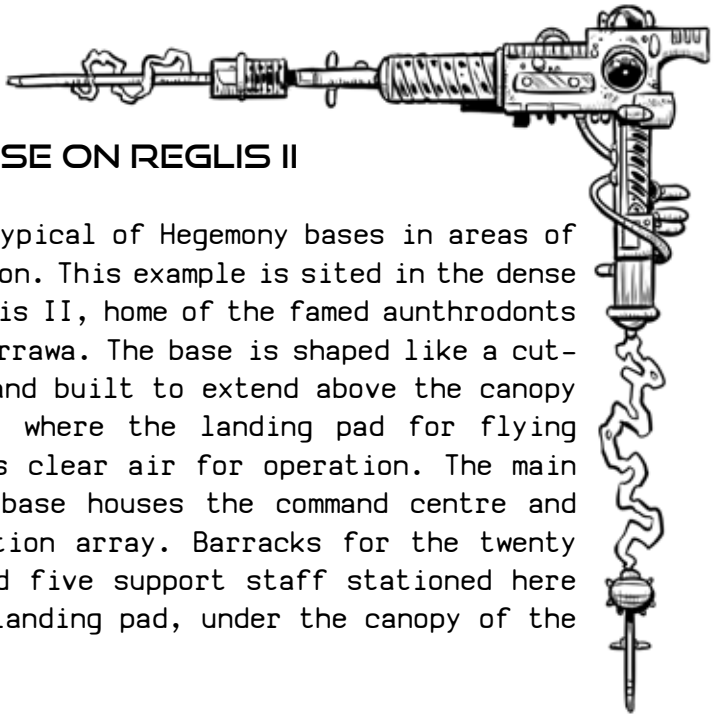
OPERATIONAL BASES

The Hegemony maintain a large number of operational bases across the Chorus. Such bases range from small affairs with a few staff, maybe some vehicles and support robots, to huge operational bases housing entire companies of Nova Guard.

EXAMPLE HEGEMONY BASES

The following are examples of smaller bases that could be found across the Chorus, illustrating the typical make up for a Hegemony base, the structure utilised and the forces that might be found within.





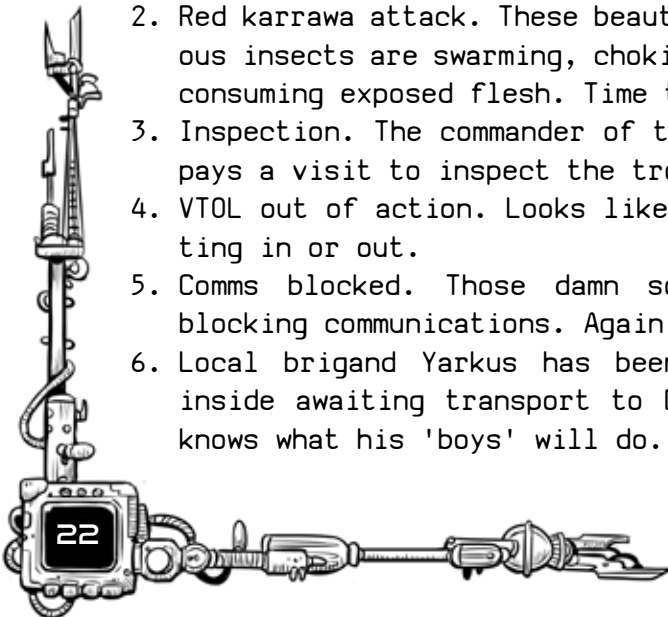
JUNGLE BASE ON REGLIS II

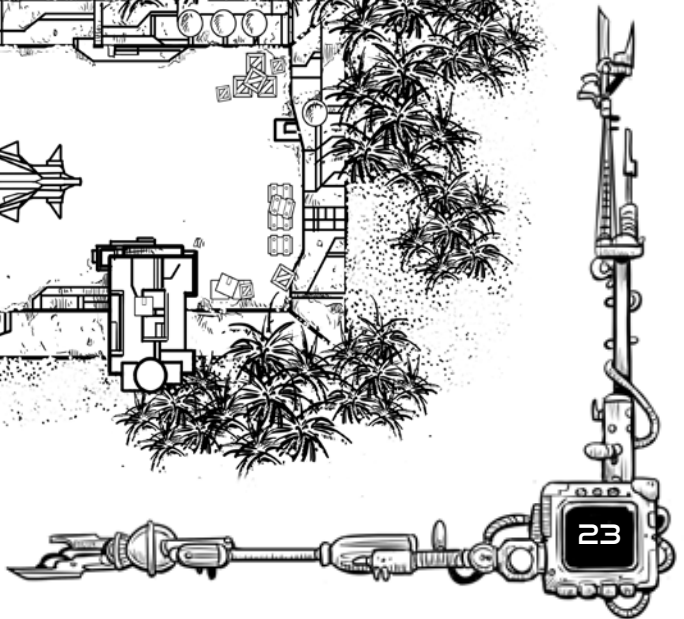
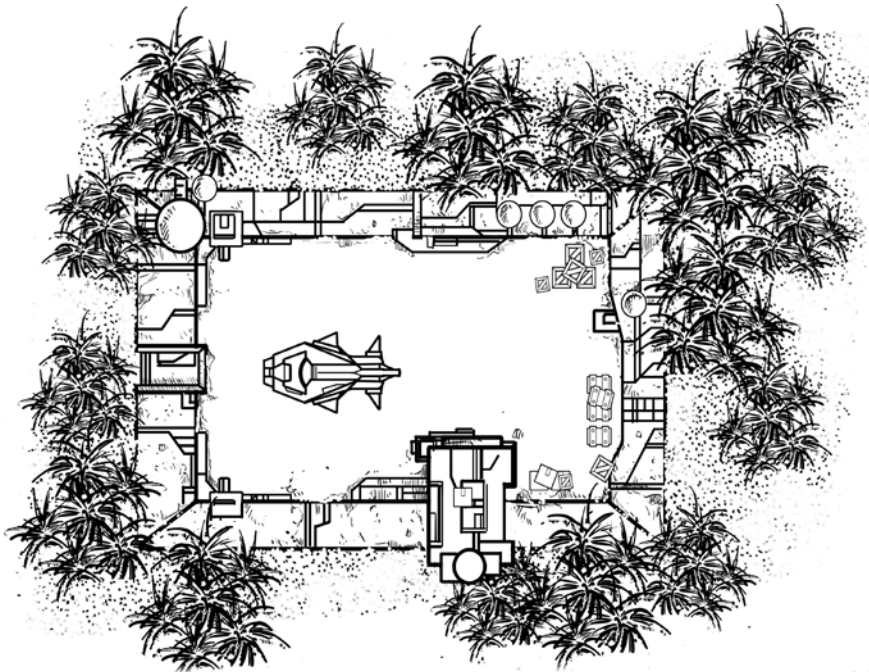
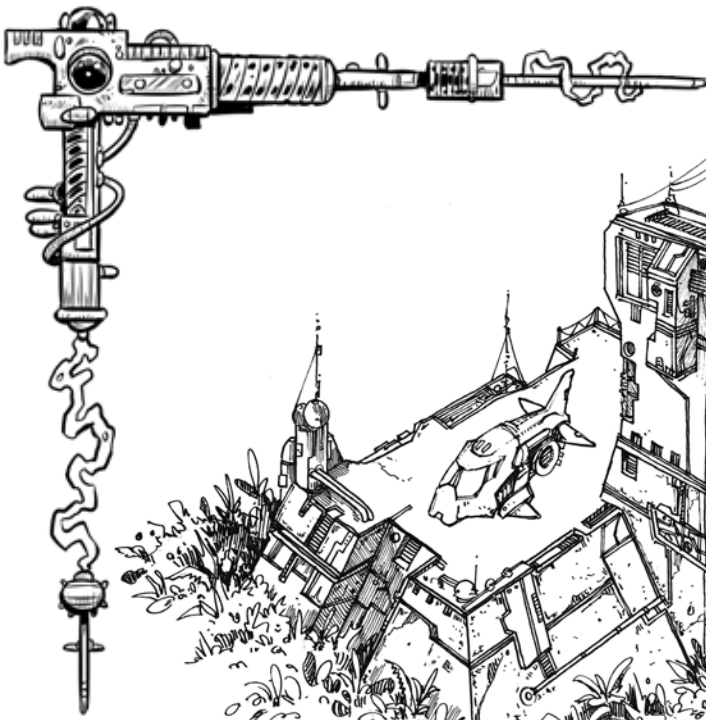
This base is typical of Hegemony bases in areas of dense vegetation. This example is sited in the dense jungle of Reglis II, home of the famed aynthrodonts and the red karrawa. The base is shaped like a cut-off pyramid, and built to extend above the canopy of the forest where the landing pad for flying VTOL craft has clear air for operation. The main tower of the base houses the command centre and the communication array. Barracks for the twenty Nova Guard and five support staff stationed here is below the landing pad, under the canopy of the forest.

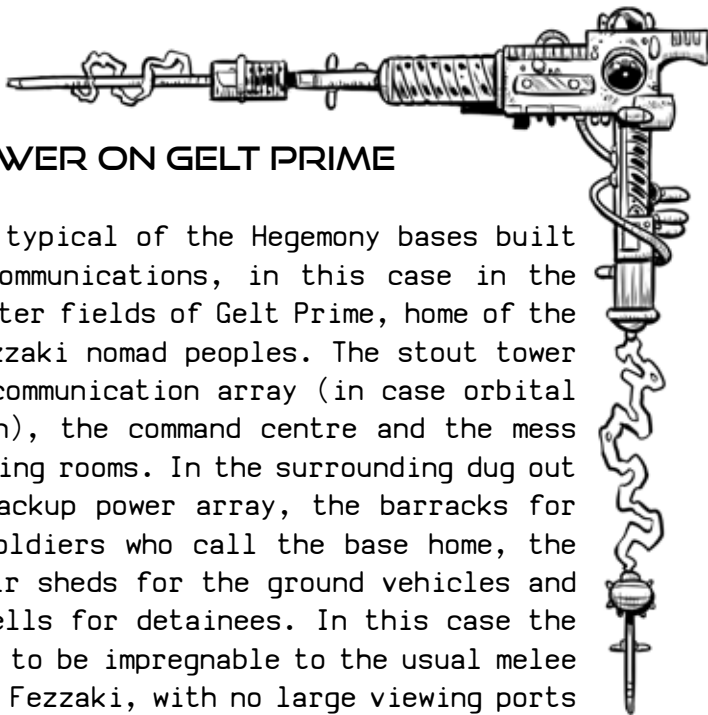
WHAT'S HAPPENING AT THE BASE?

Roll 1d6.

1. Power outage. Yet again the field array delivering power is disrupted and the base goes on to emergency power, which means the perimeter defences are down.
2. Red karrawa attack. These beautiful but dangerous insects are swarming, choking air-vents and consuming exposed flesh. Time to hunker down!
3. Inspection. The commander of the local section pays a visit to inspect the troops. A ten hut!
4. VTOL out of action. Looks like no ones is getting in or out.
5. Comms blocked. Those damn solar flares are blocking communications. Again.
6. Local brigand Yarkus has been caught and is inside awaiting transport to Derlis City. Who knows what his 'boys' will do...







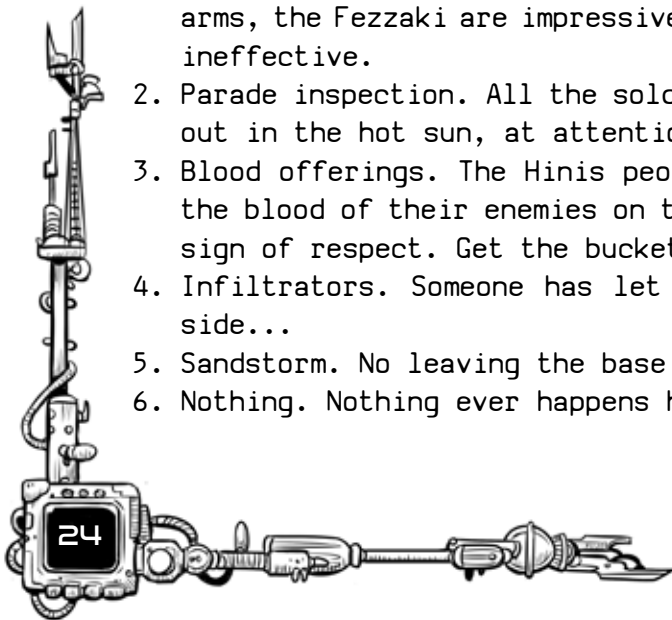
COMMS TOWER ON GELT PRIME

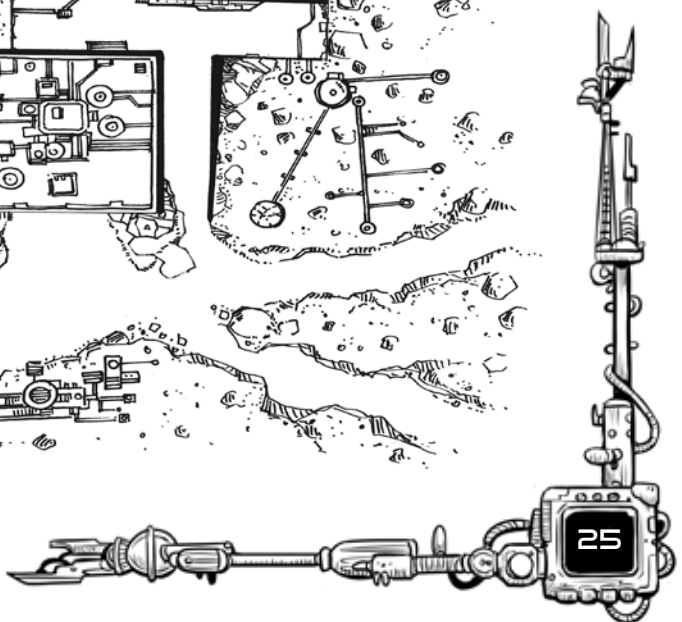
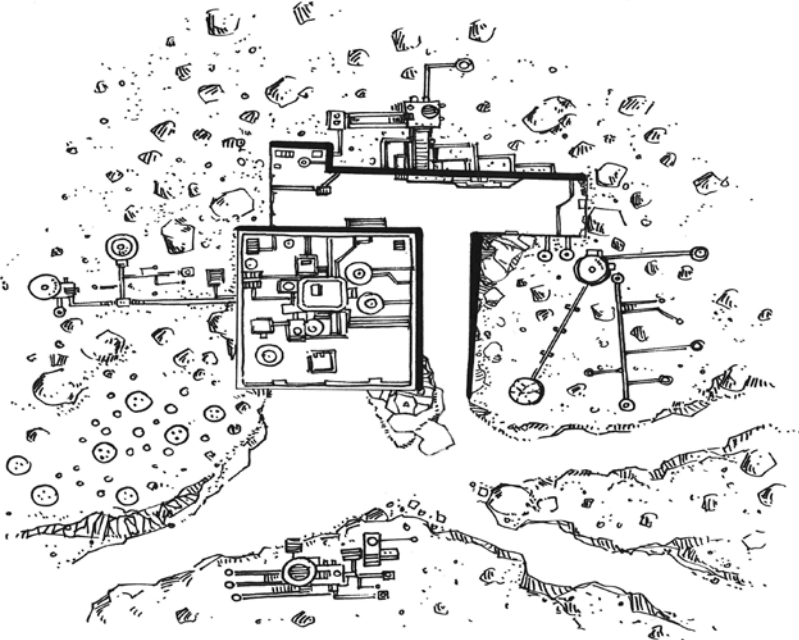
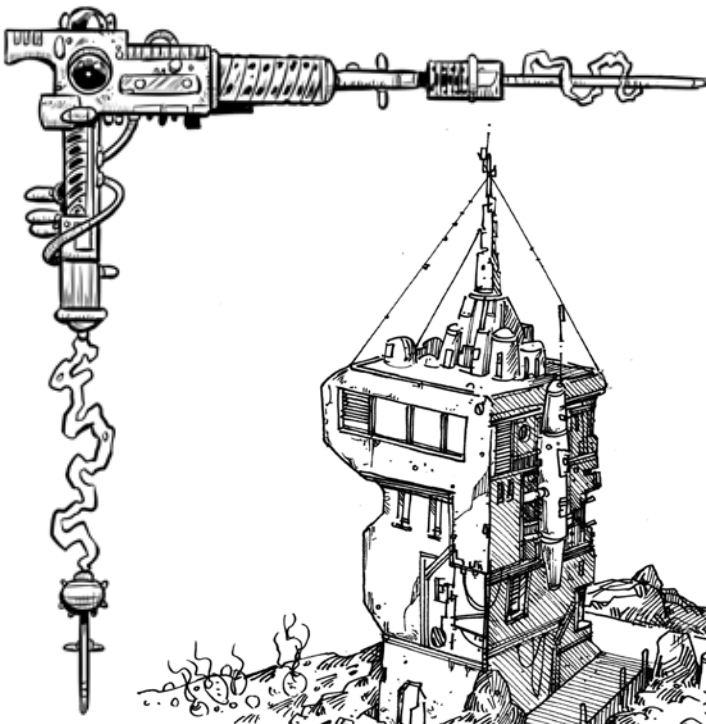
This tower is typical of the Hegemony bases built to maintain communications, in this case in the vast rocky crater fields of Gelt Prime, home of the separatist Fezzaki nomad peoples. The stout tower contains the communication array (in case orbital relays go down), the command centre and the mess hall and planning rooms. In the surrounding dug out area is the backup power array, the barracks for the fifteen soldiers who call the base home, the armoury, repair sheds for the ground vehicles and the holding cells for detainees. In this case the tower is built to be impregnable to the usual melee tactics of the Fezzaki, with no large viewing ports at ground level.

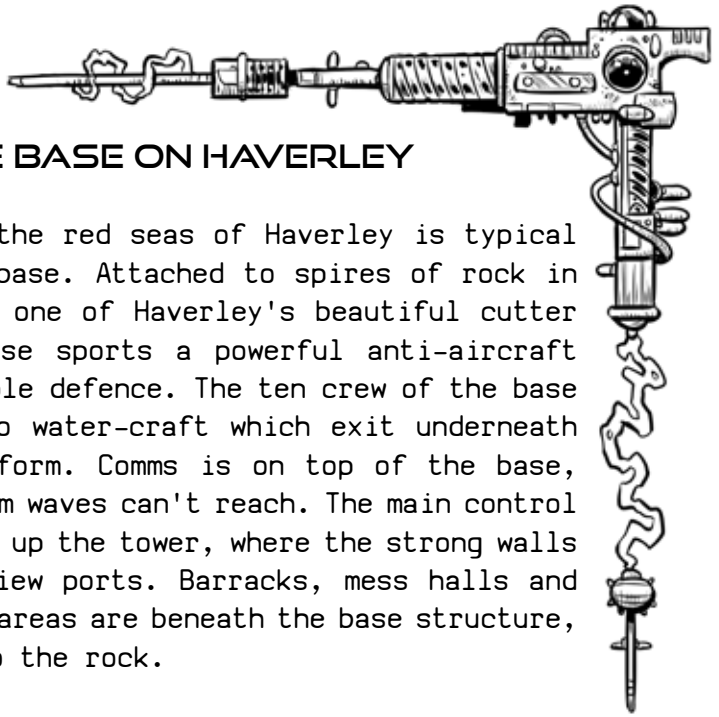
WHAT'S HAPPENING AT THE BASE?

Roll 1d6.

1. Fezzaki attack! Swooping in on their flightless Doh-birds and swinging two clubs in each of four arms, the Fezzaki are impressive, but ultimately ineffective.
2. Parade inspection. All the soldiers bar two are out in the hot sun, at attention.
3. Blood offerings. The Hinis people are smearing the blood of their enemies on the building as a sign of respect. Get the buckets!
4. Infiltrators. Someone has let the Fezzaki inside...
5. Sandstorm. No leaving the base for days.
6. Nothing. Nothing ever happens here. Ever.







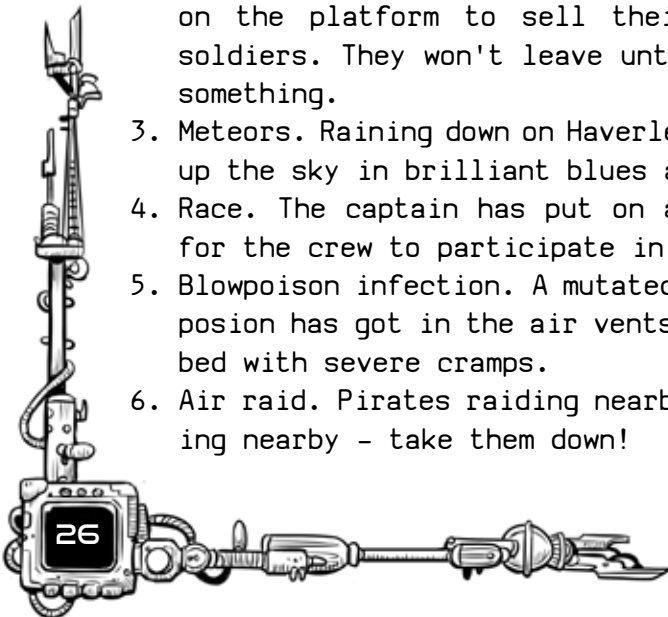
OFF-SHORE BASE ON HAVERLEY

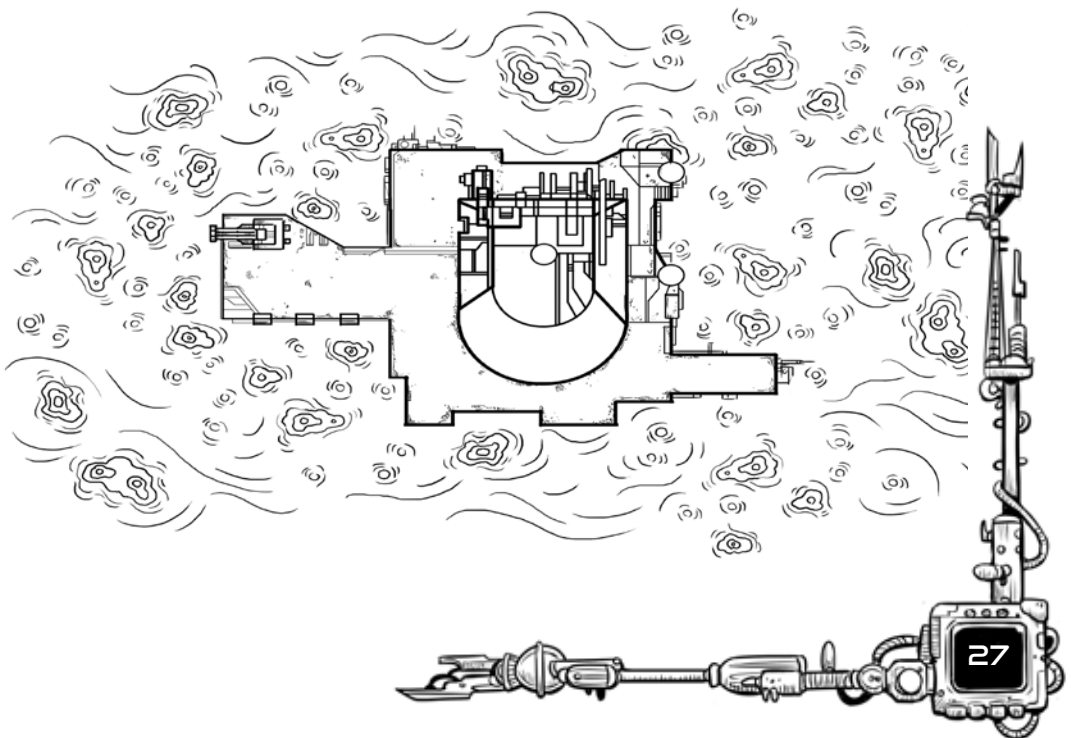
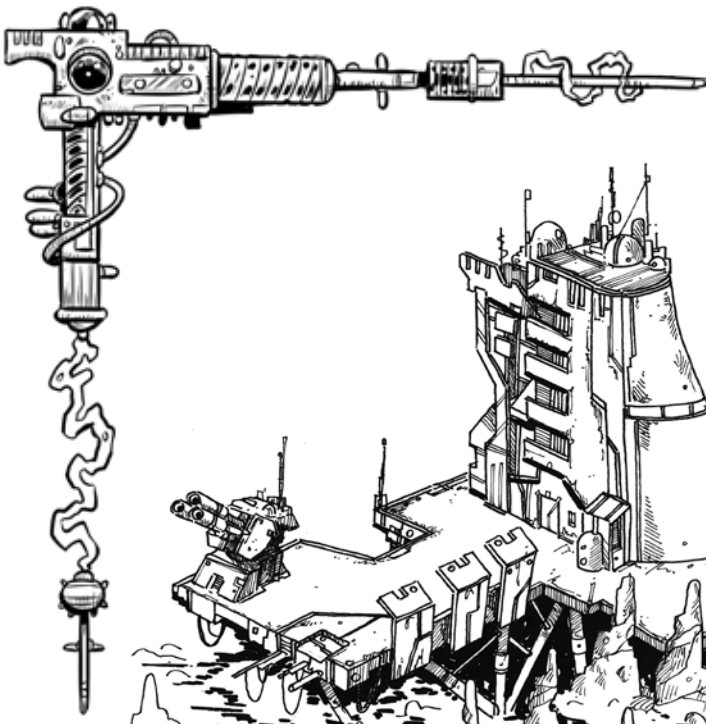
This base in the red seas of Haverley is typical of a seaward base. Attached to spires of rock in the shoals of one of Haverley's beautiful cutter reefs, the base sports a powerful anti-aircraft gun as principle defence. The ten crew of the base have access to water-craft which exit underneath the main platform. Comms is on top of the base, where the storm waves can't reach. The main control room is midway up the tower, where the strong walls support the view ports. Barracks, mess halls and other support areas are beneath the base structure, tunnelled into the rock.

WHAT'S HAPPENING AT THE BASE?

Roll 1d6.

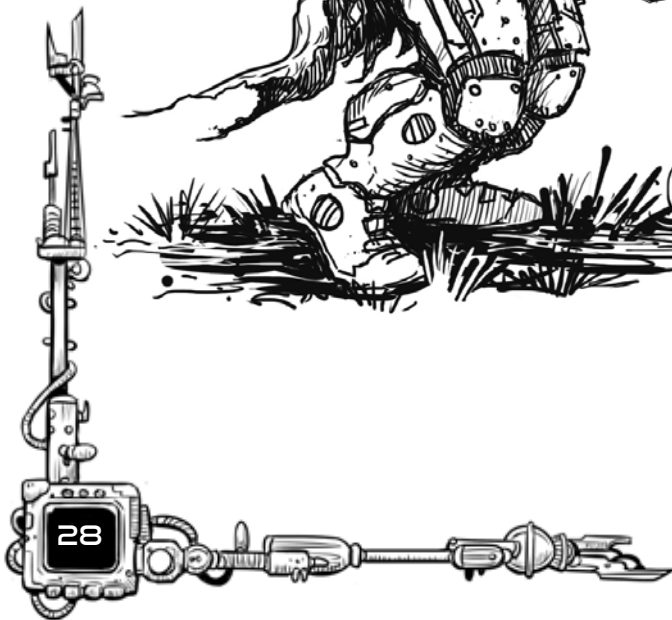
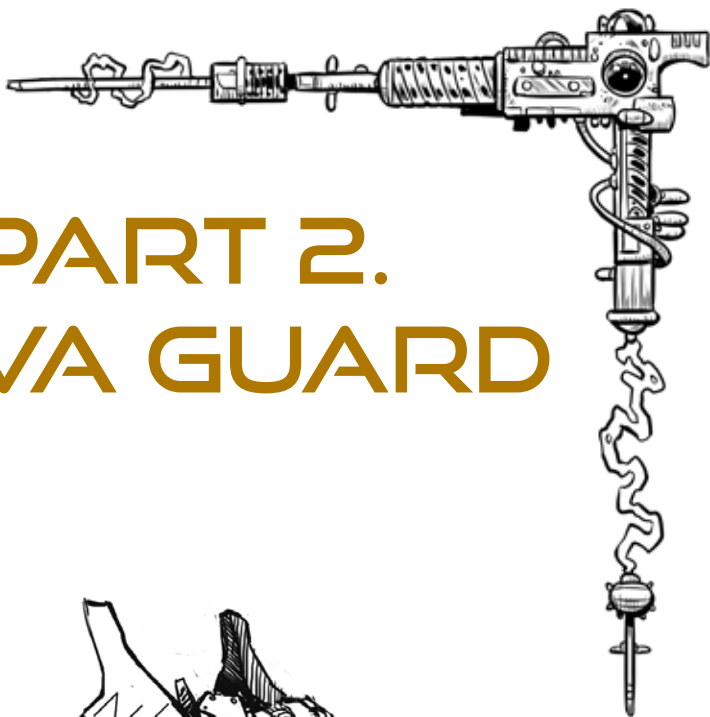
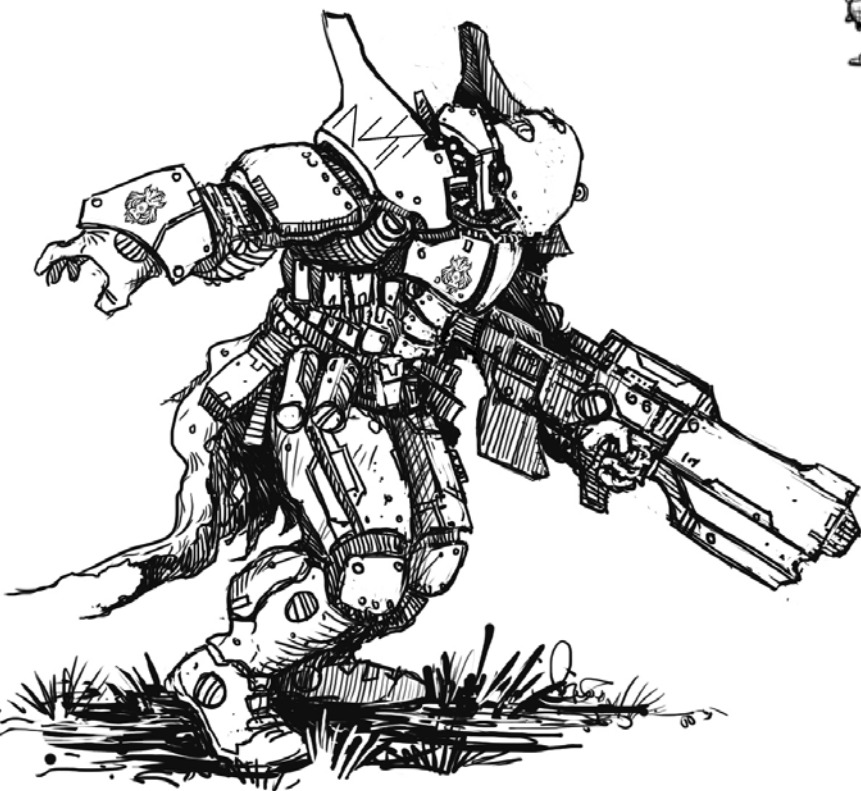
1. Storm surge! Waves twenty meters high batter the base. No one leaves or enters until the surge has passed.
2. Market. The local aquatic Dendaki set up stalls on the platform to sell their goods to the soldiers. They won't leave until everyone buys something.
3. Meteors. Raining down on Haverley, meteors light up the sky in brilliant blues and golds.
4. Race. The captain has put on a skim boat race for the crew to participate in, a bit of R&R.
5. Blowpoison infection. A mutated strain of blowpoison has got in the air vents. Everyone is in bed with severe cramps.
6. Air raid. Pirates raiding nearby Esson are flying nearby - take them down!

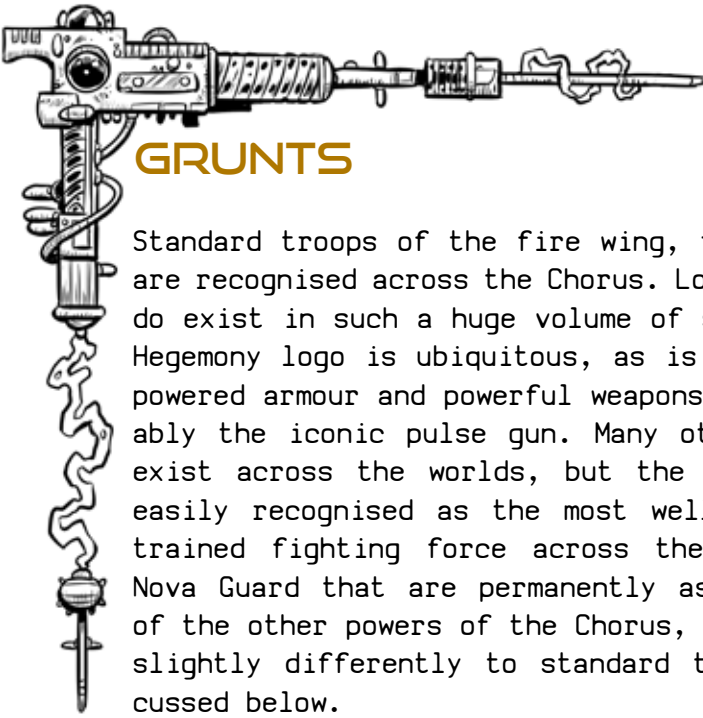




PART 2.

NOVA GUARD





GRUNTS

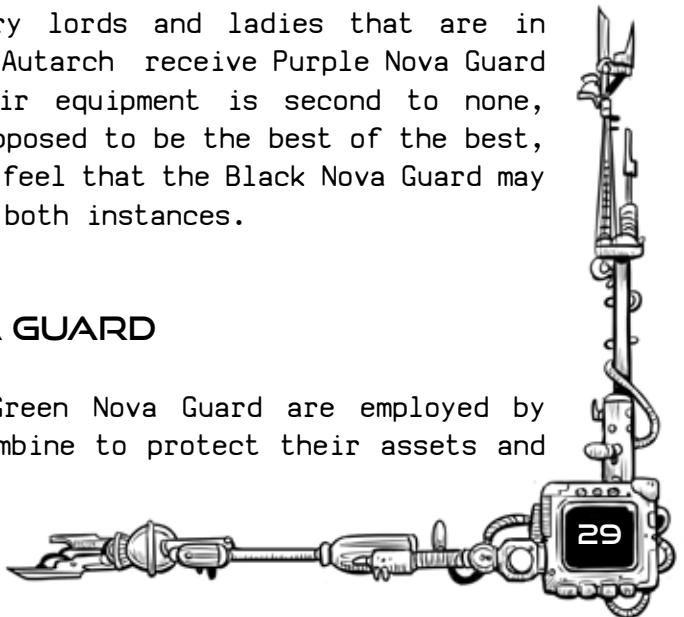
Standard troops of the fire wing, the Nova Guard are recognised across the Chorus. Local variations do exist in such a huge volume of space, but the Hegemony logo is ubiquitous, as is a reliance on powered armour and powerful weapons, most noticeably the iconic pulse gun. Many other forces do exist across the worlds, but the Nova Guard is easily recognised as the most well-equipped and trained fighting force across the Chorus. Some Nova Guard that are permanently assigned to one of the other powers of the Chorus, are designated slightly differently to standard troops as discussed below.

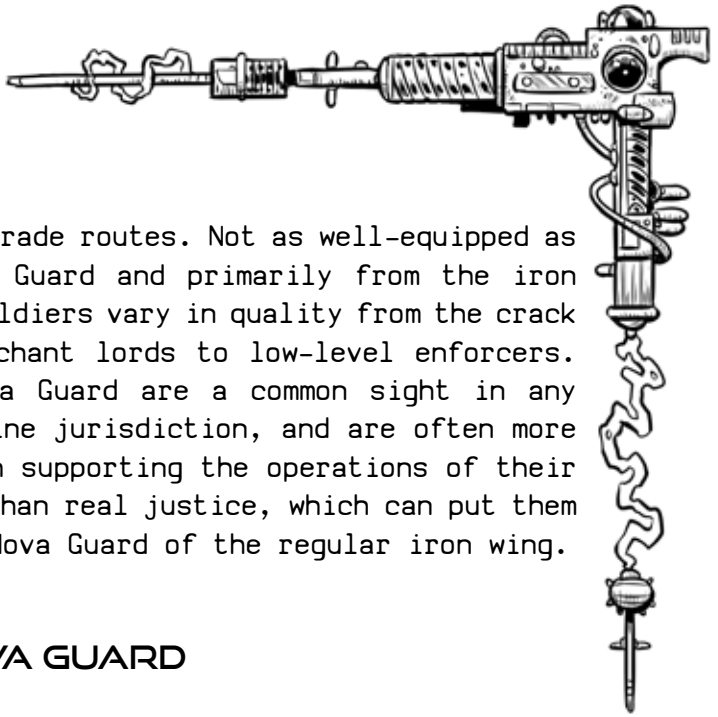
PURPLE NOVA GUARD

The soldiers that report directly to the Autarch and the Jewel are known as the Purple Nova Guard. These personnel come from both the fire and iron wings, and are recognisable by the purple colour of their equipment, typically their helmets. Those of the planetary lords and ladies that are in favour with the Autarch receive Purple Nova Guard bodyguards. Their equipment is second to none, and they are supposed to be the best of the best, although others feel that the Black Nova Guard may surpass them in both instances.

GREEN NOVA GUARD

The so-called Green Nova Guard are employed by the Merchant Combine to protect their assets and





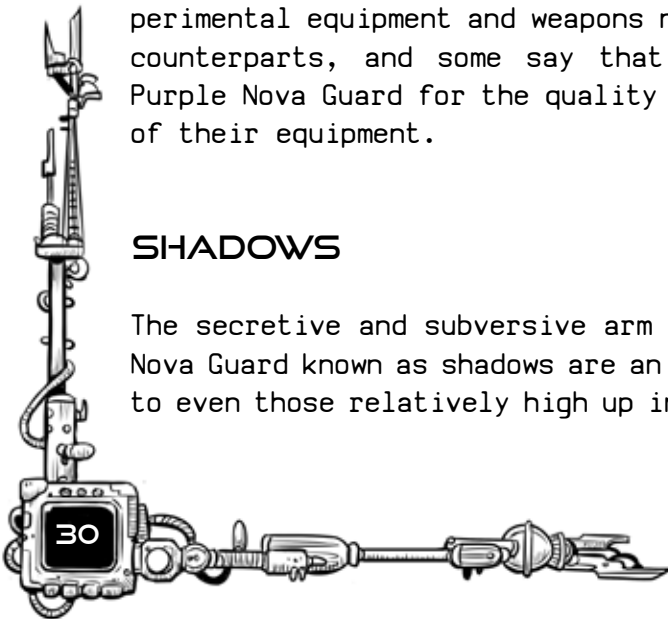
secure their trade routes. Not as well-equipped as standard Nova Guard and primarily from the iron wing, these soldiers vary in quality from the crack troops of merchant lords to low-level enforcers. The Green Nova Guard are a common sight in any Merchant Combine jurisdiction, and are often more concerned with supporting the operations of their trade master than real justice, which can put them at odds with Nova Guard of the regular iron wing.

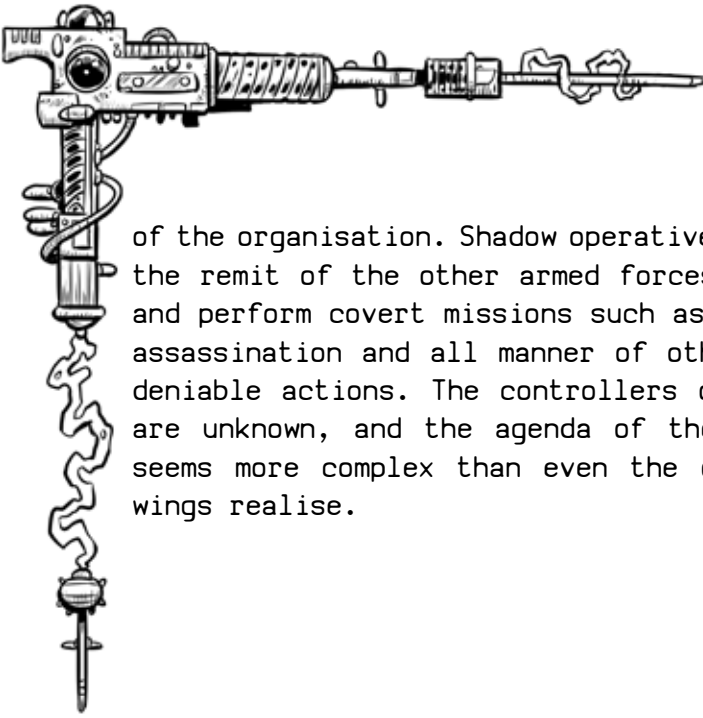
BLACK NOVA GUARD

Those Nova Guard that work for the Warp Consortium are known as the Black Nova Guard. These warriors are feared across the Chorus - they are responsible for hunting down the warp touched that the Consortium bend to their schemes. As such, it is said that many of the Black Nova Guard have a warp affinity, and are able to command warp glyphs. The business of the Warp Consortium also relating to technology, the Black Nova Guard often carry experimental equipment and weapons not seen in their counterparts, and some say that they rival the Purple Nova Guard for the quality and availability of their equipment.

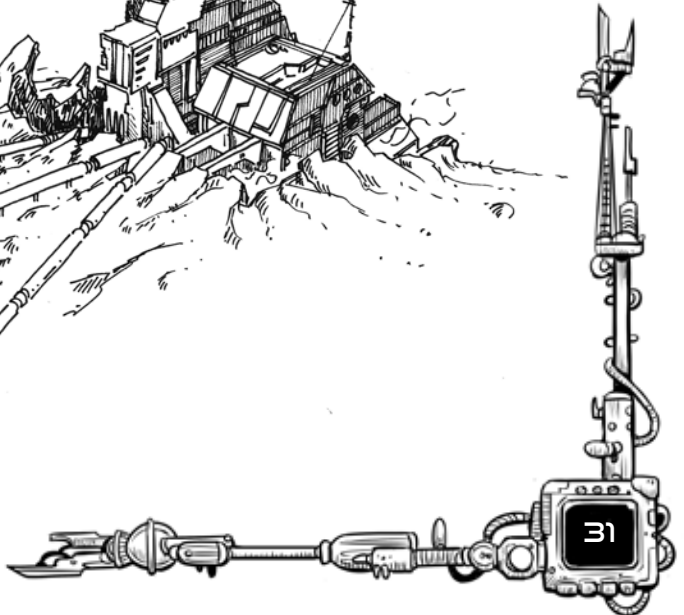
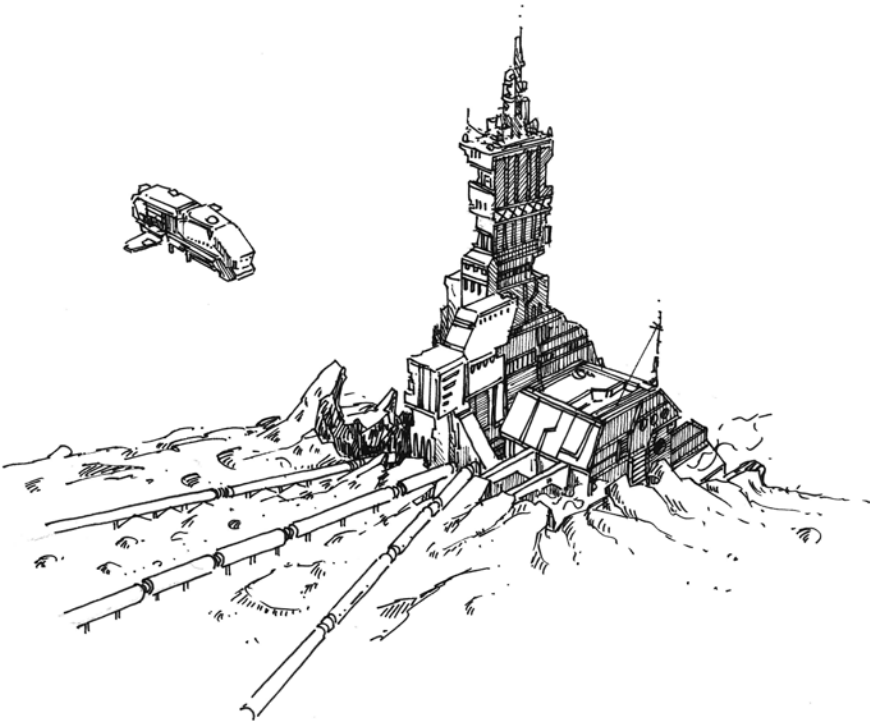
SHADOWS

The secretive and subversive arm of Hegemony, the Nova Guard known as shadows are an unknown quantity to even those relatively high up in the other parts

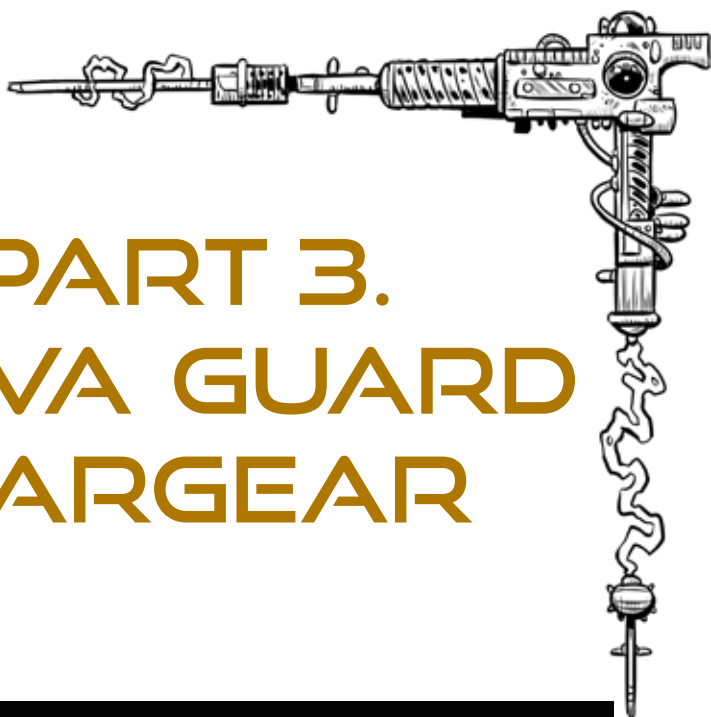
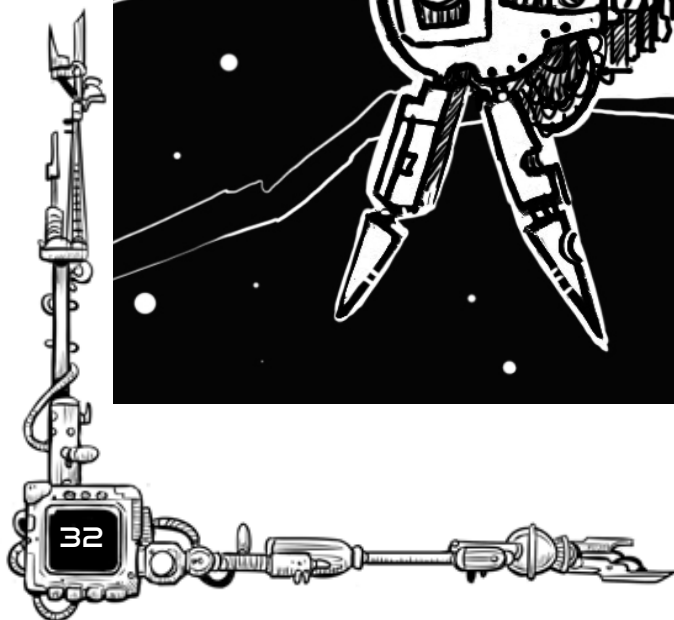
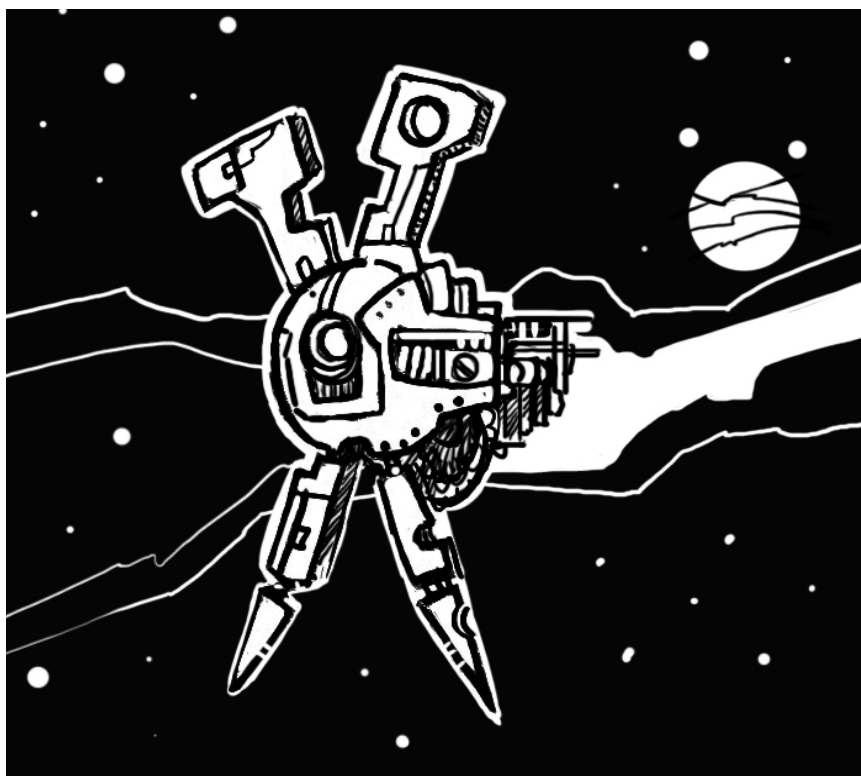


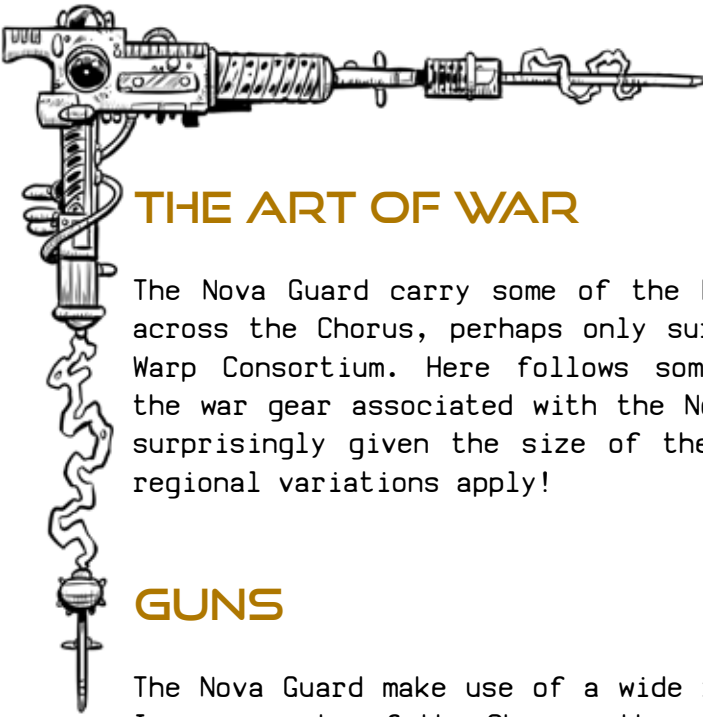


of the organisation. Shadow operatives move outside the remit of the other armed forces of Hegemony, and perform covert missions such as infiltration, assassination and all manner of other high risk, deniable actions. The controllers of the Shadows are unknown, and the agenda of the organisation seems more complex than even the other Hegemony wings realise.



