

For Referees Only

Golden Age EPIC Adventure 1
The Forgotten War

TRAVELLER²⁰
*Science-Fiction Adventure in
the Far Future*

QLI/RPGRealms

CT - Classic Traveller
T20 - Traveller20
Spinward Marches

Golden Age EPIC Adventure 1
The Forgotten War

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Traveller for the *d20 System*
Science Fiction Adventure in the Far Future

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About This Book

This book contains a fully detailed adventure for *Traveller*. It follows the general style of the original 'Little Black Books' or LBBs published as part of the Classic Traveller product line.

This book contains a minimum of general background data and sufficient specific background to allow it to be used without reference to any other setting or adventure book. The adventure is presented in the standard 'EPIC' format developed by Marc Miller, creator of the *Traveller* game. It can be played straight out of the book or adapted to fit into an ongoing campaign.

This adventure is set in the Spinward Marches Sector in what is known as the "Golden Age" of the Third Imperium – 1107-1116. This setting – and the events in the Spinward Marches Sector - are described in detail in many Classic Traveller publications published from 1979 onwards. Possession of this background material on the Spinward Marches is useful but not necessary for the playing of this adventure, as the minimum of background information is provided in this book.

This EPIC is the first of a "Golden Age" trilogy of 3 EPICs, set in the Rimward portion of the Spinward Marches in 1108 – at the height of the Fifth Frontier War between the Outworld Coalition and the Third Imperium. Each adventure can be played as a standalone, or all three as a mini-campaign. This adventure, and the mini-campaign as a whole, concentrates on the trials and tribulations of the characters in District 268 that, although small scale, are epic in their own right. The story of District 268 in the 5th Frontier War has been overshadowed by the massive fleet and siege engagements that took place in Vilis, Lanth, Regina and Jewel subsectors to Coreward. In these adventures, the characters could be destined to play a pivotal role in the war on a supposedly secondary front.

It is possible to think of this adventure as being similar to the key episodes in a season of a TV series. Unrelated episodes can be slipped in between the key ones, but eventually the story will reach the series finale. Of course, there may well be another series, and so other adventures will follow this one.

THE COLOR CODE

The *Traveller Epics* adventure series includes material set in the various major eras and settings of the Official *Traveller* Universe. While any of them can be tweaked to fit another region, era or even a totally different setting, each Epic sits best in its 'home' setting. To allow the home setting of any given book to be quickly determined, a color code is used for the cover-edge and central stripes. Books are coded as follows:

- 993-1000 period: Blue
- 1107-1116 period: Red
- New Era (1248) period: Orange
- Generic or one-off: Green

WHAT YOU NEED TO PLAY

Please note that this is not a standalone game. It requires that you have access to a

set of Traveller rules. The adventure was created for use with the T20 rules system from QLI and the original Classic Traveller rules, but can easily be converted to other versions of the game or even other rules systems.

Assuming you intend to run this adventure with the T20 rules, you will require at least the T20 Lite rules from QLI. We recommend the following:

- The Traveller's Handbook (T20 Core Rulebook) plus either the T20 Player's Book or a d20 system core rulebook such as the *Dungeons & Dragons™ 3rd Edition Player's Handbook*.
- One or more of each of the following types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20).
- Pencil (or pen) and paper for keeping notes about your character and the adventure. Graph paper is also recommended for making maps of places your character has visited.
- If you enjoy playing online, or are interested in playing *Traveller* online, you should also have a copy of *GRIP: Traveller*. *GRIP* (Generic Roleplaying for Internet Players) will allow a Referee and up to eight players to get together via the Internet or a local area network (LAN) and play *Traveller* (or any other RPG) no matter where they are located physically in the world. Visit <http://www.RPGRealms.com> for more information.