PART 3. NOVA GUARD WARGEAR





THE ART OF WAR

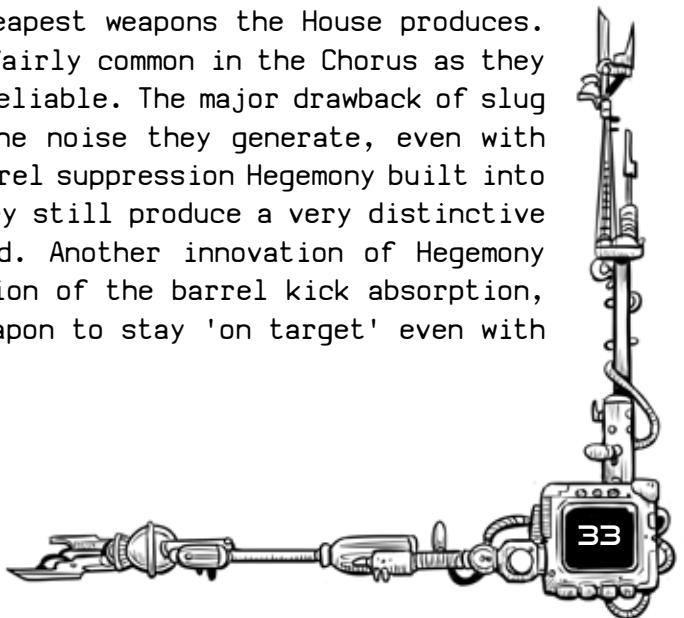
The Nova Guard carry some of the best equipment across the Chorus, perhaps only surpassed by the Warp Consortium. Here follows some examples of the war gear associated with the Nova Guard. Unsurprisingly given the size of the Chorus, vast regional variations apply!

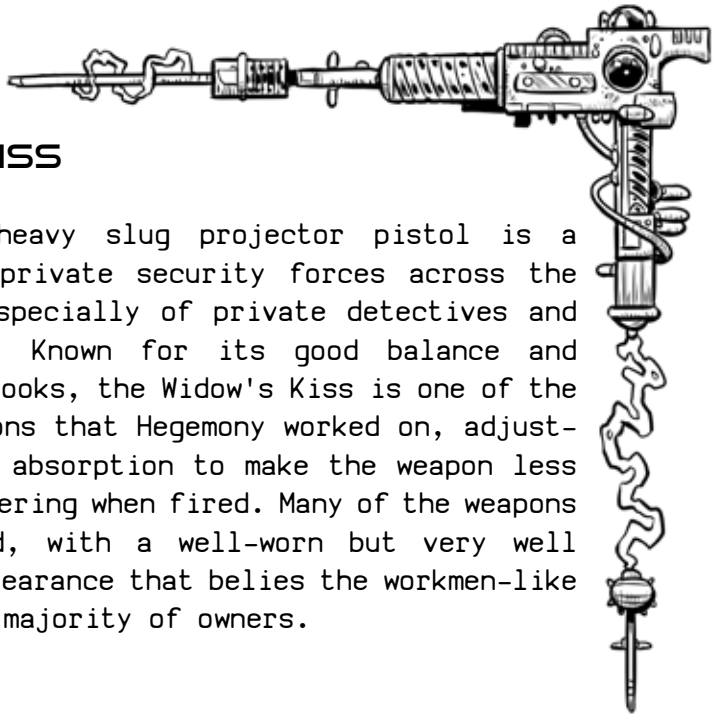
GUNS

The Nova Guard make use of a wide range of guns. In many parts of the Chorus, these have filtered out to the civilian population as well. Hegemony like to give their guns names, which is how they are known across the Chorus.

SLUG PROJECTORS

The various slug projectors of Hegemony are the simplest and cheapest weapons the House produces. These guns are fairly common in the Chorus as they are robust and reliable. The major drawback of slug projectors is the noise they generate, even with the improved barrel suppression Hegemony built into the weapons; they still produce a very distinctive crack when fired. Another innovation of Hegemony was the renovation of the barrel kick absorption, allowing the weapon to stay 'on target' even with rapid fire.





WIDOW'S KISS

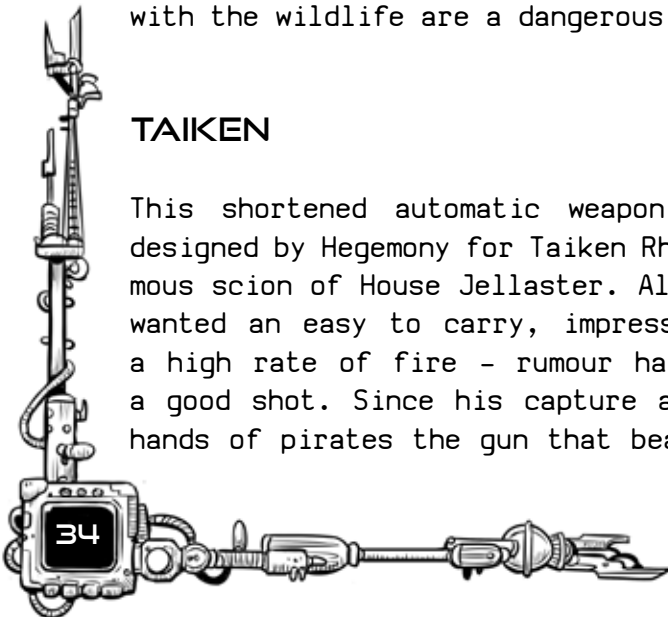
This large, heavy slug projector pistol is a favourite of private security forces across the Chorus, and especially of private detectives and investigators. Known for its good balance and clean, sleek looks, the Widow's Kiss is one of the earliest weapons that Hegemony worked on, adjusting the shock absorption to make the weapon less prone to skittering when fired. Many of the weapons are quite old, with a well-worn but very well maintained appearance that belies the workmen-like nature of the majority of owners.

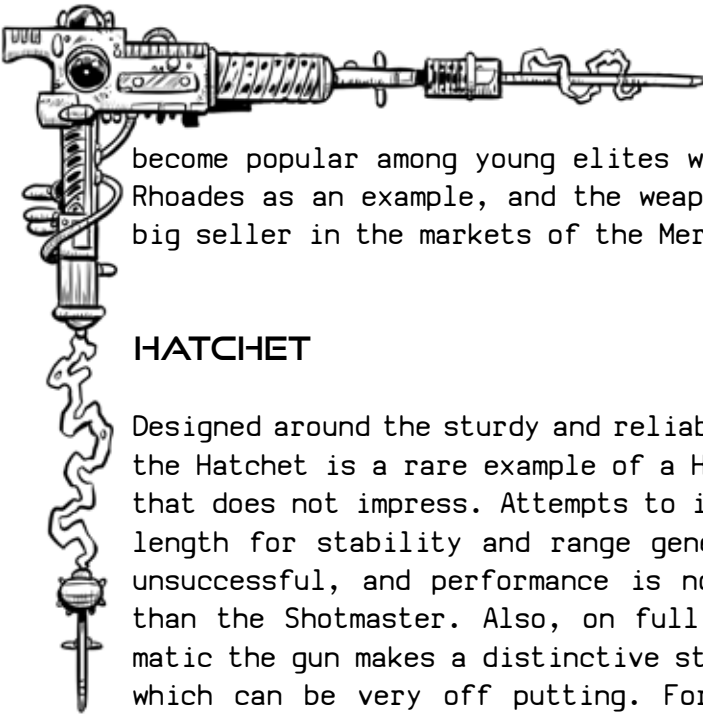
SHOTMASTER

This automatic carbine sports a high firing rate and advanced cooling system to reduce the possibility of jamming, making it a popular weapon for tough environments where reliability is a must. The Shotmaster can also fire special ammunition with a high degree of stopping power - this has led to adoption of the weapon on planets where encounters with the wildlife are a dangerous fact of life.

TAIKEN

This shortened automatic weapon was originally designed by Hegemony for Taiken Rhoades, the infamous scion of House Jellaster. Allegedly, Rhoades wanted an easy to carry, impressive weapon with a high rate of fire - rumour has it he was not a good shot. Since his capture and death at the hands of pirates the gun that bears his name has





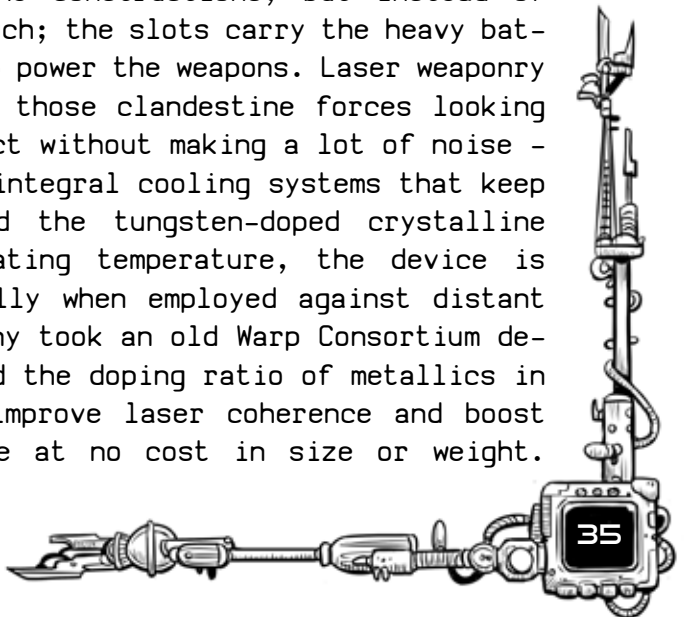
become popular among young elites who look to the Rhoades as an example, and the weapon is a fairly big seller in the markets of the Merchant Combine.

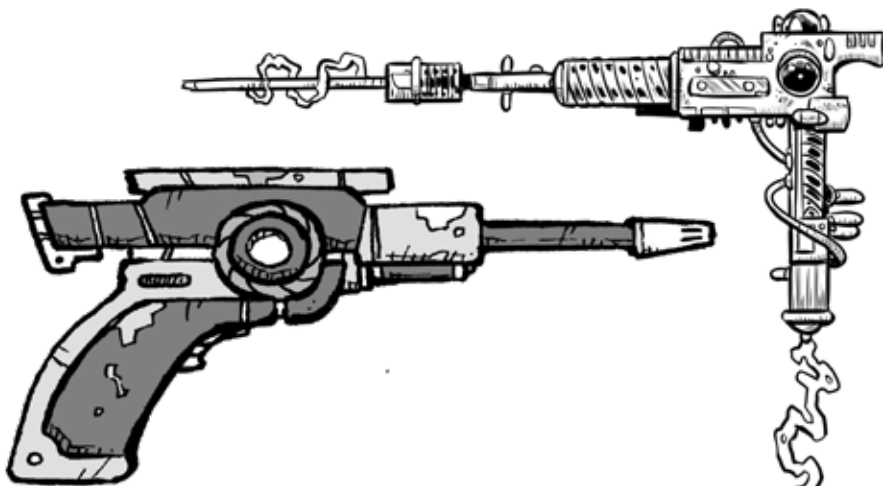
HATCHET

Designed around the sturdy and reliable Shotmaster, the Hatchet is a rare example of a Hegemony weapon that does not impress. Attempts to increase barrel length for stability and range general have been unsuccessful, and performance is not much better than the Shotmaster. Also, on full or semi-automatic the gun makes a distinctive stuttering sound which can be very off putting. Force to offload production models at low cost, the Hatchet can still be found across the Chorus.

LASERS

All the lasers of Hegemony sport the protruding barrel typical of laser weaponry. They also have integral magazine constructions, but instead of ammunition as such; the slots carry the heavy batteries needed to power the weapons. Laser weaponry is popular with those clandestine forces looking to make an impact without making a lot of noise - apart from the integral cooling systems that keep the battery and the tungsten-doped crystalline barrel at operating temperature, the device is silent, especially when employed against distant targets. Hegemony took an old Warp Consortium design and changed the doping ratio of metallics in the barrel to improve laser coherence and boost battery lifetime at no cost in size or weight.





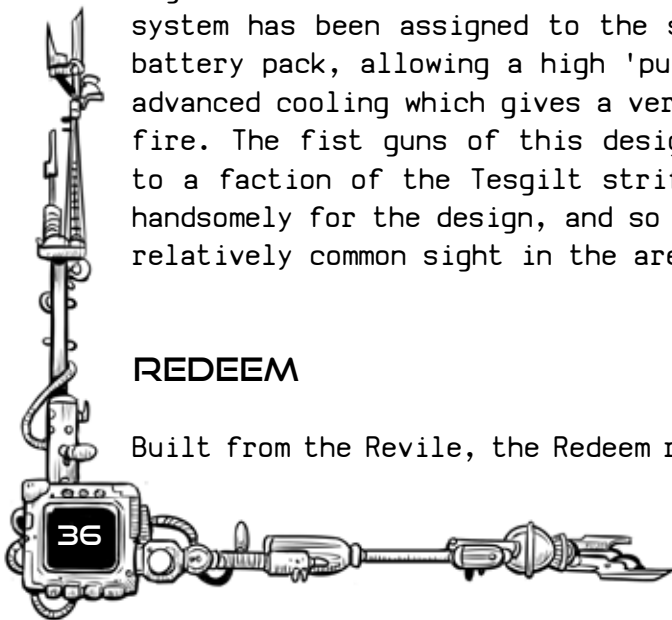
Hegemony lasers are rightly considered amongst the best available in the Chorus. Lasers are favoured weapons of those that work in space, varied gravity or on orbitals employing spin, as the weapon is not affected by unusual environmental conditions.

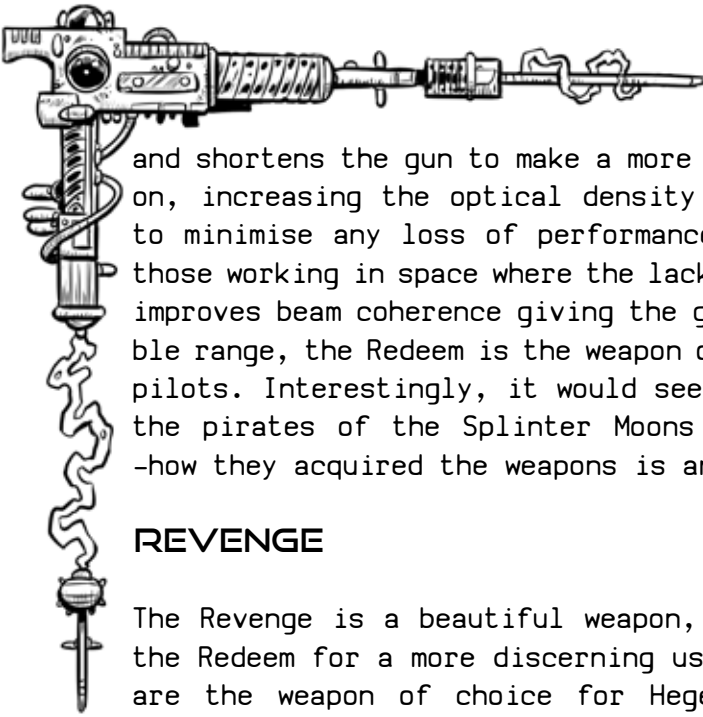
REVILE

Recognised as a design classic, the Revile is considered the standard for laser carbines and has been in military use for some time - even Hegemony forces that usually sport their own standard designs make use of the Revile. The success of the system has been assigned to the stability of the battery pack, allowing a high 'punch' factor, and advanced cooling which gives a very stable rate of fire. The first guns of this design were released to a faction of the Tescilt strifewars, who paid handsomely for the design, and so the Revile is a relatively common sight in the area.

REDEEM

Built from the Revile, the Redeem removes the stock





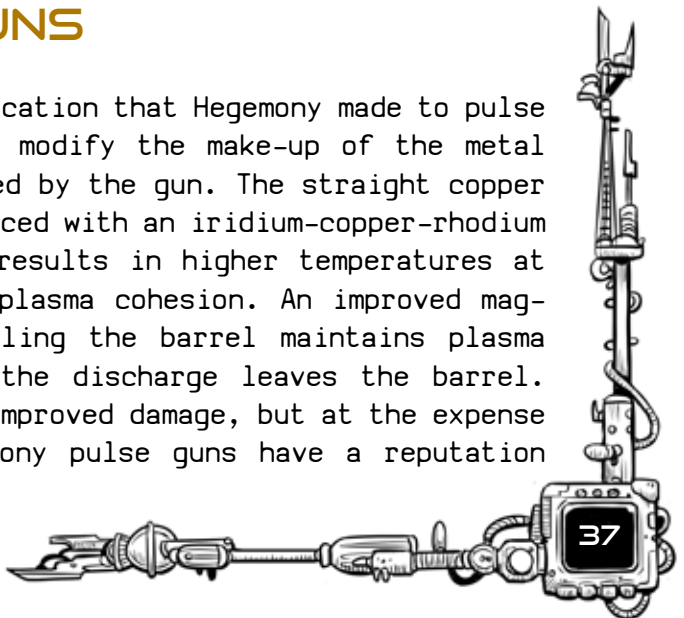
and shortens the gun to make a more portable weapon, increasing the optical density of the barrel to minimise any loss of performance. Favoured by those working in space where the lack of atmosphere improves beam coherence giving the gun an incredible range, the Redeem is the weapon of choice among pilots. Interestingly, it would seem that many of the pirates of the Splinter Moons sport Redeems -how they acquired the weapons is anyone's guess!

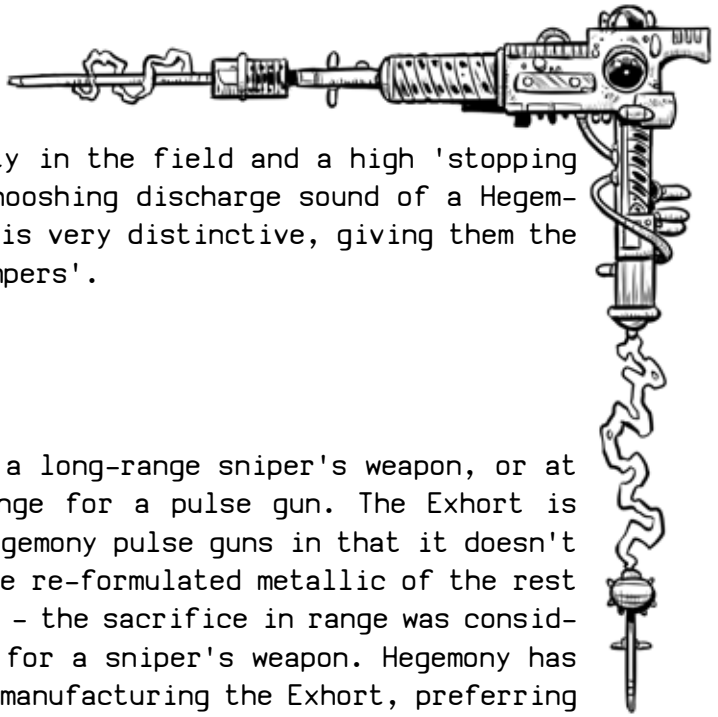
REVENGE

The Revenge is a beautiful weapon, a redesign of the Redeem for a more discerning user. These guns are the weapon of choice for Hegemony's higher echelons, a sleek modern take of the Redeem that sacrifices none of the performance of the original weapon but updates the ascetics. So popular but exclusive is the Revenge that many of the weapons are individually named, and feature engravings and art that reveal the gun's history and past owners. Many gun aficionados dream of owning a Revenge.

PULSE GUNS

The major modification that Hegemony made to pulse weaponry was to modify the make-up of the metal plasma discharged by the gun. The straight copper plasma was replaced with an iridium-copper-rhodium amalgam, which results in higher temperatures at the expense of plasma cohesion. An improved magnetic coil circling the barrel maintains plasma cohesion until the discharge leaves the barrel. The benefit is improved damage, but at the expense of range. Hegemony pulse guns have a reputation





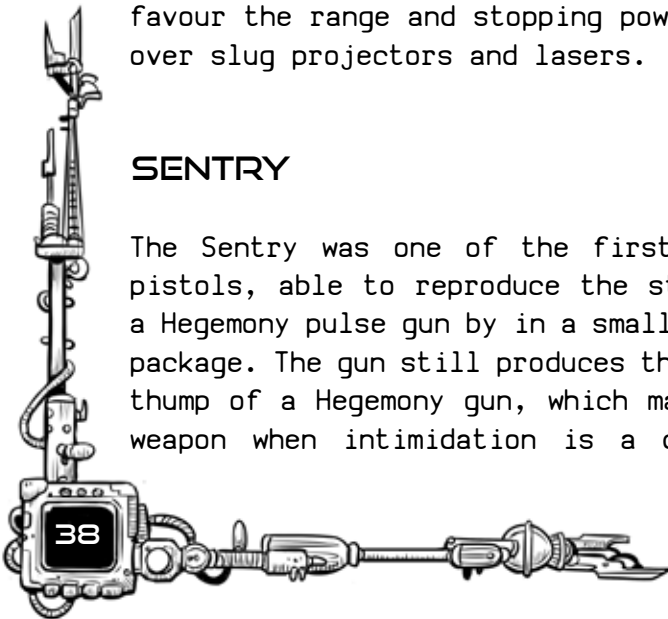
for reliability in the field and a high 'stopping power'. The whooshing discharge sound of a Hegemony pulse gun is very distinctive, giving them the nickname 'thumpers'.

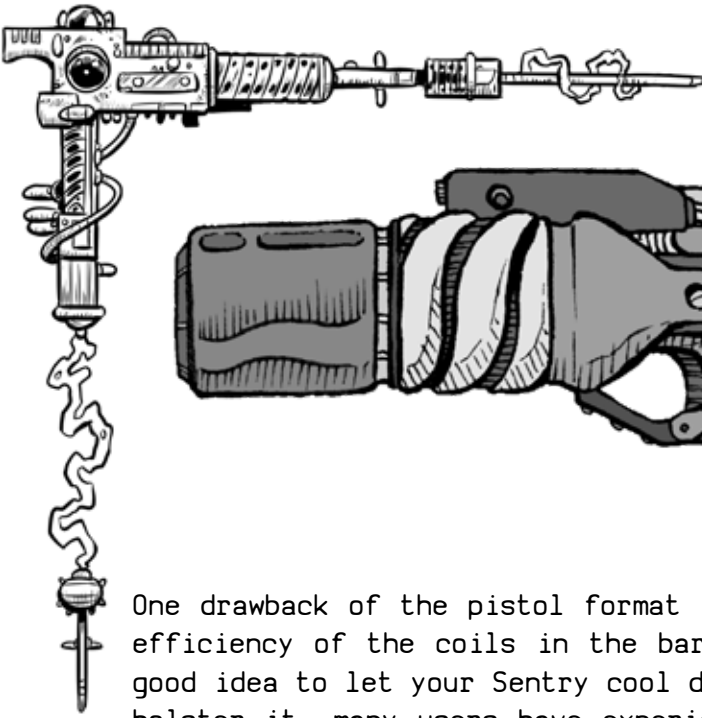
EXHORT

The Exhort is a long-range sniper's weapon, or at least long range for a pulse gun. The Exhort is unusual for Hegemony pulse guns in that it doesn't make use of the re-formulated metallic of the rest of the weapons - the sacrifice in range was considered too much for a sniper's weapon. Hegemony has since stopped manufacturing the Exhort, preferring the weapons that sport the Hegemony amalgam, so those operational weapons still in the field are much in demand. The removable battery and metallic case in the position of the traditional magazine is the first time that the 'double clip' design now synonymous to Hegemony was introduced - a dual supply that gives both power and ammunition, and can be recharged/reloaded. Interestingly, the Exhort is sometimes seen amongst big game hunters, who favour the range and stopping power of the weapon over slug projectors and lasers.

SENTRY

The Sentry was one of the first reliable pulse pistols, able to reproduce the stopping power of a Hegemony pulse gun by in a small and lightweight package. The gun still produces the characteristic thump of a Hegemony gun, which makes it a useful weapon when intimidation is a desired outcome.

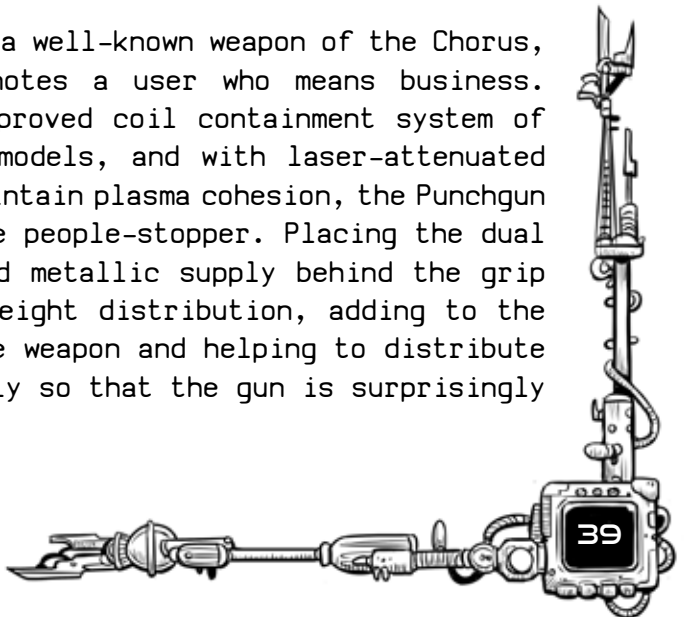


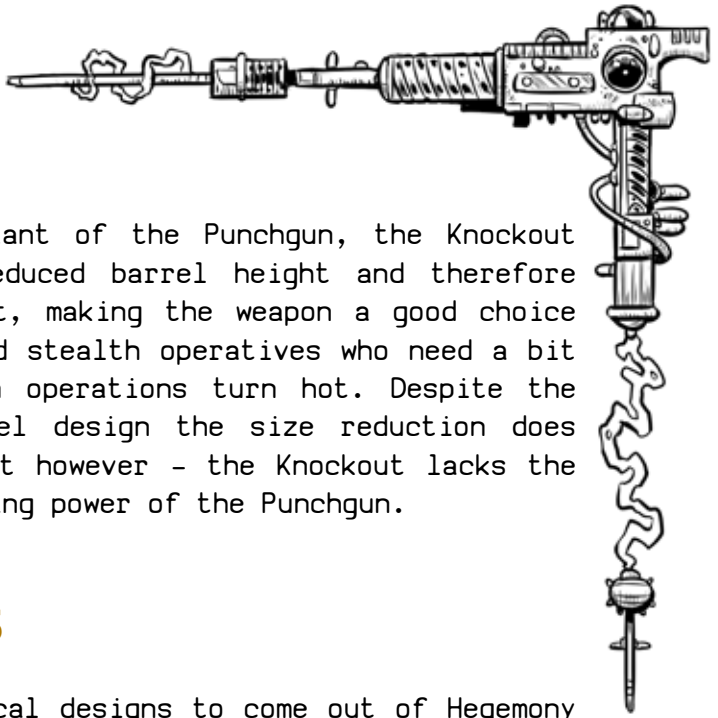


One drawback of the pistol format is the cooling efficiency of the coils in the barrel - it is a good idea to let your Sentry cool down before you holster it, many users have experienced the burn from touching the barrel of a recently discharged Sentry. The adapter in the grip allows the Sentry to be recharged, essential to maintain coil efficiency which can degrade if the weapon's power runs too low.

PUNCHGUN

The Punchgun is a well-known weapon of the Chorus, and usually denotes a user who means business. Sporting the improved coil containment system of later Hegemony models, and with laser-attenuated guide path to maintain plasma cohesion, the Punchgun is a no-nonsense people-stopper. Placing the dual clip battery and metallic supply behind the grip allows a good weight distribution, adding to the stability of the weapon and helping to distribute the weight evenly so that the gun is surprisingly easy to handle.





KNOCKOUT

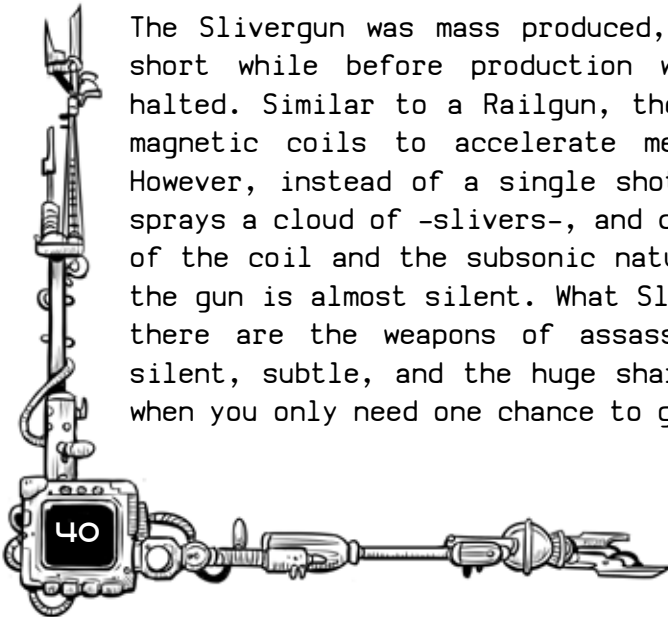
A recent variant of the Punchgun, the Knockout features a reduced barrel height and therefore reduced weight, making the weapon a good choice for scouts and stealth operatives who need a bit of punch when operations turn hot. Despite the improved barrel design the size reduction does come at a cost however - the Knockout lacks the overall stopping power of the Punchgun.

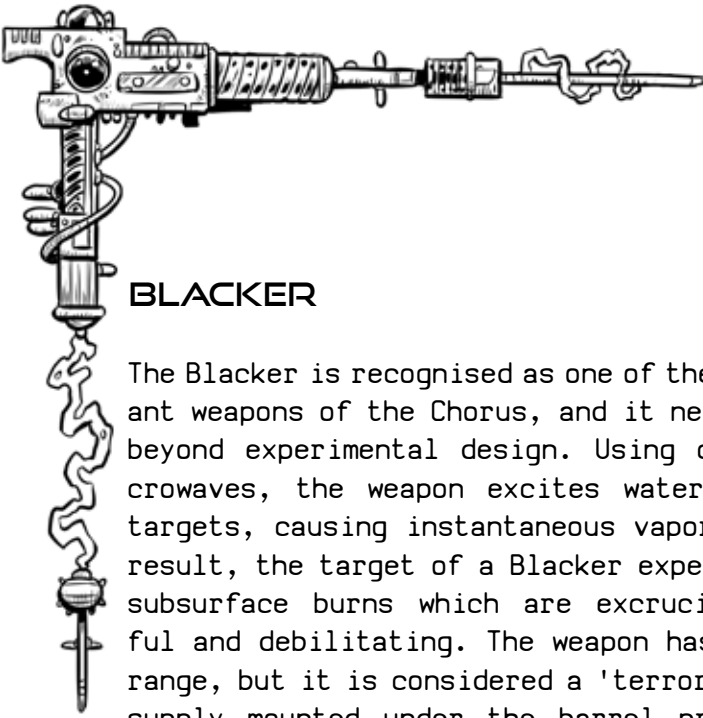
EXOTICS

The most radical designs to come out of Hegemony make use of nanotech. These guns are rare, expensive and experimental at best. Some have never been produced commercially, and exist only as concept models. Still, these guns represent the best available in the Chorus.

SLIVERGUN

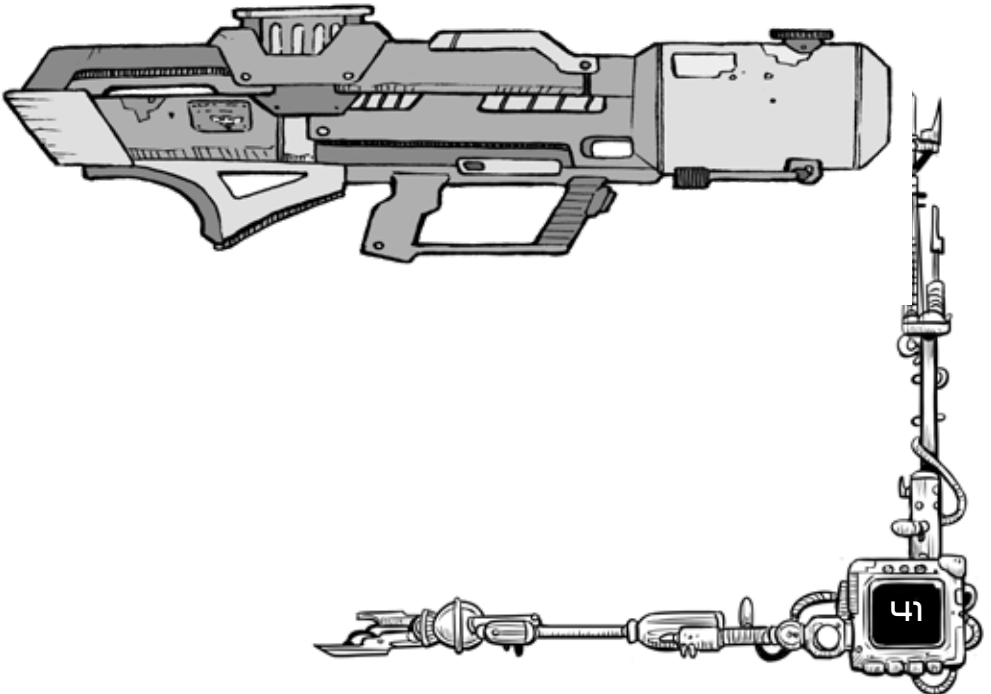
The Slivergun was mass produced, but only for a short while before production was mysteriously halted. Similar to a Railgun, the Slivergun uses magnetic coils to accelerate metallic needles. However, instead of a single shot, the Slivergun sprays a cloud of -slivers-, and due to the design of the coil and the subsonic nature of the cloud the gun is almost silent. What Sliverguns are out there are the weapons of assassins - they are silent, subtle, and the huge shard density means when you only need one chance to get the job done.

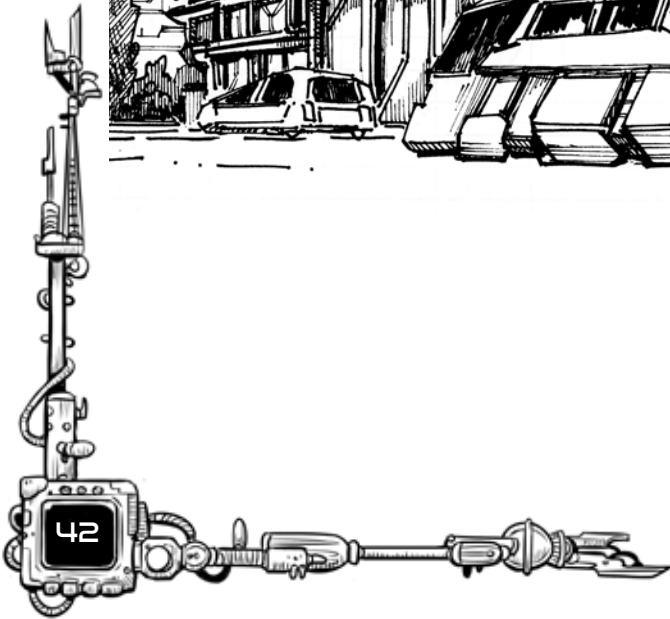
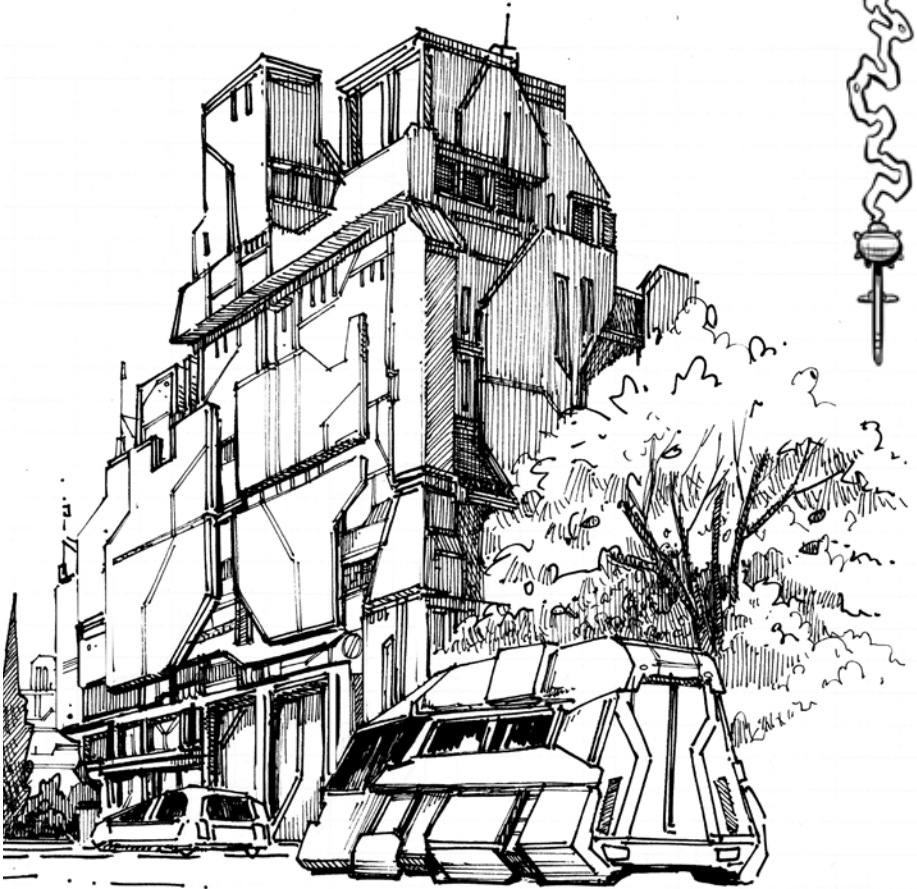
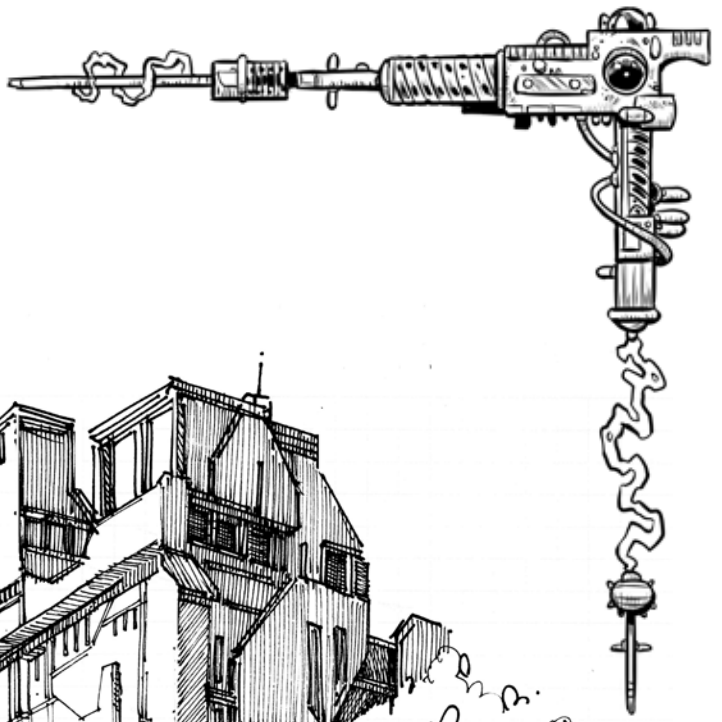


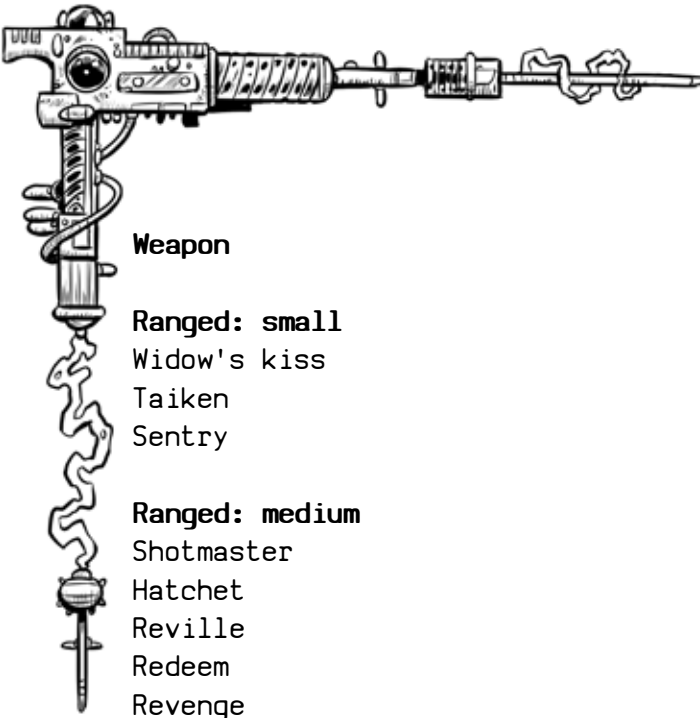


BLACKER

The Blacker is recognised as one of the most unpleasant weapons of the Chorus, and it never progressed beyond experimental design. Using channelled microwaves, the weapon excites water molecules in targets, causing instantaneous vaporisation. As a result, the target of a Blacker experiences severe subsurface burns which are excruciatingly painful and debilitating. The weapon has only a short range, but it is considered a 'terror gun'. A power supply mounted under the barrel provides energy for the microwaves, although as a result the gun is heavy and somewhat clumsy to use.







Weapon

Damage code

Ranged: small

Widow's kiss
Taiken
Sentry

S1d6+2P
S1d6+1P
S1d6+2C

Ranged: medium

Shotmaster
Hatchet
Reville
Redeem
Revenge
Punchgun
Knockout
Slivergun

M2d6P
M2d6-1P
M2d6E
M2d6-1E
M2d6+2E
M2d6+1C
M2d6C
M2d6+3P

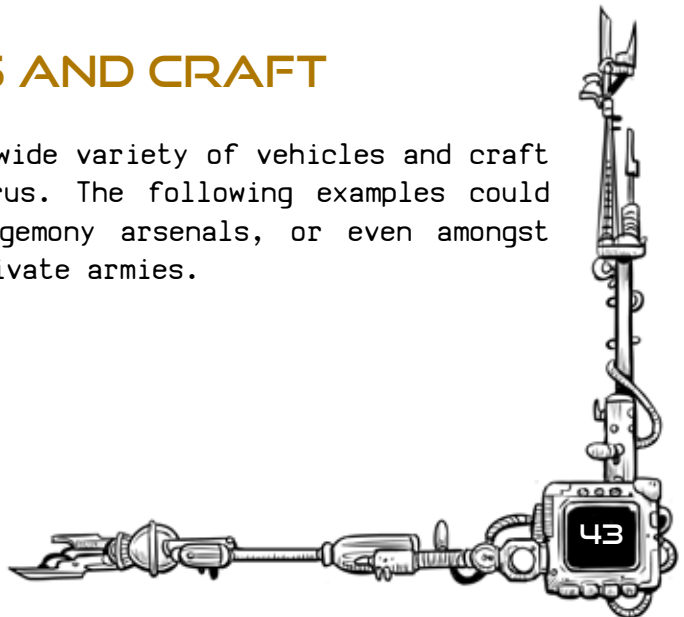
Ranged, large

Exhort
Blacker

L2d6+3C
L3d6E

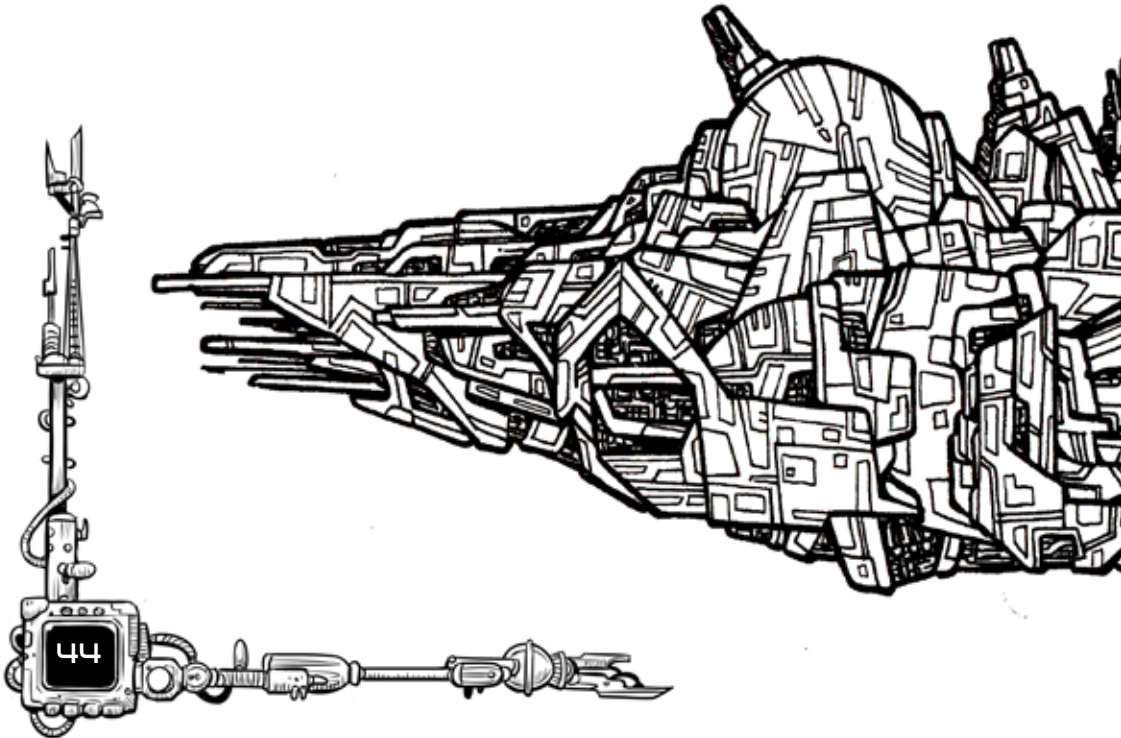
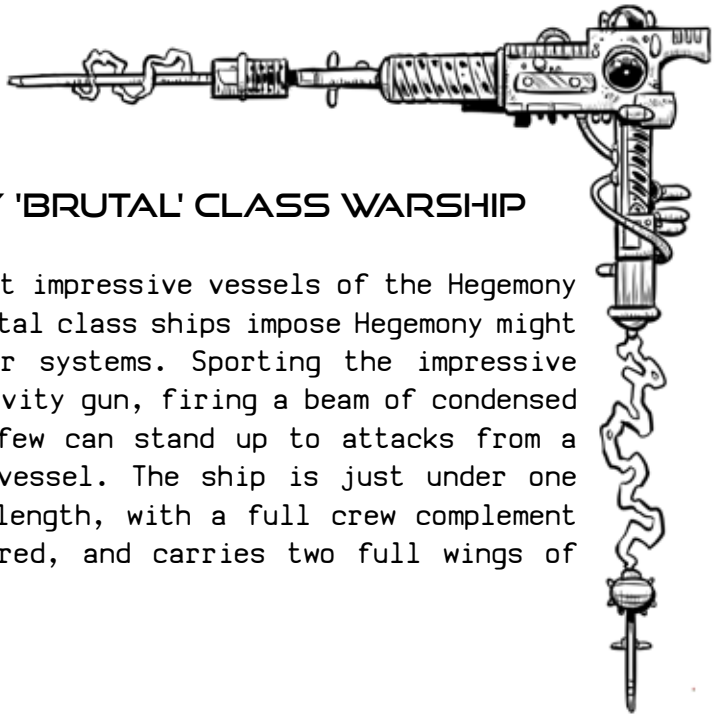
VEHICLES AND CRAFT

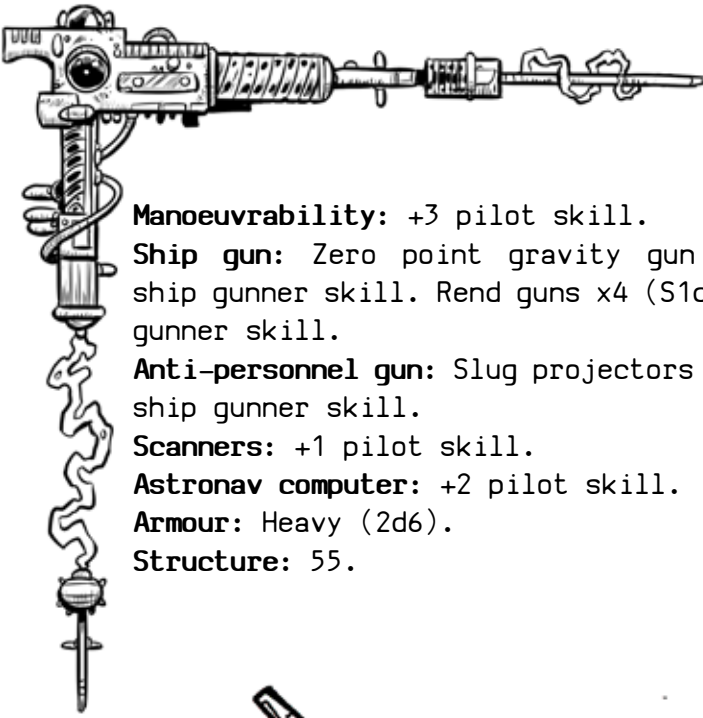
Hegemony use a wide variety of vehicles and craft across the Chorus. The following examples could be found in Hegemony arsenals, or even amongst civilians or private armies.



HEGEMONY 'BRUTAL' CLASS WARSHIP

One of the most impressive vessels of the Hegemony fleet, the Brutal class ships impose Hegemony might over many star systems. Sporting the impressive zero point gravity gun, firing a beam of condensed warp energy, few can stand up to attacks from a Brutal class vessel. The ship is just under one kilometre in length, with a full crew complement of three hundred, and carries two full wings of needleships.





Manoeuvrability: +3 pilot skill.

Ship gun: Zero point gravity gun (S3d6S), +3 ship gunner skill. Rend guns x4 (S1d6+2S), +1 ship gunner skill.