THE EPIC ADVENTURE SYSTEM

This adventure uses the EPIC adventure system created by Marc Miller. The EPIC system is a way around one of the commonest problems with many RPG adventures; the fact that they are very 'linear' in design. In far too many adventures, encounter one typically leads to encounter two, which inevitably leads to encounter three, ad-nauseum. This has several problems. Firstly, the players may not notice a critical fact and thus be left in limbo with no clue how to find the next plot element. Railroadng them is sometimes the only solution, and in general railroadng is a common feature of this kind of linear adventure. This can lead to player frustration, since there is little worse than not being captain of your own fate.

Reducing the amount of leading-by-the-nose is fine until one of those gaming groups comes along, who insist on doing everything in the wrong order and generally do violence to the plot of an otherwise great adventure.

The Epic Adventure System provides a new way to design and organize adventures, incorporating enough flexibility that the player characters have the 'freedom to roam' without causing the Referee nightmares. Asides, delays and additional adventures can easily be slotted into an Epic Adventure.

An Epic Adventure is broken down into 6 parts:

The Cast of Characters – A description of major characters encountered in the course of the adventure, possibly including pregenerated player-characters.

The Background – The background provides the Referee with the information needed to prepare himself, and lays the groundwork for introducing this adventure to the players.

Minor incidents and encounters – Referred to as Minor Scenes or just Scenes, are encounters or events that involve the player characters in some form. Many are directly related to the adventure, and may provide clues, equipment, or other information and materials needed to eventually complete the adventure. Others are merely to provide diversion and amusement. Scenes, unless noted in their descriptions, do not need to be played in any particular order, and may be sprung upon the player characters when the Referee deems appropriate.

Critical Plot Elements – Referred to as Plot Keys, Key Scenes or simply Keys, make up the heart of the storyline for the adventure. They contain vital pieces to the plot that must be played for the adventure to make any sense to the players in the end. You may play any number of Scenes before and after each Plot Key, but all of the Plot Keys should eventually be completed in their proper order.

Chapters – A Chapter or Act is made up of one or more Plot Keys. They outline the plot to the Referee, and provide tips and information for playing the Scenes and Plot Keys that are contained in the Chapter. In order to complete a Chapter, each Plot Key within must be completed. Each Chapter must be completed, and played in order to successfully run the adventure. Due to the ‘cinematic’ nature of an EPIC adventure, it is easy for the Referee to allow the player characters to temporarily deviate from the current adventure storyline to follow a false lead or pursue another short adventure that has interested them. When you are ready to return the player characters back to this adventure plot line, simply pick up with the next Scene.

Adventure Checklist – The Adventure Checklist provides the Referees with a recommended guideline of the order in which various Scenes and Plot Keys in this adventure should be presented to the players. As the player characters complete each Scene or Plot Key, the Referee simply checks it off the list. When every Plot Key in a Chapter has been played, that Chapter has been completed and the Referee may begin the first Scene in the next Chapter.

REWARDS AND ADVANCEMENT

Before embarking upon a *Traveller* game or campaign, it is worth deciding what the pace of advancement will be for participating characters. For one-off games this is not important but if the same characters are going to have future adventures, advancement becomes a major issue.

If too little experience is given out, players may become frustrated. There is always a new skill or feat that a character could have used, or that the player really wants to have, and for many people working towards gaining such abilities is an important part of the game. If the distant mountains never seem to be any closer, what is the point of walking towards them?

On the other hand, characters who gain large amounts of experience and other rewards may become overwhelmingly powerful. True, a shotgun in the back will be as detrimental to the health of a 20th level veteran as a beginner, but skill levels are critical to adventuring success; too much too fast is bad for a game even if it does not make the characters invincible. Thus the Referee should tailor the experience awards suggested by the T20 core rulebook to his or her own game style. In our experience it is better to keep characters a little bit hungry.