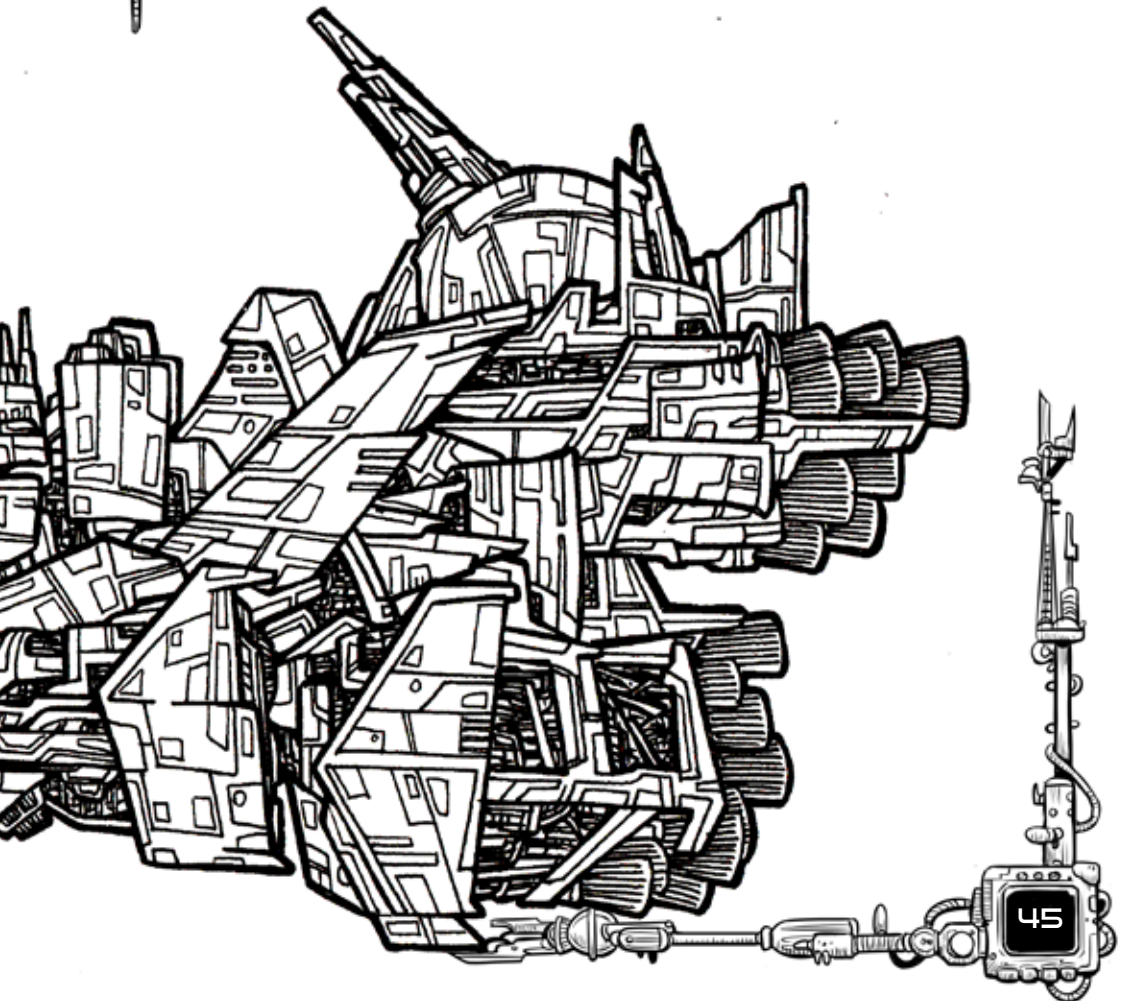
Anti-personnel gun: Slug projectors x6 (L2d6P), +1 ship gunner skill.

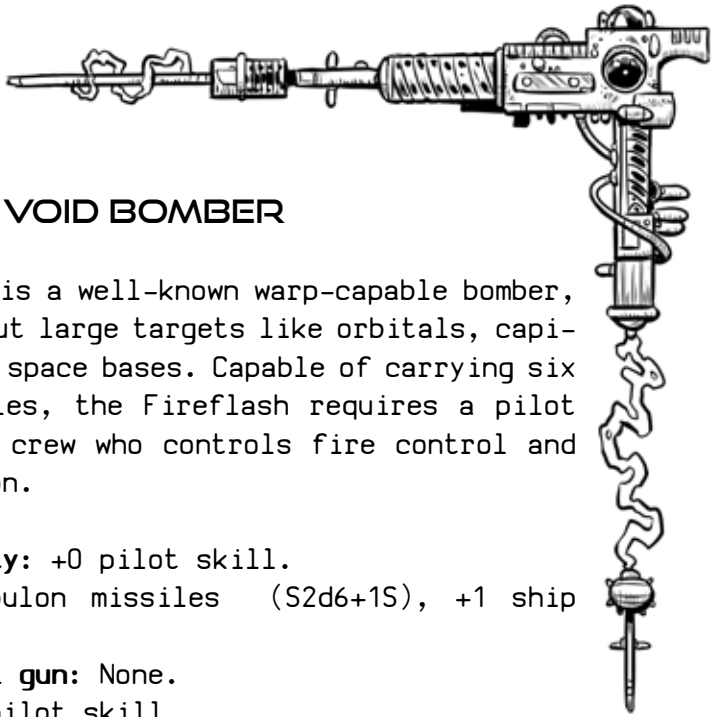
Scanners: +1 pilot skill.

Astronav computer: +2 pilot skill.

Armour: Heavy (2d6).

Structure: 55.





FIREFLASH VOID BOMBER

The Fireflash is a well-known warp-capable bomber, used to take out large targets like orbitals, capital ships and space bases. Capable of carrying six Nebulon missiles, the Fireflash requires a pilot and one other crew who controls fire control and astronavigation.

Manoeuvrability: +0 pilot skill.

Ship gun: Nebulon missiles (S2d6+1S), +1 ship gunner skill.

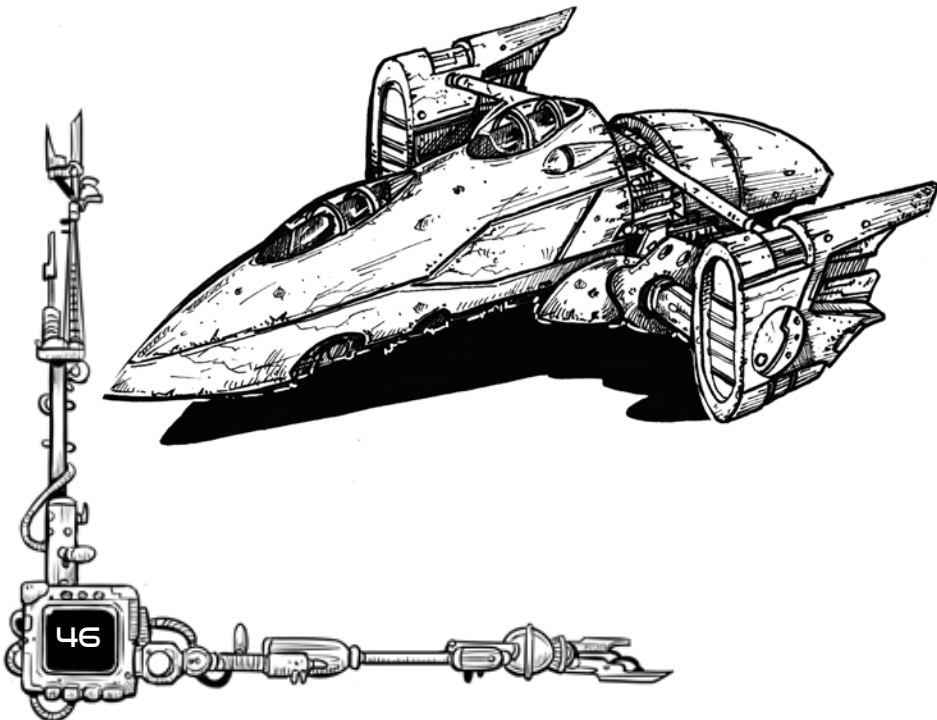
Anti-personnel gun: None.

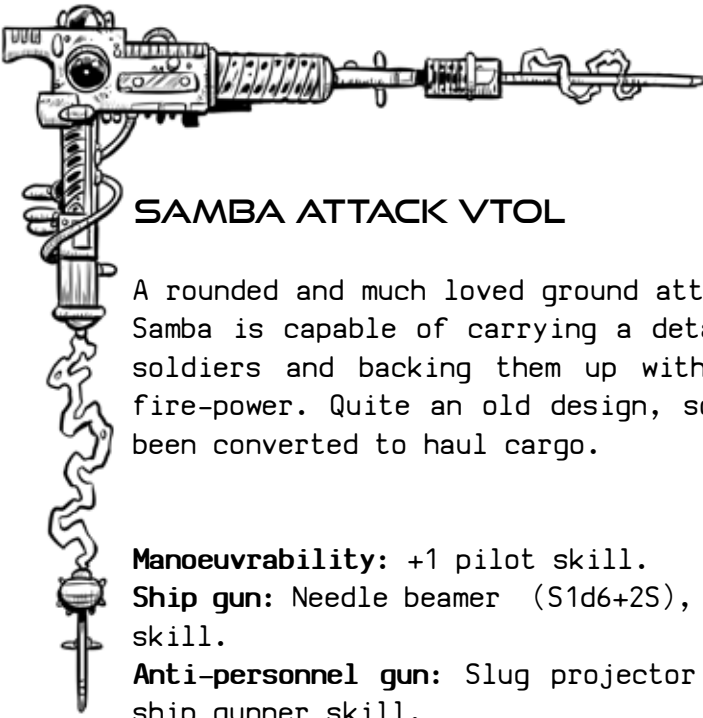
Scanners: +2 pilot skill.

Astronav computer: +0 pilot skill.

Armour: Light (1d3).

Structure: 17.





SAMBA ATTACK VTOL

A rounded and much loved ground attack craft, the Samba is capable of carrying a detachment of six soldiers and backing them up with some serious fire-power. Quite an old design, some ships have been converted to haul cargo.

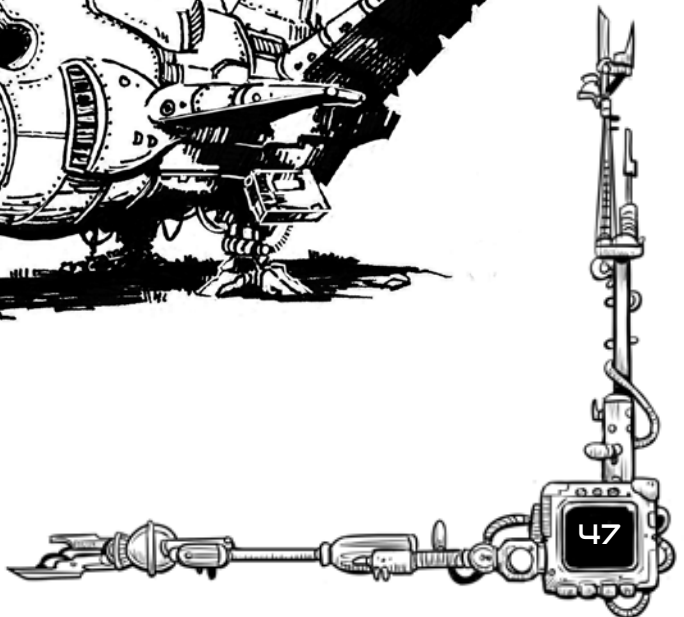
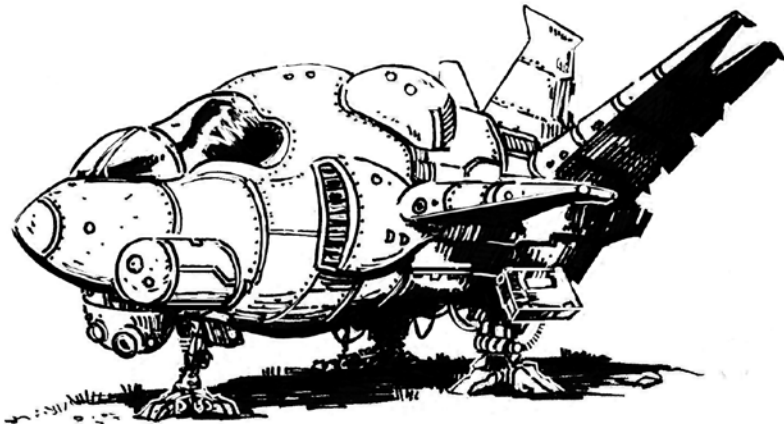
Manoeuvrability: +1 pilot skill.

Ship gun: Needle beamer (S1d6+2S), +1 ship gunner skill.

Anti-personnel gun: Slug projector (L2d6+1P), +2 ship gunner skill.

Armour: Light (1d3).

Structure: 14.



CRASSIS DROPSHIP

A veteran of hundreds of engagements, the Crassis is a warp-capable dropship that can carry up to thirty four Nova Guard planetside form orbit. A real workhorse, the Crassis has been seen in virtually every planetary invasion every broadcast.

Manoeuvrability: -1 pilot skill.

Ship gun: Slice beam (S1d6+2S), +2 ship gunner skill.

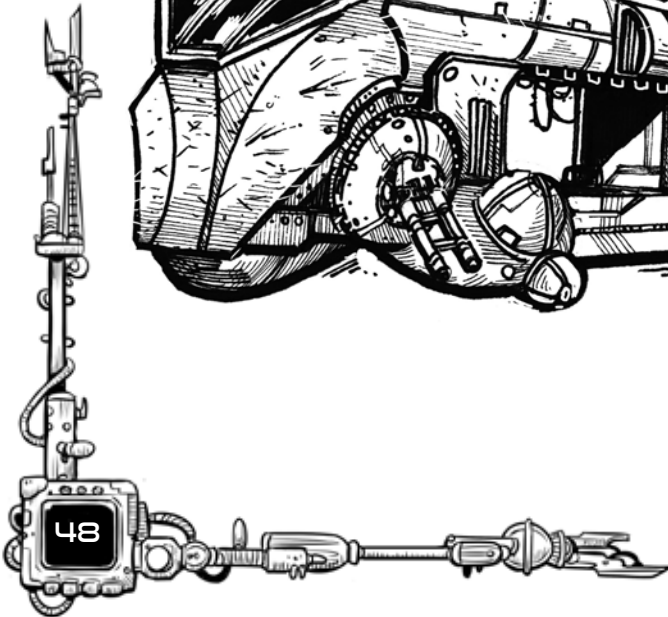
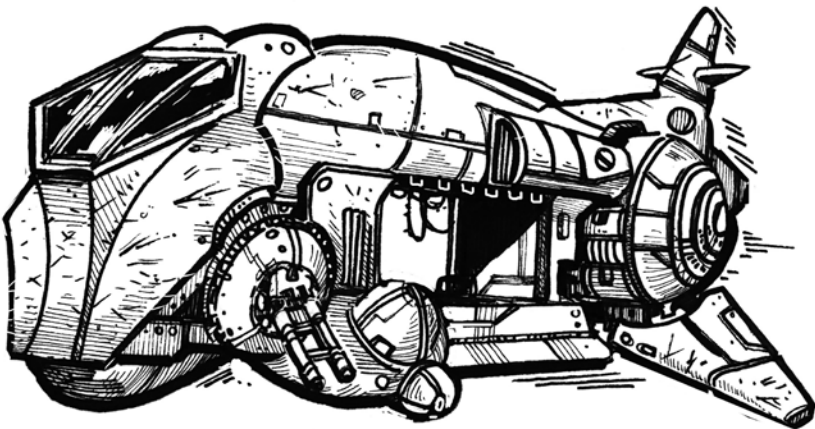
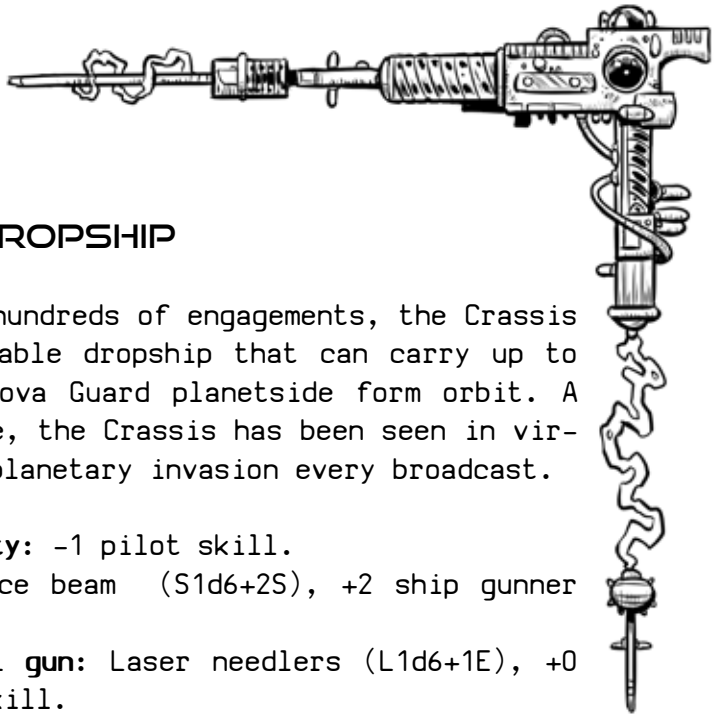
Anti-personnel gun: Laser needlers (L1d6+1E), +0 ship gunner skill.

Scanners: +0 pilot skill.

Astronav computer: +0 pilot skill.

Armour: Light (1d3).

Structure: 15.





MESSIX STRIDER

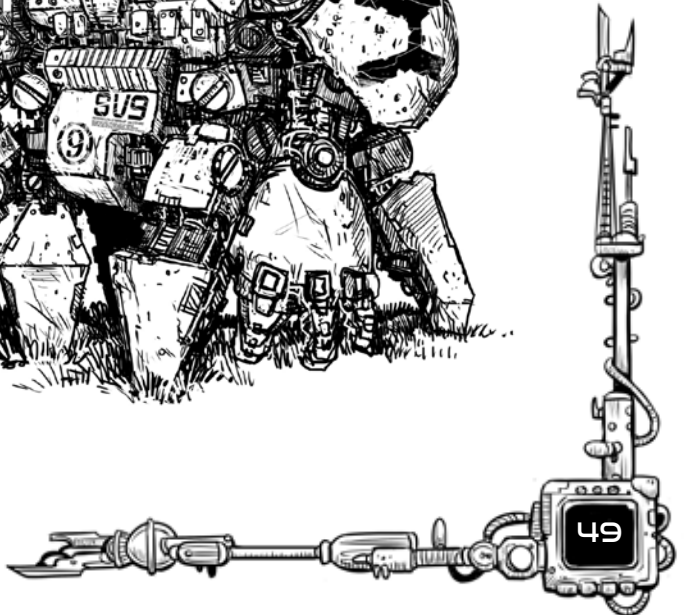
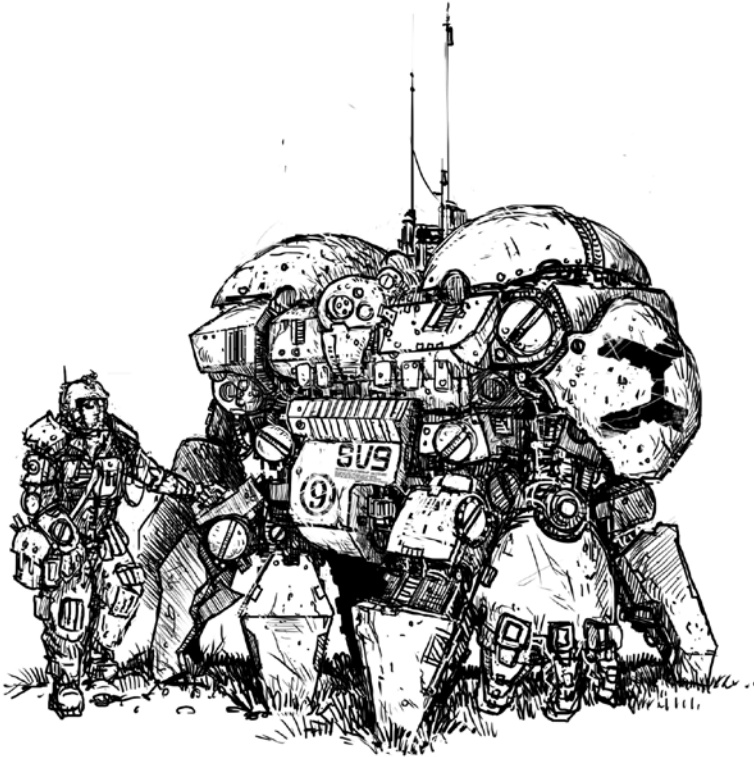
A large walking anti-personnel weapons vehicle, the Messix is slow but effective. Its single on-board pilot is responsible for piloting and weapons control, and it makes for a great assault unit.

Manoeuvrability: +0 pilot skill.

Gun: Pulse cannon x4 (L2d6+1E), +1 ship gunner skill.

Armour: Heavy (2d6).

Structure: 22.



TARAN STRIDER

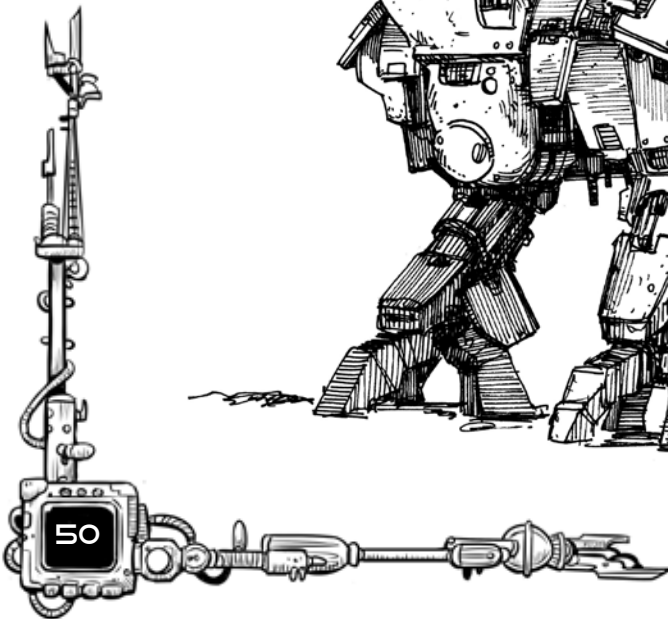
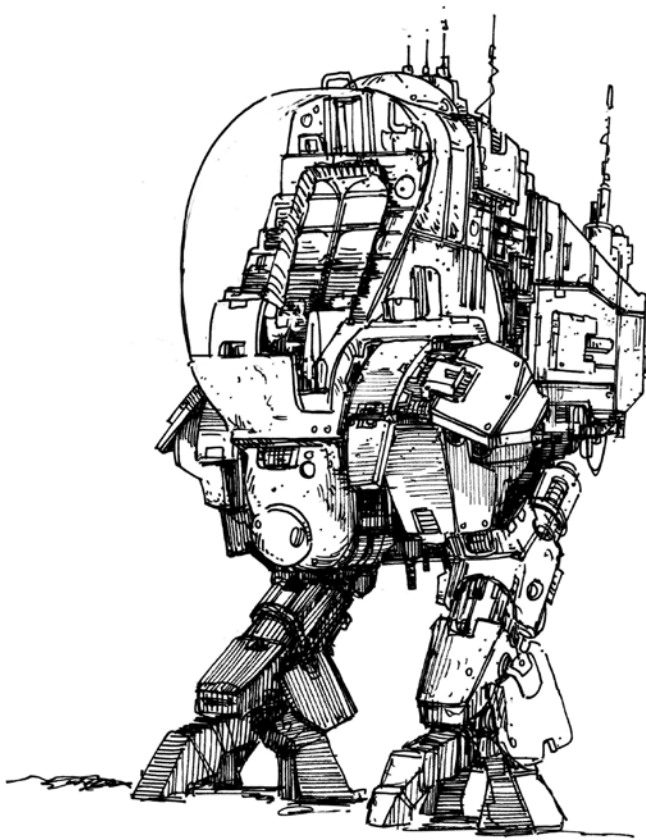
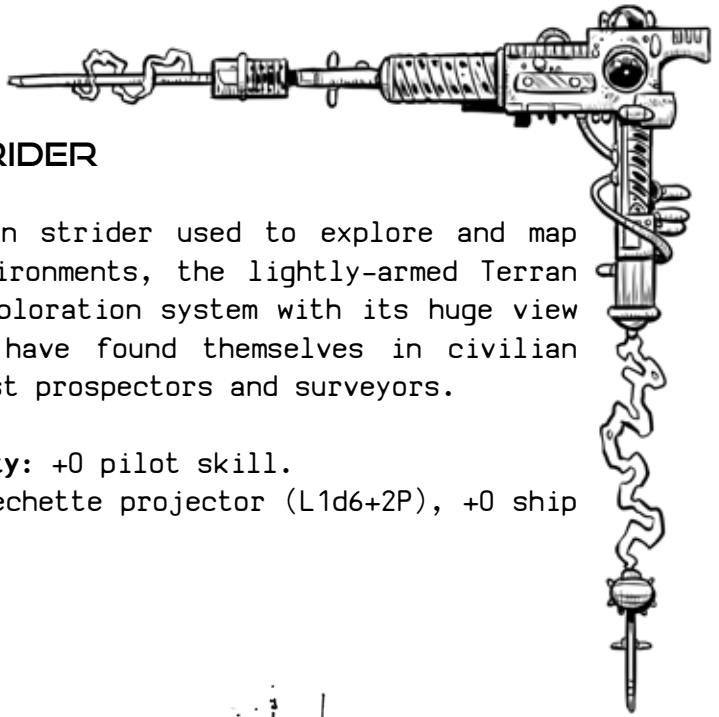
An all terrain strider used to explore and map dangerous environments, the lightly-armed Terran is a great exploration system with its huge view bubble. Many have found themselves in civilian service amongst prospectors and surveyors.

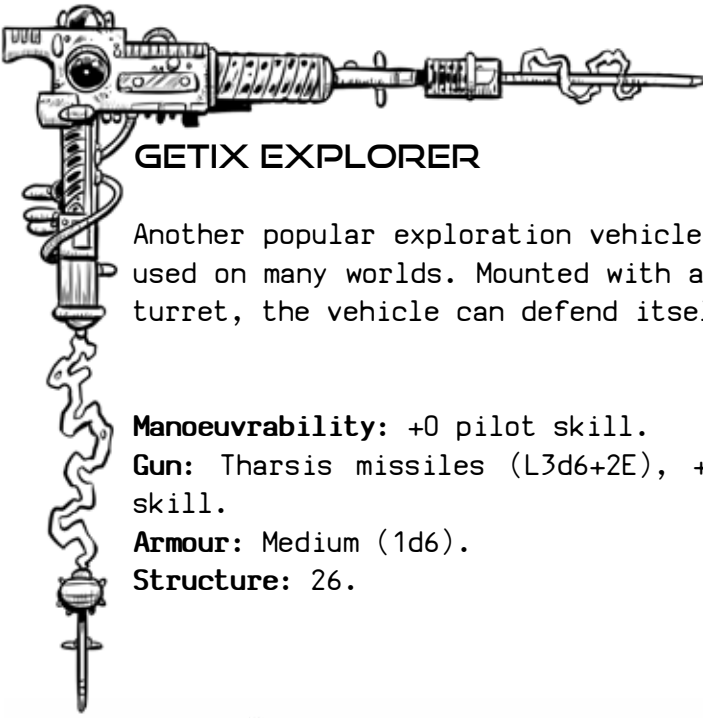
Manoeuvrability: +0 pilot skill.

Gun: Light flechette projector (L1d6+2P), +0 ship gunner skill.

Armour: None.

Structure: 21.





GETIX EXPLORER

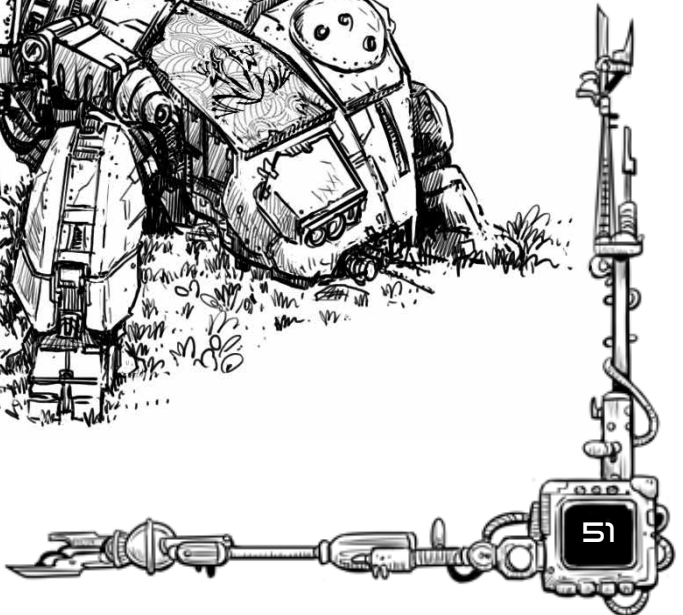
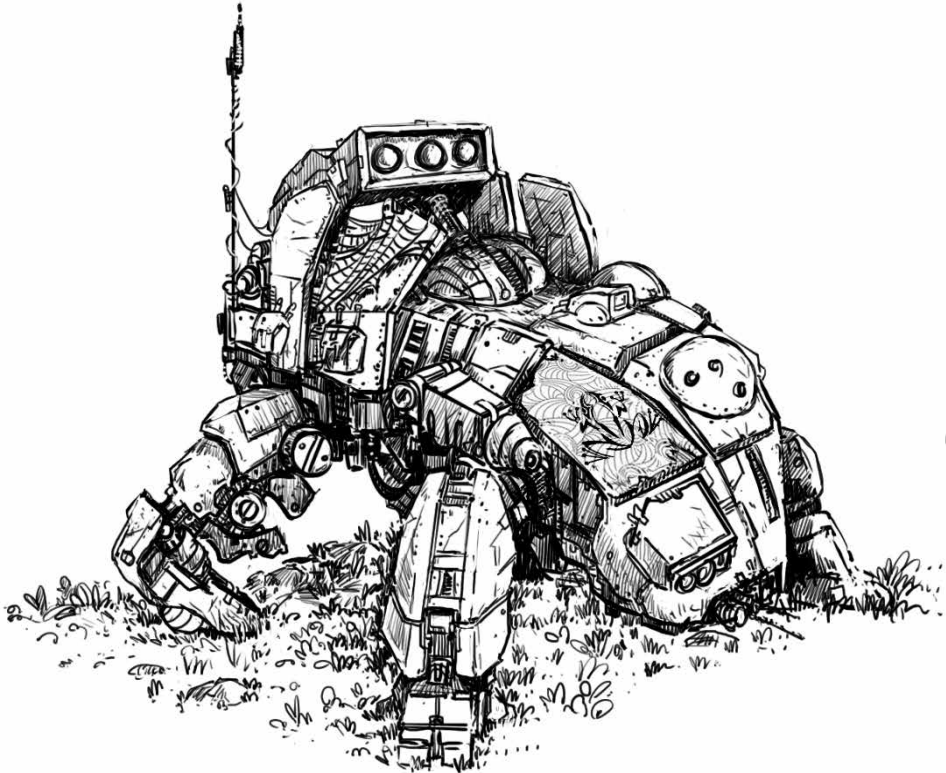
Another popular exploration vehicle, the Getix is used on many worlds. Mounted with a large missile turret, the vehicle can defend itself well.

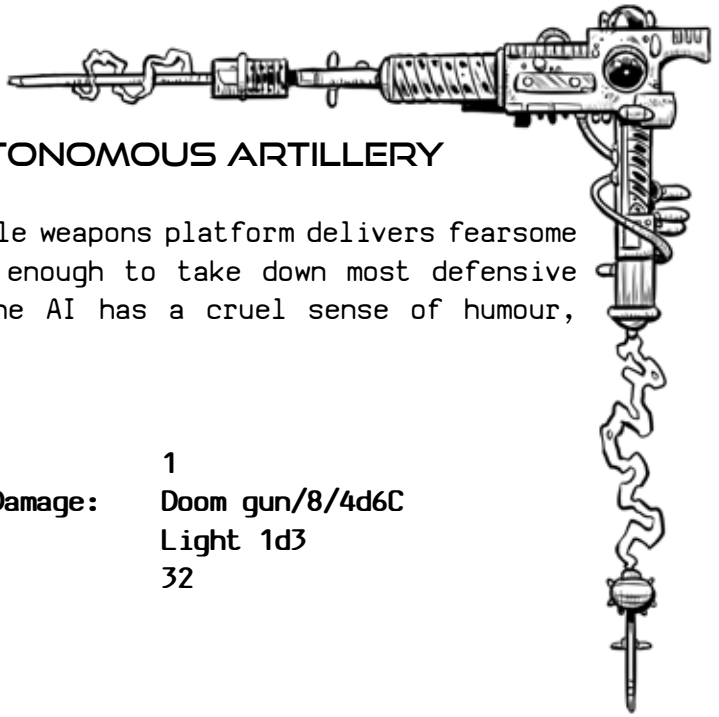
Manoeuvrability: +0 pilot skill.

Gun: Tharsis missiles (L3d6+2E), +1 ship gunner skill.

Armour: Medium (1d6).

Structure: 26.

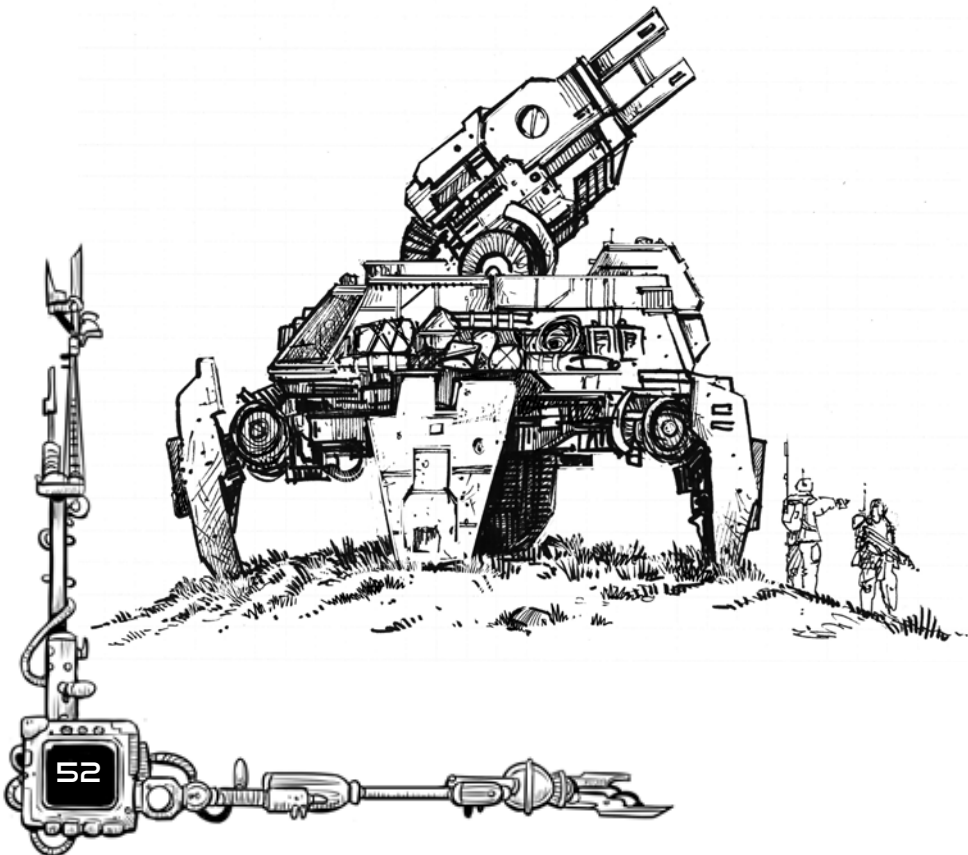


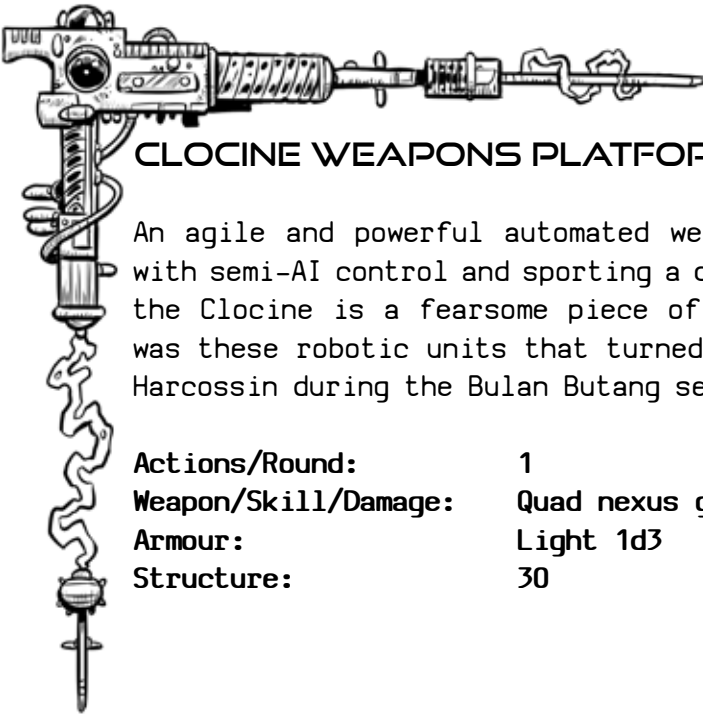


REDUS AUTONOMOUS ARTILLERY

This huge mobile weapons platform delivers fearsome bombardments, enough to take down most defensive structures. The AI has a cruel sense of humour, too.

Actions/Round:	1
Weapon/Skill/Damage:	Doom gun/8/4d6C
Armour:	Light 1d3
Structure:	32

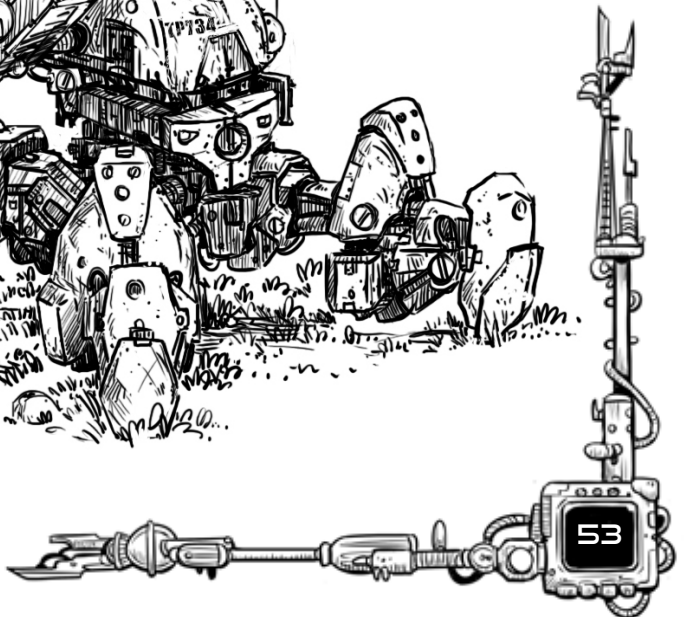
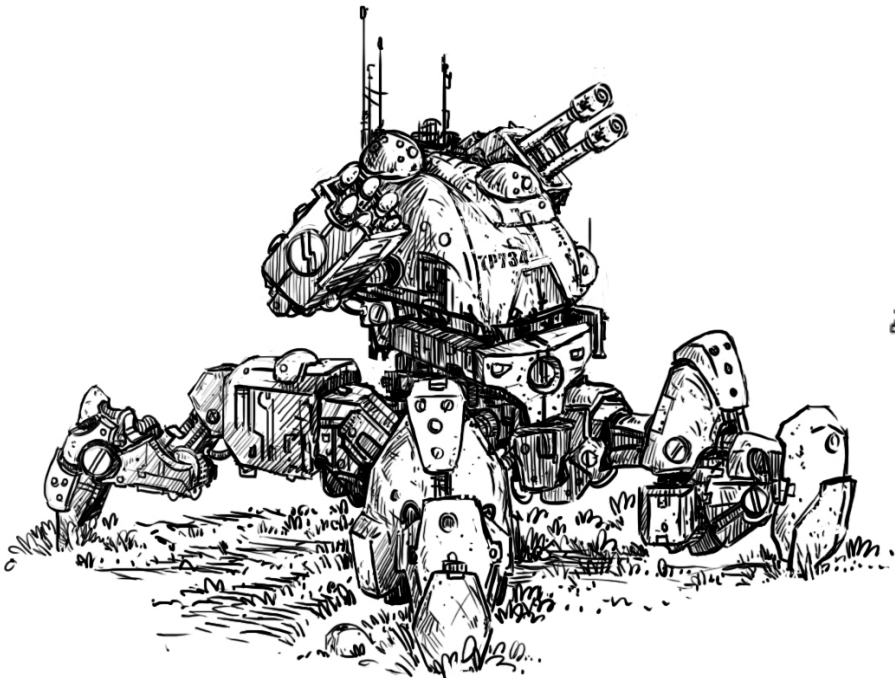


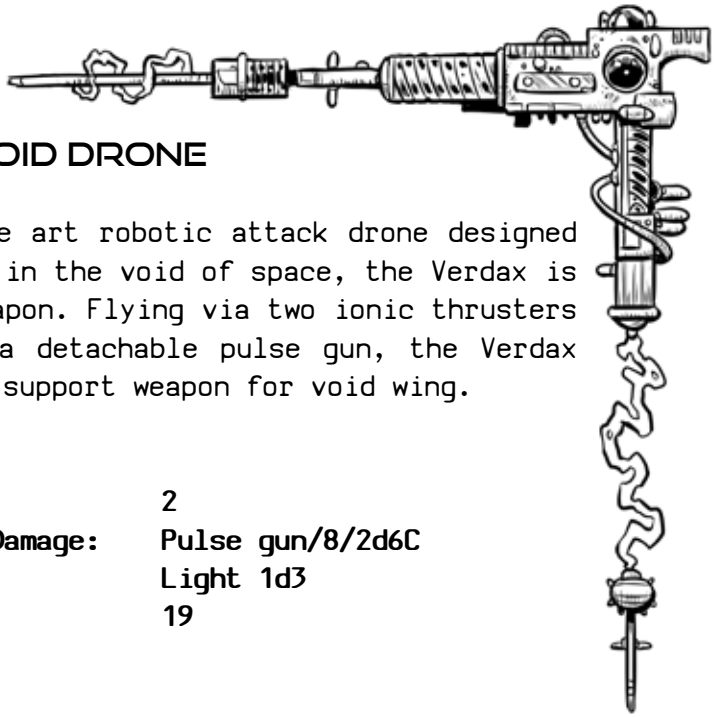


CLOCINE WEAPONS PLATFORM

An agile and powerful automated weapons platform with semi-AI control and sporting a quad-nexus gun, the Clocine is a fearsome piece of equipment. It was these robotic units that turned the battle of Harcoffin during the Bulan Butang separatist wars.

Actions/Round:	1
Weapon/Skill/Damage:	Quad nexus gun/6/3d6P
Armour:	Light 1d3
Structure:	30

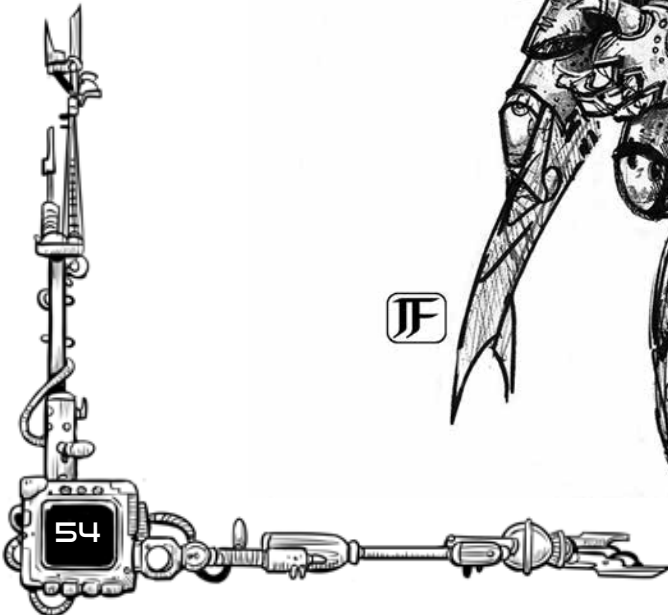
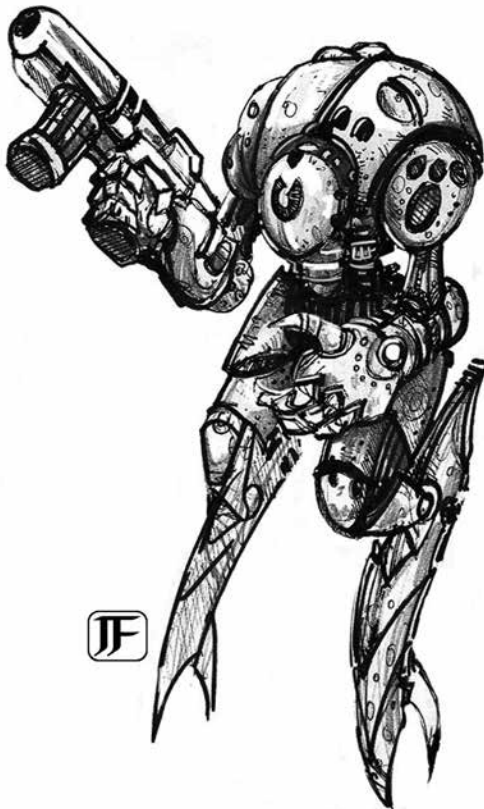


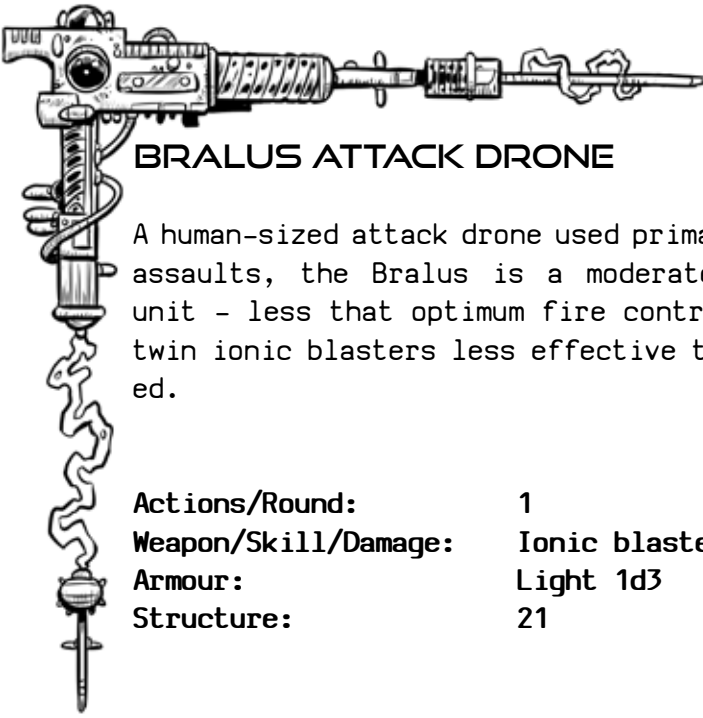


VERDAX VOID DRONE

A state of the art robotic attack drone designed for operation in the void of space, the Verdex is a powerful weapon. Flying via two ionic thrusters and sporting a detachable pulse gun, the Verdex makes a great support weapon for void wing.

Actions/Round:	2
Weapon/Skill/Damage:	Pulse gun/8/2d6C
Armour:	Light 1d3
Structure:	19

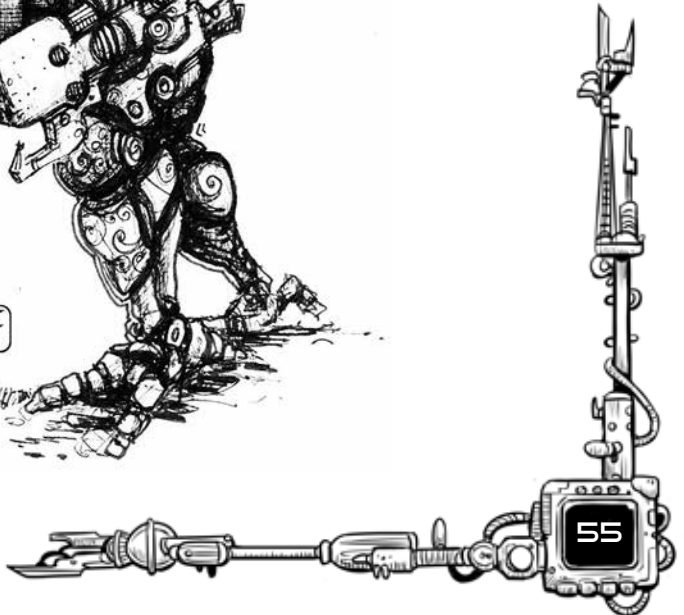
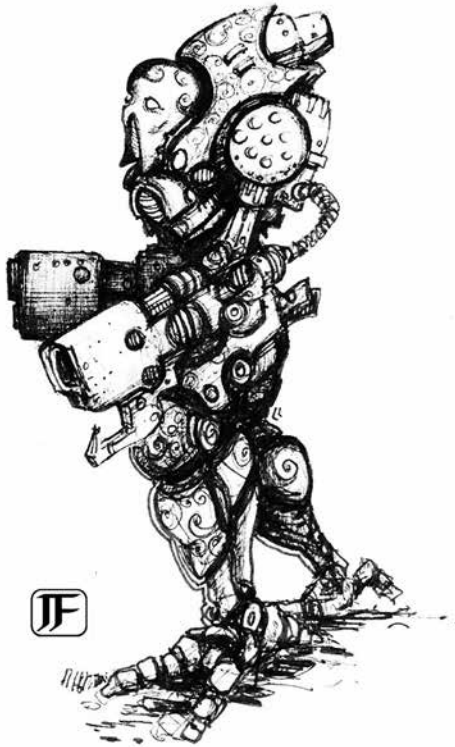


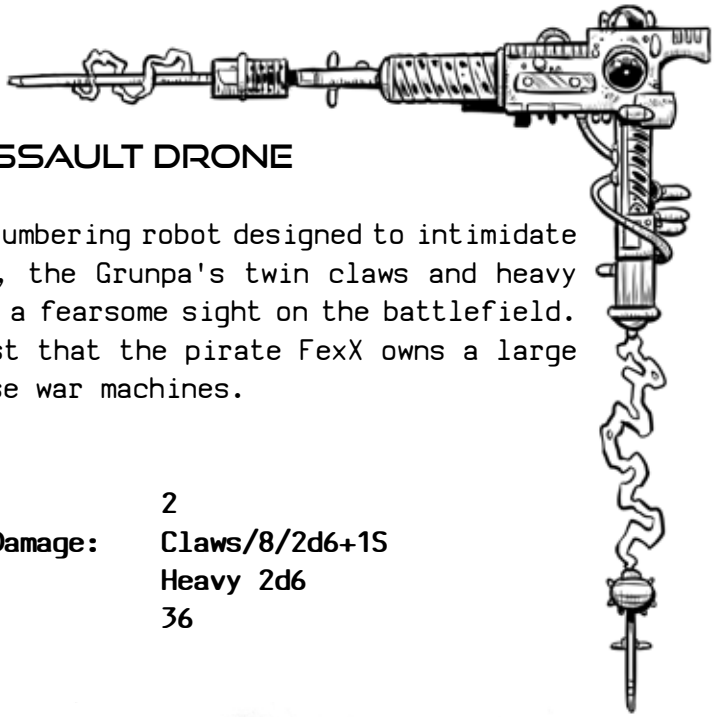


BRALUS ATTACK DRONE

A human-sized attack drone used primarily in ground assaults, the Bralus is a moderately successful unit - less that optimum fire control renders the twin ionic blasters less effective than anticipated.

Actions/Round:	1
Weapon/Skill/Damage:	Ionic blasters/4/2d6+2E
Armour:	Light 1d3
Structure:	21

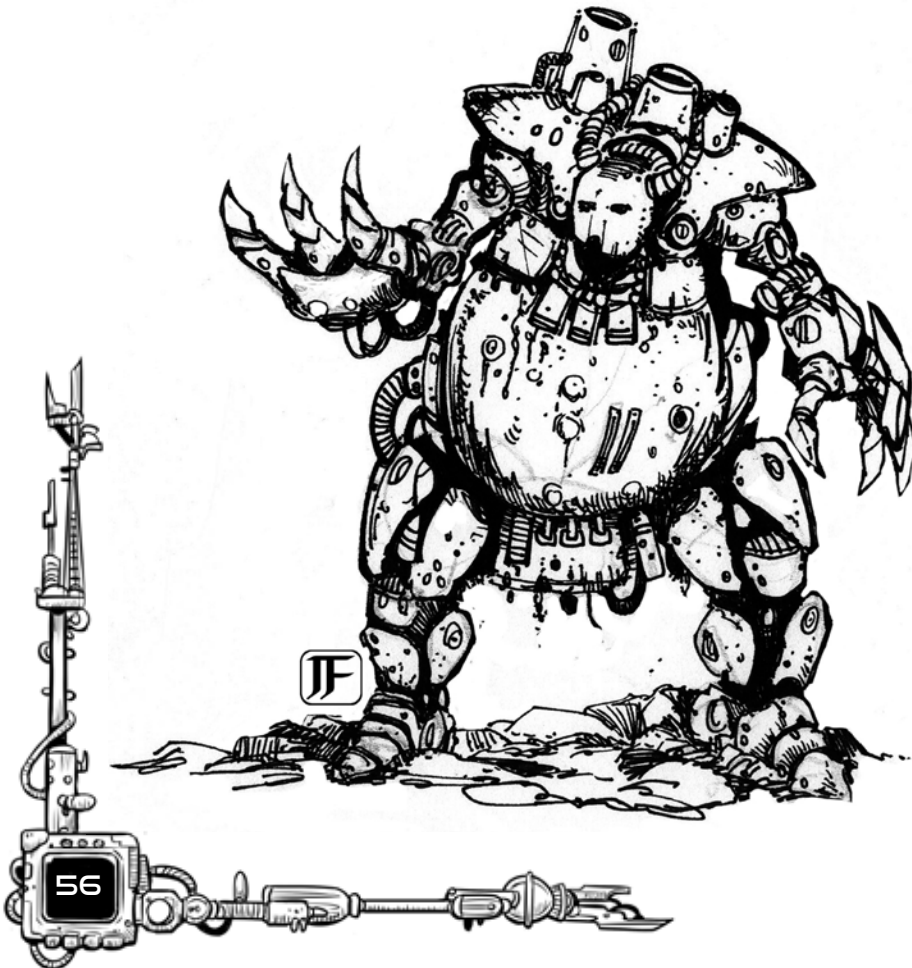


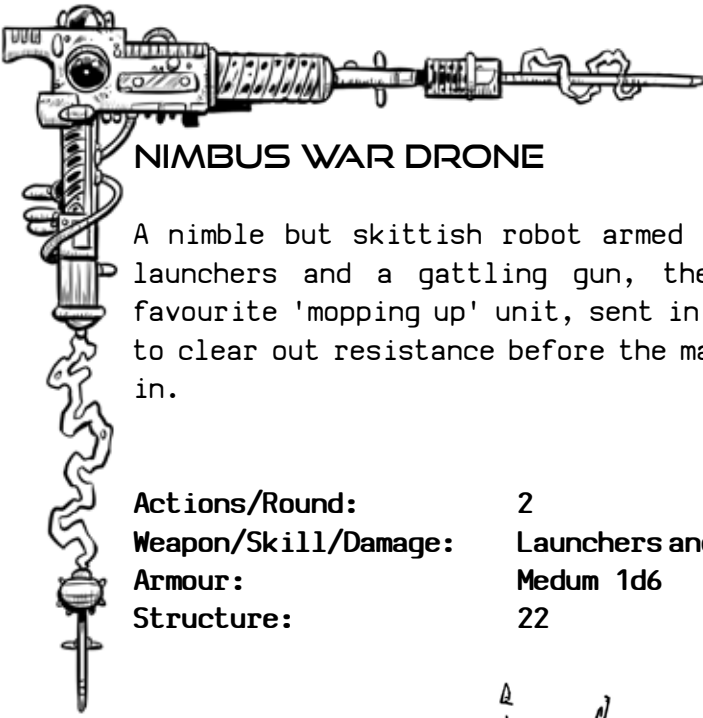


GRUNPA ASSAULT DRONE

A vicious and lumbering robot designed to intimidate as well fight, the Grunpa's twin claws and heavy armour make it a fearsome sight on the battlefield. Rumours persist that the pirate FexX owns a large number of these war machines.

Actions/Round:	2
Weapon/Skill/Damage:	Claws/8/2d6+15
Armour:	Heavy 2d6
Structure:	36

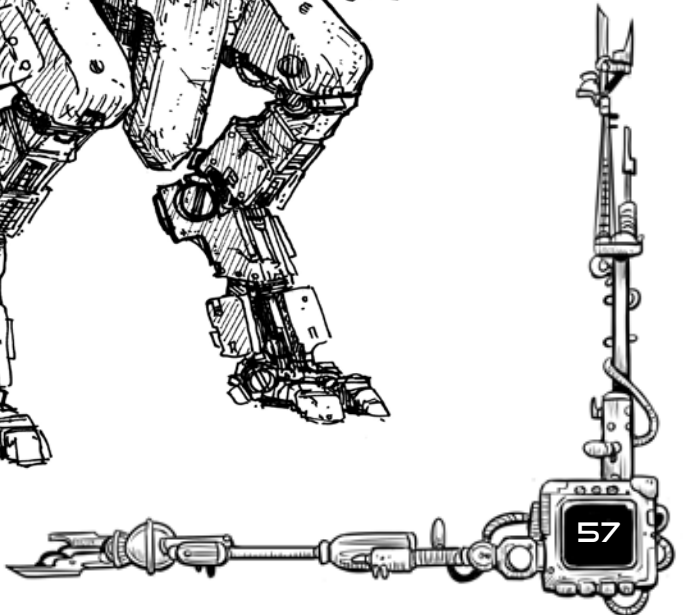
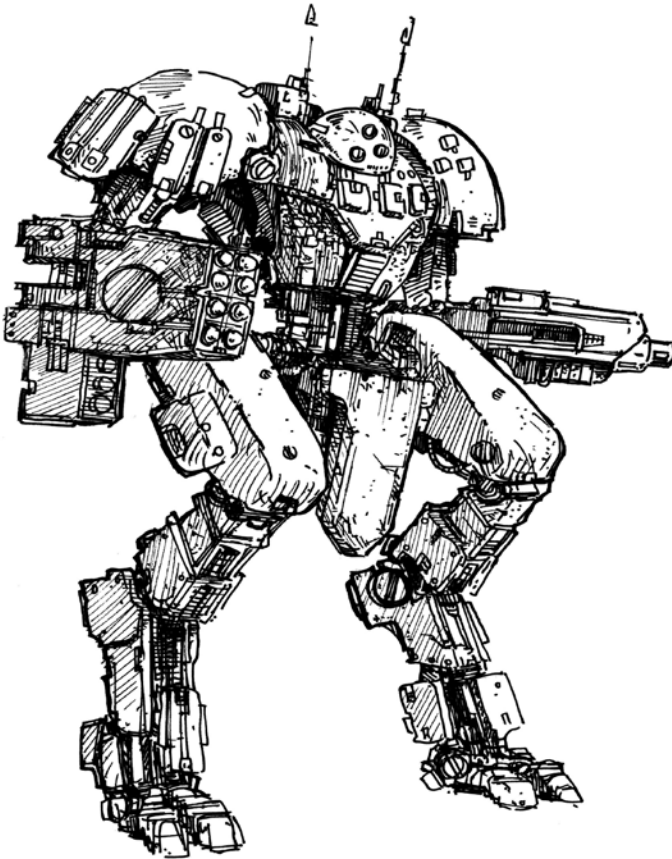


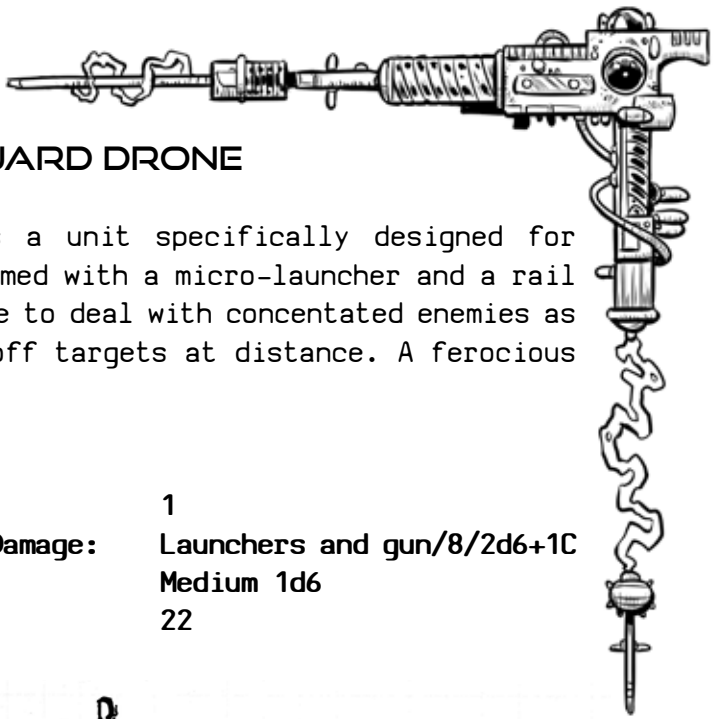


NIMBUS WAR DRONE

A nimble but skittish robot armed with microbomb launchers and a gatling gun, the Nimbus is a favourite 'mopping up' unit, sent in to urban areas to clear out resistance before the main force moves in.

Actions/Round:	2
Weapon/Skill/Damage:	Launchers and guns/8/2d6+1C
Armour:	Medum 1d6
Structure:	22

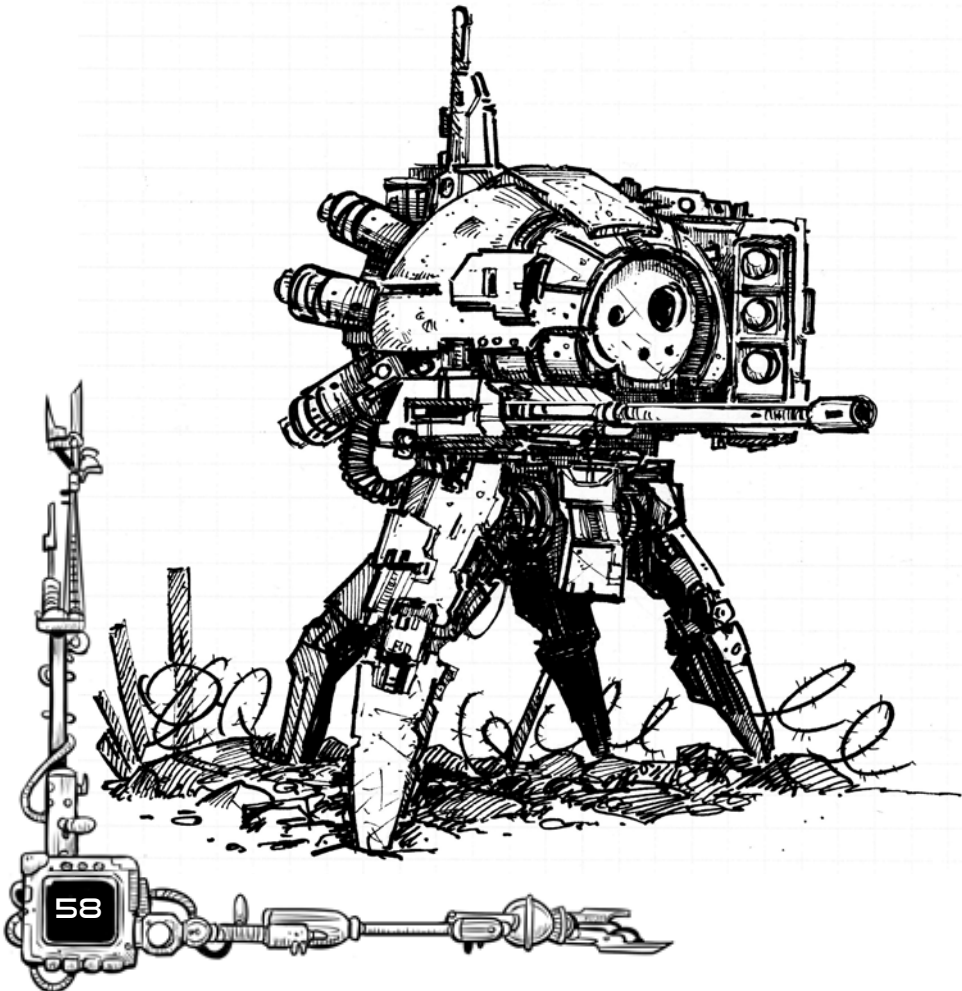


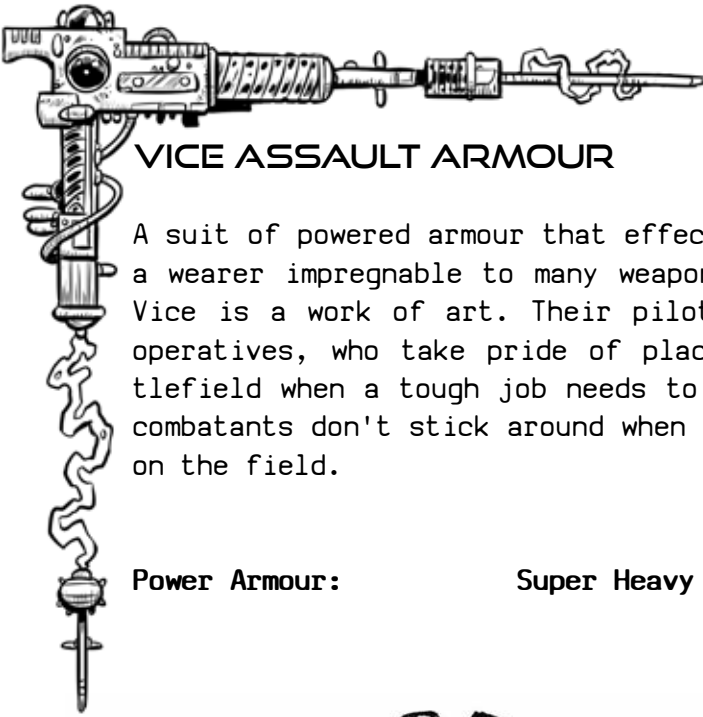


COLLAS GUARD DRONE

The Collas is a unit specifically designed for guard duty. Armed with a micro-launcher and a rail gun, it is able to deal with concentrated enemies as well as pick off targets at distance. A ferocious machine.

Actions/Round:	1
Weapon/Skill/Damage:	Launchers and gun/8/2d6+1C
Armour:	Medium 1d6
Structure:	22



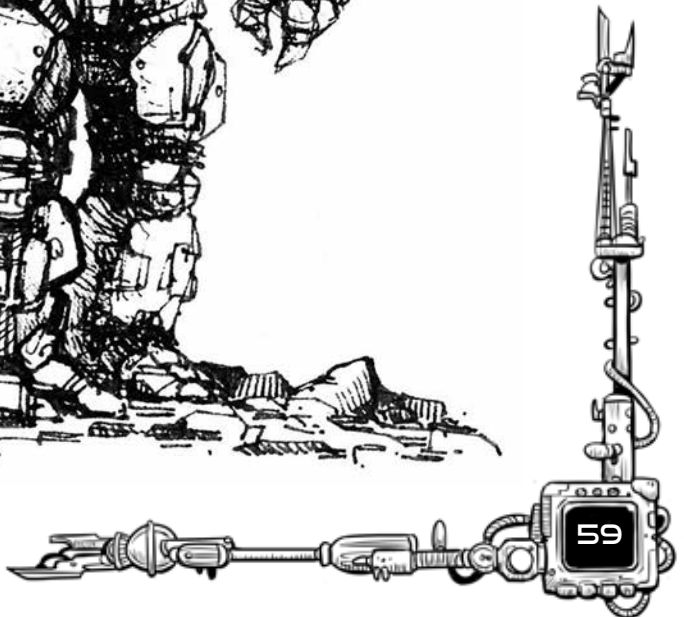
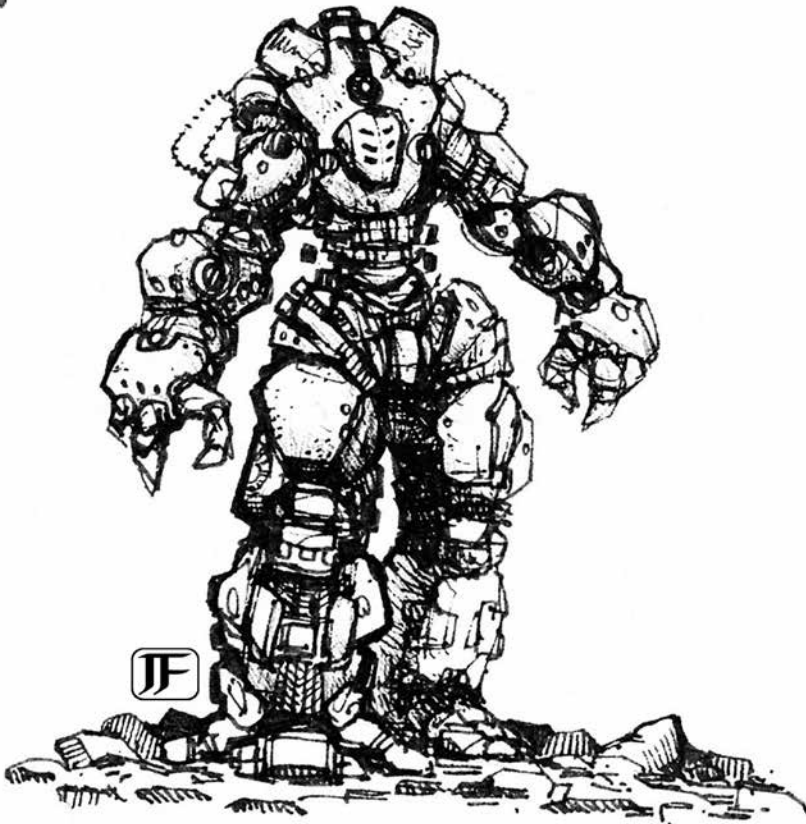


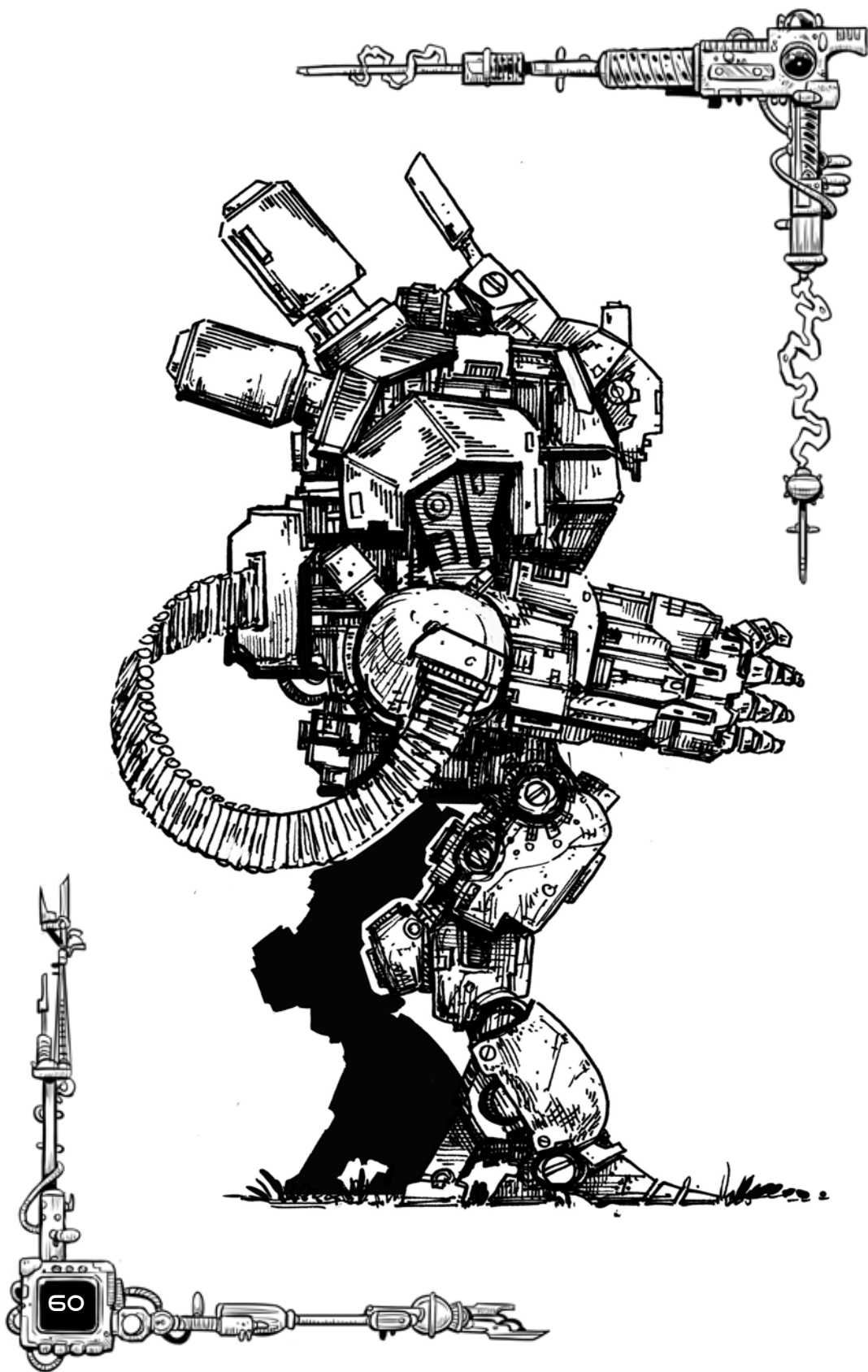
VICE ASSAULT ARMOUR

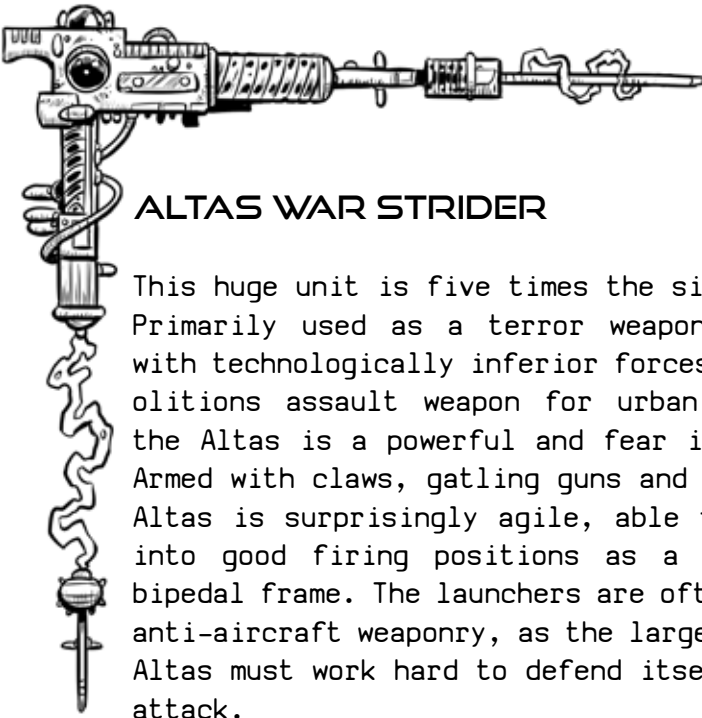
A suit of powered armour that effectively renders a wearer impregnable to many weapon systems, the Vice is a work of art. Their pilots are skilled operatives, who take pride of place on the battlefield when a tough job needs to be done. Most combatants don't stick around when a Vice unit is on the field.

Power Armour:

Super Heavy 3d6







ALTAS WAR STRIDER

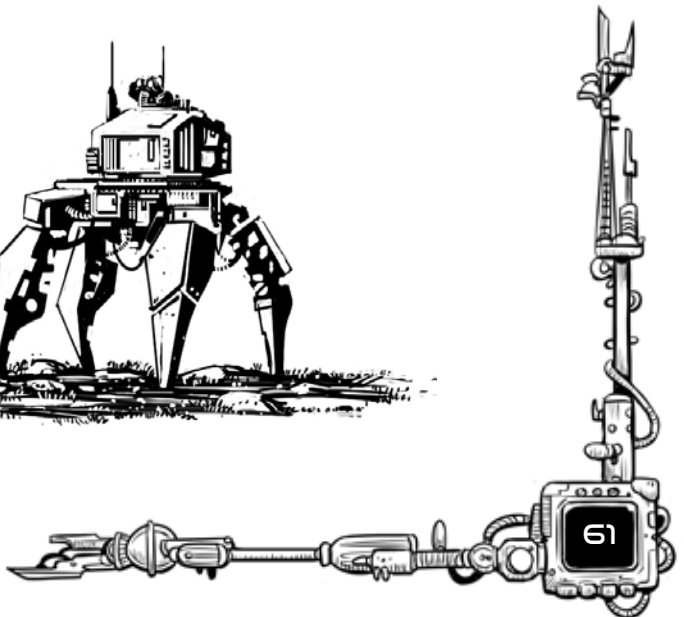
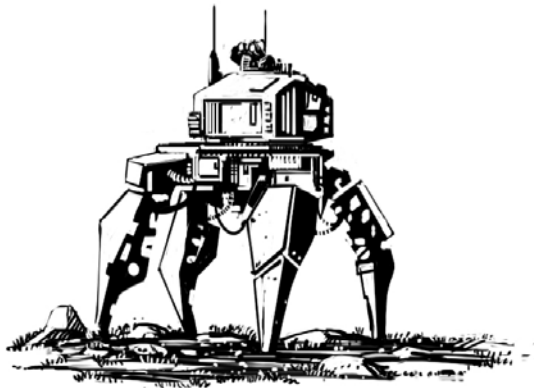
This huge unit is five times the size of a human. Primarily used as a terror weapon when dealing with technologically inferior forces, or as a demolitions assault weapon for urban pacification, the Altas is a powerful and fear inducing sight. Armed with claws, gatling guns and launchers, the Altas is surprisingly agile, able to work itself into good firing positions as a result of its bipedal frame. The launchers are often employed as anti-aircraft weaponry, as the large target of the Altas must work hard to defend itself from aerial attack.

Manoeuvrability: +0 pilot skill.

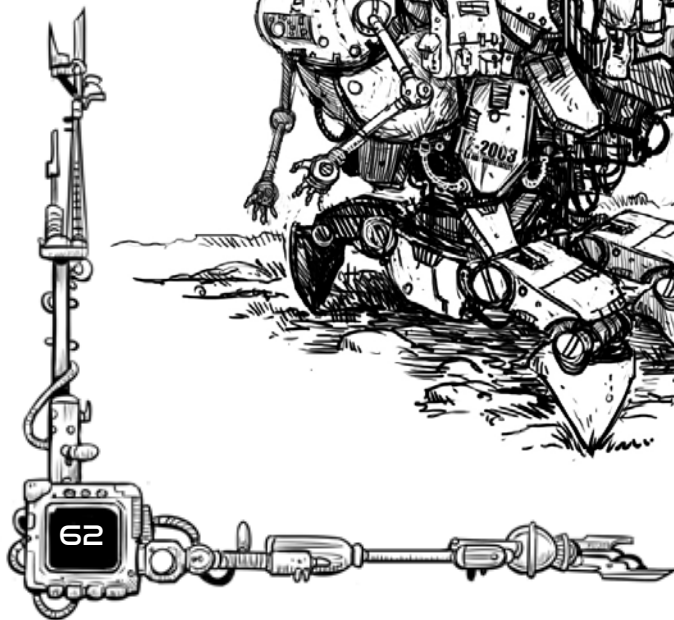
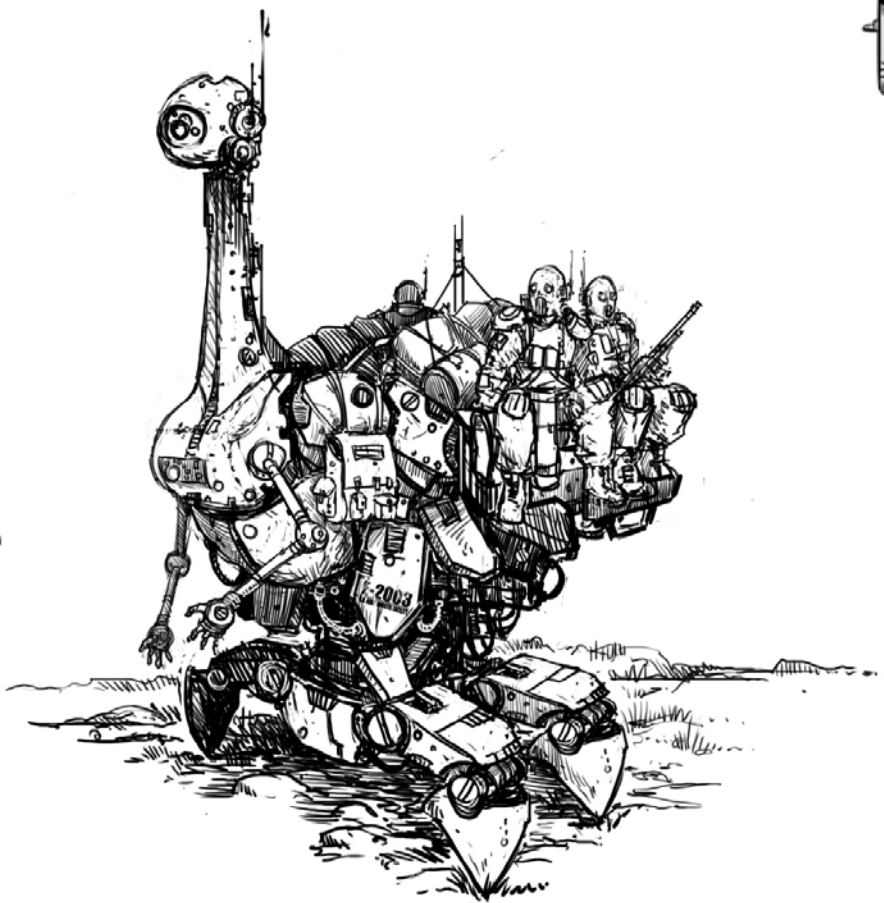
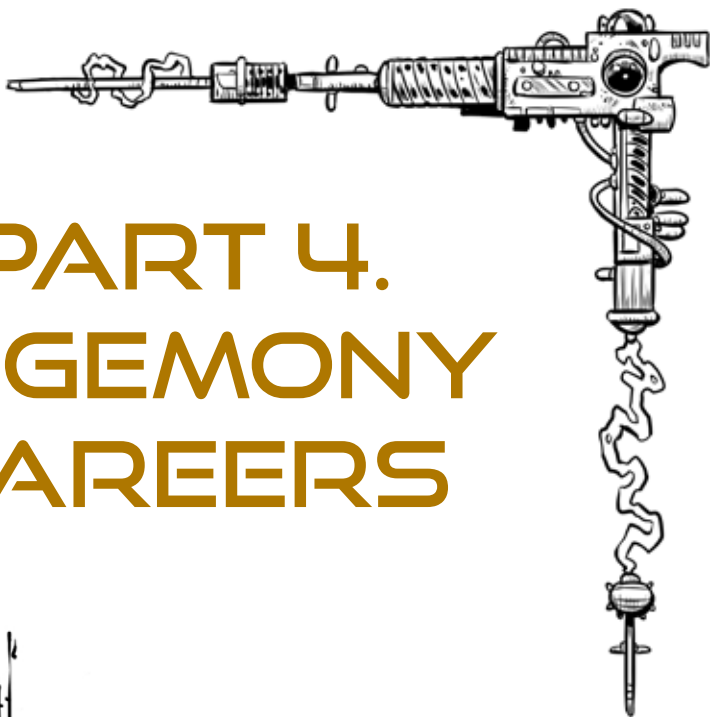
Gun: Neon gatling gun and exo-launchers (L3d6+2E), +1 ship gunner skill.

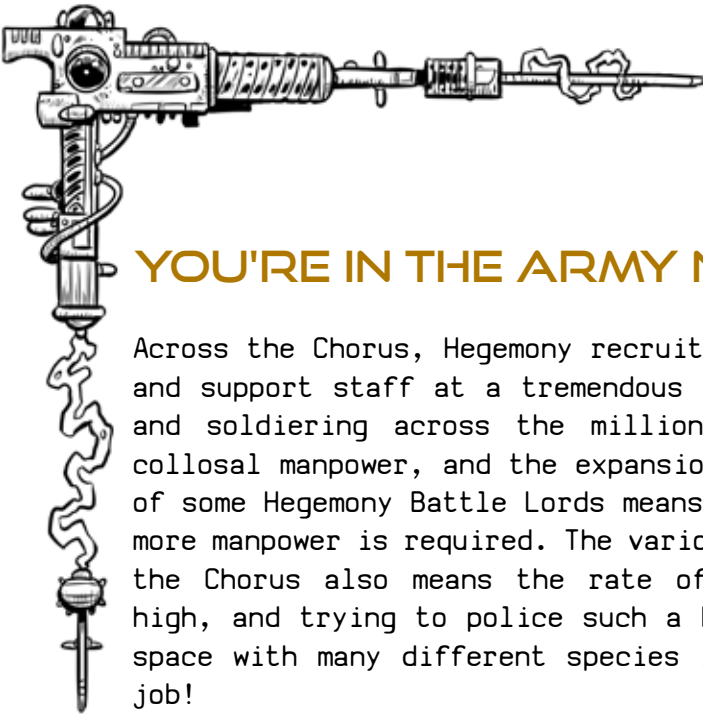
Armour: Medium (1d6).

Structure: 45.



PART 4. HEGEMONY CAREERS





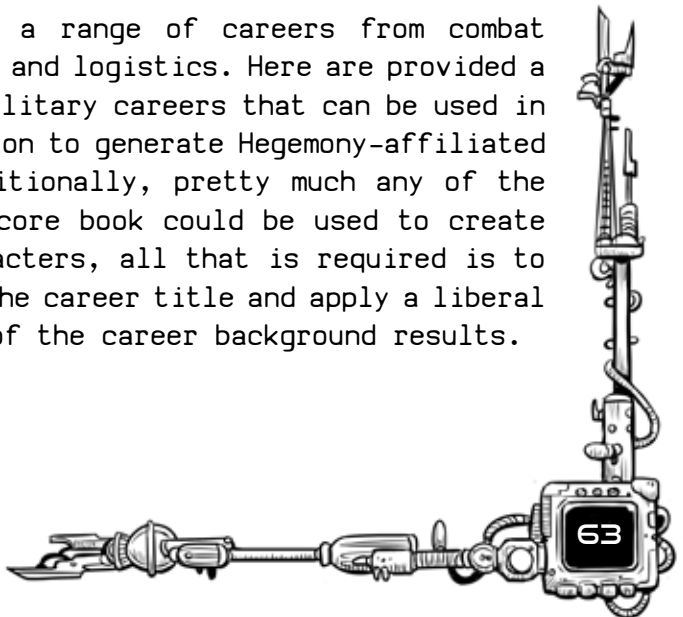
YOU'RE IN THE ARMY NOW...

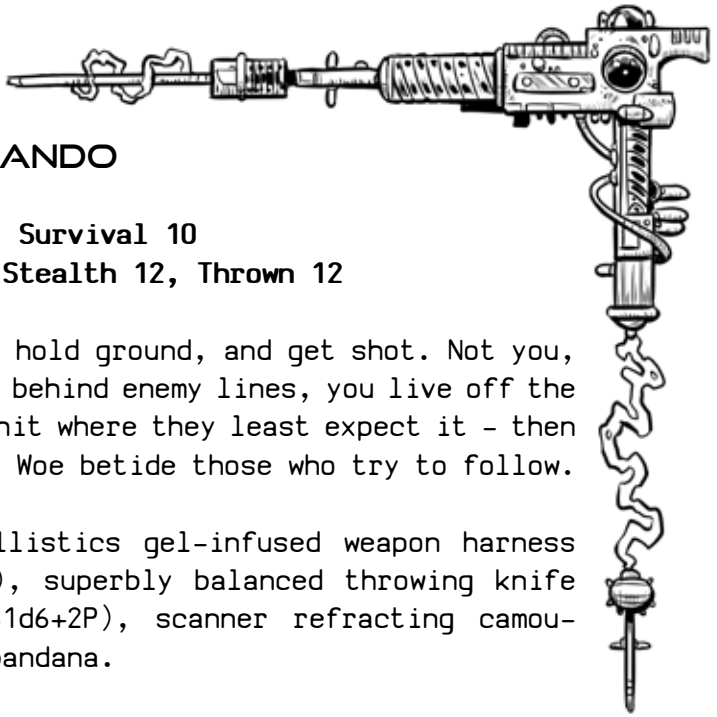
Across the Chorus, Hegemony recruits new soldiers and support staff at a tremendous rate. Policing and soldiering across the million worlds takes colossal manpower, and the expansionist ambitions of some Hegemony Battle Lords means that more and more manpower is required. The various wars across the Chorus also means the rate of attrition is high, and trying to police such a huge volume of space with many different species is a dangerous job!

Hegemony, like many of the other powers of the Chorus, is more than just an employer. Once you are affiliated with Hegemony, you never really leave, and you are branded a 'company man' from then on.

HEGEMONY BASIC CAREERS

Hegemony offers a range of careers from combat roles to support and logistics. Here are provided a number of new military careers that can be used in character creation to generate Hegemony-affiliated characters. Additionally, pretty much any of the careers in the core book could be used to create 'Hegemony' characters, all that is required is to perhaps change the career title and apply a liberal interpretation of the career background results.





FIRE COMMANDO

Small Arms 10, Survival 10

Athletics 12, Stealth 12, Thrown 12

The grunts go, hold ground, and get shot. Not you, you're dropped behind enemy lines, you live off the land, and you hit where they least expect it - then you disappear. Woe betide those who try to follow.

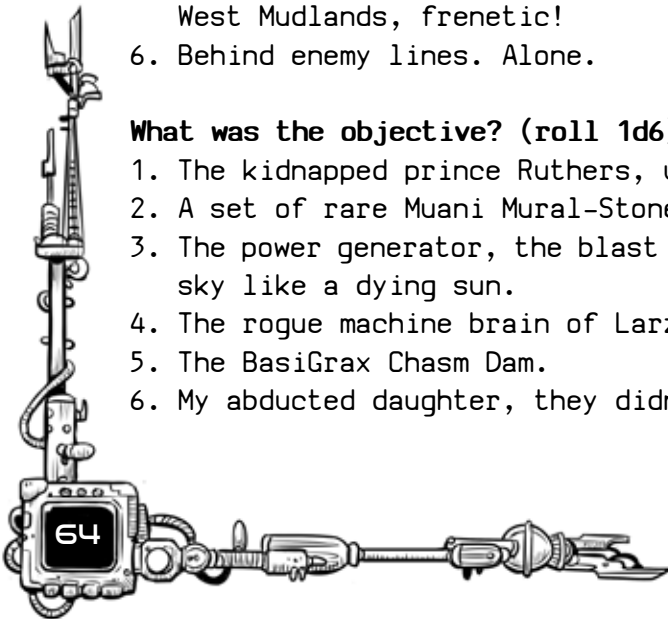
Equipment: Ballistics gel-infused weapon harness (light armour), superbly balanced throwing knife or hatchet (S1d6+2P), scanner refracting camouflage paint, bandana.

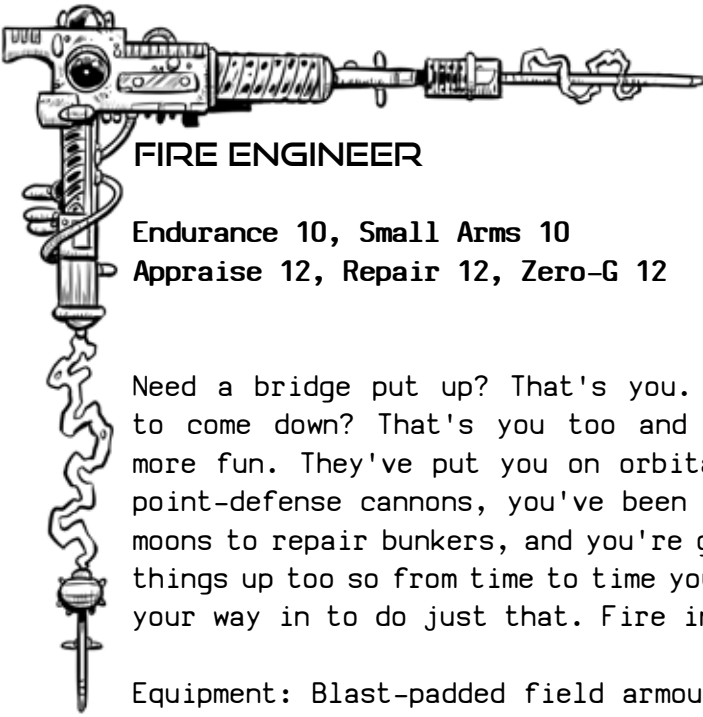
Where did they drop you? (roll 1d6).

1. Into the burning deserts of Qomad beneath the three red moons.
2. Atop the highest citadel in the war-ravaged city of Jilates Grimmin.
3. Within the great chasm of Kraqis Krim, hideout of a Vornin marauder prince.
4. Between the ice-crystal towers of Tzur.
5. Straight into the fight at the Battle of the West Mudlands, frenetic!
6. Behind enemy lines. Alone.

What was the objective? (roll 1d6).

1. The kidnapped prince Ruthers, ungrateful brat.
2. A set of rare Muani Mural-Stones, priceless.
3. The power generator, the blast lit up the night sky like a dying sun.
4. The rogue machine brain of Larzo's Yards.
5. The BasiGrax Chasm Dam.
6. My abducted daughter, they didn't count on me!





FIRE ENGINEER

Endurance 10, Small Arms 10

Appraise 12, Repair 12, Zero-G 12

Need a bridge put up? That's you. Need a bridge to come down? That's you too and usually a bit more fun. They've put you on orbitals to install point-defense cannons, you've been on low-gravity moons to repair bunkers, and you're good at blowing things up too so from time to time you have to shoot your way in to do just that. Fire in the hole!

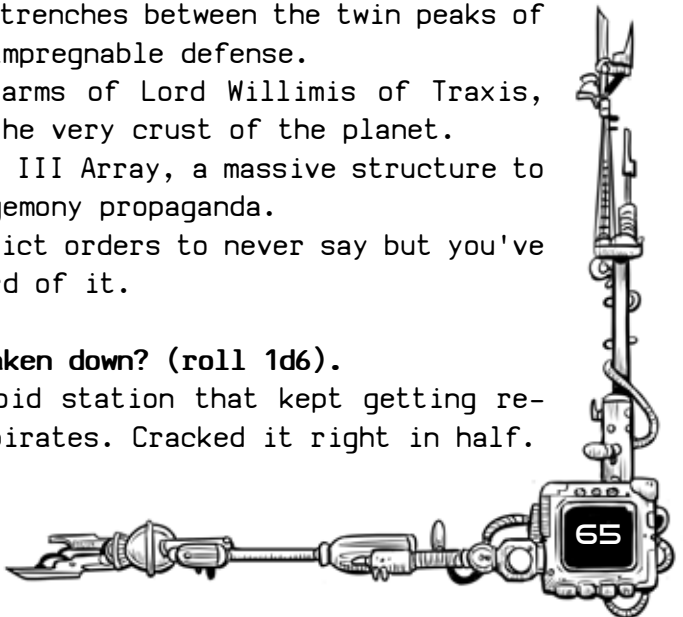
Equipment: Blast-padded field armour, sturdy helmet, and shield projector (modest armour), bomb defusal tools, trusty rugged omnitool, pump-action trench gun (M2d6+2P, ineffective beyond nearby).

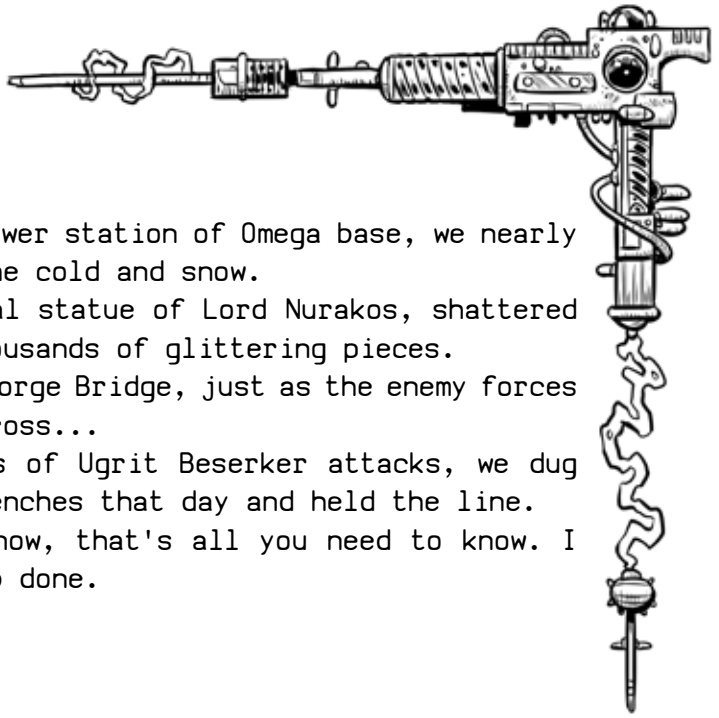
What have you put up? (roll 1d6).

1. An emergency field hospital in Yavor City. One of your prouder moments.
2. The anti-mech traps that broke the third Krebix Uprising.
3. Ten miles of trenches between the twin peaks of Kilabor, an impregnable defense.
4. The coat of arms of Lord Willimis of Traxis, carved into the very crust of the planet.
5. The Grendelin III Array, a massive structure to broadcast Hegemony propaganda.
6. I'm under strict orders to never say but you've probably heard of it.

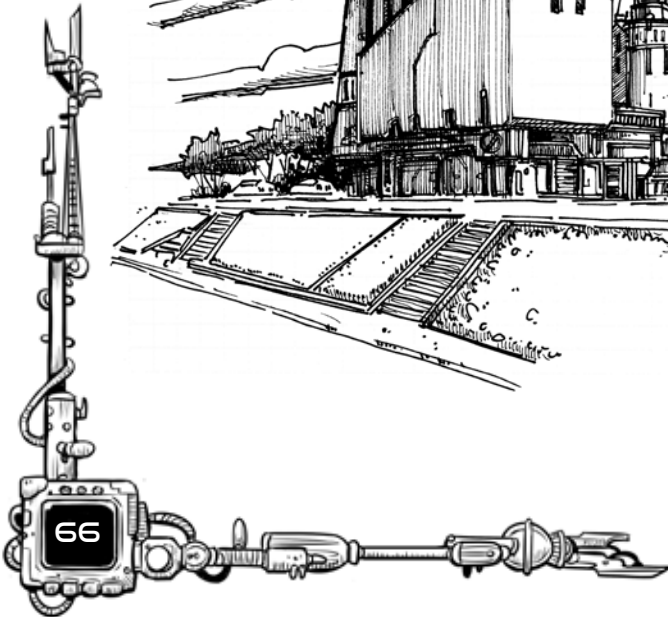
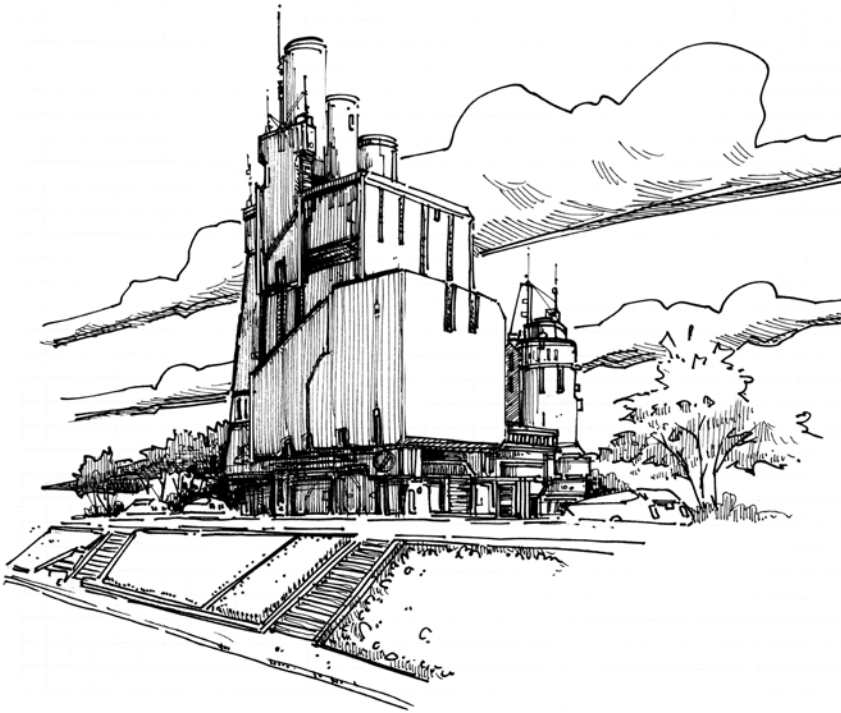
What have you taken down? (roll 1d6).

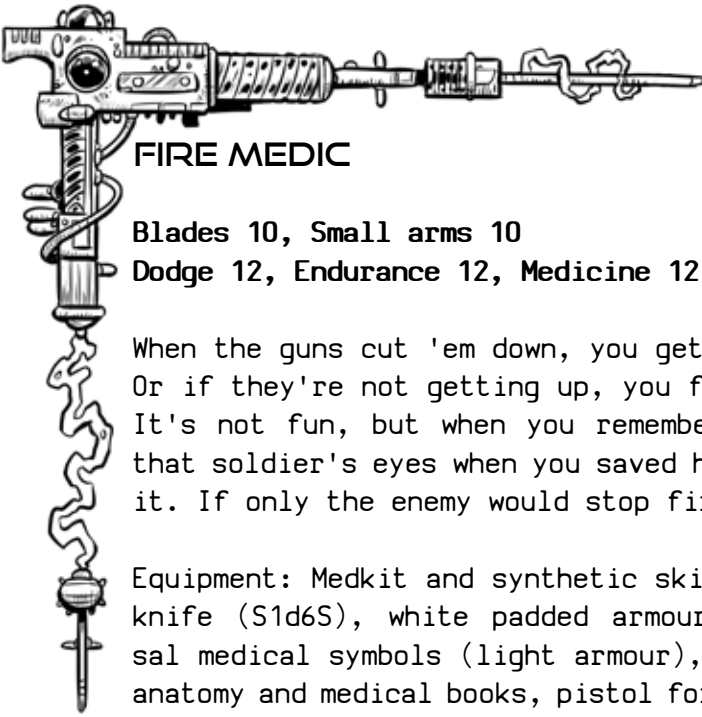
1. An old asteroid station that kept getting re-occupied by pirates. Cracked it right in half.