This brings up the question of whether to give out experience at the end of each Act or at the end of the adventure. Each Act can be treated as a separate adventure in terms of

experience awards. Typically, each Act (or Chapter) is about equivalent to an Amber Zone or Signal GK adventure, leading to the conclusion that it should be worth around 2000XP X the Average party level. This is not a good parallel, since some Acts are quite short and besides, over a 5-Act adventure this adds up to a LOT of experience.

If experience is to be given out at the end of each Act, it is better to use the following system:

Base Experience for the adventure is calculated as per the THB – this is a full adventure so experience award is set as 4,000 XP multiplied by the average party level (at the beginning of the adventure). Half of this is saved up to be awarded at the end of the adventure. The other half is available to be assigned at the end of each Act. It is possible to simply assign 10% of the total to each Act (assuming 5 Acts), but the Referee should consider assigning greater or lesser percentages to certain Acts if he/she feels that the characters would learn more from the events in that Act than from another.

The experience available for any given Act is subject to the standard multipliers listed in the T20 core rulebook; some acts are just plain more dangerous than others! The 50% block of experience is also subject to multipliers for difficulty of the overall adventure.

Remember that all experience awards are totals, and are then shared among the participating characters. Only characters present in a given Act gain experience for it. When determining who gains experience from the adventure as a whole, the Referee must use judgment. Obviously, characters who were there the whole time should gain the full amount. People who popped in for a single Act should not. If a player brought in a new character to replace one killed or otherwise indisposed, the Referee should count the character as being present for purposes of dividing up the experience but only award a portion of the total experience, based on how long the new character was involved. The rest of the experience entitlement was lost with the dead character.

Using this system, characters who were present for just one or two Acts of the adventure gain some experience, but do not share in the overall end-of-adventure award. Referees also are able to easily deal with the situation where a player brings along three friends to a session in the middle of the adventure, only one of whom comes back to play in the remaining Acts.

Example:

Alice, Bob and Candy play 6th level characters through a 5-act adventure. Ignoring difficulty multipliers, this gives a base XP award of 4,000 x 6 = 24,000 points for the whole adventure. The Referee ‘banks’ 12,000 for award at the end, leaving 12,000 available to be divided up among the various Acts. She decides that Act 1 and 2 are worth 1,000 each, 3 and 4 (being much more complex) are worth 4,000 each and Act 5 is worth 2,000.

Alice’s character manages to get killed during Act 2 and is replaced by a new one, who survives to the end of the adventure. She thus gains no experience for Act 1-2 (well, other than being a highly experienced corpse) but gains XP for Acts 3, 4 and 5.

Bob goes right through the adventure with no mishaps, but complicates matters by bringing his friend Dave along to Act 3. Dave misses Act 4 but manages to turn up for about half of Act 5.

Candy misses the very last session of Act 5 but plays throughout the rest of the adventure.

Experience is awarded as follows:

Act 1: Three characters participate. Experience is awarded: 1000 points divided by 3, or 333 points each.

Background

Act 2: Three characters participate. Experience is awarded: 1000 points divided by 3, or 334 points each. Alice's character is dead, so this experience is buried with her.

Act 3: Four characters participate. Experience is awarded: 4,000 points divided by 4, or 1,000 points each.

Act 4: Three characters participate. Experience is awarded: 4000 points divided by 3, or 1,334 points each.

Act 5: Three characters participate in the majority of sessions in this Act. The Referee decides that Dave's relatively trivial contribution should not take experience away from the others and awards 2,000 experience divided by 3, or 1,667 points to each of the three main characters. She gives Dave a token award of a third of this – 555 experience points.

Final Award: The Referee decides that the adventure was carried by Alice, Bob and Candy, and that Dave's contribution was relatively minor. However, Act 3 was a big one and Dave not only made his character useful but also got involved in the roleplaying. She decides that the experience Dave got from the two Acts he was actually present for is enough of a reward and awards the overall adventure experience among the three main characters. This is 12,000 divided by 3 or 4,000 points each. However, Alice loses part of this award since her character is a replacement. A 3/5 award (the new character was present for Acts 3-5) does not seem fair, since the first two Acts were quite minor. The Referee decides to award the overall experience in the same proportions as the per-Act XP, i.e. Alice loses out on 2,000/12,000 or 1/10 of her possible award.