2. The main power station of Omega base, we nearly froze in the cold and snow.
3. The colossal statue of Lord Nurakos, shattered it into thousands of glittering pieces.
4. The Green Gorge Bridge, just as the enemy forces began to cross...
5. Three waves of Ugrit Beserker attacks, we dug our own trenches that day and held the line.
6. It's gone now, that's all you need to know. I get the job done.





FIRE MEDIC

Blades 10, Small arms 10

Dodge 12, Endurance 12, Medicine 12

When the guns cut 'em down, you get them back up. Or if they're not getting up, you finish the job. It's not fun, but when you remember the look in that soldier's eyes when you saved her, it's worth it. If only the enemy would stop firing at you...

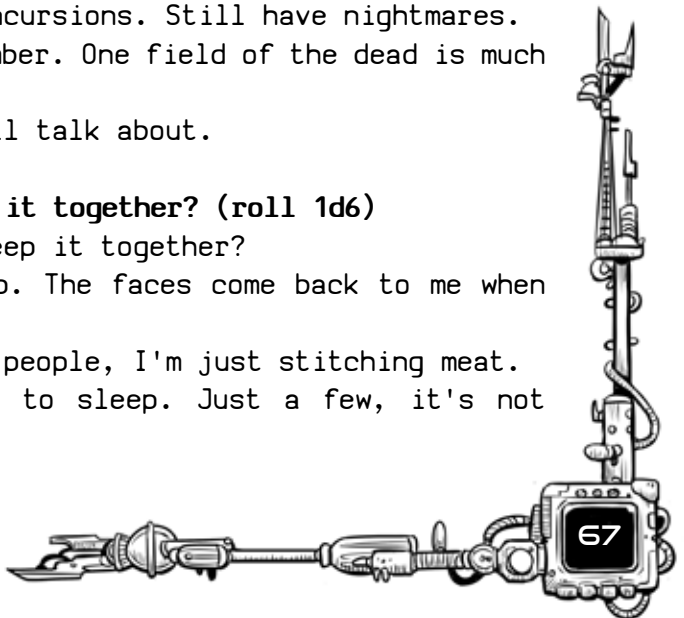
Equipment: Medkit and synthetic skin spray, large knife (S1d6S), white padded armour with universal medical symbols (light armour), dataslab with anatomy and medical books, pistol for when you need to put them out of their misery (S1d6+2P).

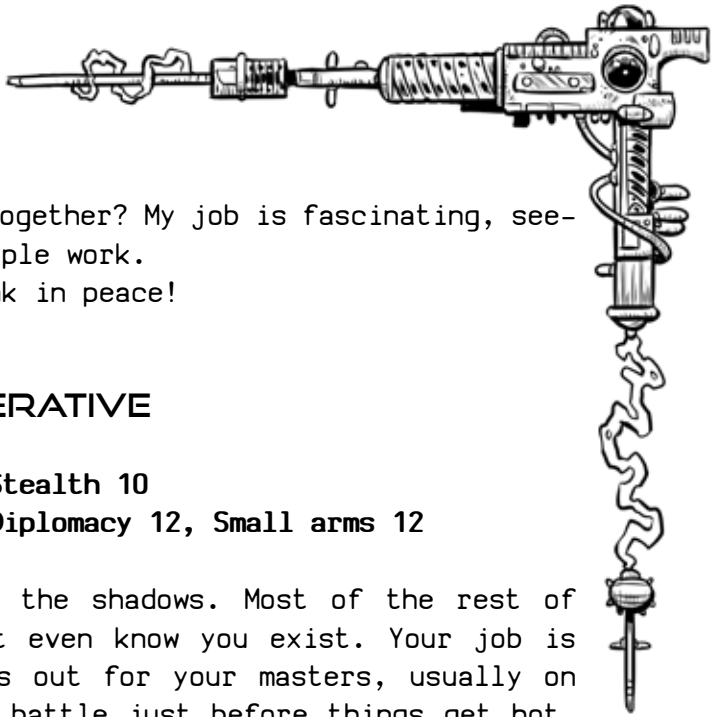
Where have you served? (roll 1d6)

1. The trade wars of epsilon IV. They cut us down like wheat.
2. The Gartennus void battle. Space suits full of pulverised meat and blood.
3. On the War World CV/2234.2. A place of death and terror.
4. The Kronux incursions. Still have nightmares.
5. I can't remember. One field of the dead is much like another.
6. Nowhere you'll talk about.

How do you keep it together? (roll 1d6)

1. Who says I keep it together?
2. I don't sleep. The faces come back to me when I sleep...
3. I ignore the people, I'm just stitching meat.
4. I take pills to sleep. Just a few, it's not serious...





5. Keep what together? My job is fascinating, seeing how people work.
6. Let me drink in peace!

GHOST OPERATIVE

Disguise 10, Stealth 10

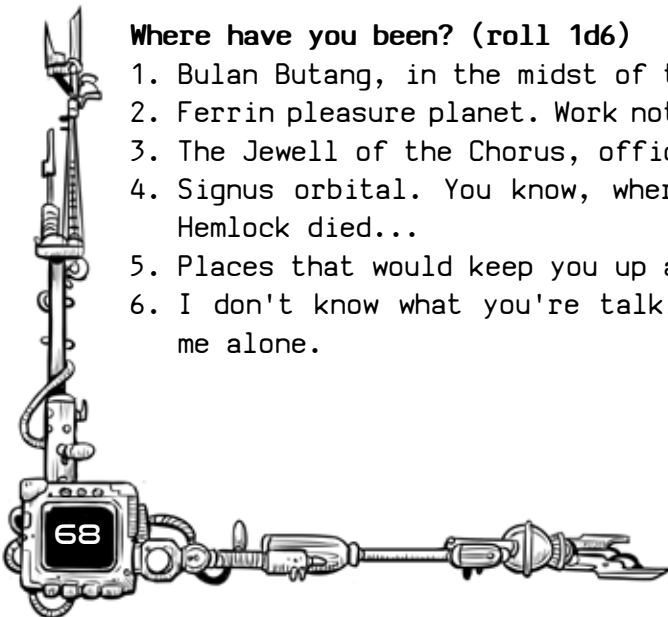
Appraise 12, Diplomacy 12, Small arms 12

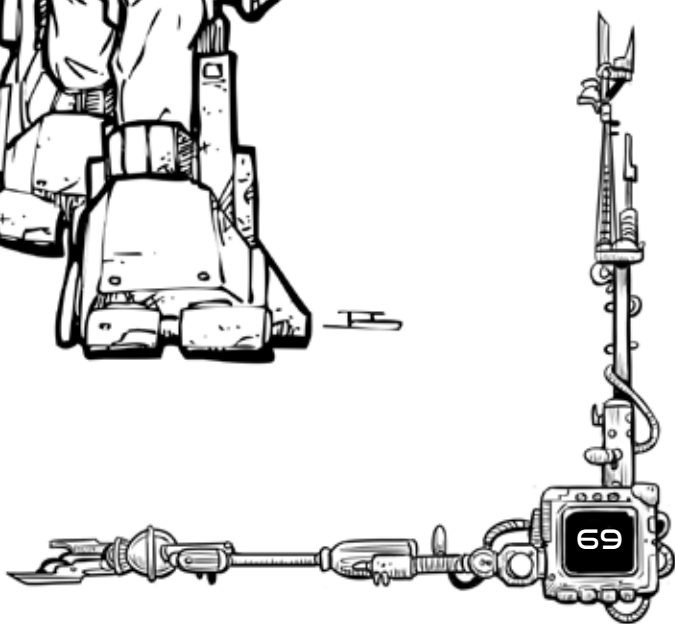
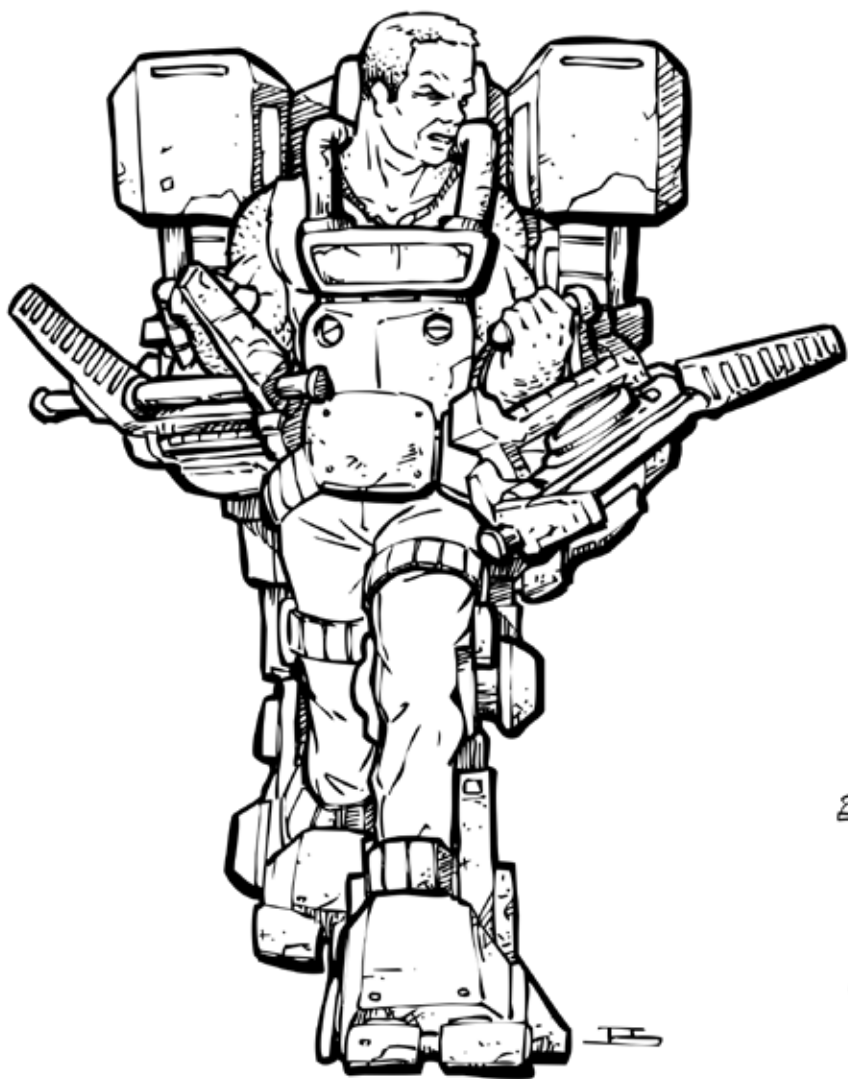
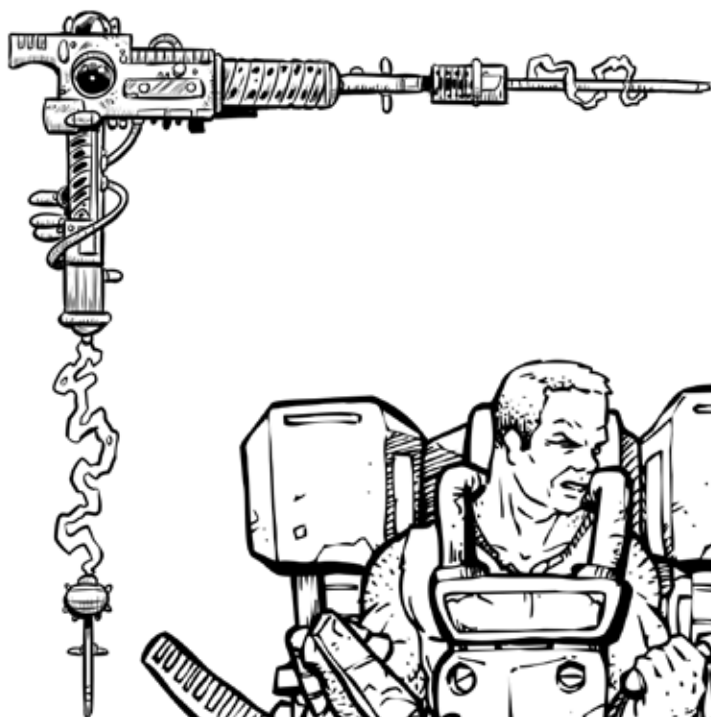
You work from the shadows. Most of the rest of Hegemony don't even know you exist. Your job is to find things out for your masters, usually on the fields of battle just before things get hot. Sometimes it is what you do that turns the tide of the battle. But no one knows, and you like it that way.

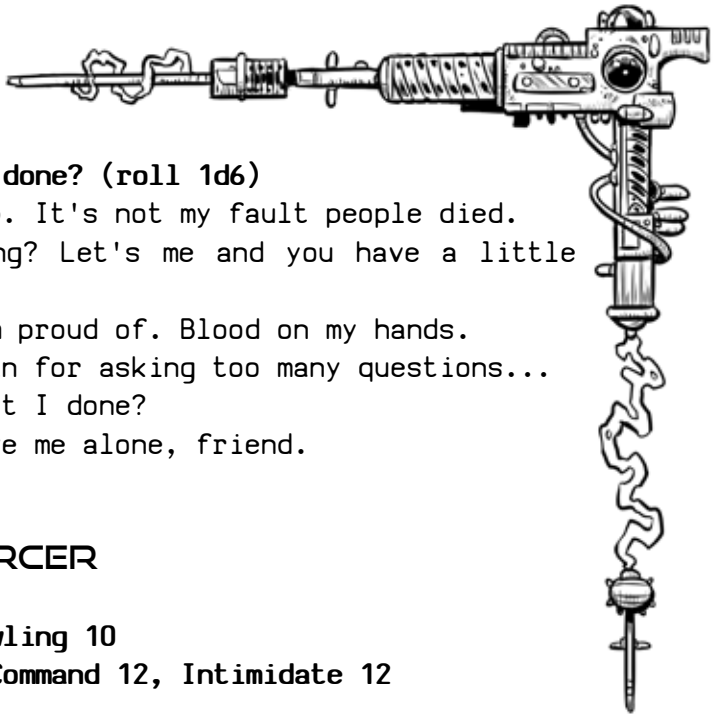
Equipment: Stiletto blade for those quick kills (S1d6+2P), thermal camouflage suit (light armour), camo paint, binoculars, encrypted datapad for receiving coded orders.

Where have you been? (roll 1d6)

1. Bulan Butang, in the midst of the fighting.
2. Ferrin pleasure planet. Work not play, honestly!
3. The Jewell of the Chorus, official business.
4. Signus orbital. You know, where that clone of Hemlock died...
5. Places that would keep you up at night.
6. I don't know what you're talking about. Leave me alone.







What have you done? (roll 1d6)

1. Just my job. It's not my fault people died.
2. Who's asking? Let's me and you have a little chat...
3. Nothing I'm proud of. Blood on my hands.
4. Killed a man for asking too many questions...
5. What haven't I done?
6. I said leave me alone, friend.

IRON ENFORCER

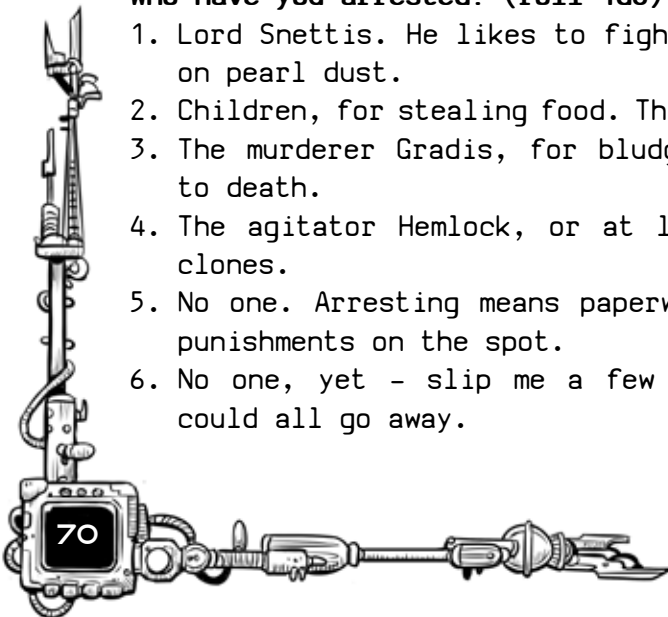
Blunt 10, Brawling 10

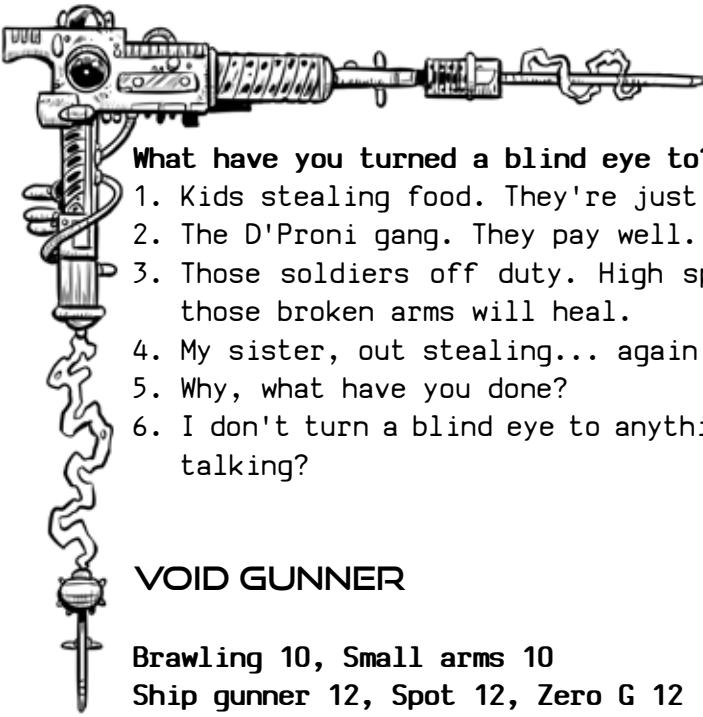
Appraise 12, Command 12, Intimidate 12

You keep the peace and enforce the law. Either the planetary Lord's law, that of Hegemony, or the Autarch's. A lot of the time those are the same laws and sometimes they're not. At the end of the day you enforce the laws of whoever pays your wages and if that causes problems, well, you're used to dealing with problems...

Who have you arrested? (roll 1d6)

1. Lord Snettis. He likes to fight when he's high on pearl dust.
2. Children, for stealing food. The law is the law.
3. The murderer Gradis, for bludgeoning his wife to death.
4. The agitator Hemlock, or at least one of his clones.
5. No one. Arresting means paperwork. I dish out punishments on the spot.
6. No one, yet - slip me a few shards and this could all go away.





What have you turned a blind eye to? (roll 1d6)

1. Kids stealing food. They're just kids!
2. The D'Proni gang. They pay well.
3. Those soldiers off duty. High spirits is all, those broken arms will heal.
4. My sister, out stealing... again.
5. Why, what have you done?
6. I don't turn a blind eye to anything! Who's been talking?

VOID GUNNER

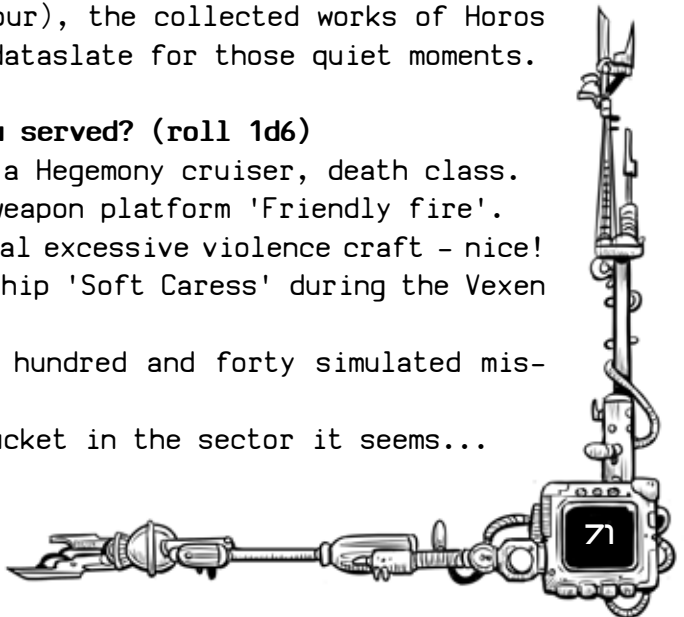
**Brawling 10, Small arms 10
Ship gunner 12, Spot 12, Zero G 12**

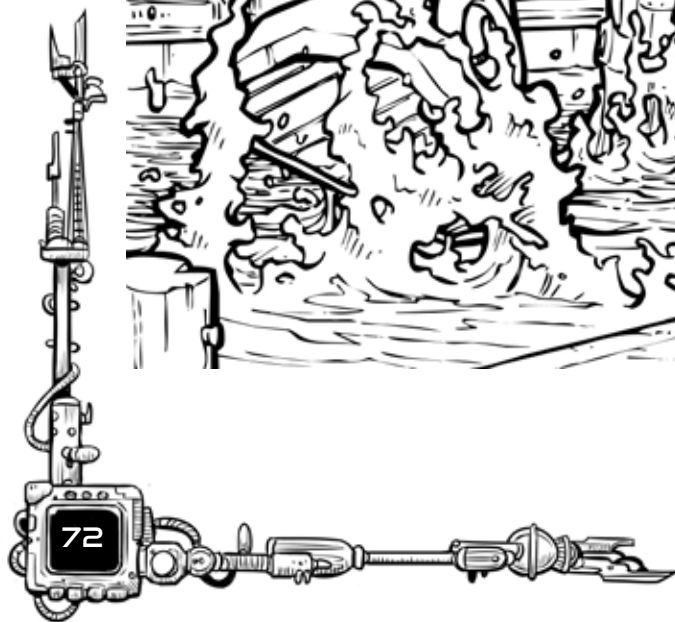
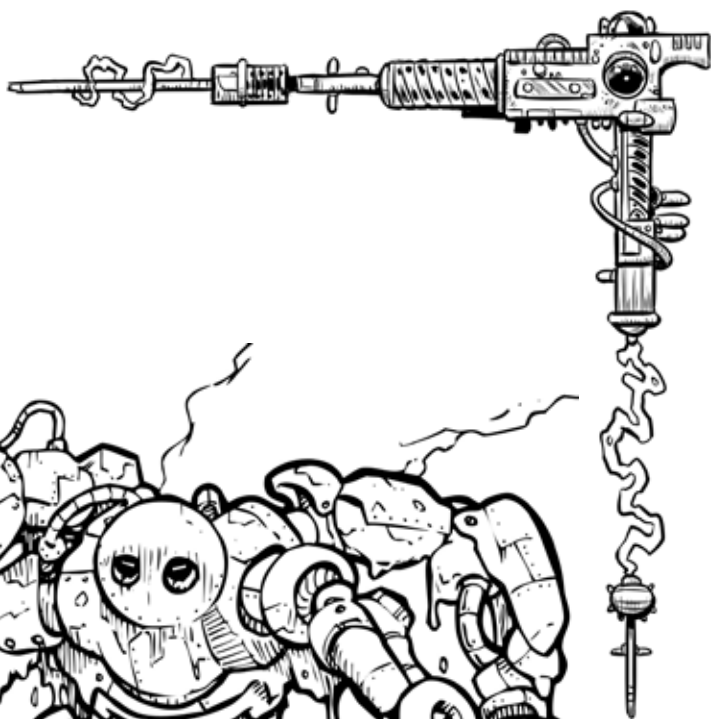
The pilots fly the thing, you fire the guns. Doesn't matter if they are huge capital ship weapons or orbital weapons platforms, you know how to point them the right way and pull the trigger. It's great fun, like a game, only the enemy keep firing back. Better hope that pilot knows what she's doing...

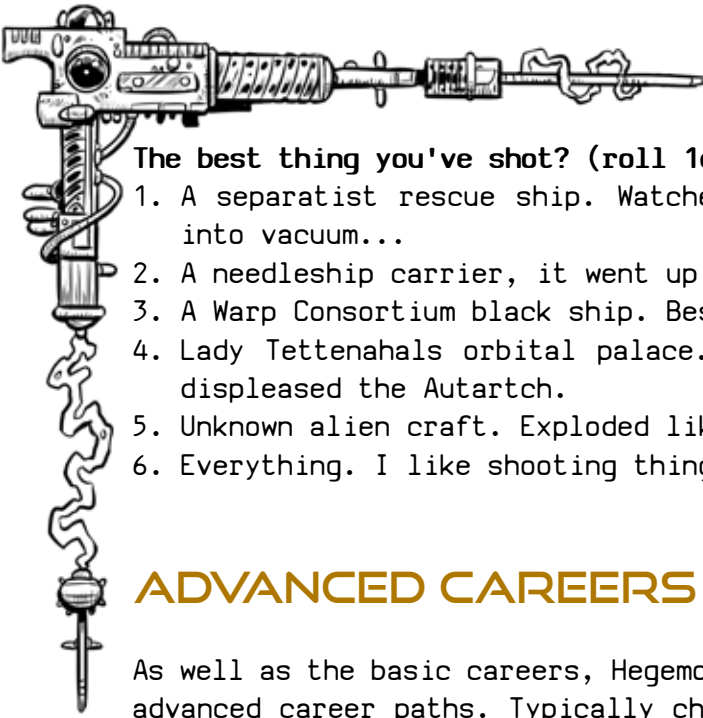
Equipment: Needle gun (S1d6+2P), form fitting body suit (light armour), the collected works of Horos the Mange on a dataslate for those quiet moments.

On what have you served? (roll 1d6)

1. The Gallant, a Hegemony cruiser, death class.
2. The orbital weapon platform 'Friendly fire'.
3. An experimental excessive violence craft - nice!
4. The capital ship 'Soft Caress' during the Vexen void war.
5. Er, just one hundred and forty simulated missions so far!
6. Every rust bucket in the sector it seems...







The best thing you've shot? (roll 1d6)

1. A separatist rescue ship. Watched bodies fall into vacuum...
2. A needleship carrier, it went up like a bomb!
3. A Warp Consortium black ship. Best not to ask.
4. Lady Tettenahals orbital palace. It seems she displeased the Autartch.
5. Unknown alien craft. Exploded like the rest.
6. Everything. I like shooting things.

ADVANCED CAREERS

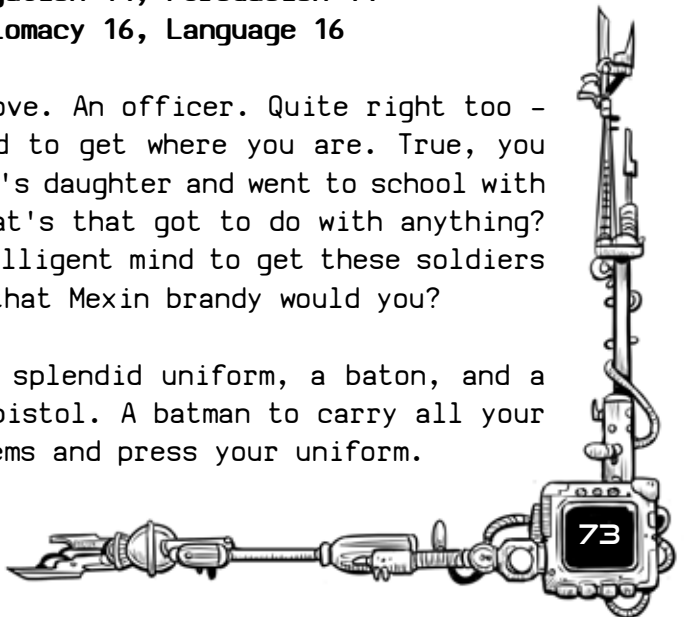
As well as the basic careers, Hegemony offers more advanced career paths. Typically characters would have to have served to take these careers, or at least had sufficient training, but of course the games master and players can determine how best to fit such careers into their games.

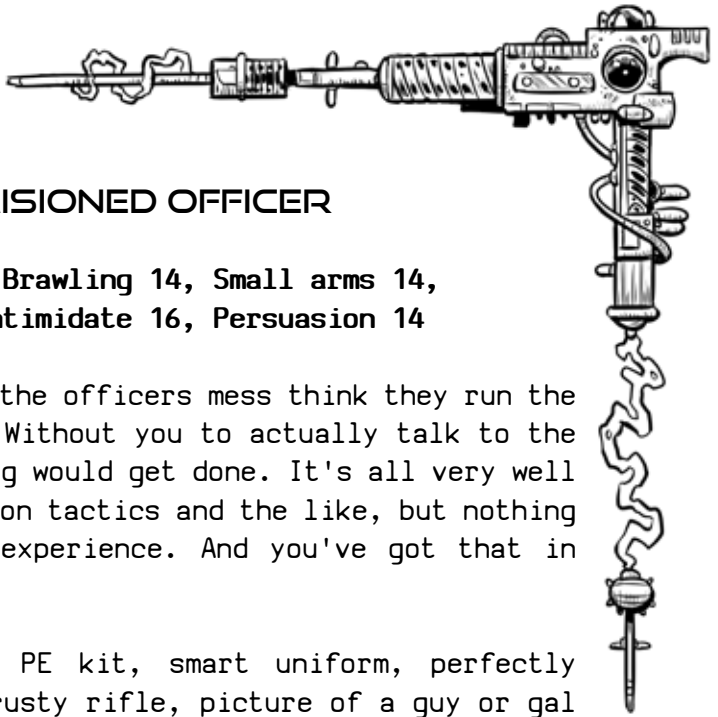
COMMISIONED OFFICER

**Blades 14, Navigation 14, Persuasion 14
Command 16, Diplomacy 16, Language 16**

You're a cut above. An officer. Quite right too - you trained hard to get where you are. True, you know the Colonel's daughter and went to school with his son, but what's that got to do with anything? It takes an intelligent mind to get these soldiers in order. Pass that Mexin brandy would you?

Required kit: A splendid uniform, a baton, and a fine officer's pistol. A batman to carry all your other sundry items and press your uniform.





NON-COMMISSIONED OFFICER

**Athletics 14, Brawling 14, Small arms 14,
Command 16, Intimidate 16, Persuasion 14**

Those nob's in the officers mess think they run the show. Idiots. Without you to actually talk to the troops, nothing would get done. It's all very well reading books on tactics and the like, but nothing makes up for experience. And you've got that in droves.

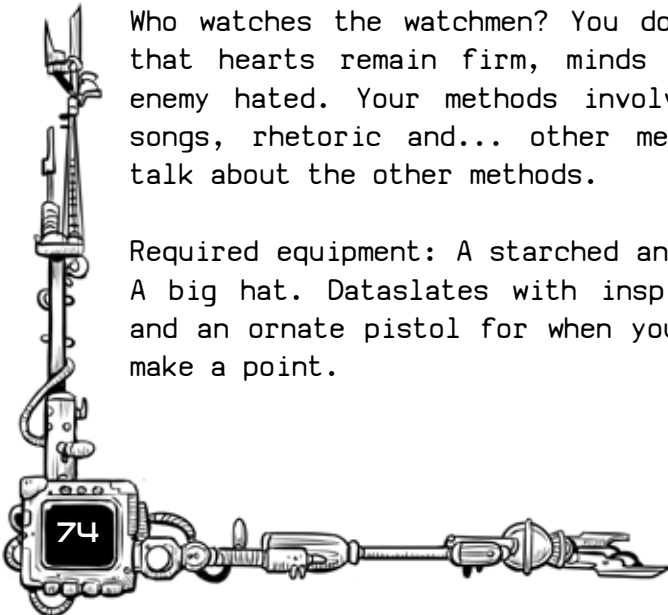
Required kit: PE kit, smart uniform, perfectly packed kit, trusty rifle, picture of a guy or gal back home, book of prayers to something or other, lucky item of clothing you never wash.

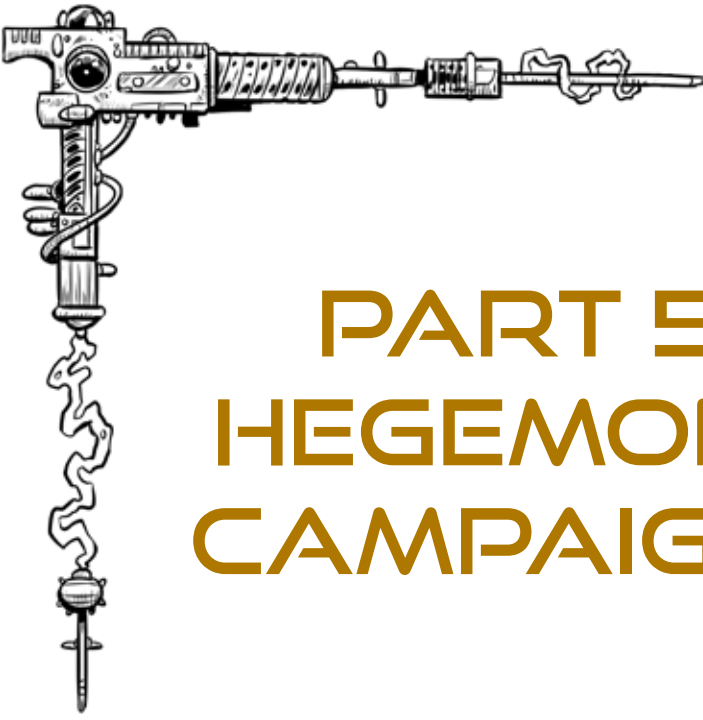
THIRD EYE

**Athletics 14, Brawling 14, Small arms 14,
Command 16, Intimidate 16, Persuasion 14**

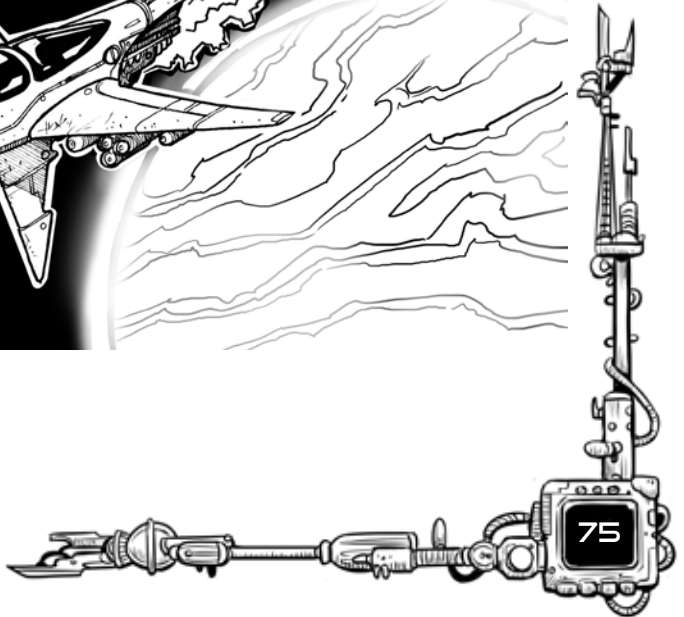
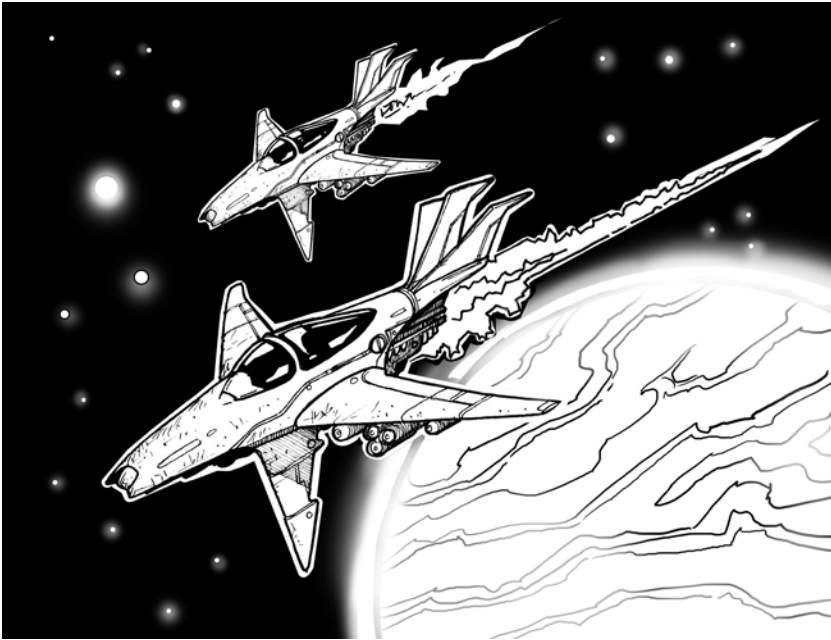
Who watches the watchmen? You do. You make sure that hearts remain firm, minds engaged and the enemy hated. Your methods involve inspirational songs, rhetoric and... other methods. Best not talk about the other methods.

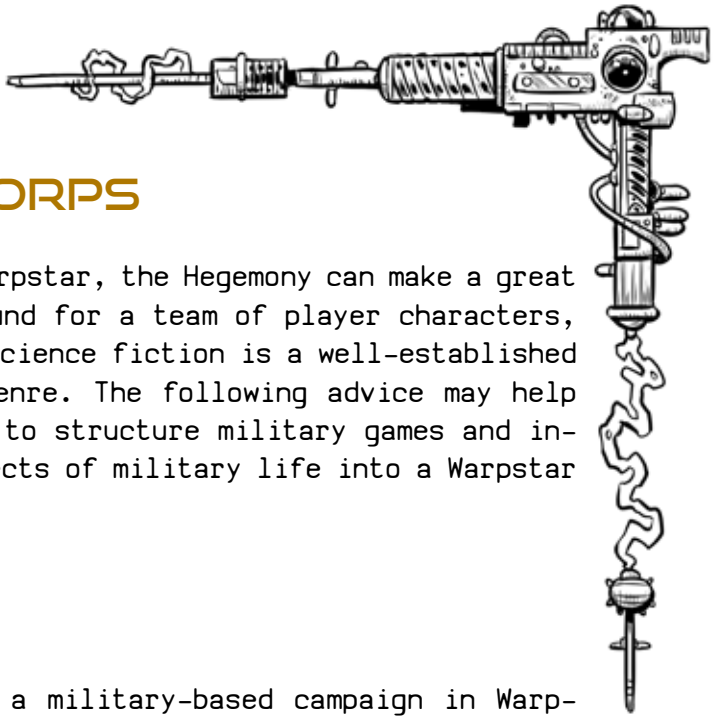
Required equipment: A starched and crisp uniform. A big hat. Dataslates with inspirational verse, and an ornate pistol for when you really need to make a point.





PART 5. HEGEMONY CAMPAIGNS



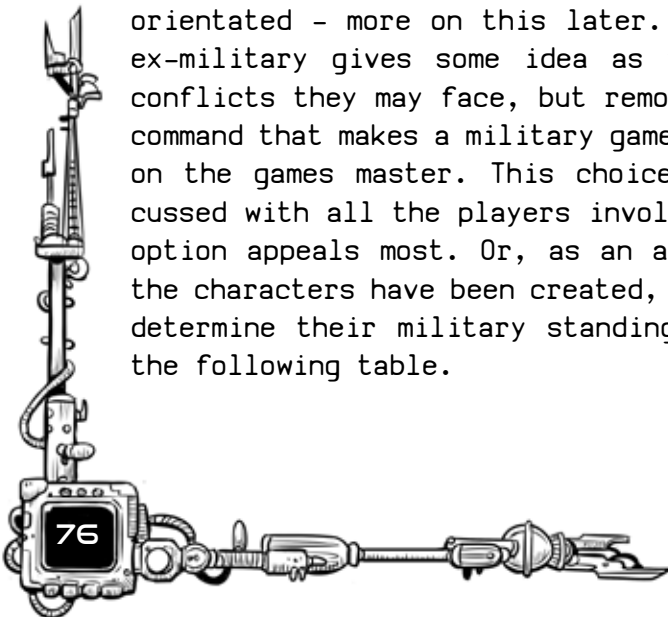


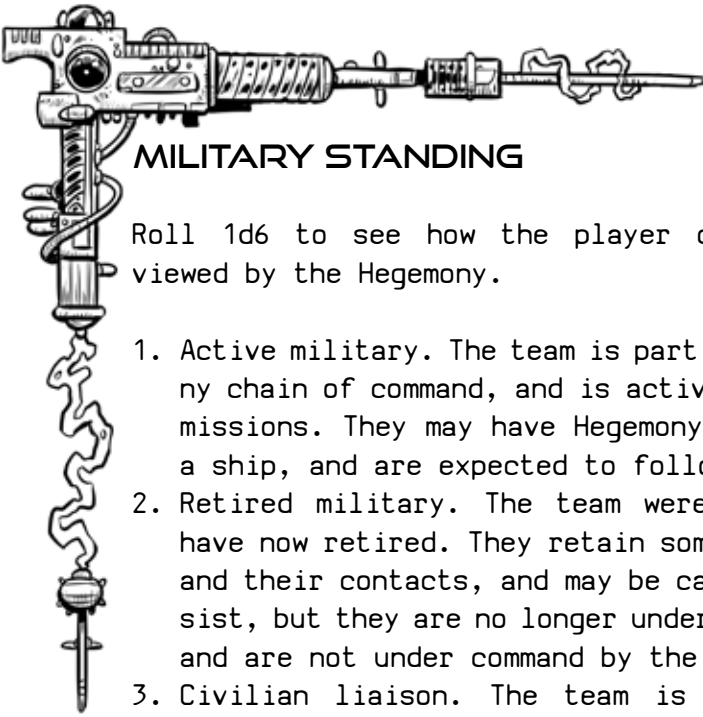
IN THE CORPS

In games of Warpstar, the Hegemony can make a great joint background for a team of player characters, and military science fiction is a well-established and popular genre. The following advice may help games masters to structure military games and incorporate aspects of military life into a Warpstar campaign.

TEAMS

When planning a military-based campaign in Warpstar, the first thing to consider is whether the player characters make up an active military team or are retired or discharged. There are pros and cons to each approach. An active military team takes orders from on high and gets little say in what it does, which makes the games masters job easier, but at the same time careful consideration of the kind of missions the team gets needs to be made, so that the game doesn't turn overly combat orientated - more on this later. Having the team ex-military gives some idea as to what sort of conflicts they may face, but removes the chain of command that makes a military game somewhat easier on the games master. This choice should be discussed with all the players involved to see which option appeals most. Or, as an alternative, once the characters have been created, you can randomly determine their military standing or choose from the following table.

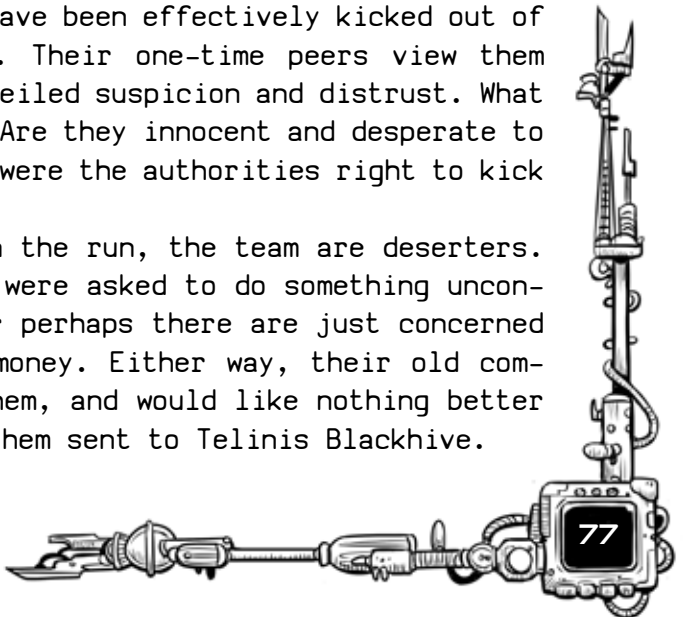


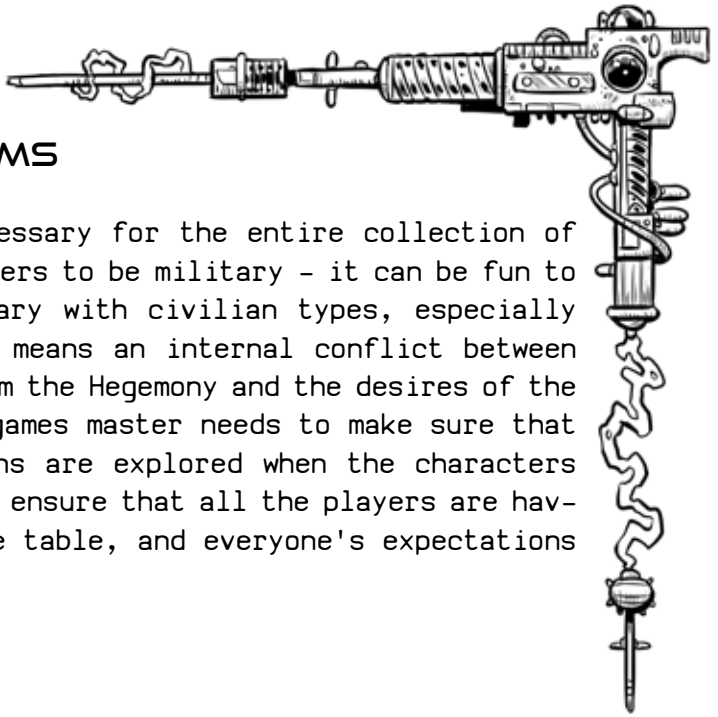


MILITARY STANDING

Roll 1d6 to see how the player characters are viewed by the Hegemony.

1. Active military. The team is part of the Hegemony chain of command, and is actively performing missions. They may have Hegemony equipment and a ship, and are expected to follow orders.
2. Retired military. The team were military but have now retired. They retain some of their kit and their contacts, and may be called on to assist, but they are no longer under direct orders and are not under command by the top brass.
3. Civilian liaison. The team is military, but works directly with civilians. Equipment and weapons will be of military providence but designed not to be too obvious in civilian areas.
4. Active but undercover. The team contains undercover operatives that work under a military jurisdiction. The Hegemony will have taken great pains to ensure that the team blends in and does not present an obvious military asset.
5. Dishonourably discharged. Some or all members of the team have been effectively kicked out of the military. Their one-time peers view them with thinly veiled suspicion and distrust. What did they do? Are they innocent and desperate to prove it, or were the authorities right to kick them out?
6. Deserters. On the run, the team are deserters. Perhaps they were asked to do something unconscionable, or perhaps there are just concerned with making money. Either way, their old comrades hunt them, and would like nothing better than to see them sent to Telinis Blackhive.





MIXED TEAMS

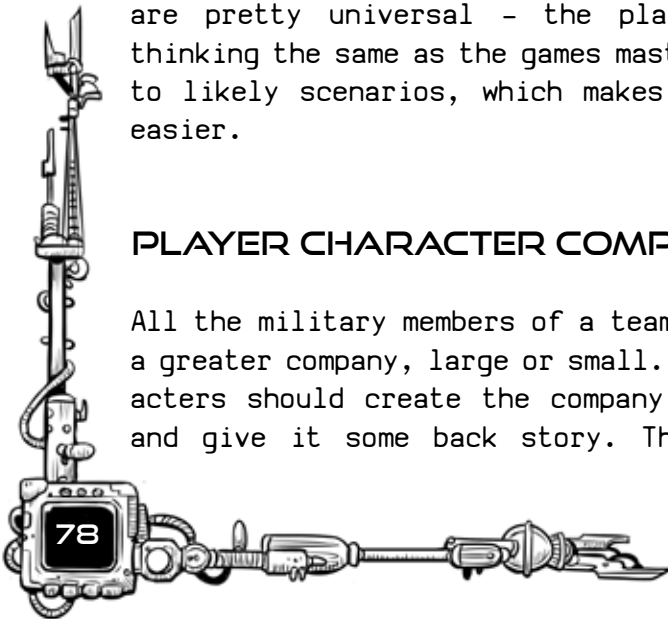
It is not necessary for the entire collection of player characters to be military - it can be fun to mix the military with civilian types, especially as this often means an internal conflict between the orders from the Hegemony and the desires of the civvies. The games master needs to make sure that all the options are explored when the characters are created to ensure that all the players are having fun at the table, and everyone's expectations are met.

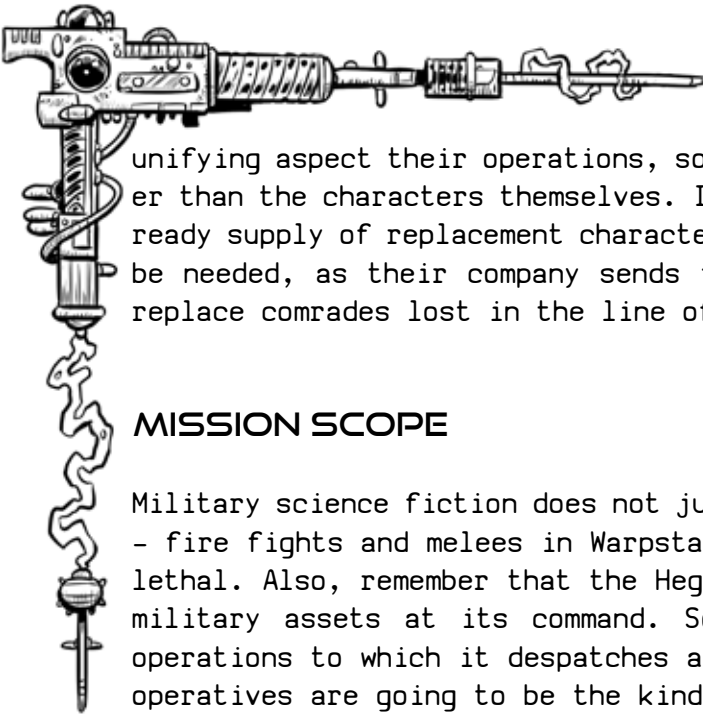
TROPES

Military science fiction has a few tropes that occur frequently. Big ships, big guns and big threats are key, as are the kind of down-to-earth griminess of the far future military. The games master will find plenty of inspiration for this type of game in the many movies and books that cover the genre and it should be pretty straightforward to introduce these ideas into your game. Luckily, these tropes are pretty universal - the players are likely thinking the same as the games master when it comes to likely scenarios, which makes everyone's life easier.

PLAYER CHARACTER COMPANIES

All the military members of a team will be part of a greater company, large or small. The player characters should create the company they represent, and give it some back story. This adds another

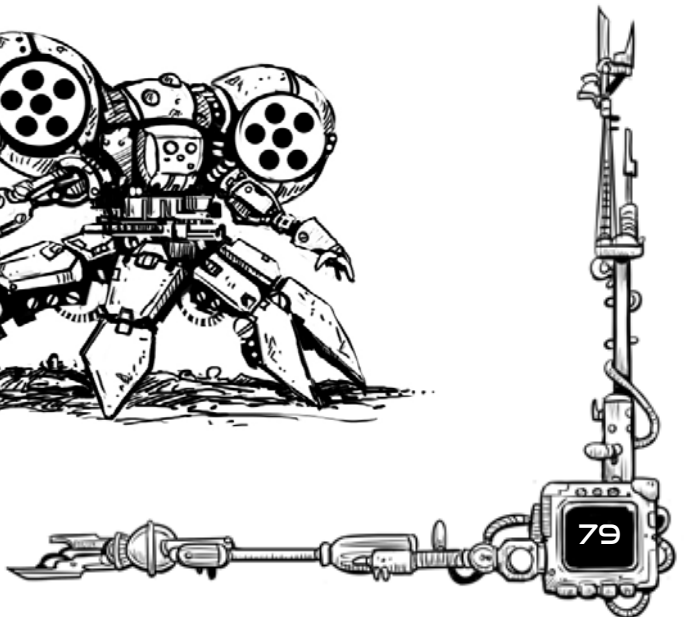
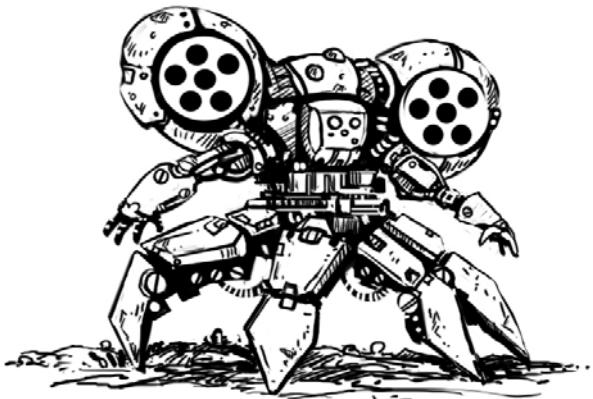


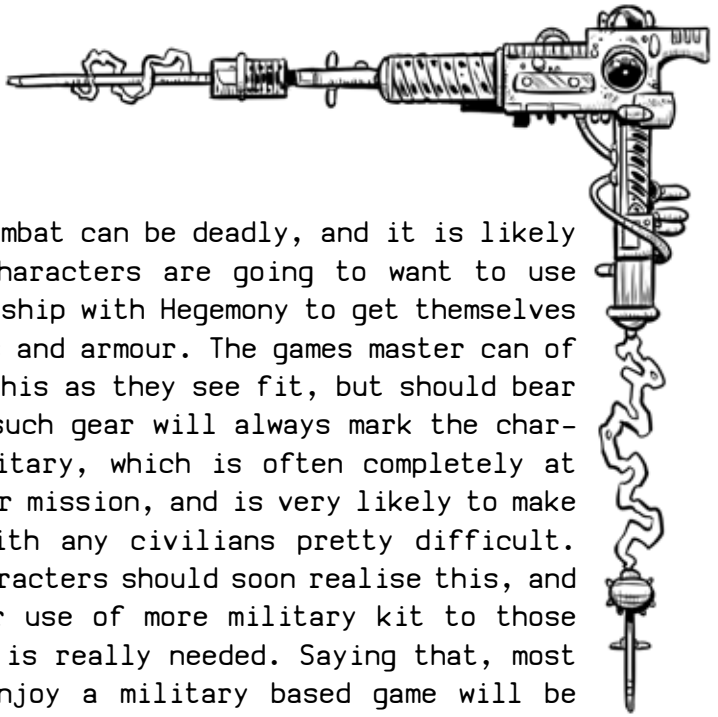


unifying aspect their operations, something greater than the characters themselves. It also gives a ready supply of replacement characters should they be needed, as their company sends fresh blood to replace comrades lost in the line of duty.

MISSION SCOPE

Military science fiction does not just mean combat - fire fights and melees in Warpstar can be quite lethal. Also, remember that the Hegemony has vast military assets at its command. So the kind of operations to which it despatches a small team of operatives are going to be the kind of subtle investigative or deniable missions where discretion is needed. From the point of view of missions, this means that player characters will be asked to do things outside of 'normal' military operations. This gives the games master great leeway in creating missions, and means that combat does not have to be the focus, allowing for a wide range of scenarios to be explored.



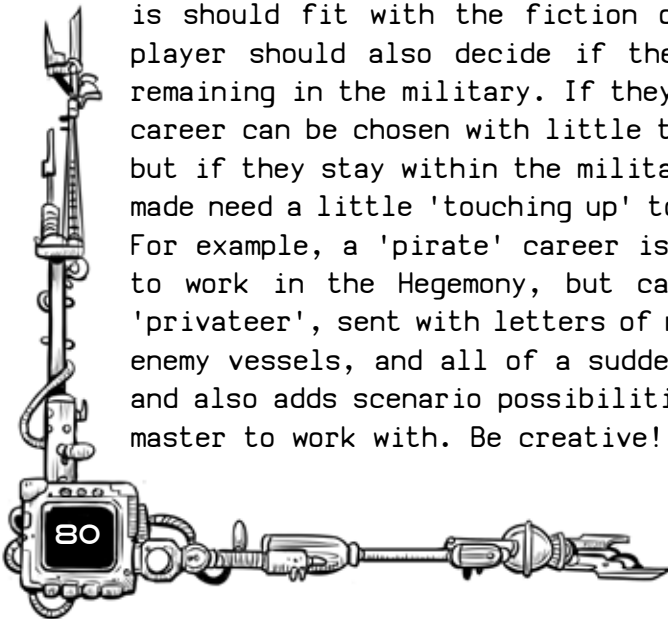


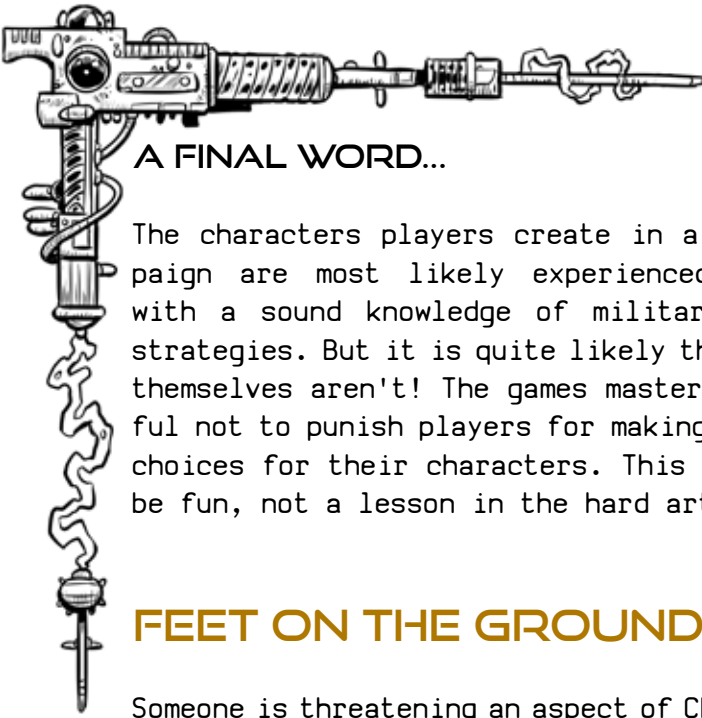
COMBAT

In Warpstar combat can be deadly, and it is likely that player characters are going to want to use their relationship with Hegemony to get themselves better weapons and armour. The games master can of course allow this as they see fit, but should bear in mind that such gear will always mark the characters as military, which is often completely at odds with their mission, and is very likely to make interacting with any civilians pretty difficult. The player characters should soon realise this, and restrict their use of more military kit to those times when it is really needed. Saying that, most players who enjoy a military based game will be looking to involve some of the tropes discussed in media and films, and so the games master shouldn't shy away from a spectacular battle on occasion!

ADVANCING CAREERS

When player characters look to advance a career, there is no limit on the career they choose, but it should fit with the fiction of the game. The player should also decide if their character is remaining in the military. If they leave, then any career can be chosen with little thought required, but if they stay within the military, then careers made need a little 'touching up' to make them work. For example, a 'pirate' career isn't really going to work in the Hegemony, but call the career a 'privateer', sent with letters of marque to prey on enemy vessels, and all of a sudden it makes sense and also adds scenario possibilities for the games master to work with. Be creative!





A FINAL WORD...

The characters players create in a Hegemony campaign are most likely experienced campaigners, with a sound knowledge of military tactics and strategies. But it is quite likely that the players themselves aren't! The games master must be careful not to punish players for making poor tactical choices for their characters. This is supposed to be fun, not a lesson in the hard art of war!

FEET ON THE GROUND

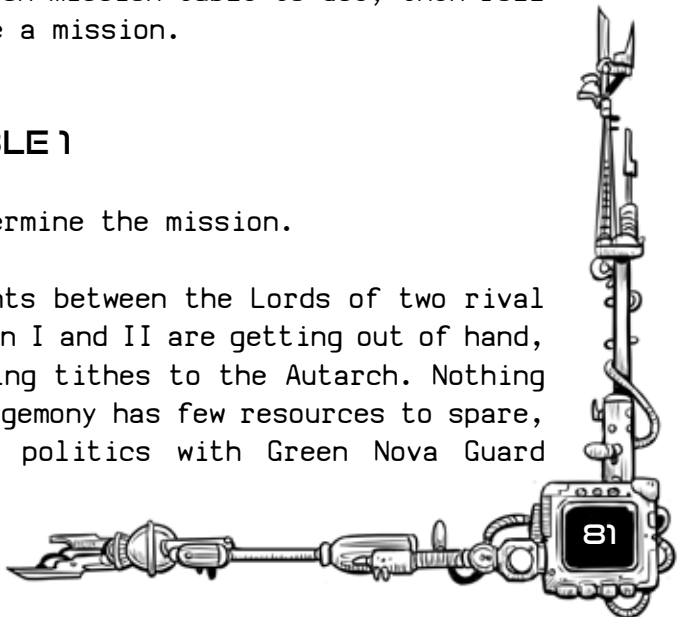
Someone is threatening an aspect of Chorus life, and as the iron fist of the Autarch, it is time to set things straight and remind the transgressors who has the power. However, as if often the case, the Hegemony's forces are either stretched too thin or an outright military response isn't appropriate. What's needed is a small team to get the job done, perhaps undercover, without too much fuss...

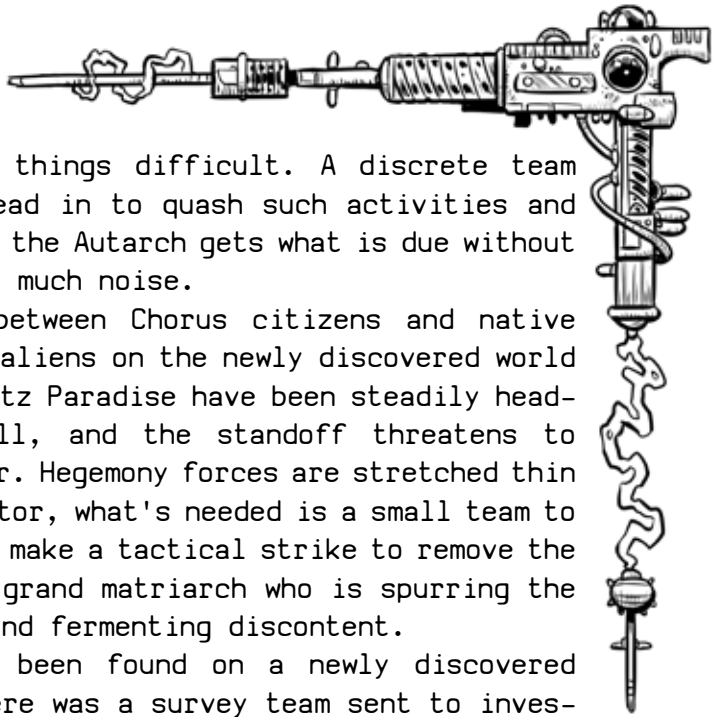
First choose which mission table to use, then roll 1d6 to determine a mission.

MISSION TABLE 1

Roll 1d6 to determine the mission.

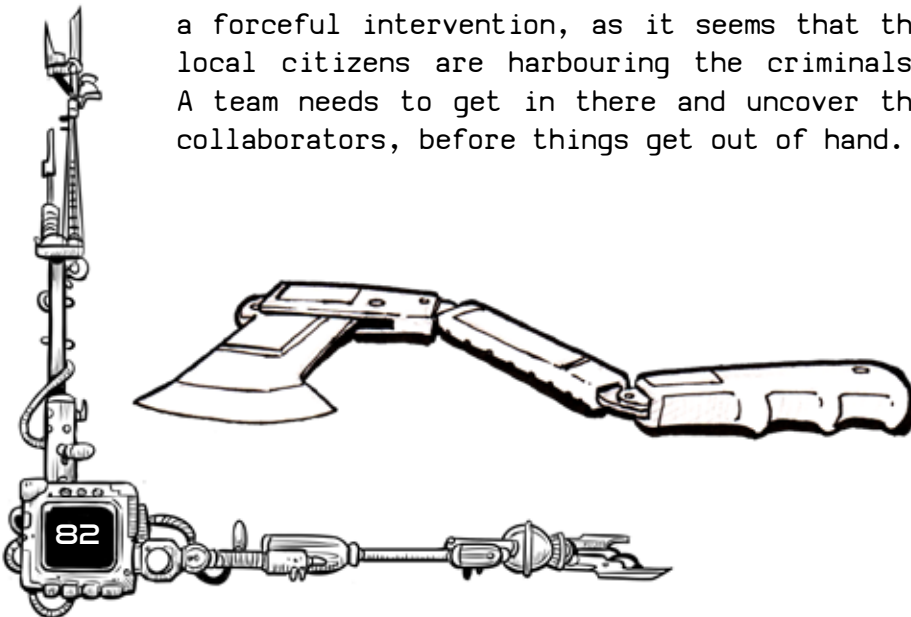
1. Petty arguments between the Lords of two rival worlds Albrzin I and II are getting out of hand, and threatening tithes to the Autarch. Nothing new there. Hegemony has few resources to spare, and internal politics with Green Nova Guard

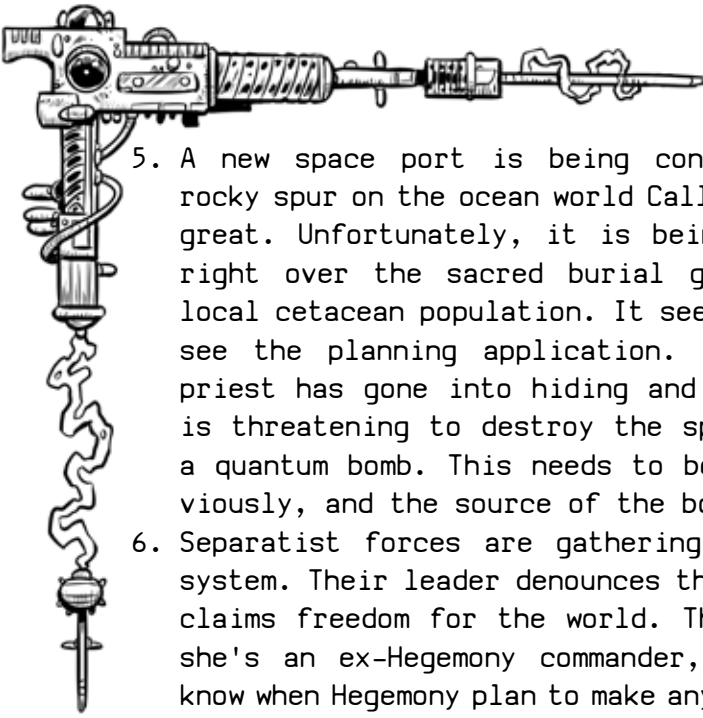




are making things difficult. A discrete team needs to head in to quash such activities and ensure that the Autarch gets what is due without causing too much noise.

2. Relations between Chorus citizens and native six-limbed aliens on the newly discovered world called Sholtz Paradise have been steadily heading downhill, and the standoff threatens to become a war. Hegemony forces are stretched thin in this sector, what's needed is a small team to head in and make a tactical strike to remove the figurehead grand matriarch who is spurring the aliens on and fermenting discontent.
3. Ruins have been found on a newly discovered planet. There was a survey team sent to investigate, but they have since gone missing. A team needs despatching to find out what happened to them without raising concern among the farmers and colonists that are needed to keep the base operational.
4. A group of brigands have made trade on the agri-moon Binnel increasingly difficult, and the scion of the local Lord's house has been attacked and beaten. The situation doesn't merit a forceful intervention, as it seems that the local citizens are harbouring the criminals. A team needs to get in there and uncover the collaborators, before things get out of hand.



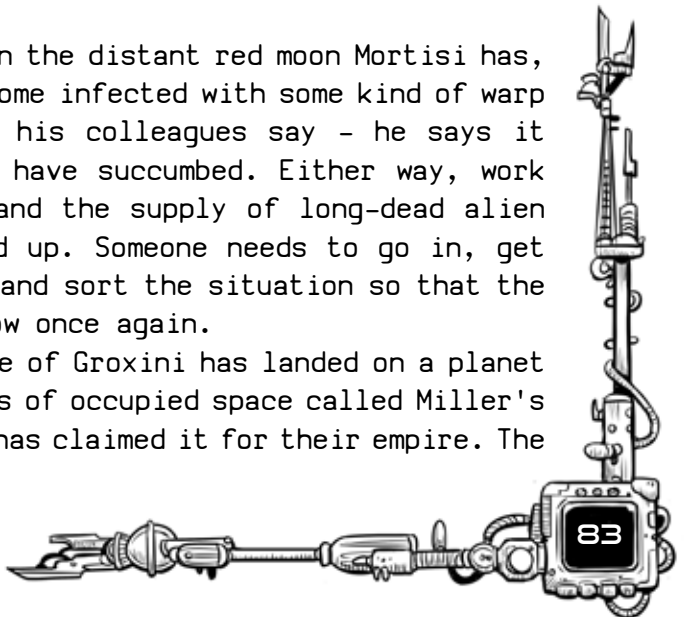


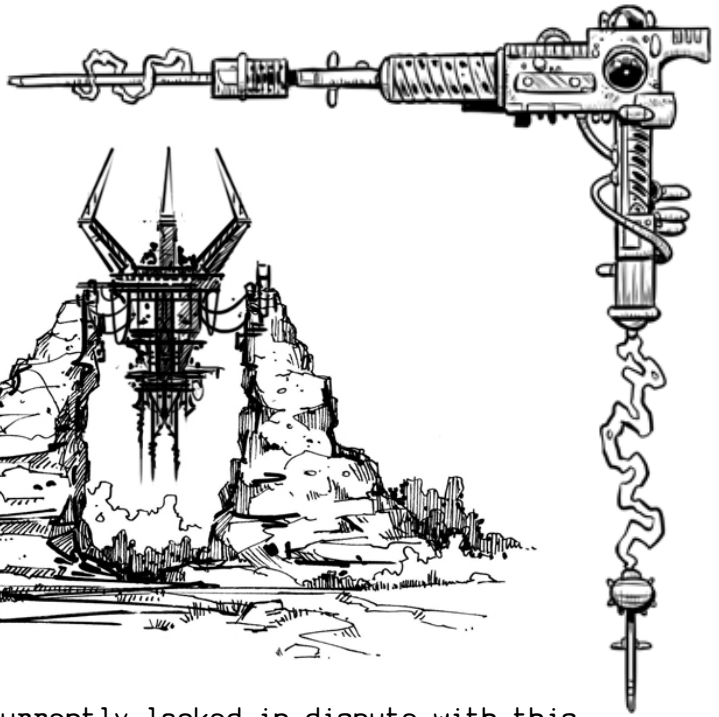
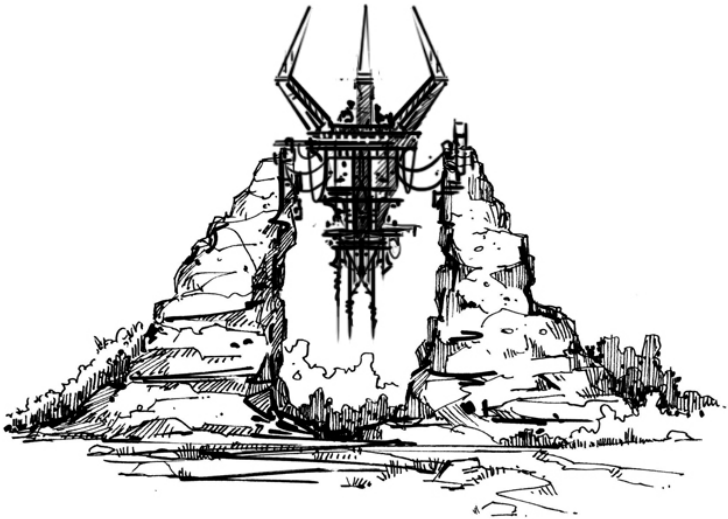
5. A new space port is being constructed on a rocky spur on the ocean world Callamis, which is great. Unfortunately, it is being constructed right over the sacred burial grounds of the local cetacean population. It seems they didn't see the planning application. Now a radical priest has gone into hiding and rumour has it is threatening to destroy the space port with a quantum bomb. This needs to be stopped, obviously, and the source of the bomb uncovered.
6. Separatist forces are gathering in the Tolek system. Their leader denounces the Autarch, and claims freedom for the world. The trouble is, she's an ex-Hegemony commander, and seems to know when Hegemony plan to make any moves against the system - obviously there's a separatist spy at headquarters. A small operation is required, outside of normal Hegemony command, to kill the separatist and nip the rebellion in the bud.

MISSION TABLE 2

Roll 1d6 to determine the mission.

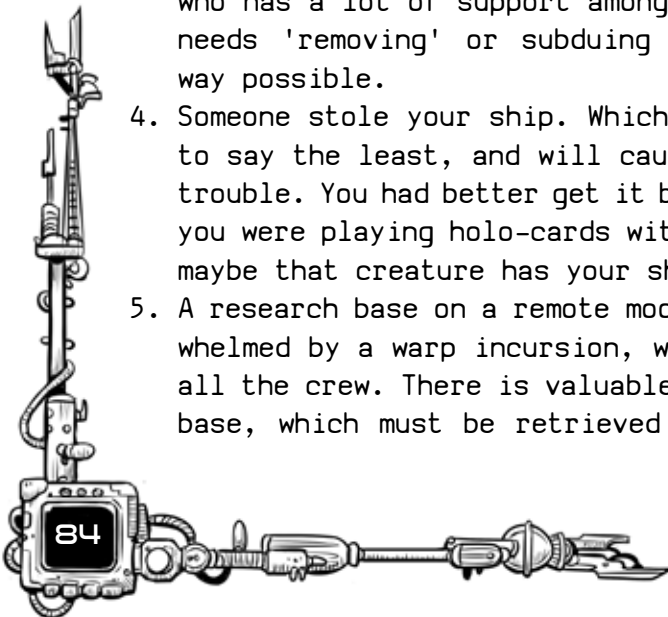
1. A scientist on the distant red moon Mortisi has, it seems, become infected with some kind of warp agent. Or so his colleagues say - he says it is them that have succumbed. Either way, work has stopped and the supply of long-dead alien art has dried up. Someone needs to go in, get to the truth and sort the situation so that the valuables flow once again.
2. An alien force of Groxini has landed on a planet at the fringes of occupied space called Miller's Retreat, and has claimed it for their empire. The

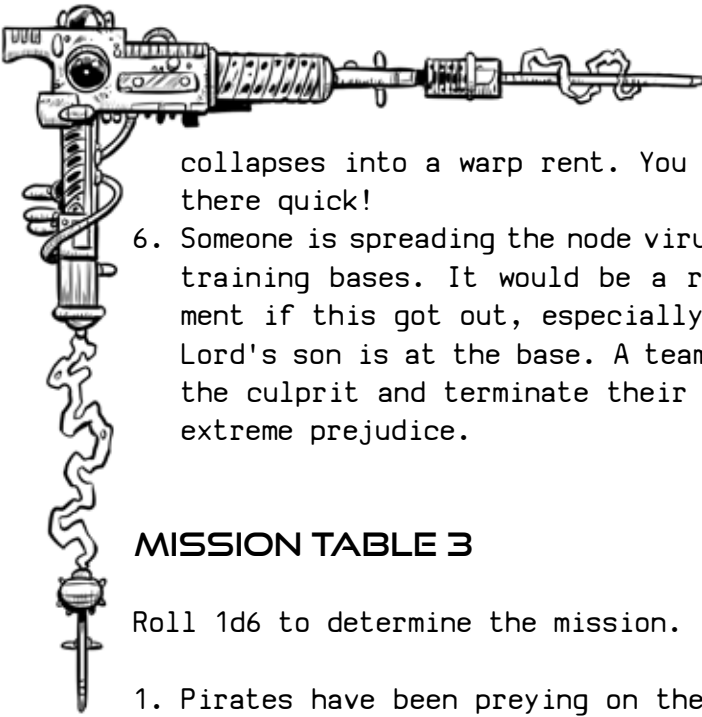




Chorus is currently locked in dispute with this empire, which has been rolling along through the courts for decades. The local lord needs a team to 'remove' the alien force discretely without upsetting the delicate power games of the Jewel.

3. A warp touched has gone renegade on the moon Tharsis II, and claimed sovereignty. Trouble is, she is related to the disposed Lord Koth, who has a lot of support among the locals. She needs 'removing' or subduing in the quietest way possible.
4. Someone stole your ship. Which is embarrassing to say the least, and will cause you no end of trouble. You had better get it back. Apparently, you were playing holo-cards with Nessix Kol, so maybe that creature has your ship?
5. A research base on a remote moon has been overwhelmed by a warp incursion, which has twisted all the crew. There is valuable research on the base, which must be retrieved before the base





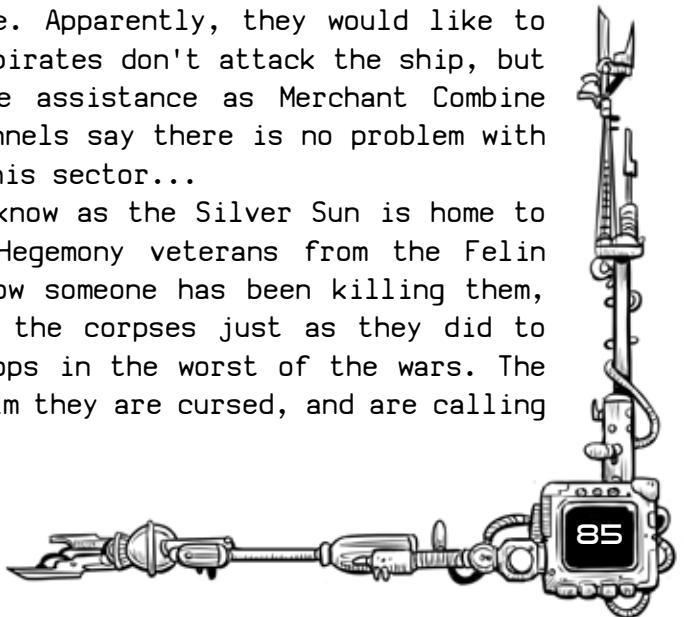
collapses into a warp rent. You had better get there quick!

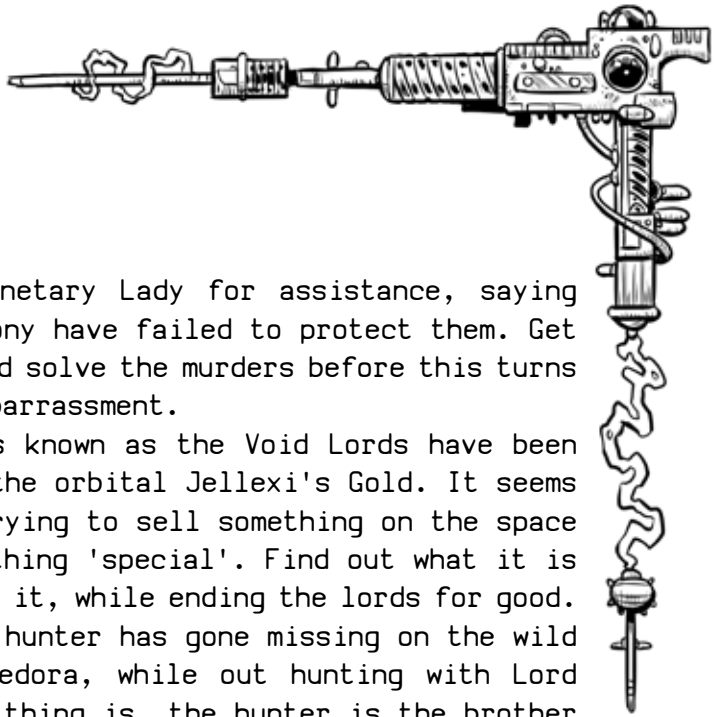
6. Someone is spreading the node virus at one of our training bases. It would be a real embarrassment if this got out, especially as the Battle Lord's son is at the base. A team needs to find the culprit and terminate their operation with extreme prejudice.

MISSION TABLE 3

Roll 1d6 to determine the mission.

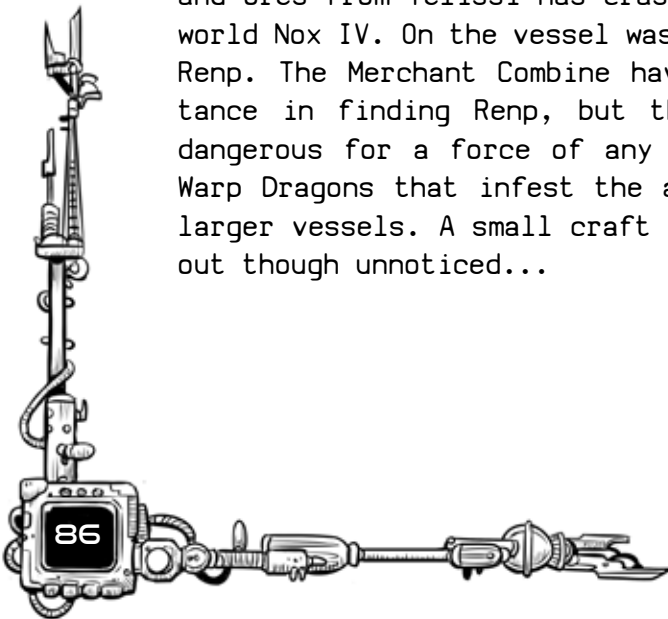
1. Pirates have been preying on the warp corridor Episolon Gargarmy, The trouble is, every time a large Hegemony vessel appears the pirates melt away into the asteroid fields. An infiltration team is needed to get into the sector, locate the pirate base and if possible neutralise the threat.
2. The Merchant Combine have requested a small force to join one of their vessels, the Winter's Harvest, while it makes its way to the world Tollass Prime. Apparently, they would like to ensure that pirates don't attack the ship, but want discrete assistance as Merchant Combine official channels say there is no problem with pirates in this sector...
3. The orbital know as the Silver Sun is home to a group of Hegemony veterans from the Felin clan-wars. Now someone has been killing them, and skinning the corpses just as they did to Hegemony troops in the worst of the wars. The veterans claim they are cursed, and are calling

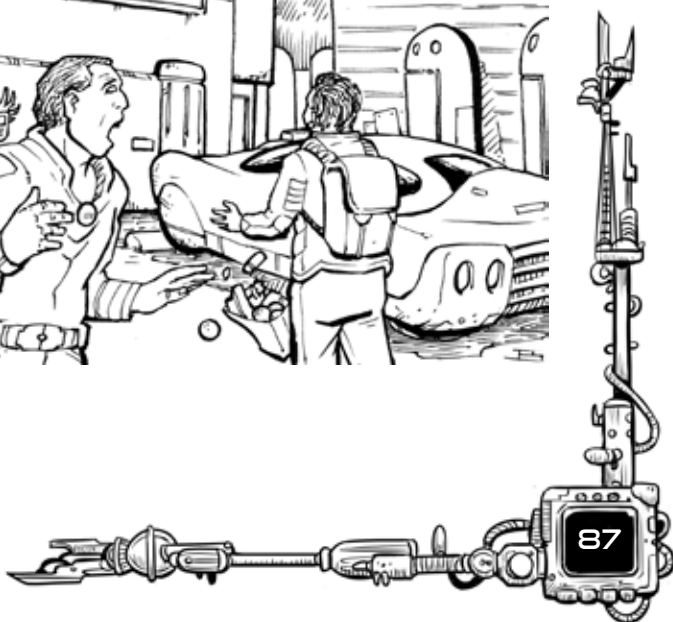
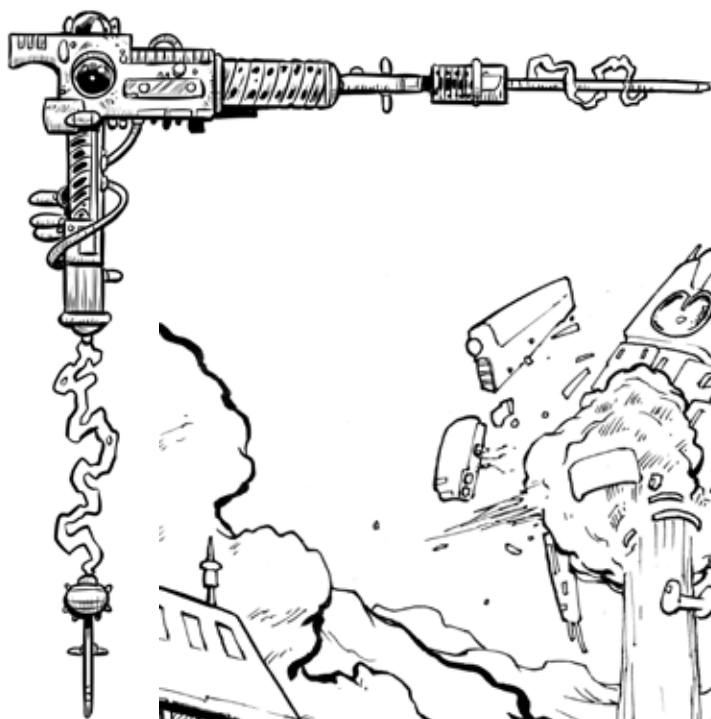


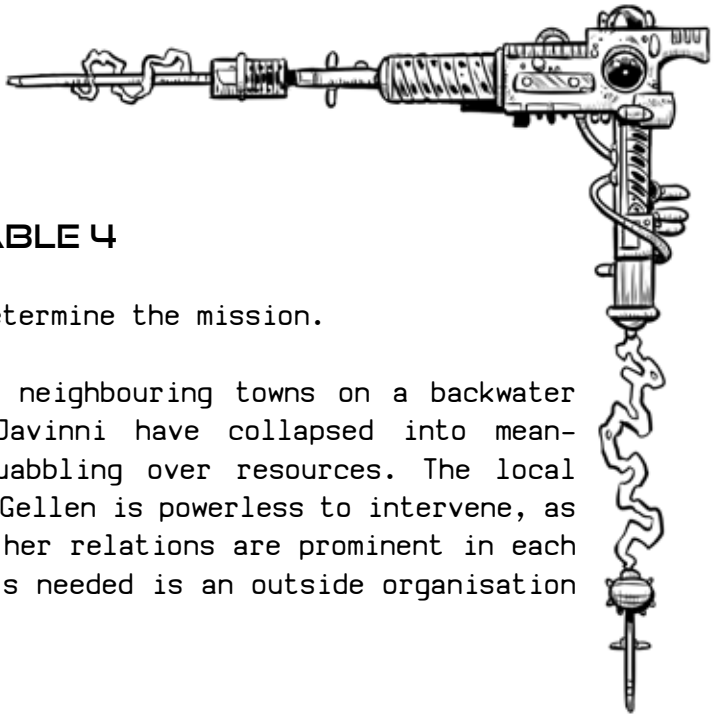


on the planetary Lady for assistance, saying that Hegemony have failed to protect them. Get in there and solve the murders before this turns into an embarrassment.

4. The pirates known as the Void Lords have been seen near the orbital Jellexi's Gold. It seems they are trying to sell something on the space port, something 'special'. Find out what it is and acquire it, while ending the lords for good.
5. A big game hunter has gone missing on the wild moon of Thedora, while out hunting with Lord Waddu. The thing is, the hunter is the brother of a high ranking Hegemony officer. The planetary Lord insists he 'just left', and refuses to elaborate any further. Hegemony doesn't buy this, but can't risk a political upset, so they need someone to head to the moon to find out what happened, quietly, and bring then missing hunter back. Or get revenge.
6. A Merchant Combine trader carrying rare spices and ores from Telissi has crashed on the death world Nox IV. On the vessel was the great Talbo Remp. The Merchant Combine have begged assistance in finding Remp, but the world is too dangerous for a force of any size due to the Warp Dragons that infest the area and prey on larger vessels. A small craft could get in and out though unnoticed...



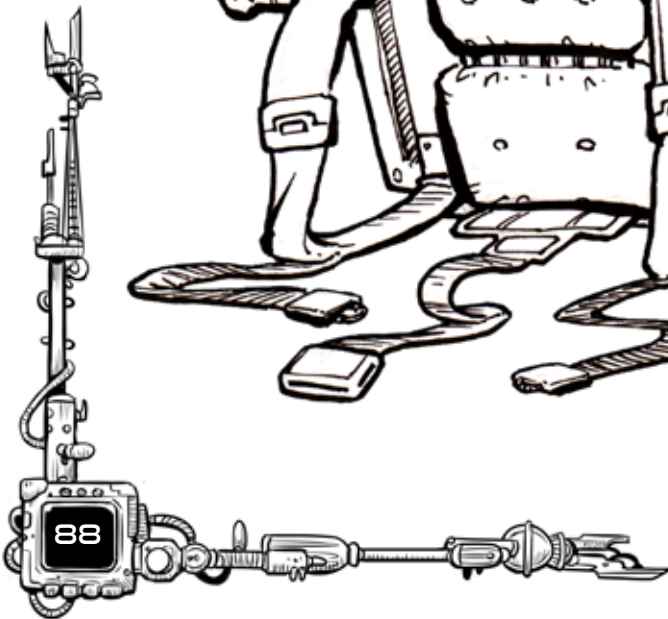
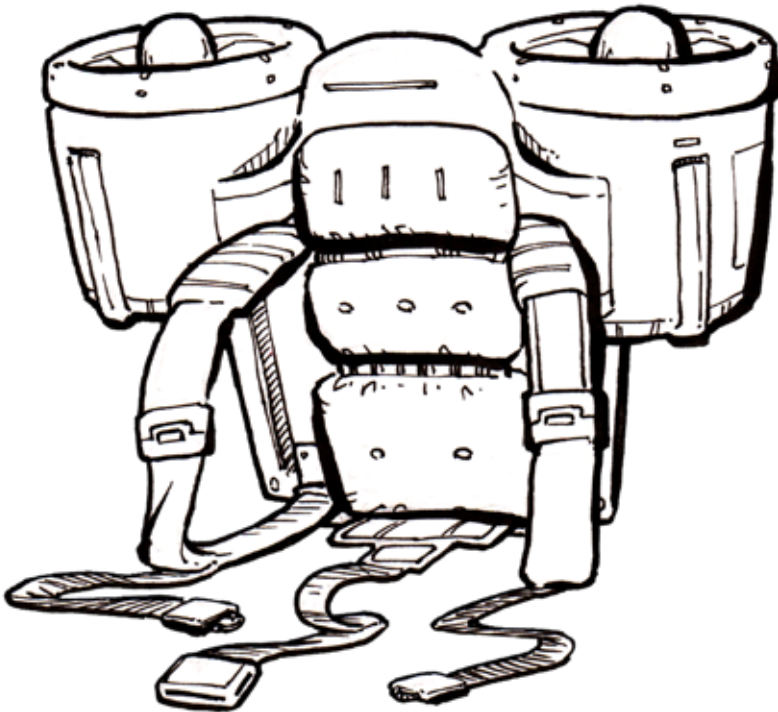


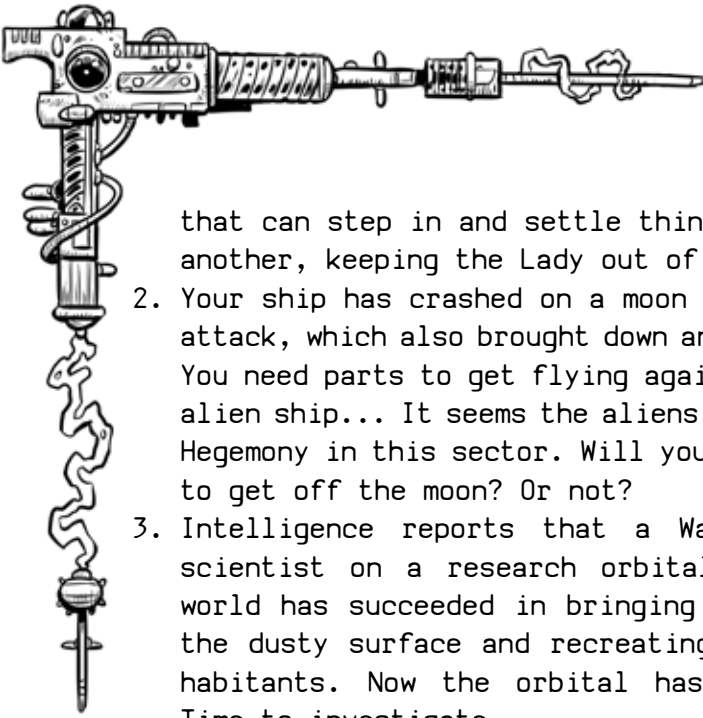


MISSION TABLE 4

Roll 1d6 to determine the mission.

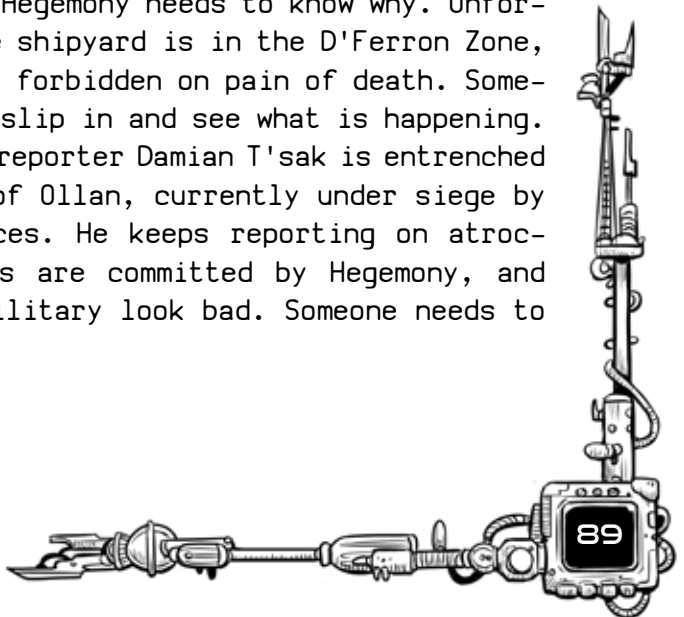
1. A group of neighbouring towns on a backwater world of Javinni have collapsed into meaningless squabbling over resources. The local ruler Lady Gellen is powerless to intervene, as several of her relations are prominent in each town. What's needed is an outside organisation

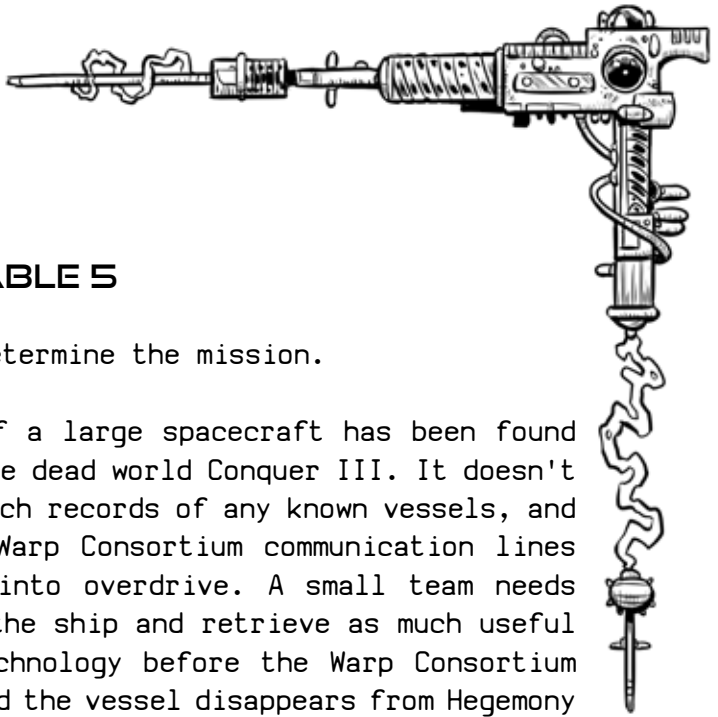




that can step in and settle things, one way or another, keeping the Lady out of it.

2. Your ship has crashed on a moon after a pirate attack, which also brought down an alien vessel. You need parts to get flying again, as does the alien ship... It seems the aliens are enemies of Hegemony in this sector. Will you work together to get off the moon? Or not?
3. Intelligence reports that a Warp Consortium scientist on a research orbital over a dead world has succeeded in bringing back DNA from the dusty surface and recreating the last inhabitants. Now the orbital has gone silent. Time to investigate...
4. A group of aliens on a distant world are refusing to join the Chorus. The source of their nation's pride and will is an ancient pyramid of religious significance, so destroying that should break them. Of course, Hegemony couldn't condone damage cultural artefacts, but if it happened by accident...
5. An ancient alien shipyard has started producing ships again. Hegemony needs to know why. Unfortunately, the shipyard is in the D'Ferron Zone, and access is forbidden on pain of death. Someone needs to slip in and see what is happening.
6. The embedded reporter Damian T'sak is entrenched in the city of Ollan, currently under siege by Hegemony forces. He keeps reporting on atrocities he says are committed by Hegemony, and making the military look bad. Someone needs to shut him up.

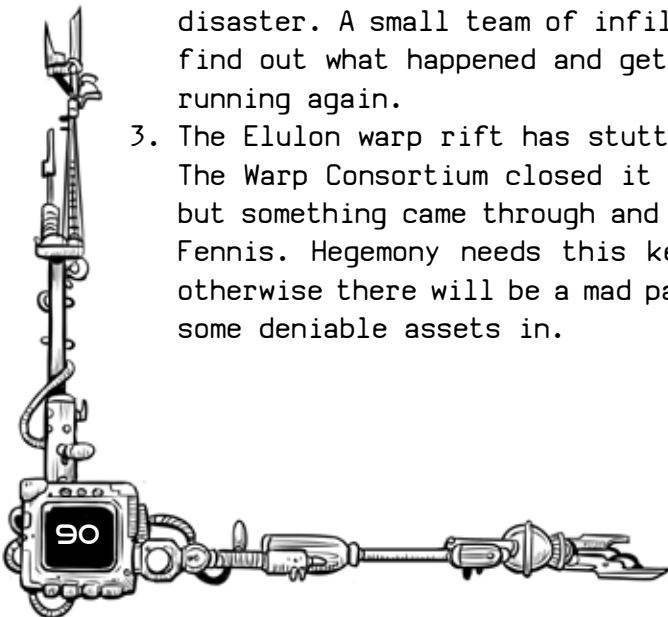


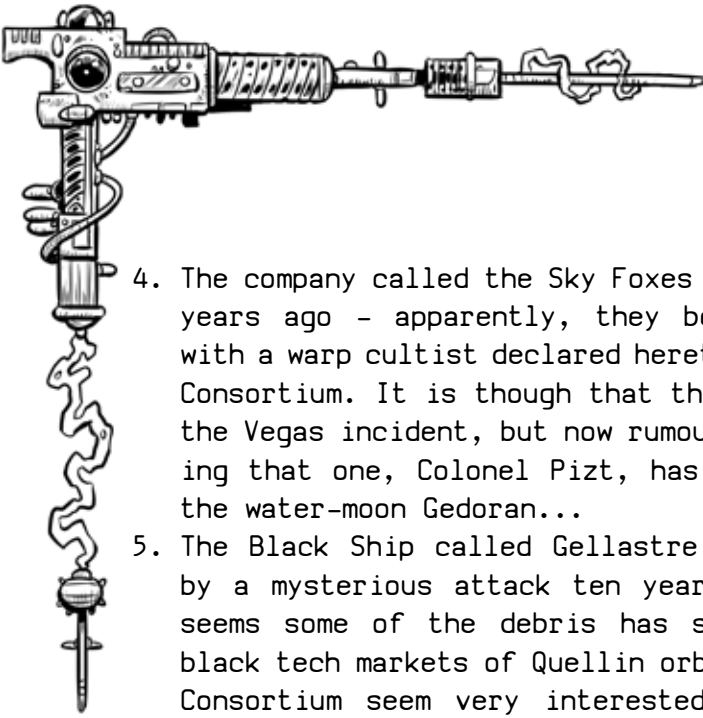


MISSION TABLE 5

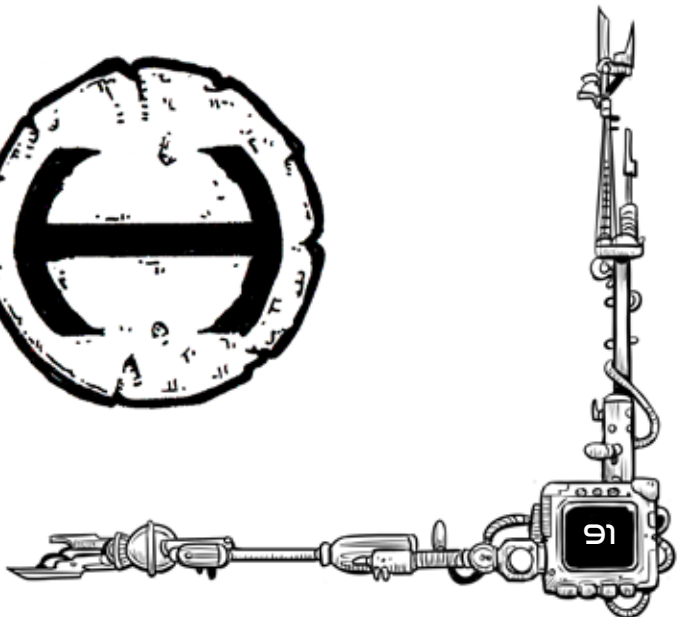
Roll 1d6 to determine the mission.

1. The hulk of a large spacecraft has been found orbiting the dead world Conquer III. It doesn't seem to match records of any known vessels, and the local Warp Consortium communication lines have gone into overdrive. A small team needs to get to the ship and retrieve as much useful data or technology before the Warp Consortium claim it and the vessel disappears from Hegemony grasp.
2. An automated war drone manufacturing orbital has gone off grid. It seems that there has been an incident of some kind. Unfortunately, the orbital is in an area of space that the Autarch has recently claimed for a new pleasure world - the base was supposed to have been shut down years ago. So a large force can't be sent in to secure the base, as that would be a political disaster. A small team of infiltrators needs to find out what happened and get the base up and running again.
3. The Elulon warp rift has stuttered open again. The Warp Consortium closed it in microseconds, but something came through and into the city of Fennis. Hegemony needs this kept hush-hush as otherwise there will be a mad panic. Better send some deniable assets in.