Candy missed a single session, but the Referee decides that this is of no consequence.

Thus the experience awards for the Acts and the adventure as a whole work out as:

Alice: 1,000 + 1,334 + 1,667 + 3600 = 7,601

Bob and Candy: 334 + 334 + 1,000 + 1,334 + 1,667 + 4000 = 8669

Dave: 1,000 (Act 3) + 555 (1/3 of Act 5) = 1,555

The Referee has decided that although Dave was present in Act 3, a major part of the adventure as a whole, it would represent an isolated incident to him and thus he does not qualify for the overall experience award. This also avoids the problem of players who rarely turn up for a game possessing quite powerful characters whose experience was earned by other players.

Other rewards are of course possible within an adventure. Each Act will normally include opportunities for characters to gain advantages in terms of money, equipment, weaponry and contacts among rich and powerful individuals.

CHARACTER TYPES AND SKILLS

This adventure requires the characters to have a starship capable of carrying cargo and passengers – a Far Trader or Subsidized Merchant are the most obvious choices. If none of the characters muster out with (or possess) a starship, they should be allocated the Far Trader *Spinward Rebellion*, a 30 year old ship with 10 years payments left owing on it. The characters should possess the necessary skills to operate their starship (pilot, astrogation, engineering etc.) but military skills will also be a distinct advantage. Being at the edge of a warzone, the characters may have to defend themselves.

The following data is provided for the benefit of the Referee. How much of it can be determined by the players, and with what degree of accuracy, is a matter for the Referee to decide. In many cases a simple search on the ship's computer or any library terminal will suffice to provide at least the bones of the information.

THE THIRD IMPERIUM

The Third Imperium is a human-dominated empire of some 11,000 star systems and covers some 267 subsectors. It is not a vast, monolithic structure. The time lag inherent in interstellar communications makes this impossible. Instead, the Imperium resembles a vast federation of worlds that agree to certain common practices, and allow the Emperor and his subordinates to deal with foreign policy, military affairs and similar multi-world considerations while maintaining control of their internal affairs.

THE ZHODANI CONSULATE

The Zhodani Consulate is a large human empire immediately to Coreward-Spinward of the Imperium. The Zhodani themselves are a discrete branch of humanity who have embraced the use of psionics throughout their society. Psionics are used to identify and weed out individuals with subversive or criminal tendencies, making Zhodani society remarkably peaceful and free from crime and corruption. The average Zhodani is extremely honest, although there is little chance of upward mobility in Zhodani society from the lowly position of Prole through to the lofty heights of a Noble. Encompassing about 143 subsectors and containing about 6,500 star systems, the Zhodani Consulate is a participatory democracy, although only Nobles are permitted to vote. Only Nobles are counted as citizens. People in the lower levels of Zhodani society (Proles, and the "middle class" - Intendants) have the opportunity to express their opinions to the nobility through lobbying.

Psionics are used almost exclusively by the Intendants and Noble classes – Proles who show psionic ability from an early age may be elevated to the Intendant class. Nobles and Intendants have a right to virtually complete privacy of their thoughts – Proles do not. In this manner the upper classes can control the numerous Proles.

The Zhodani Consulate is very old and stable; they discovered Jump-Drive 5500 years ago and after a long period of expansion curtailed their growth to create a stable and manageably-sized civilization.

THE SPINWARD MARCHES SECTOR

Located on the extreme Spinward edge of the Imperium, the Spinward Marches is a junction between two major human empires: the Imperium and the Zhodani Consulate to Spinward/Coreward. Several subsectors at the Coreward end of the Sector are dominated by the Zhodani Consulate. Several minor independent states are located Spinward of the Imperial border: the pro-Solomani anti-Imperial Sword Worlds; the mysterious high-tech Darrian Confederation, and the totalitarian Federation of Arden, a neutral buffer-state between the Zhodani and the Imperial border.