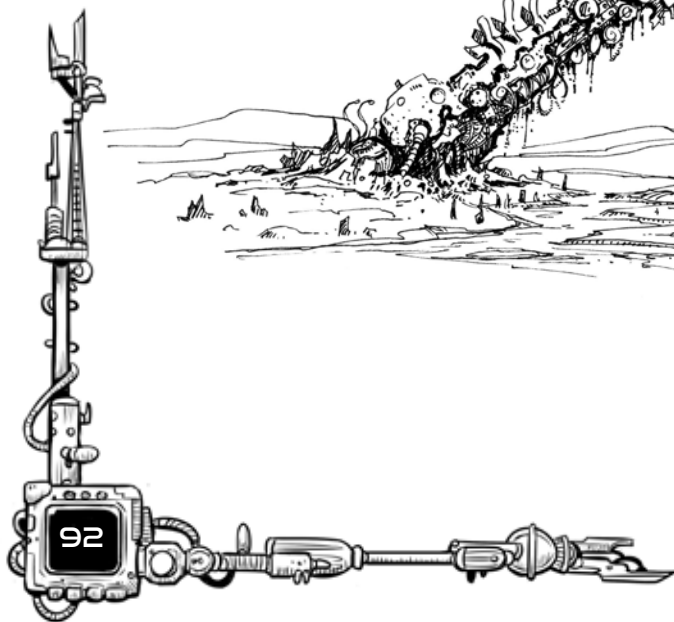
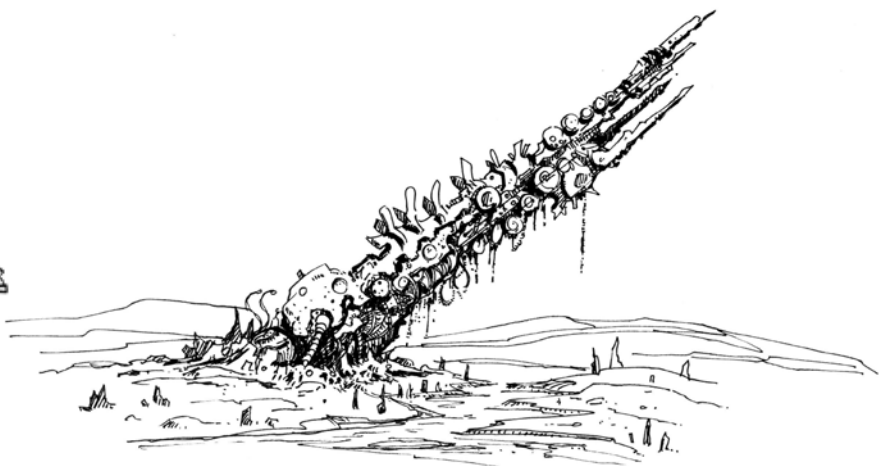
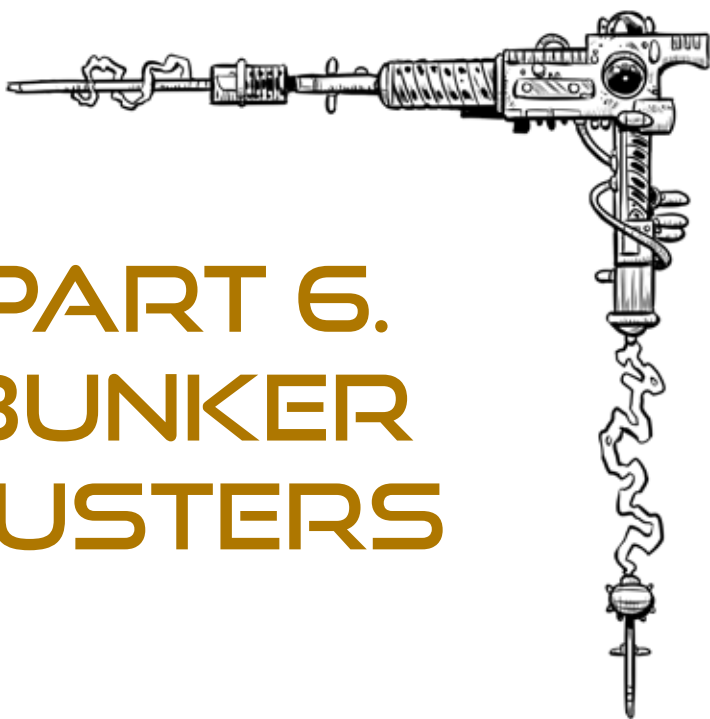


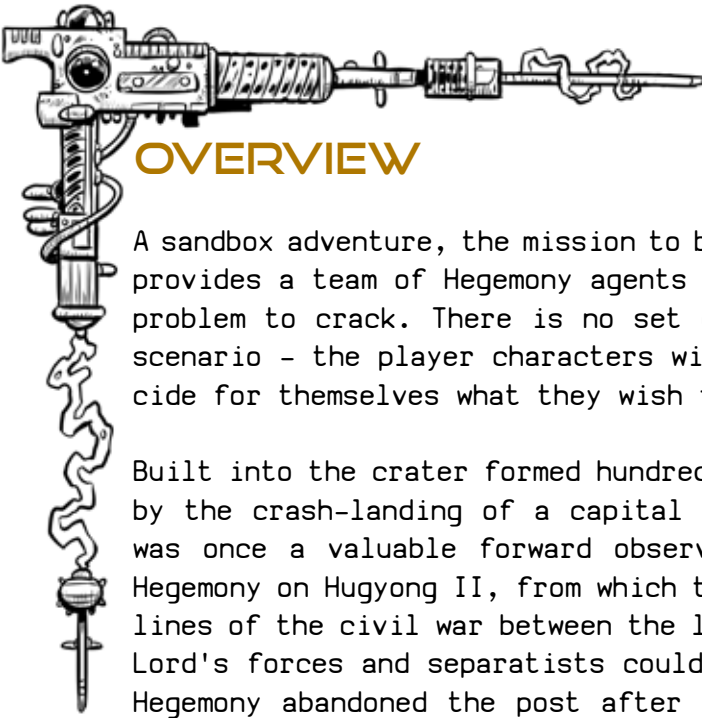


4. The company called the Sky Foxes went AWOL many years ago - apparently, they became involved with a warp cultist declared heretic by the Warp Consortium. It is though that they all died in the Vegas incident, but now rumours are spreading that one, Colonel Pizt, has resurfaced on the water-moon Gedoran...
5. The Black Ship called Gellastre was destroyed by a mysterious attack ten years ago. Now it seems some of the debris has surface on the black tech markets of Quellin orbital. The Warp Consortium seem very interested, so Hegemony is too. We want that debris, but don't let the Consortium know that we do.
6. An infected node agent has been seen on the base on Silon II, which is due a visit from the Battle Lord next week. Now we've lost contact. It will be a great embarrassment if she finds out something has happened... Better get down there quick and work out what's going on!



PART 6. BUNKER BUSTERS





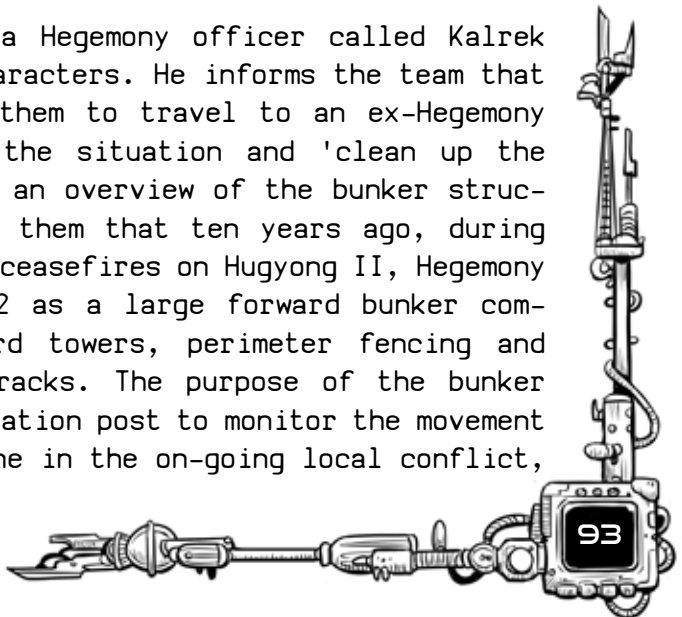
OVERVIEW

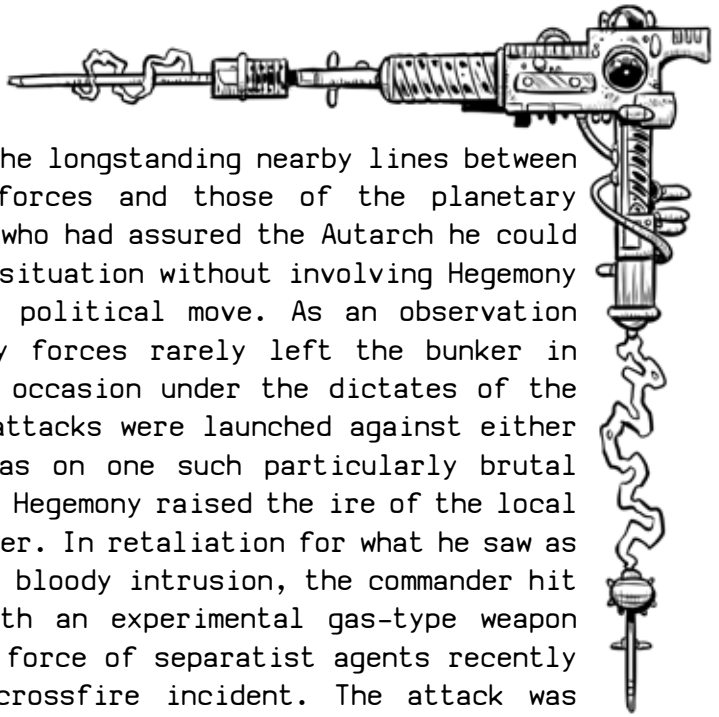
A sandbox adventure, the mission to bunker CC/13.22 provides a team of Hegemony agents with a complex problem to crack. There is no set outcome to the scenario - the player characters will have to decide for themselves what they wish to do.

Built into the crater formed hundreds of years ago by the crash-landing of a capital ship, CC/13.22 was once a valuable forward observation post of Hegemony on Hugyong II, from which the local front lines of the civil war between the local planetary Lord's forces and separatists could be monitored. Hegemony abandoned the post after a catastrophic attack by the Lord's forces. Now the post appears to be a makeshift and effectively neutral hospital near the front lines, housing soldiers from all factions as well as a force of guard drones to enforce peace, but the truth is somewhat different.

ORDERS

Hegemony sends a Hegemony officer called Kalrek to brief the characters. He informs the team that Hegemony wants them to travel to an ex-Hegemony bunker, assess the situation and 'clean up the mess'. He gives an overview of the bunker structure, and tells them that ten years ago, during one of the rare ceasefires on Hugyong II, Hegemony created CC/13.22 as a large forward bunker complete with guard towers, perimeter fencing and underground barracks. The purpose of the bunker was as an observation post to monitor the movement of the front line in the on-going local conflict,

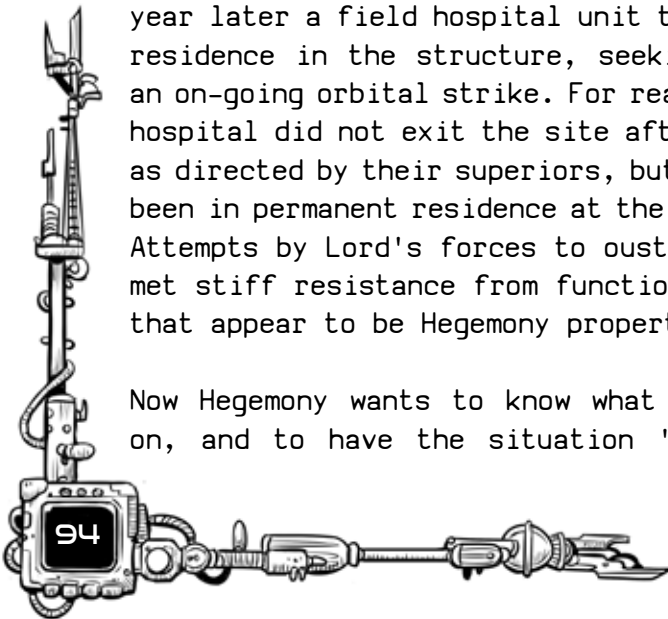


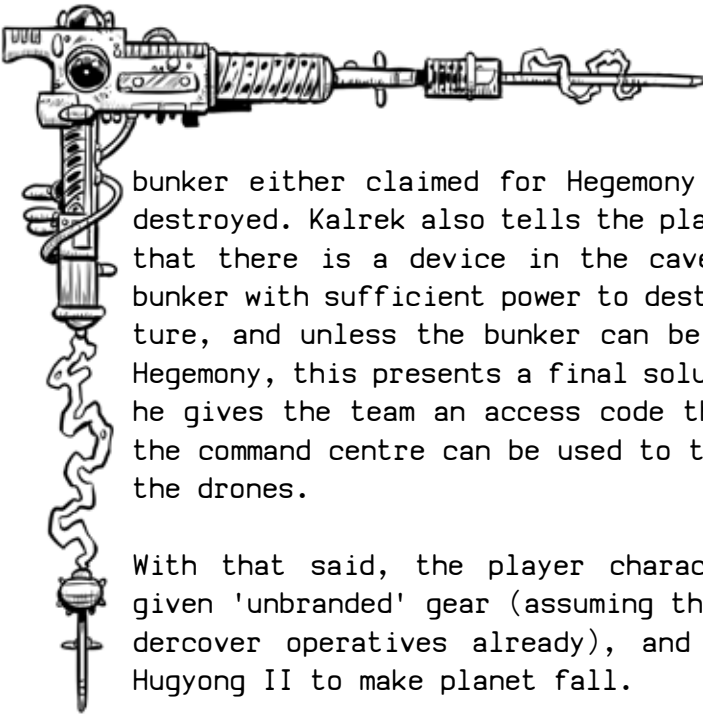


most notably the longstanding nearby lines between separatist's forces and those of the planetary Lord's force, who had assured the Autarch he could deal with the situation without involving Hegemony in an overtly political move. As an observation post, Hegemony forces rarely left the bunker in force, but on occasion under the dictates of the Fire Council attacks were launched against either faction. It was on one such particularly brutal excursion that Hegemony raised the ire of the local Lord's commander. In retaliation for what he saw as a needless and bloody intrusion, the commander hit the bunker with an experimental gas-type weapon stolen from a force of separatist agents recently killed in a crossfire incident. The attack was much more powerful than the commander imagined - the entire population of the bunker was killed. Horrified, Hegemony sought revenge, but before they could reply with an orbital strike force, the Autarch instigated an immediate ceasefire. Licking its wounds, Hegemony abandoned the empty bunker and left it to decay.

Now reports have come back that approximately one year later a field hospital unit took up temporary residence in the structure, seeking shelter from an on-going orbital strike. For reasons unknown the hospital did not exit the site after the all-clear as directed by their superiors, but has effectively been in permanent residence at the site ever since. Attempts by Lord's forces to oust the medics have met stiff resistance from functional guard drones that appear to be Hegemony property.

Now Hegemony wants to know what is really going on, and to have the situation 'resolved' - the





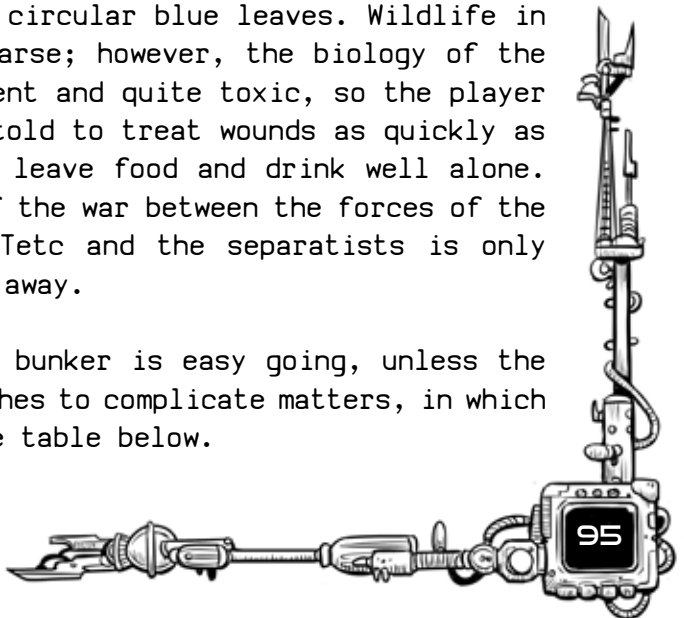
bunker either claimed for Hegemony once more, or destroyed. Kalrek also tells the player characters that there is a device in the caverns under the bunker with sufficient power to destroy the structure, and unless the bunker can be recovered for Hegemony, this presents a final solution. Finally, he gives the team an access code that if used at the command centre can be used to take control of the drones.

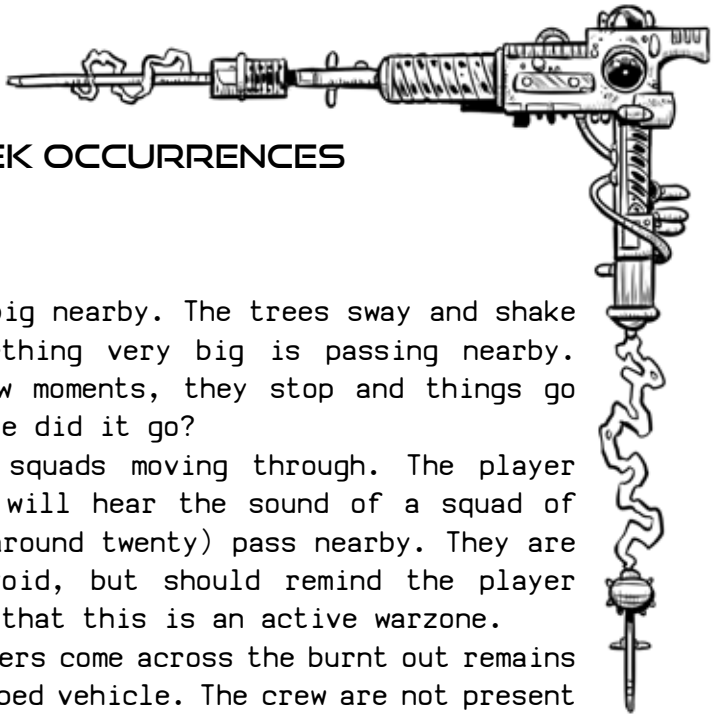
With that said, the player characters' team is given 'unbranded' gear (assuming they are not undercover operatives already), and despatched to HUYONG II to make planet fall.

HUYONG II POLAR REGION

The player characters will be instructed to touch down around ten kilometres from the bunker in a safe zone. This part of the planet is a cold and frigid polar region, but it is not bare of life - a dense forest of tall tree-like growths covers the land, with huge circular blue leaves. Wildlife in this area is sparse; however, the biology of the planet is virulent and quite toxic, so the player characters are told to treat wounds as quickly as possible and to leave food and drink well alone. The frontline of the war between the forces of the planetary Lord Tetc and the separatists is only five kilometres away.

The trek to the bunker is easy going, unless the games master wishes to complicate matters, in which case roll on the table below.

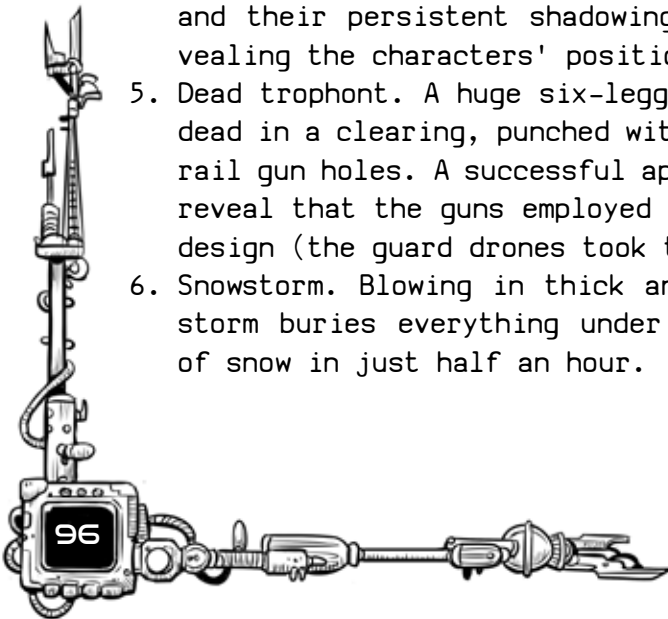


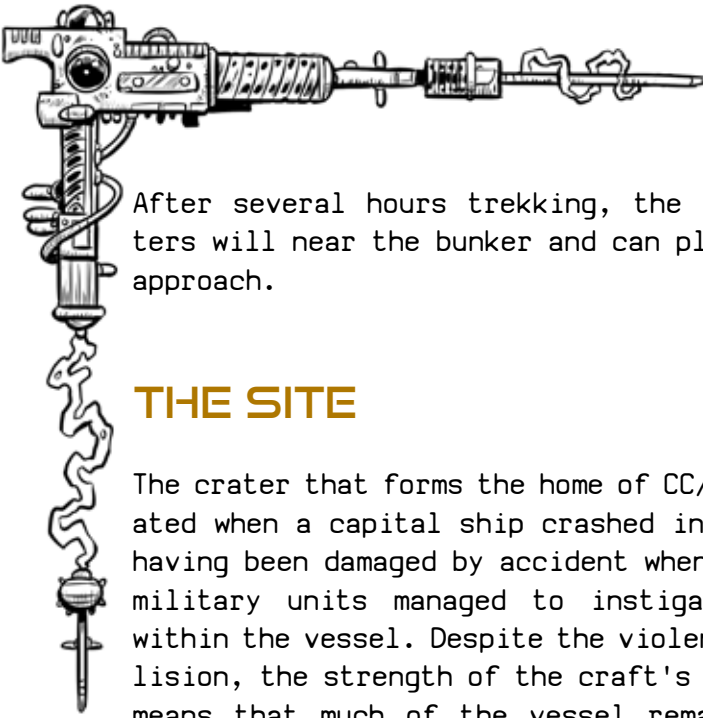


POLAR TREK OCCURRENCES

Roll 1d6.

1. Something big nearby. The trees sway and shake as if something very big is passing nearby. After a few moments, they stop and things go quiet. Where did it go?
2. Separatist squads moving through. The player characters will hear the sound of a squad of soldiers (around twenty) pass nearby. They are easy to avoid, but should remind the player characters that this is an active warzone.
3. The characters come across the burnt out remains of a quadruped vehicle. The crew are not present - investigations show they have been cut from the seats. There are faint tracks, which can be seen with a spot test leading in the direction of the bunker (these bodies were collected for processing at the bunker).
4. Scavengers on the lookout. In the skies above the player characters bird-analogues start to gather, circling over the characters. These are scavengers waiting for the characters to drop, and their persistent shadowing could risk revealing the characters' position.
5. Dead trophont. A huge six-legged creature lies dead in a clearing, punched with expertly fired rail gun holes. A successful appraise test will reveal that the guns employed were of Hegemony design (the guard drones took the beast down).
6. Snowstorm. Blowing in thick and fast, a snowstorm buries everything under ten centimetres of snow in just half an hour.

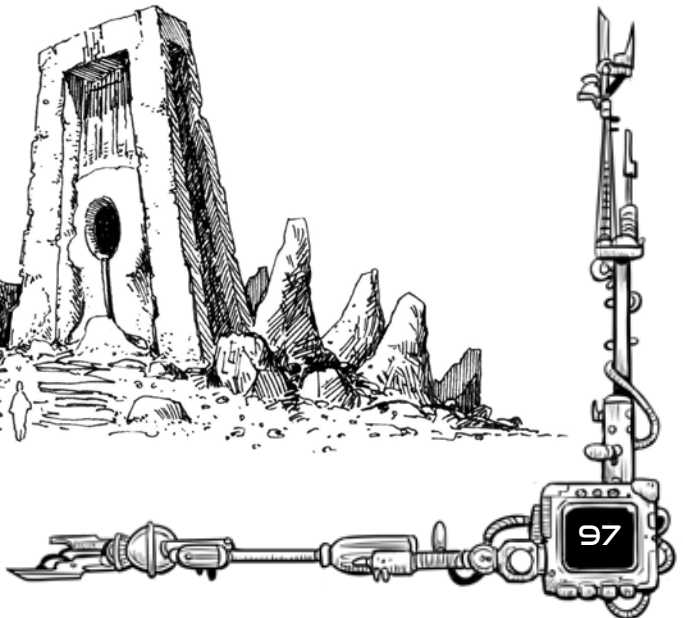


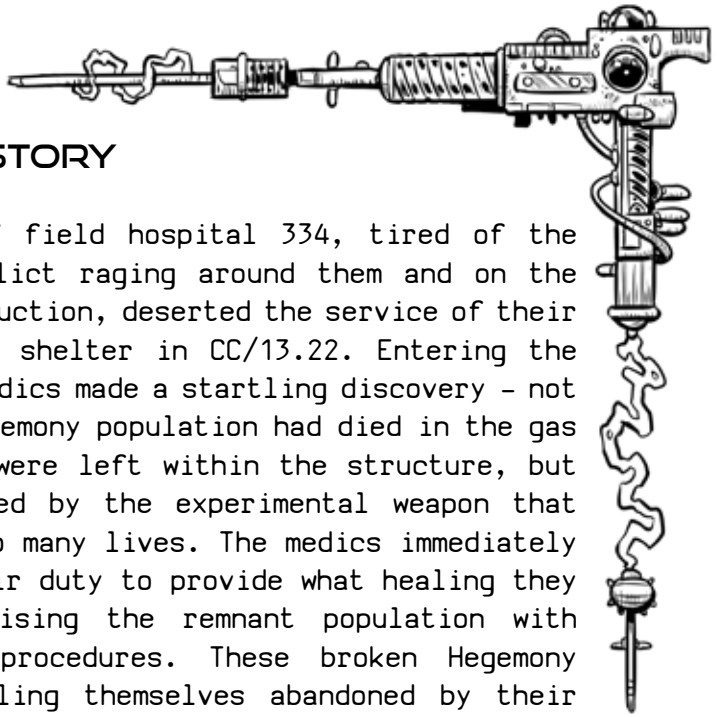


After several hours trekking, the player characters will near the bunker and can plan their final approach.

THE SITE

The crater that forms the home of CC/13.22 was created when a capital ship crashed into Huggyong II, having been damaged by accident when two competing military units managed to instigate a skirmish within the vessel. Despite the violence of the collision, the strength of the craft's infrastructure means that much of the vessel remains intact, a skeletal reminder of the ancient impact. CC/13.22 itself is a ceramic bunker built into the wall of the crater. Much of the structure has been reinforced by the remnants of the vessel, giving the outer areas of the bunker a somewhat patchwork appearance.

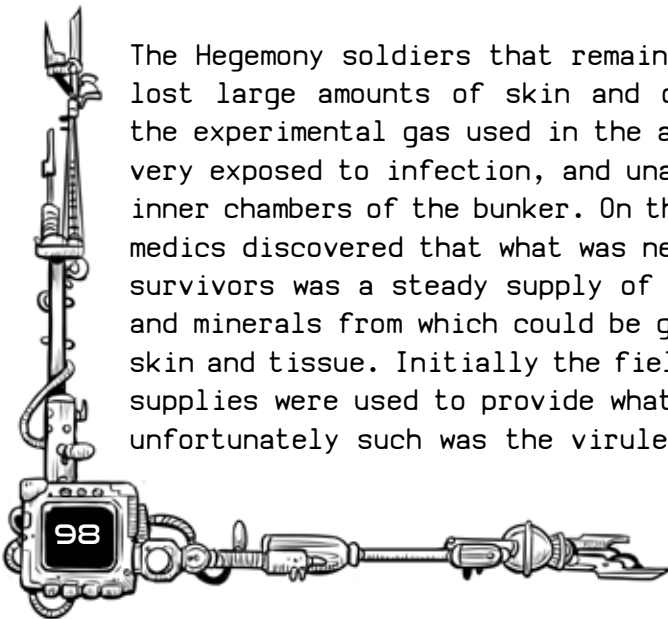


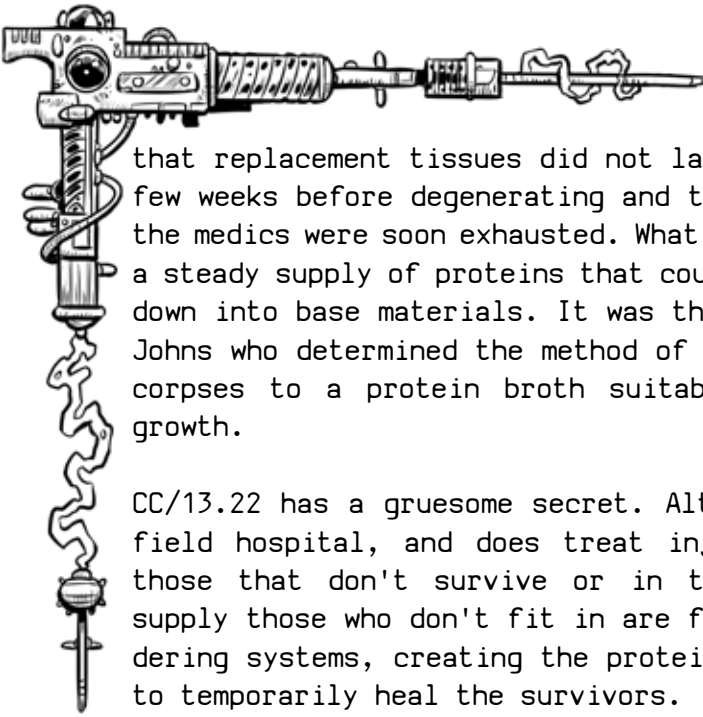


THE REAL STORY

The medics of field hospital 334, tired of the grinding conflict raging around them and on the verge of destruction, deserted the service of their Lord and took shelter in CC/13.22. Entering the bunker, the medics made a startling discovery - not all of the Hegemony population had died in the gas attack. Many were left within the structure, but severely burned by the experimental weapon that had claimed so many lives. The medics immediately saw it as their duty to provide what healing they could, stabilising the remnant population with experimental procedures. These broken Hegemony soldiers, feeling themselves abandoned by their superiors, struck a deal with the medics - they would help the field hospital to shrug off their masters. Utilising the guard drones that remained at the bunker, robots that required Hegemony start-up codes to initialise, the wounded soldiers would provide security and in return, the medics would work on a cure for the virulent decay brought on by the gas attack. This mutual truce has been in effect ever since.

The Hegemony soldiers that remain in CC/13.22 had lost large amounts of skin and other tissues to the experimental gas used in the attack. They were very exposed to infection, and unable to leave the inner chambers of the bunker. On their arrival, the medics discovered that what was needed to help the survivors was a steady supply of complex proteins and minerals from which could be grown replacement skin and tissue. Initially the field hospital's own supplies were used to provide what was needed, but unfortunately such was the virulence of the decay





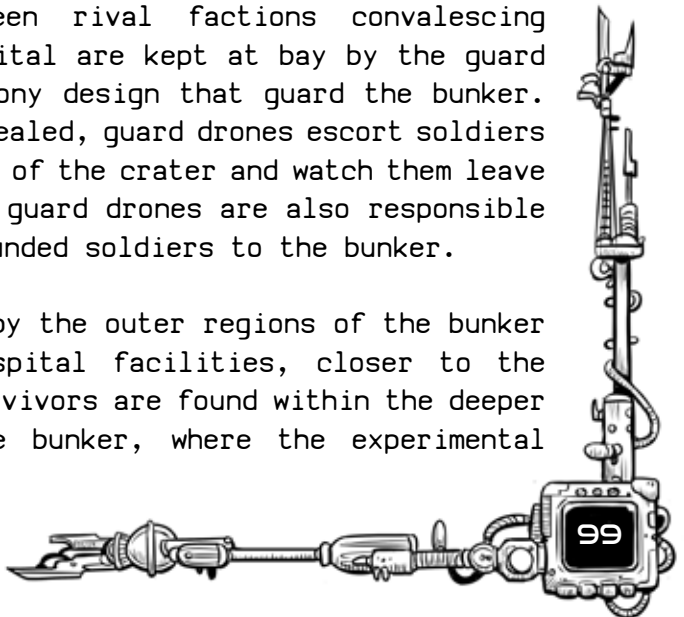
that replacement tissues did not last more than a few weeks before degenerating and the supplies of the medics were soon exhausted. What was needed was a steady supply of proteins that could be rendered down into base materials. It was the medic Pieter Johns who determined the method of reducing fresh corpses to a protein broth suitable for tissue growth.

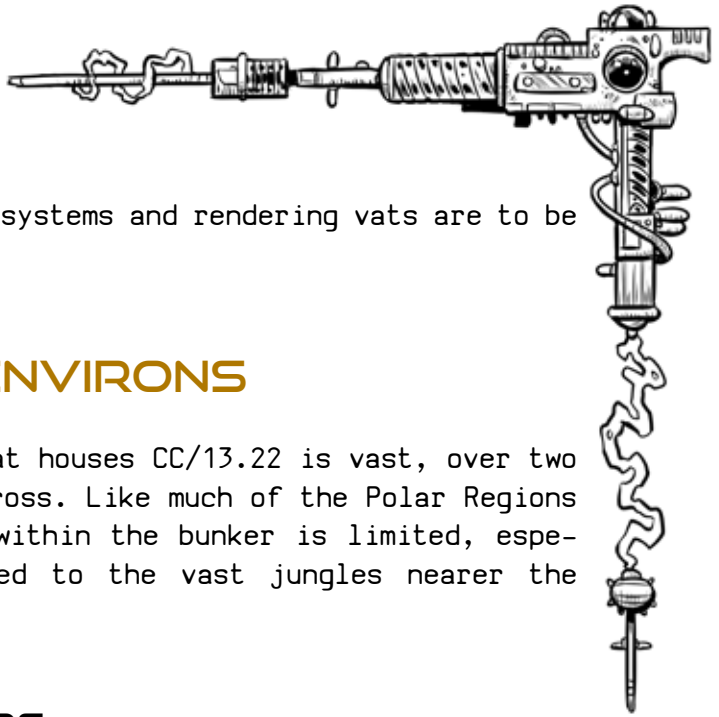
CC/13.22 has a gruesome secret. Although it is a field hospital, and does treat injured soldiers, those that don't survive or in times of short supply those who don't fit in are fed to the rendering systems, creating the protein broth needed to temporarily heal the survivors.

CURRENT SITUATION

CC/13.22 is known in the local area as a free hospital, a place of healing not under the jurisdiction of any of the forces of the Flame Worlds. This is true; the hospital remains one place where treatment can be received regardless of loyalties. Conflicts between rival factions convalescing within the hospital are kept at bay by the guard drones of Hegemony design that guard the bunker. Once they have healed, guard drones escort soldiers to the perimeter of the crater and watch them leave the area. These guard drones are also responsible for bringing wounded soldiers to the bunker.

The medics occupy the outer regions of the bunker housing the hospital facilities, closer to the surface. The survivors are found within the deeper sections of the bunker, where the experimental





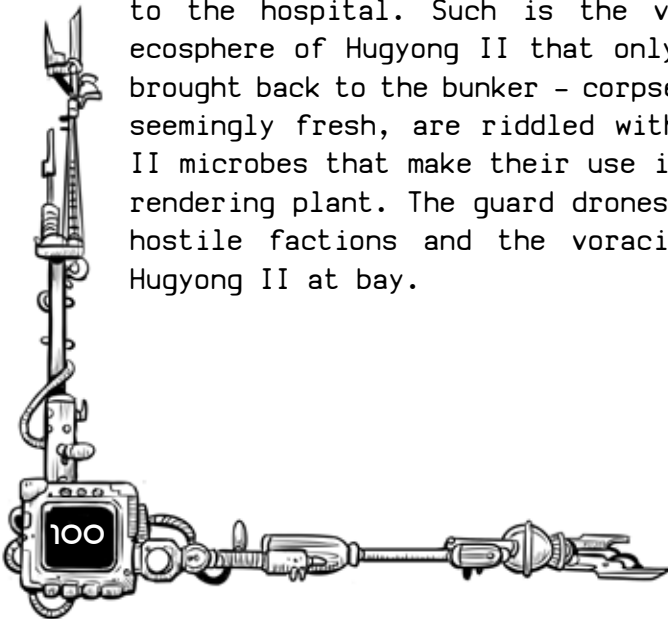
tissue growth systems and rendering vats are to be found.

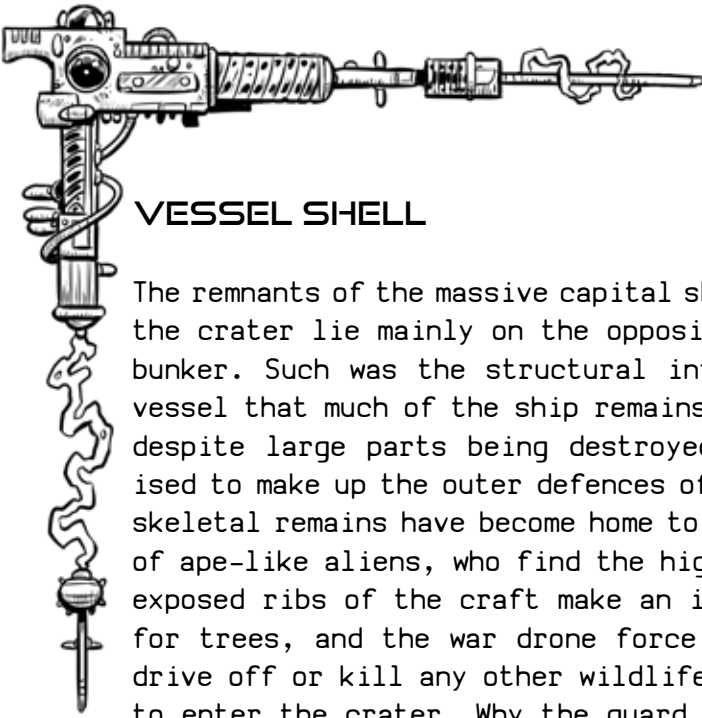
LOCAL ENVIRONS

The crater that houses CC/13.22 is vast, over two kilometres across. Like much of the Polar Regions plant growth within the bunker is limited, especially compared to the vast jungles nearer the equator.

GUN TOWERS

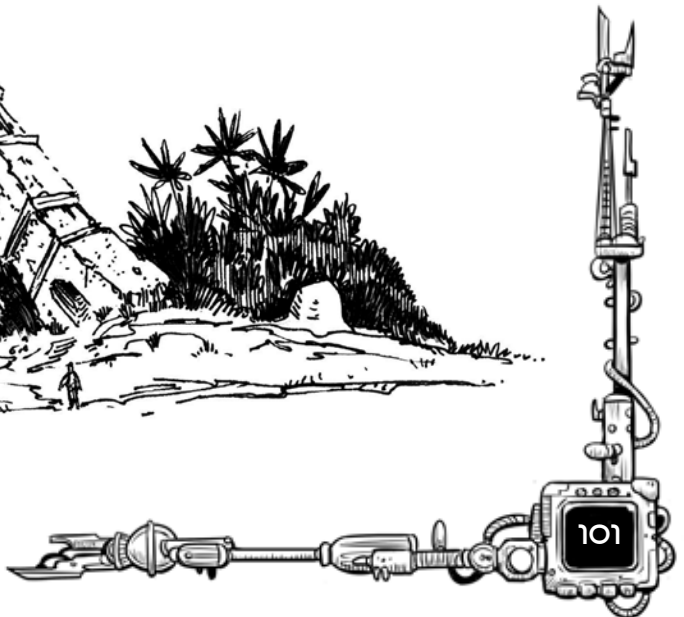
Surrounding the bunker entrance and rimming the crater, three gun towers were built to guard against aerial attack. Originally, housing large pulse guns, these towers have all long since been stripped of weaponry. Instead, they are used to house the guard drones and search parties that scour the local area for injured to bring back to the hospital. Such is the virulence of the ecosphere of Huguong II that only the living are brought back to the bunker - corpses, no matter how seemingly fresh, are riddled with native Huguong II microbes that make their use impossible in the rendering plant. The guard drones themselves keep hostile factions and the voracious wildlife of Huguong II at bay.

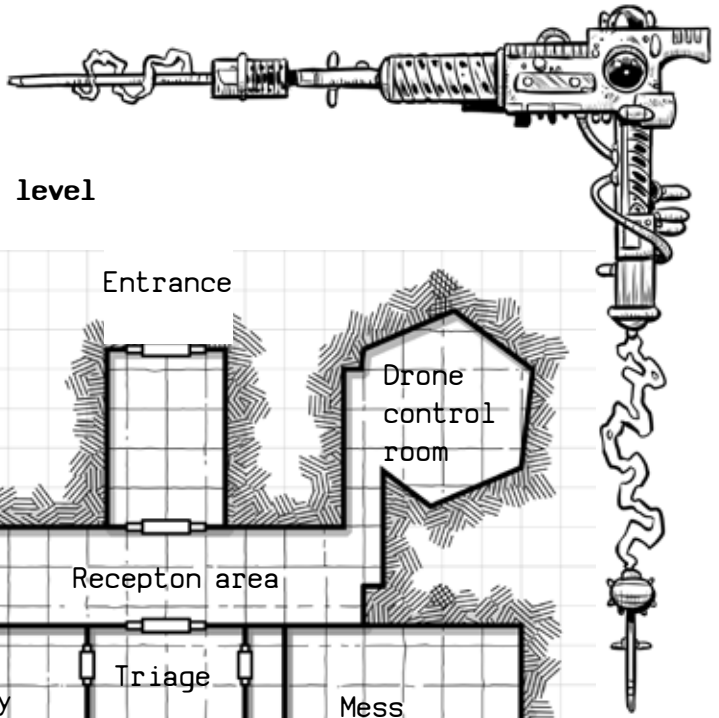




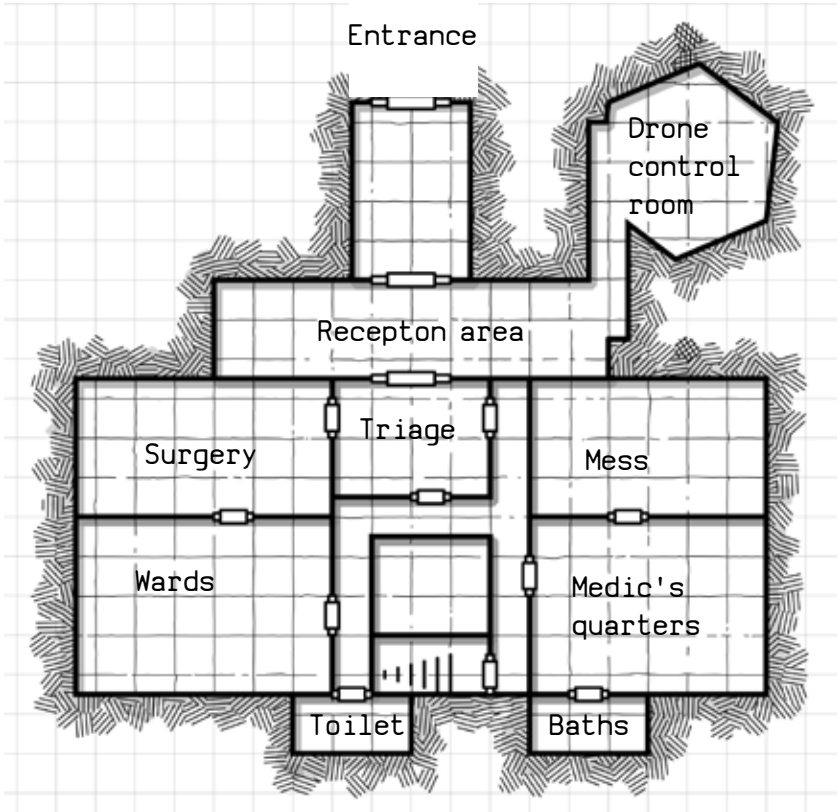
VESSEL SHELL

The remnants of the massive capital ship that caused the crater lie mainly on the opposite side to the bunker. Such was the structural integrity of the vessel that much of the ship remains recognisable, despite large parts being destroyed or cannibalised to make up the outer defences of CC/13.22. The skeletal remains have become home to a large colony of ape-like aliens, who find the higher struts and exposed ribs of the craft make an idea substitute for trees, and the war drone force is on hand to drive off or kill any other wildlife that attempts to enter the crater. Why the guard drones let the creatures through is not known - actually, it was a result of the hacking attack that momentarily disabled the guard drones (see below).





Bunker ground level

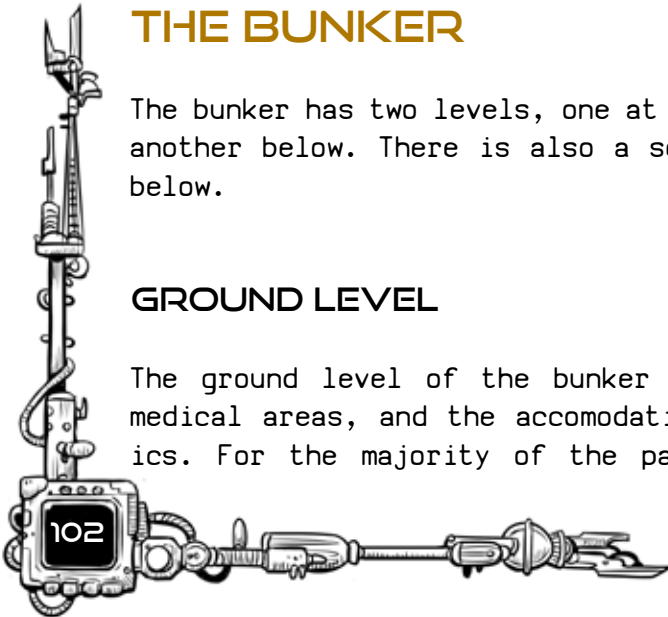


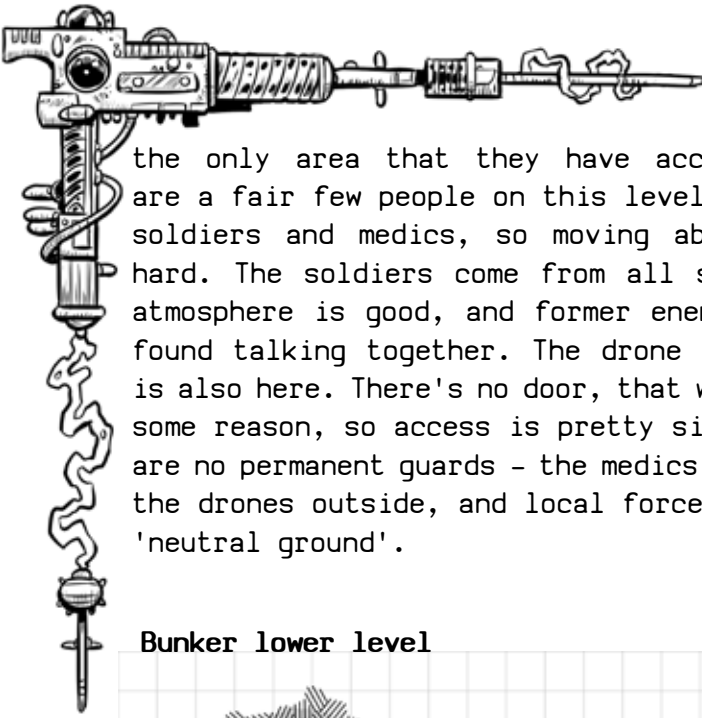
THE BUNKER

The bunker has two levels, one at ground level and another below. There is also a series of caverns below.

GROUND LEVEL

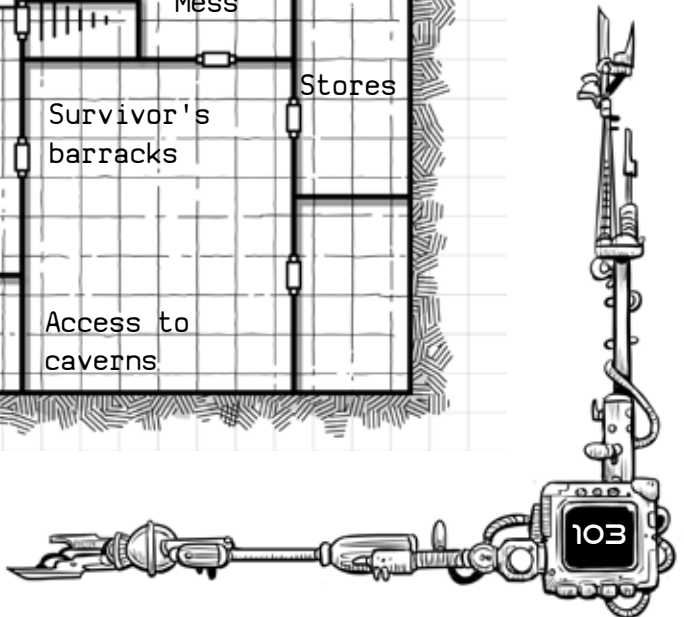
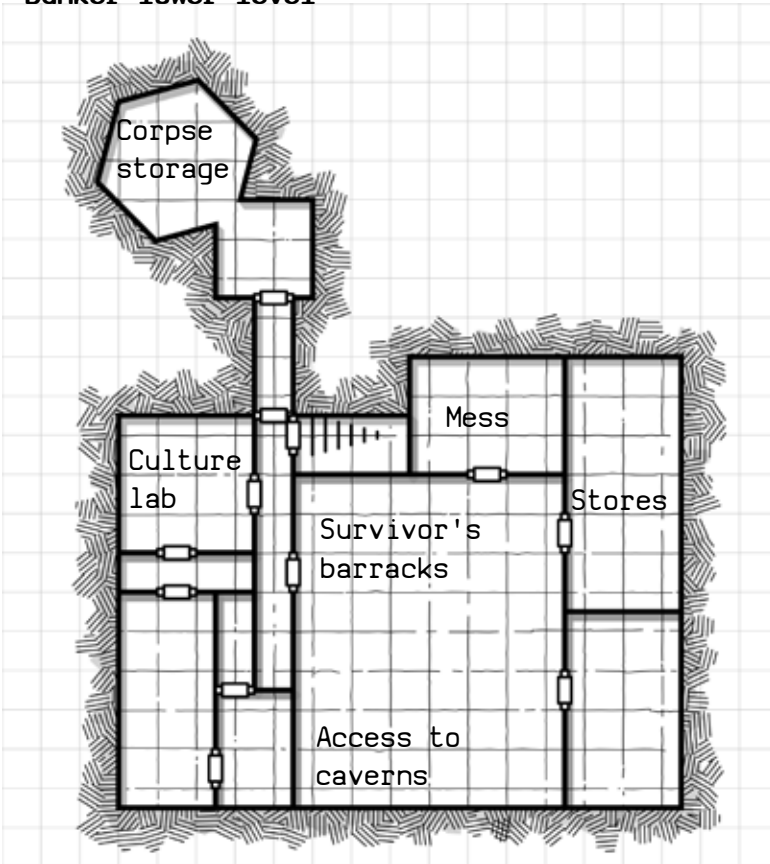
The ground level of the bunker houses the main medical areas, and the accommodation for the medics. For the majority of the patients, this is

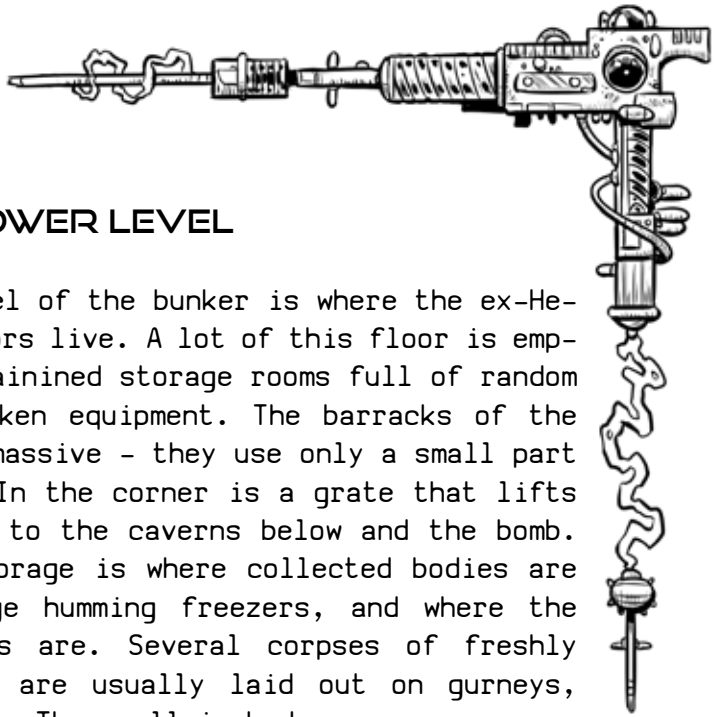




the only area that they have access to. There are a fair few people on this level, recuperating soldiers and medics, so moving about isn't too hard. The soldiers come from all sides, but the atmosphere is good, and former enemies are often found talking together. The drone control centre is also here. There's no door, that was removed for some reason, so access is pretty simple and there are no permanent guards - the medics feel safe with the drones outside, and local forces know this is 'neutral ground'.

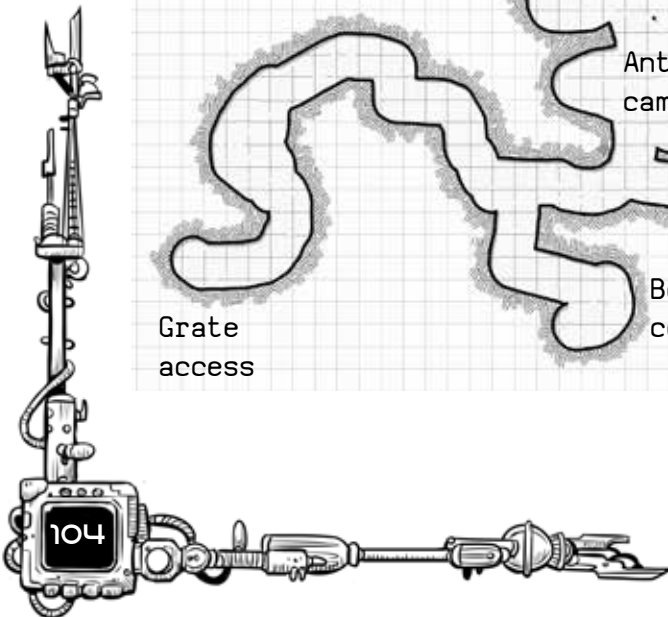
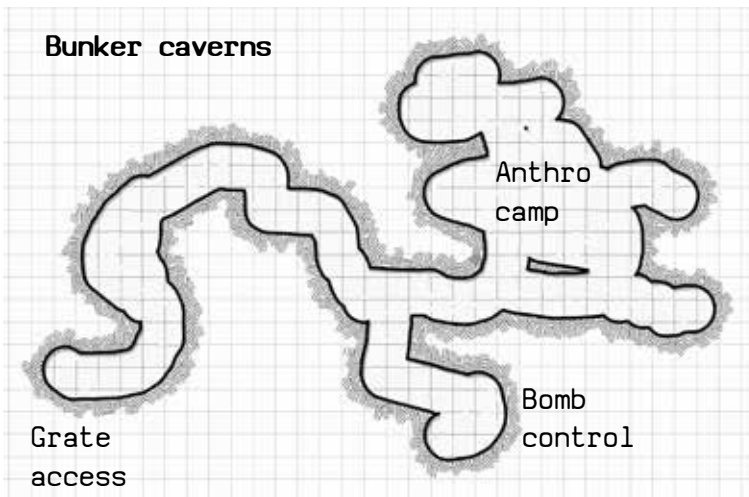
Bunker lower level

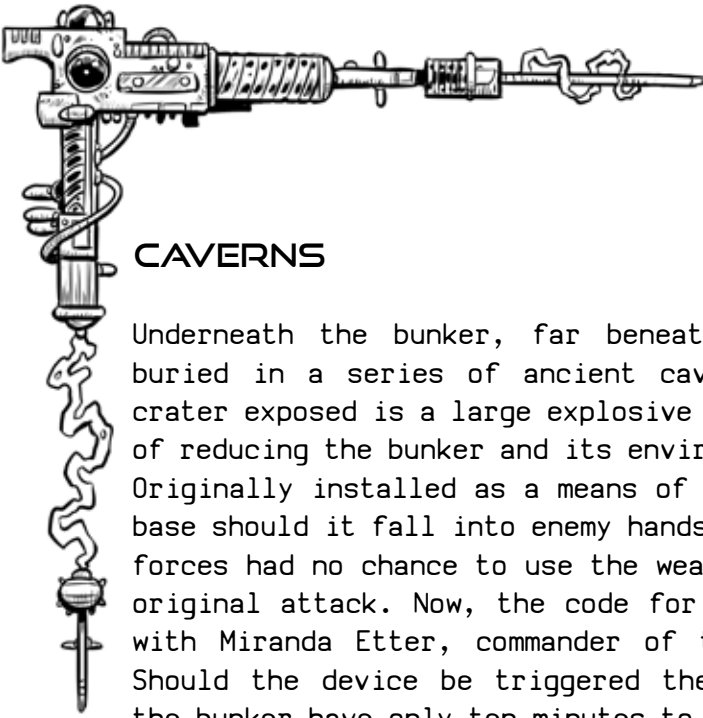




BUNKER LOWER LEVEL

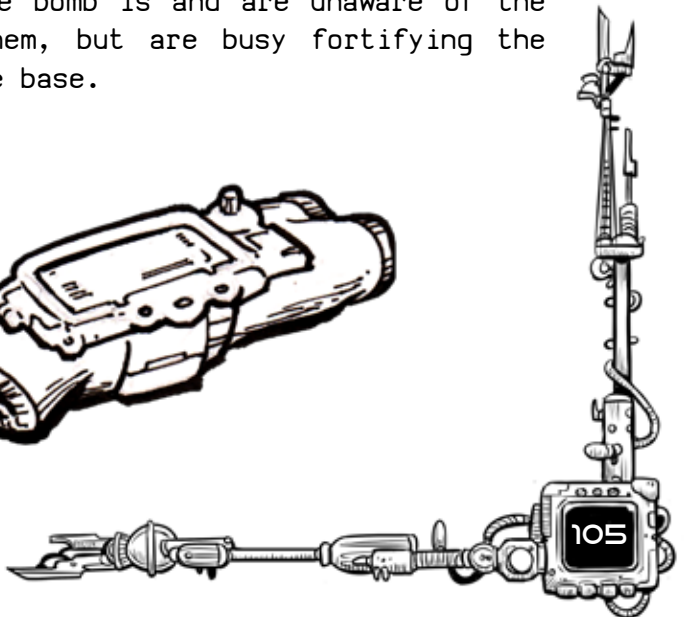
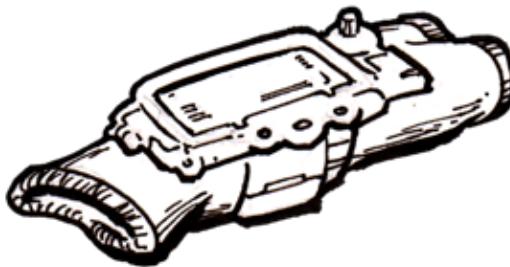
The lower level of the bunker is where the ex-Hegemony survivors live. A lot of this floor is empty, just contained storage rooms full of random and often broken equipment. The barracks of the survivors is massive - they use only a small part of the room. In the corner is a grate that lifts giving access to the caverns below and the bomb. The corpse storage is where collected bodies are stored in huge humming freezers, and where the rendering vats are. Several corpses of freshly dead soldiers are usually laid out on gurneys, ready for work. The smell is bad.

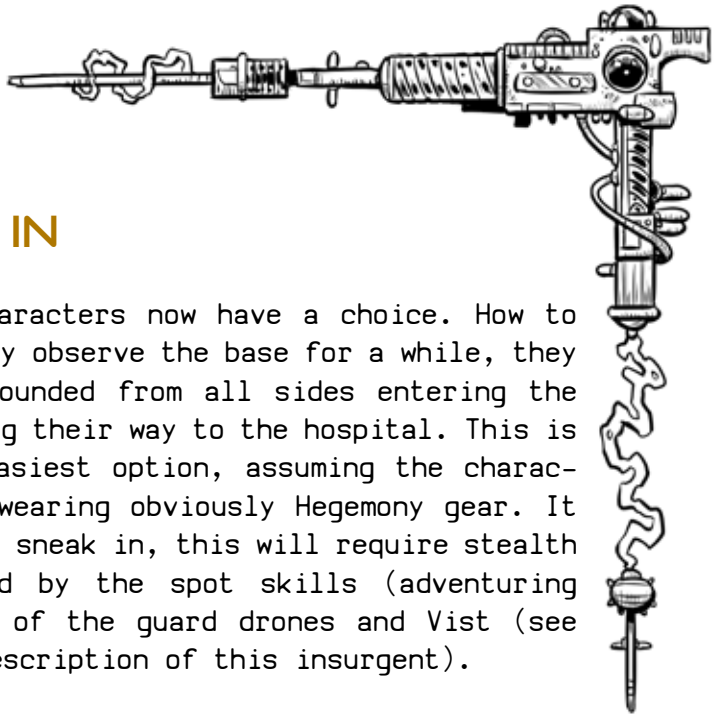




CAVERNS

Underneath the bunker, far beneath the surface buried in a series of ancient caverns that the crater exposed is a large explosive device capable of reducing the bunker and its environs to rubble. Originally installed as a means of destroying the base should it fall into enemy hands, the Hegemony forces had no chance to use the weapon during the original attack. Now, the code for the bomb lies with Miranda Etter, commander of the survivors. Should the device be triggered the occupants of the bunker have only ten minutes to get out of the structure and away from the crater before all is destroyed in a fiery inferno. The survivors do not enter the caverns - they don't want to reveal the bomb to any of the other factions in the bunker, so the caves remain undisturbed. Unbeknownst to the survivors, the caverns have recently been breached by a war party of Anthromorphs, deserters from the separatists' military. The creatures have yet to discern what the bomb is and are unaware of the bunker above them, but are busy fortifying the cavern as a home base.



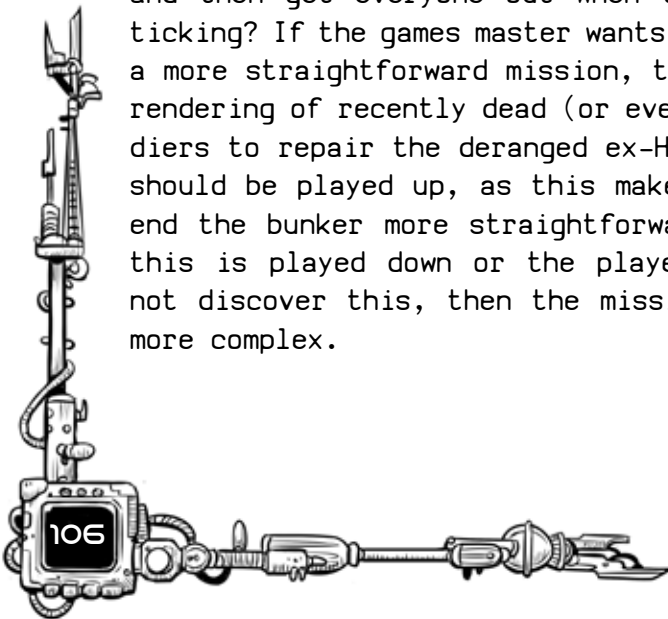


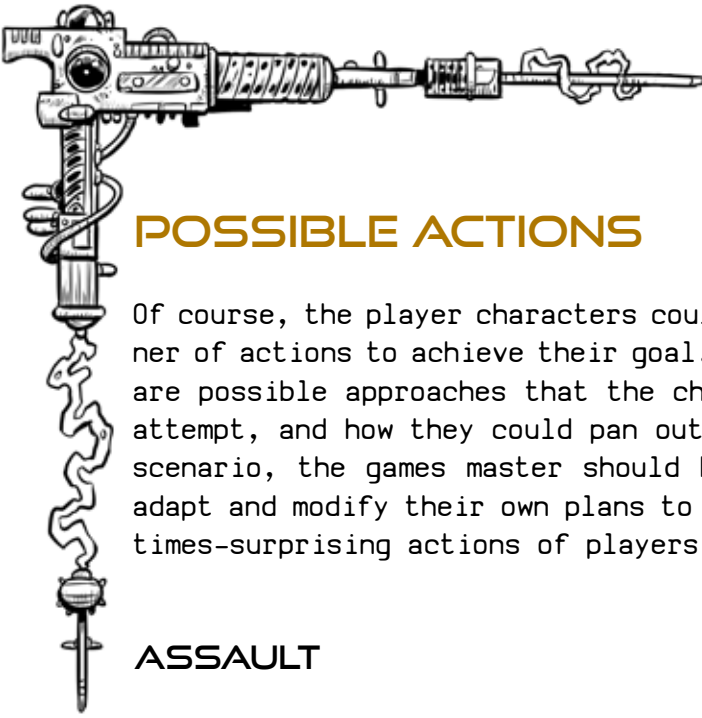
GETTING IN

The player characters now have a choice. How to get it? If they observe the base for a while, they will notice wounded from all sides entering the base and making their way to the hospital. This is perhaps the easiest option, assuming the characters are not wearing obviously Hegemony gear. It is possible to sneak in, this will require stealth checks opposed by the spot skills (adventuring skill levels) of the guard drones and Vist (see later for a description of this insurgent).

WHAT NOW?

The player characters must now decide what to do. Do they try to oust the hospital? If they can subvert the guard drones from the control centre in the bunker, this could be possible. Is that the right thing to do? Do they try to blow the bunker, and then get everyone out when the countdown is ticking? If the games master wants to give the team a more straightforward mission, then the horrible rendering of recently dead (or even murdered) soldiers to repair the deranged ex-Hegemony soldiers should be played up, as this makes the choice to end the bunker more straightforward. However, if this is played down or the player characters do not discover this, then the mission becomes much more complex.





POSSIBLE ACTIONS

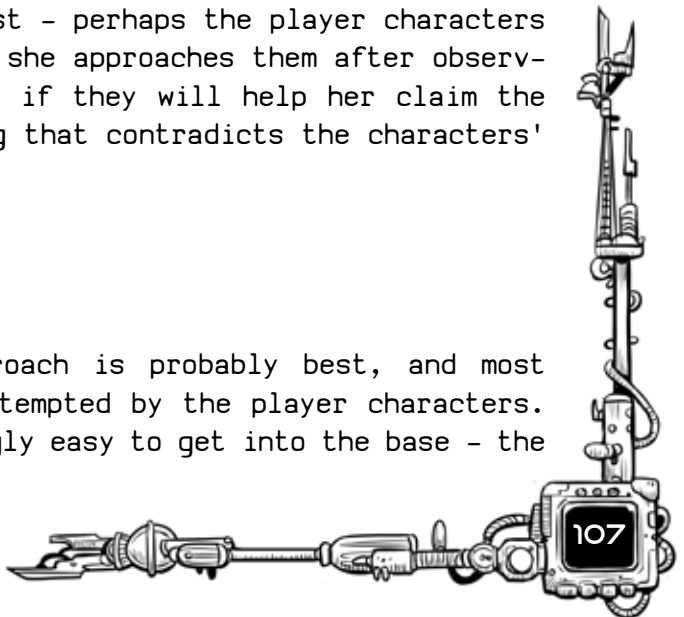
Of course, the player characters could try all manner of actions to achieve their goal. The following are possible approaches that the characters might attempt, and how they could pan out. As a sandbox scenario, the games master should be prepared to adapt and modify their own plans to meet the sometimes-surprising actions of players!

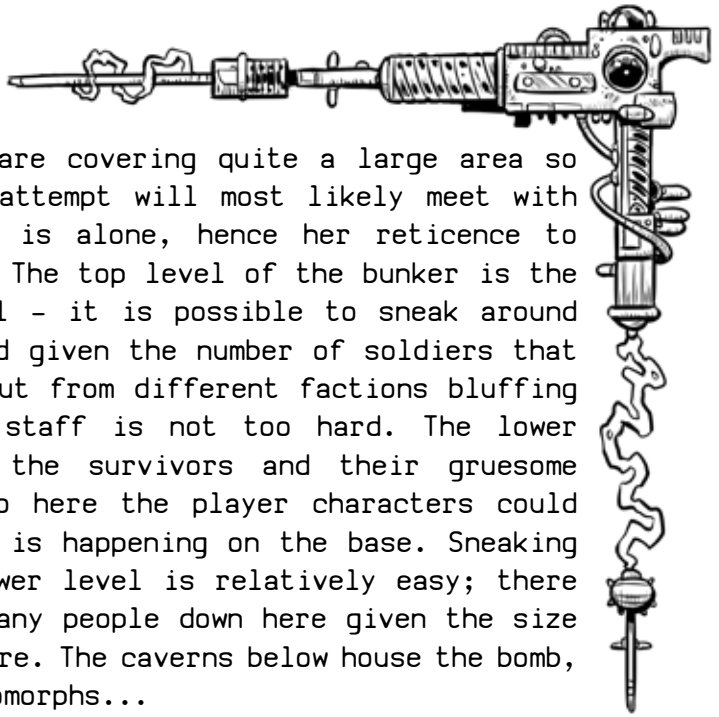
ASSAULT

The player characters will probably assess that a direct assault against the bunker would be extremely dangerous. The Collas guard drones make up the majority of the protectors, although there will be some in the hospital who could fight. If the players persist down this path the games master can either roll with it or let the assault play out, or persuade them that perhaps disabling the drones is the best option. This may also be a time to introduce Vist - perhaps the player characters capture her, or she approaches them after observing them to see if they will help her claim the base - something that contradicts the characters' own orders...

INFILTRATE

A stealthy approach is probably best, and most likely to be attempted by the player characters. It is surprisingly easy to get into the base - the





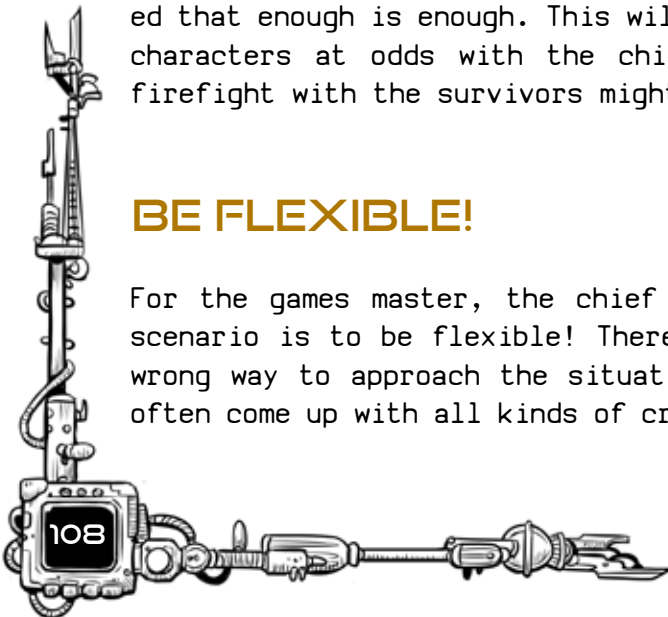
guard drones are covering quite a large area so a determined attempt will most likely meet with success (Vist is alone, hence her reticence to make a move). The top level of the bunker is the field hospital - it is possible to sneak around this area, and given the number of soldiers that move in and out from different factions bluffing the hospital staff is not too hard. The lower level houses the survivors and their gruesome operations, so here the player characters could discover what is happening on the base. Sneaking around the lower level is relatively easy; there are not too many people down here given the size of the structure. The caverns below house the bomb, and the anthromorphs...

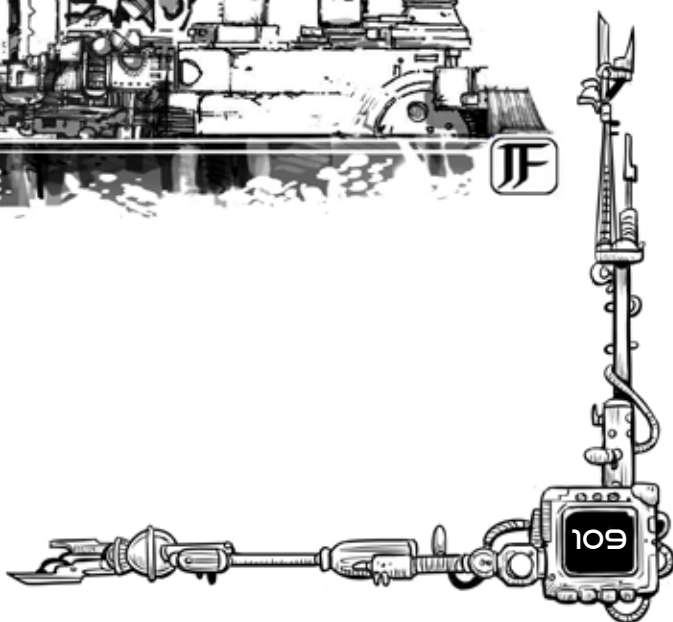
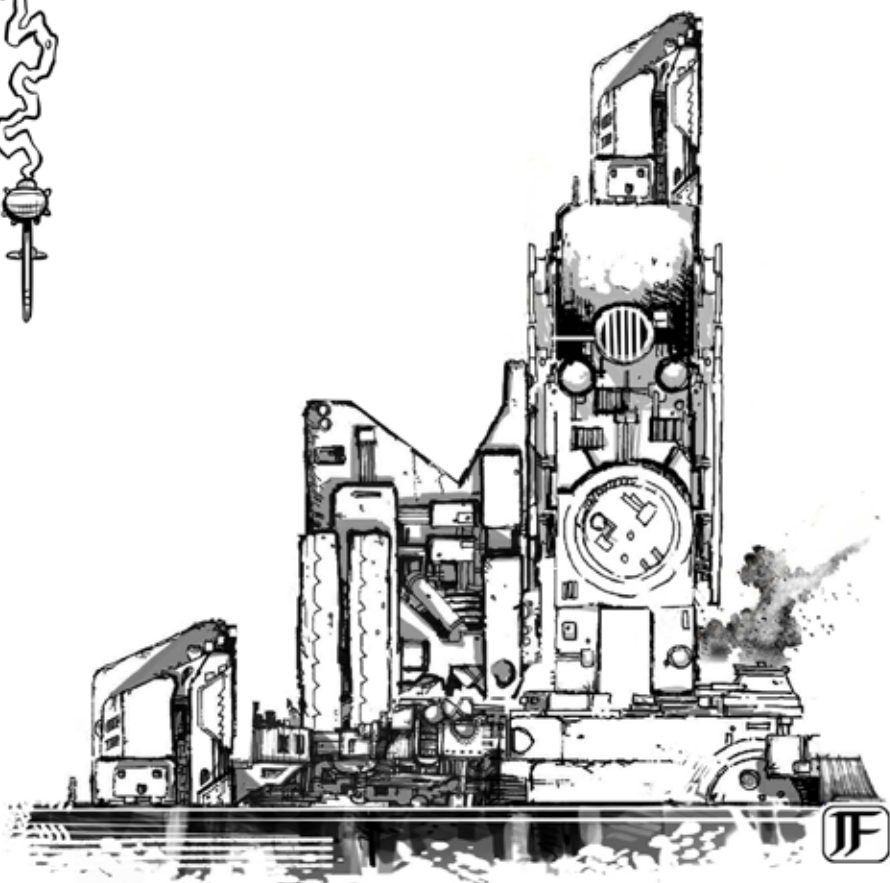
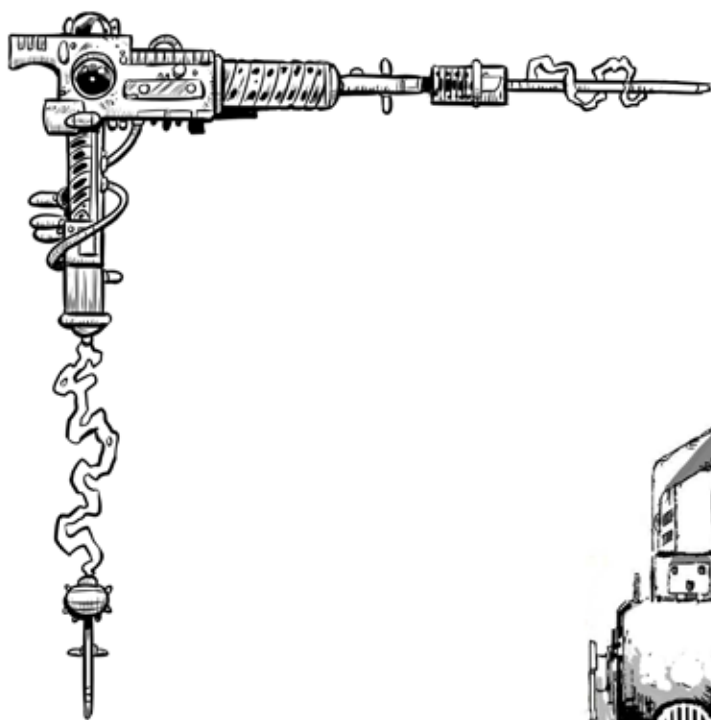
PERSUADE

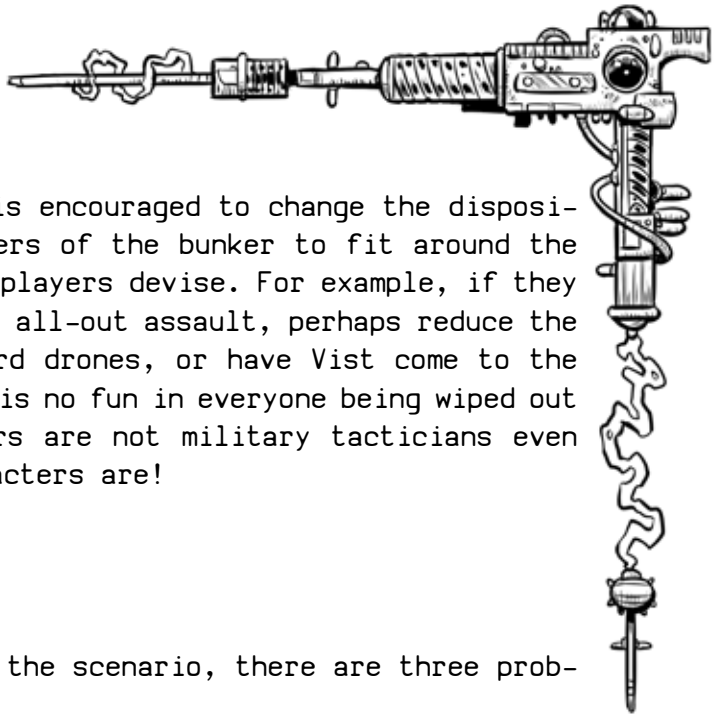
The player characters could try to persuade the medics to abandon the base. This may not be as difficult as it might first appear - many of the medics are very unhappy about the survivors and their 'treatments', and could probably be persuaded that enough is enough. This will put the player characters at odds with the chief medic, and a firefight with the survivors might ensue...

BE FLEXIBLE!

For the games master, the chief advice for this scenario is to be flexible! There is no right or wrong way to approach the situation, and players often come up with all kinds of crazy schemes! The





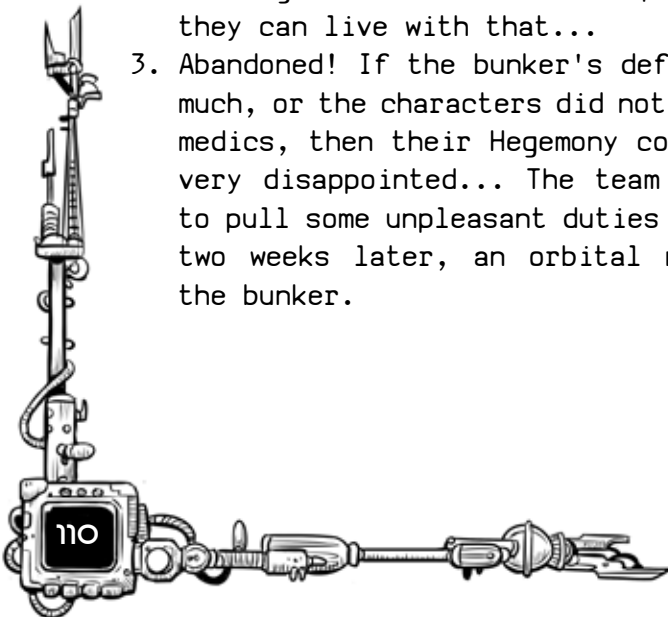


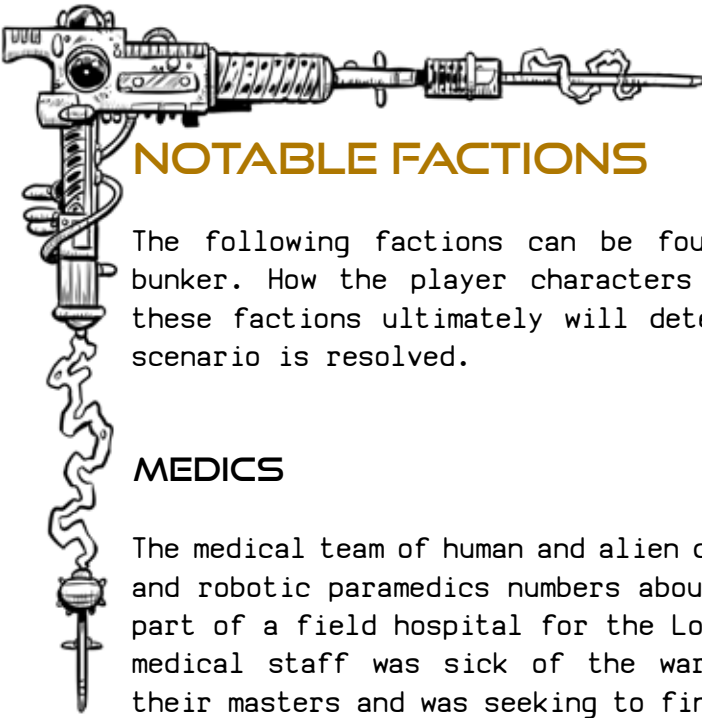
games master is encouraged to change the disposition and members of the bunker to fit around the plan that the players devise. For example, if they want to try an all-out assault, perhaps reduce the number of guard drones, or have Vist come to the rescue. There is no fun in everyone being wiped out because players are not military tacticians even if their characters are!

Aftermath

At the end of the scenario, there are three probable outcomes:

1. Destroyed! The bomb in the base was detonated, and the bunker was destroyed. Hegemony have put a line through an embarrassment from their past, and can move on. Let us hope no innocents died...
2. Reclaimed! The characters managed to reclaim the base for Hegemony, by either ousting or killing some of the bunker's population. I hope they can live with that...
3. Abandoned! If the bunker's defences proved too much, or the characters did not want to oust the medics, then their Hegemony commanders will be very disappointed... The team can be expected to pull some unpleasant duties for a while, and two weeks later, an orbital missile destroys the bunker.



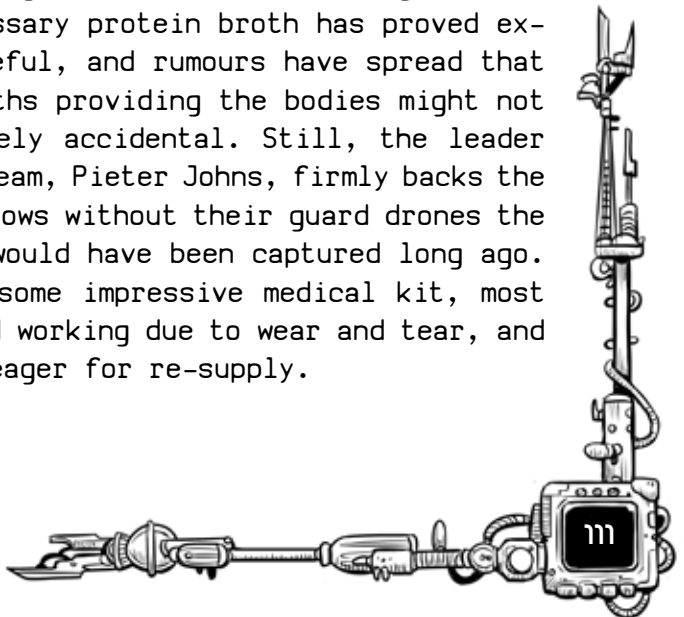


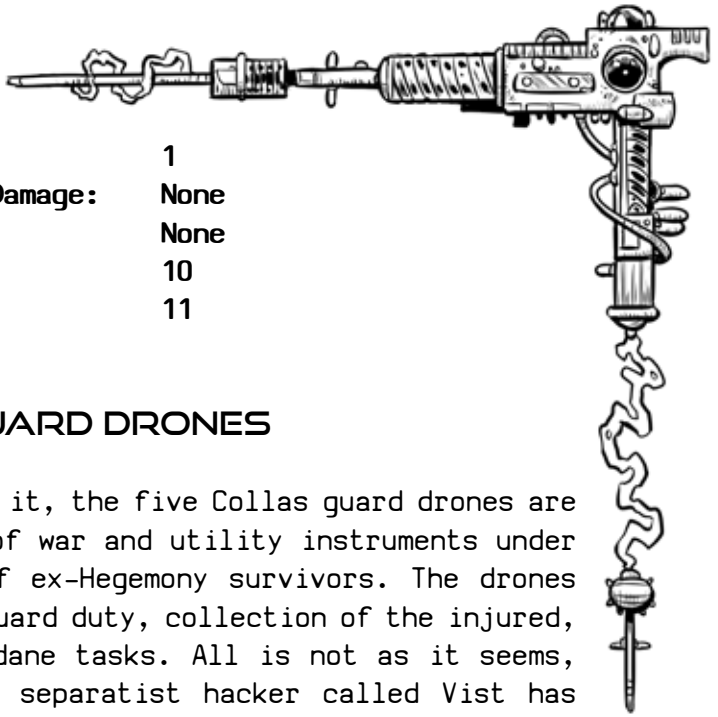
NOTABLE FACTIONS

The following factions can be found within the bunker. How the player characters interact with these factions ultimately will determine how the scenario is resolved.

MEDICS

The medical team of human and alien doctors, nurses and robotic paramedics numbers about thirty. Once part of a field hospital for the Lord's army, the medical staff was sick of the war mongering of their masters and was seeking to find a way to desert. However, being stuck on-planet made escaping the clutches of their masters all but impossible. Finding the temporary shelter of the bunker was a godsend - the deal struck with the survivors meant that the hospital could continue to exist and resist all but the most determined attack. However, since the arrangement was made some of the medics have begun to have second thoughts about the survivors. Feeding corpses into rendering vats to create the necessary protein broth has proved extremely distasteful, and rumours have spread that some of the deaths providing the bodies might not have been entirely accidental. Still, the leader of the medical team, Pieter Johns, firmly backs the survivors. He knows without their guard drones the field hospital would have been captured long ago. Once owners of some impressive medical kit, most has since ceased working due to wear and tear, and the medics are eager for re-supply.





Actions/Round: 1
Weapon/Skill/Damage: None
Armour: None
Medic: 10
Stamina: 11

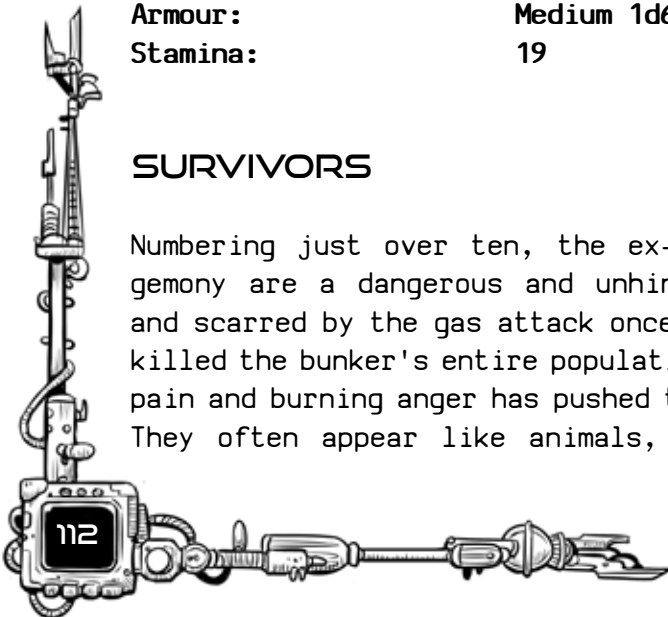
COLLAS GUARD DRONES

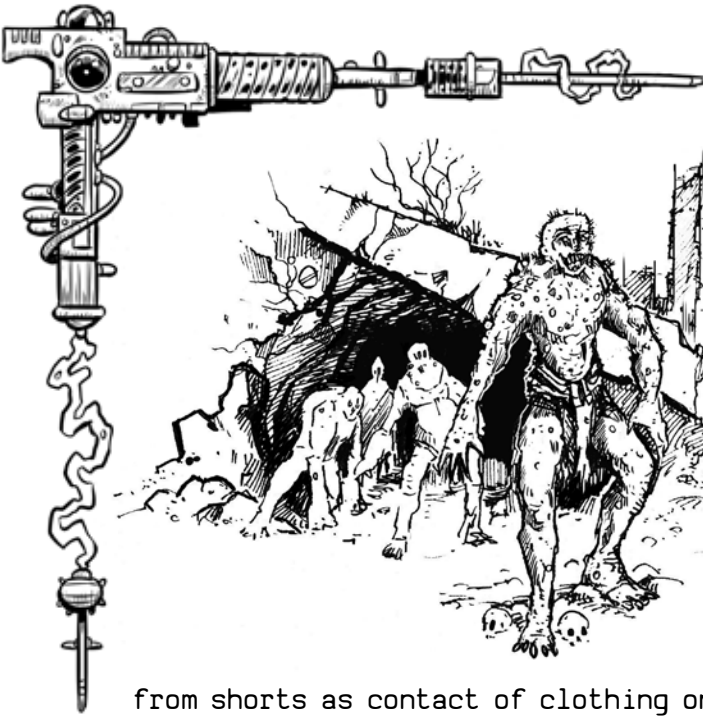
On the face of it, the five Collas guard drones are a collection of war and utility instruments under the control of ex-Hegemony survivors. The drones are used for guard duty, collection of the injured, and other mundane tasks. All is not as it seems, however, as a separatist hacker called Vist has recently accessed the system controlling the guard drones. In the process the drones went offline for a short time creating a situation exploited by the ape-creatures to move into the capital ship remains. Vist was able to get the drones back online and has successfully infiltrated their command routines.

Actions/Round: 1
Weapon/Skill/Damage: Launchers and gun/8/2d6+1C
Armour: Medium 1d6
Stamina: 19

SURVIVORS

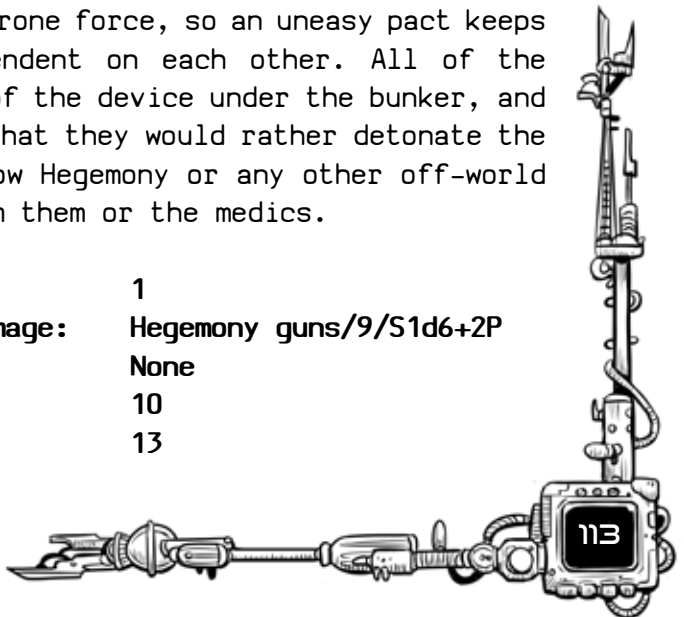
Numbering just over ten, the ex-soldiers of Hegemony are a dangerous and unhinged lot. Burned and scarred by the gas attack once thought to have killed the bunker's entire population, the constant pain and burning anger has pushed them to the edge. They often appear like animals, unclothed apart

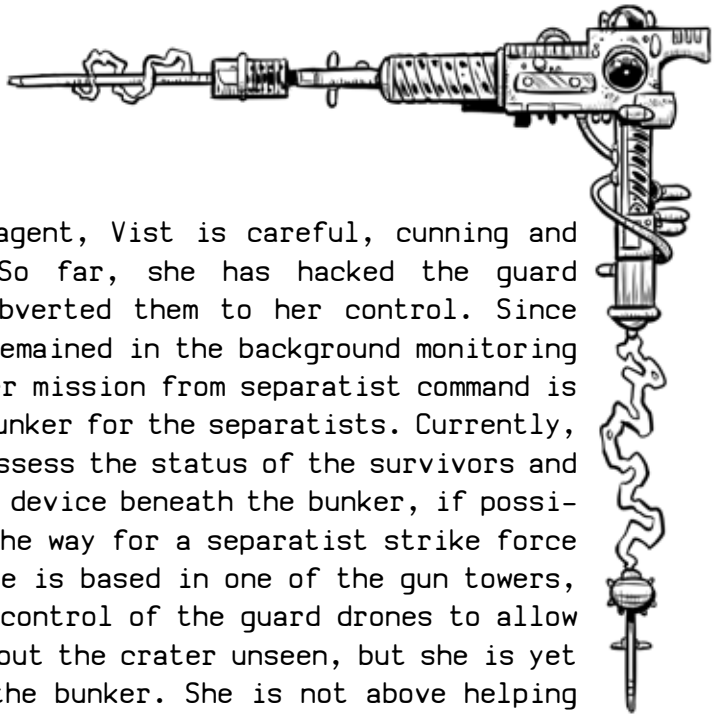




from shorts as contact of clothing on their skin is agony. Their leader, Miranda Etter, embodies the almost genocidal nature of the survivors eager to wreck vengeance on those they feel abandoned them. Only the bargain with the medics keeps them in check - the skin grafts provided from the protein vats go some way to ease the pain and allow survivors to leave the bunker for a short time at least, but they never venture further afield. In turn, the survivors ensure the safety of the medical staff with their war drone force, so an uneasy pact keeps both sides dependent on each other. All of the survivors know of the device under the bunker, and all have sworn that they would rather detonate the device than allow Hegemony or any other off-world faction to claim them or the medics.

Actions/Round:	1
Weapon/Skill/Damage:	Hegemony guns/9/S1d6+2P
Armour:	None
Soldiers:	10
Stamina:	13

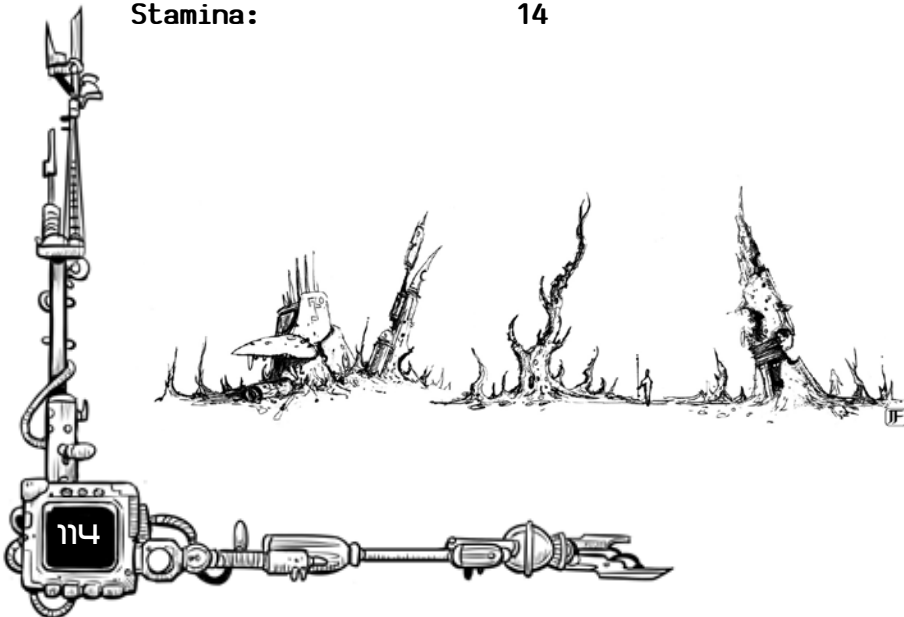


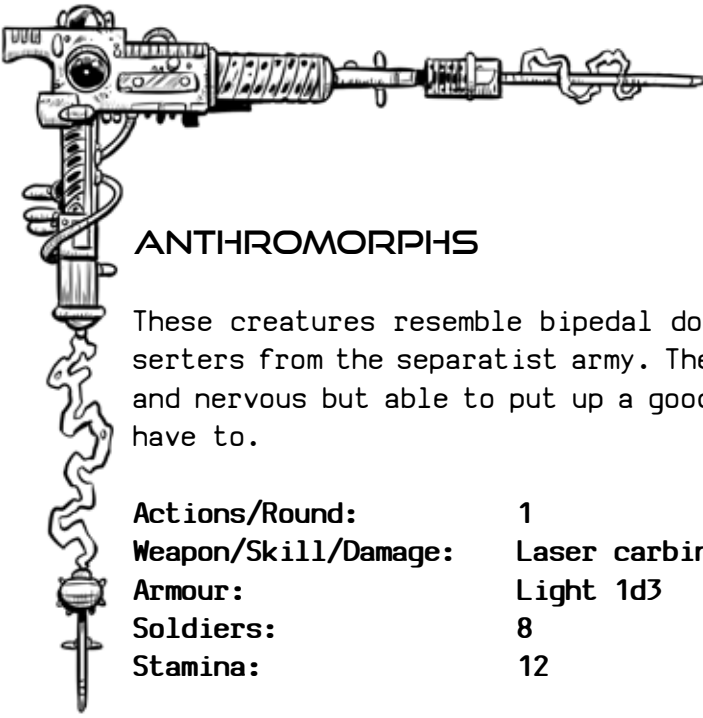


VIST

A separatist agent, Vist is careful, cunning and experienced. So far, she has hacked the guard drones and subverted them to her control. Since then she has remained in the background monitoring activities. Her mission from separatist command is to claim the bunker for the separatists. Currently, she plans to assess the status of the survivors and to disable the device beneath the bunker, if possible, to open the way for a separatist strike force to move in. She is based in one of the gun towers, Vist uses her control of the guard drones to allow her to move about the crater unseen, but she is yet to penetrate the bunker. She is not above helping the player characters seize control of the bunker and then calling in her strike team to take over, but she knows that until the bomb under the bunker is neutralised, things are precarious.

Actions/Round:	1
Weapon/Skill/Damage:	Sniper beamer/11/S2d6+2P
Armour:	Light 1d3
Infiltration:	11
Stamina:	14

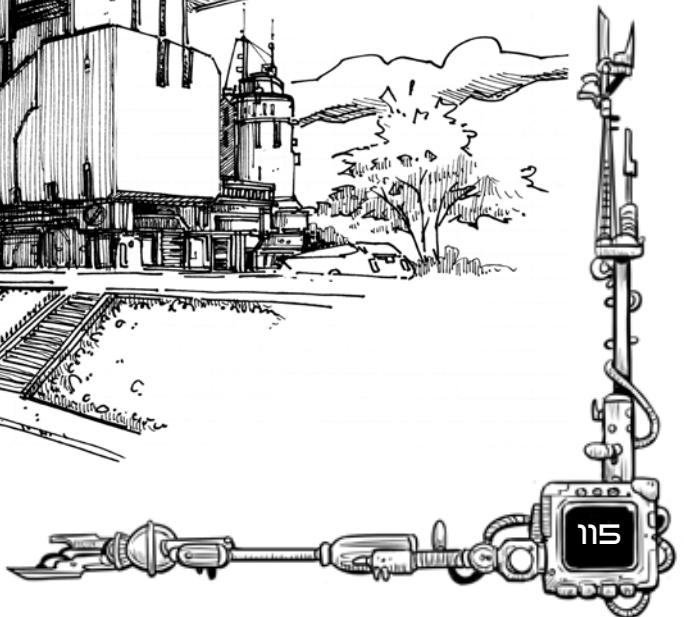
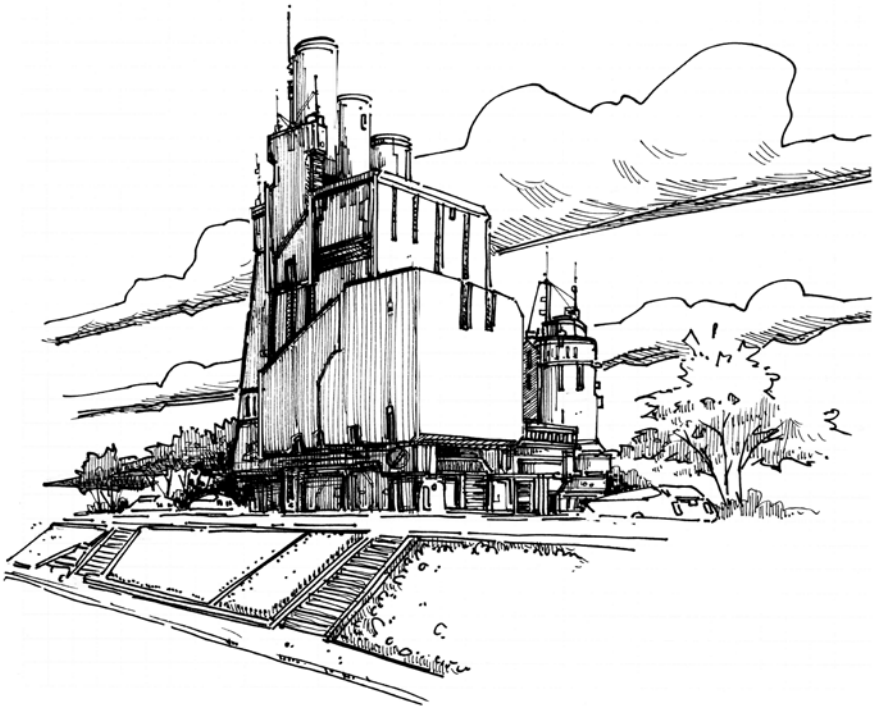




ANTHROMORPHS

These creatures resemble bipedal dogs and are deserters from the separatist army. They are cautious and nervous but able to put up a good fight if they have to.

Actions/Round:	1
Weapon/Skill/Damage:	Laser carbines/6/M2d6E
Armour:	Light 1d3
Soldiers:	8
Stamina:	12





WELCOME TO HEGEMONY.

This supplement for Warpspace describes Hegemony, the military power of the Chorus. Within you'll find details on this complex organisation, its goals and aims, and the gear it uses across the worlds.

This supplement contains:

- Part 1:** A description of the organisation and goals of Hegemony.
- Part 2:** An outline of the Nova Guard, feared Hegemony soldiers.
- Part 3:** Nova Guard wargear, including weapons, vehicles, spacecraft and drones.
- Part 4:** New careers for Nova Guard characters.
- Part 5:** Advice on running Hegemony campaigns and military games.
- Part 6:** Bunker busters, an adventure for a Hegemony military team.

Welcome to the Corps!