Settled since the 400s, the Spinward Marches has 439 systems and a total population of about 302 billion. The Marches is still regarded as a frontier sector, with potential for expansion Spinward.

THE 5TH FRONTIER WAR

In 1107 the Outworld Coalition, comprising the Zhodani Consulate, various Vargr elements and the Sword Worlds, attacked the Imperial frontier in the Spinward Marches. This serious threat to the Imperium's Spinward holdings turned into a full-scale war. The Sword Worlds moved on worlds in the Vilis subsector, while the Zhodani and Vargr invaded and occupied worlds in the Jewel, Regina, Vilis and Lanth subsectors. An official state of war between the Zhodani Consulate and the Imperium was declared on 187-1107 by the Duke of Regina. On 204-1107 the entire Spinward Marches was classified an Amber Travel Zone by the Travellers' Aide Society. On the same day, all detached-duty scout personnel were recalled to serve in the war effort. Reserves were mobilized throughout the Sector, and the primary front to the Coreward end of the Sector was heavily reinforced. Such massive reorganization takes time however, and the Imperial forces are currently stretched to the limit attempting to hold Imperial systems until substantial reinforcements can arrive.

THE SWORD WORLDS CONFEDERATION

First settled around -399 by Solomani settlers, the Sword Worlds Confederation has expanded to a subsector in size. Bordered to Trailing by the Imperium and to Spinward by the Darrian Confederation, the Sword Worlds area was initially formed into the Sacnoth Dominate around -186. This interstellar state lasted until 102 when rebellion amongst its 20 member worlds fractured the union. Since that time, various Sword Worlds multi-system governments rose and fell. The First Frontier War gave the Sword Worlds the opportunity to annex four worlds in the Darrian subsector. These worlds were subsequently lost around 788. A new interstellar organization, the Trilateral Alliance, headed by the worlds of Narsil, Sacnoth, and Durendal, split apart in 848. Gram's government regained control of the confederation (apparently helped by Zhodani money and advisors) and retains control to this day. Local worlds are granted almost complete autonomy, but the Confederation government, headquartered on Gram, controls inter-system trade, diplomatic relations with other powers, and adjudicates disputes amongst confederation members. In time of war, all military forces of each member world are placed under unified Confederation military command.

INDEPENDENT WORLDS AND CLIENT STATES

District 268 is dominated by worlds independent of the Imperium. Some are truly independent, while some are client states of the Third Imperium, with close ties to that empire. The truly independent worlds vary in their attitude towards the Imperium (and other major states for that matter). Some are truly neutral, some are hostile to the Imperium, while some are hostile to the Zhodani, Sword Worlds or the Darrian Confederation. A few are hostile to everybody. Such alignments are not shown in the UWPs of District 268. If any roleplaying of attitudes is needed, the Referee should decide the alignment of the independent world if it is not already outlined in this Adventure.

MCCLELLAN FACTORS

First described in *Classic Adventure 4: Leviathan*, McClellan Factors is a District 268-based subsector-wide cartel of manufacturing, freighting and factoring (brokerage) companies operating together to corner various markets. After a long and bitter fight in District 268 with its main rival, the Baraccai Technum (BT), McClellan Factors succeeded in driving out most opposition and now dominates the subsector's manufacturing, brokerage and interstellar transport markets. McClellan Factors has its primary headquarters on

Mertactor, with a smaller administration and starship overhaul facility on Trexalon. The company also operates brokerages on various independent worlds in the subsector as well as further Rimward.

World Data

DISTRICT 268 SUBSECTOR

District 268 is a subsector almost wholly outside the Imperial border at the Rimward end of the Spinward Marches Sector. Yet to be formally included in the Imperium, District 268 is in fact the 268th subsector in line for inclusion. The independent worlds in the subsector, while not formally part of the Imperium, do receive Imperial protection. Immediately to Spinward lies the pro-Solomani anti-Imperial Sword Worlds Confederation. Imperial affairs are administered from Glisten – in the Glisten subsector directly to Trailing, but a token capital exists on Mertactor. The Spinward Main, a Jump-1 link that snakes through most of the Spinward Marches, arcs its way through the subsector from Trailing to Coreward, and represents an important trade link with the rest of the Marches. Although relatively unpopulated and technologically backward, some worlds do produce products of value along the Spinward Main.

ALLEGIANCE CODES

Im Imperial

Na Non-Aligned

Cs Imperial Client State

MILLE FALCS

Mille Falcs 1637 B9A2469-C A Ni FI 301 Im

Located on the Imperial border in District 268, Mille Falcs has little to offer the casual traveler, but is a prime military location. An orbiting naval base and scout base provide forward logistical support for the District 268 naval fleet and its marine elements. The main world itself has an unbreathable exotic atmosphere. Its 30,000 population mostly live in Mille Falcs city, a huge domed town on the surface. Mille Falcs city is a military town, with most of its visitors being navy, marine and scout personnel on leave. Despite the high law level, the city has a reputation for intrigue and vice. The Mille Falcs government is a colonial administration from Mertactor. The Imperial Navy and Marines insist on having at least one representative from their services on the Colonial board.

TALOS

Talos 1436 E333532-9 Ni Po 820 Na

Talos is an unremarkable mid-tech world with a piece of bedrock as a starport. The local human population have the tech level, but no interest in spaceflight. There are no gas giants in the system. The local world's government charges through the roof for fuel skimming from the planet's ocean. The government is run by a small clique of rich miners who employ virtually everyone else in their mineral extraction plants on the planet's surface. The 800,000 population do not participate in the elections.

DISTRICT 268 SUBSECTOR

Asteltine	0931	B7A7402-A	Ni	FI	210	Na			
Inchin	0938	D12035C-A	Lo	Ni	Po	De	823	Na	
Singer	0940	D553774-6	Po		901	Na			
567-908	1031	E532000-8	Lo	Ni	Po	Ba	310	Na	
Avastan	1037	C433520-A	Ni	Po	724	Na			
Kwai Ching	1040	C503758-A	Na	Va	Ic	320	Na		
Faldor	1131	E5936A7-2	Ni		520	Na			
Bowman	1132	D000300-9	S	Lo	Ni	As	811	Na	
Squallia	1133	C438679-9	Ni		320	Na			
Tarsus	1138	B584620-A	Ag	Ni	202	Cs			
Walston	1232	C544338-8	S	Lo	Ni	302	Cs		
Flexos	1233	E5A1422-6	Ni	FI	610	Na			
COLLACE	1237	B628943-D	S	Hi	In	101	Cs		
Pavabid	1238	C6678D8-6			701	Cs	A		
Datrillian	1331	E227633-8	Ni		801	Na			
Nirton	1332	X600000-0	Lo	Ni	Va	Ba	011	Na	R
Judice	1337	E9B2000-8	Lo	Ni	FI	Ba	321	Cs	
Trexalon	1339	B361851-C	Ri		923	Na			
Motmos	1340	B68468B-5	N	Ag	Ni	Ri	710	Cs	
Noctocol	1433	E7A5747-6	FI		602	Na			
Tarkine	1434	C466662-7	S	Ag	Ni	Ri	310	Cs	A
Dallia	1435	B8B5883-9	FI		610	Cs			
Talos	1436	E333532-9	Ni	Po	820	Na			
Dawnworld	1531	E885000-0	Lo	Ni	Ba	025	Na		
Elixabeth	1532	B426467-8	N	Ni	201	Cs			
FORINE	1533	D3129B8-A	Hi	Na	In	Ic	610	Na	
Mertactor	1537	B262732-B	S	Capital	610	Im			
Talchek	1631	C7B1462-5	Ni	FI	601	Cs	A		
Milagro	1632	E21178A-7	Na	Ic	920	Cs			
Pegaton	1634	C769873-4	Ri		913	Na			
Binges	1635	A800231-A	Lo	Ni	Va	720	Na		
Mille Falcs	1637	B9A2469-C	A	Ni	FI	301	Im		

MAP LEGEND

Starport Type
Bases
Gas Giant
World Type
World Name
X-Boat Route
Travel Zone
Code (Red)
No Gas Giant
border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- ★ Imperial Naval Base
- ▲ Imperial Scout Base
- △ Imperial Way Station
- Military Base
- ☆ Vargr Naval Base
- X Exile Camp
- P Prison Camp

TRAVEL ZONES

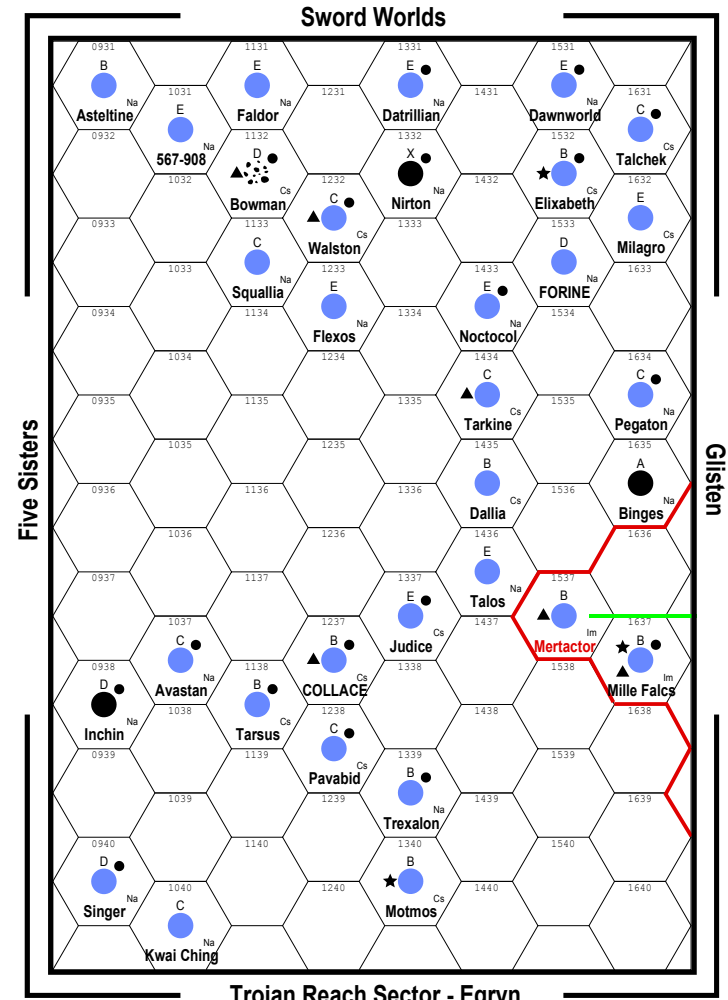
- Amber Zone
- Red Zone

POPULATION

Secundus under one billion
PRIMUS over one billion

World names in red are subsector capitals

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P



District 268 Subsector
(subsector N of Spinward Marches sector)

JUDICE

Judice 1337 E9B2000-8 Lo Ni FI Ba 321 Cs

Judice is an uninhabited system with two large asteroid fields and a single gas giant. The main world is a hellhole with a corrosive atmosphere and seas of boiling sulphuric acid. A starport beacon is located on a small barren moon orbiting the main world and is used only for emergencies. Little else is known about the system.

COLLACE

Collace 1237 B628943-D S Hi In 101 Cs

An industrial system of 1 billion population, Collace has a very thin atmosphere but is mostly covered in water. The planet is a bustling hub of industrial activity, an Imperial client state with a sizeable planetary navy. The Imperial scout service maintains a scout base in orbit around the single gas giant. The local government is a representative democracy with 400 officials elected every two years to the Planetary Congress. An Executive Council of 40 is then elected from those representatives. A President is elected from the Executive by planetary plebiscite every four years. The current Executive Council and President are strongly pro-Imperial.

TARSUS

Tarsus 1138 B584620-A Ag Ni 202 Cs

Tarsus is a warm, wet agricultural mid-tech world that exports most of its foodstuffs throughout District 268. The local government, a participatory democracy, holds elections every two years. Direct voting on issues is commonplace, done electronically through the world's computer net. The government is bound by the decisions of such referenda. The latest major vote was to decide whether the system should accept Imperial client state status. It passed with an overwhelming majority. The world is awash with guns, but there seems little violence in the towns. People generally carry guns as a sign of their power and citizenship status – non-citizens (visitors, criminals released from prison) are barred from carrying weapons.

AVASTAN

Avastan 1037 C433520-A Ni Po 724 Na

Avastan is a system renowned for its extensive asteroid fields and ore deposits. The local democratic government operates a reasonable B class starport from the main world. Most of the system's population is engaged in processing ores on the main world and mining in the asteroid fields.

INCHIN

Inchin 0938 D12035C-A Lo Ni Po De 823 Na

Inchin is a wholly forgettable system with 3 gas giants and two asteroid belts. The desert main world has a D class starport. The population of 8,000 eke out a living mining for ores on the forbidding sandstorm-swept surface, as well as providing outrageously expensive fuel for visiting ships. Many visitors choose to refuel at a gas giant before jumping.

SINGER

Singer 0940 D553774-6 Po 901 Na

Singer is a low-tech, balkanized system at the Rimward edge of District 268. 90 million

people live a varied life on the warm but dusty planet ranging from grinding poverty to overt wealth. The world is divided into a bewildering thirty-three nation-states. These small nations vary from democracies to monarchies to totalitarian fiefdoms. The largest state, and the most militarily dominant, is the pro-Imperial Kexar Republic, run by the Kexar family as a charismatic dictatorship. Economically powerful, Kexar controls much of the planet's precious water reserves, and produces almost 50% of the world's agricultural output. The Kexar Republic also controls the world's only starport, located in the center of the largest city on the planet, Kexar Prime.

Referee's Overview

This adventure is set in District 268, a subsector primarily comprised of independent systems – but who enjoy Imperial protection. The date is early 1108 – the middle of the Fifth Frontier War. The Zhodani, Vargr and Sword Worlds are attacking Imperial worlds throughout the Spinward Marches. Even though the Imperial armed forces are holding the line, less strategic areas have been stripped of Naval, Marine and Army forces to bolster the main frontline further Coreward. Imperial Navy and Marine forces in District 268 have been considerably weakened.

Like the rest of the Marches, District 268 is currently classified as an Amber travel zone. Although merchant ships still continue to ply the trade routes between worlds, most merchants have been organized into escorted convoys using ships from the tiny District 268 subsector Fleet (a fleet more akin in size to a squadron). "Reinforced" with old ships, scout ships and merchant auxiliaries, the subsector Fleet is also charged with protection and patrol of the systems in District 268. All these responsibilities have stretched the Fleet to the limit. The Fleet is based at the Naval Base on Mille Falcs, along with two battalions of Imperial Marines.

The characters have had their Far Trader *Spinward Rebellion* called up as a Naval Auxiliary. Running costs, the ship mortgage payments, as well as crew salaries are to be paid for by the Imperial Navy. In keeping with standard Navy policy, the characters are to be paid 25% bonuses as hazard pay. This suits the characters well as trade has dried up since the start of the war, and the Imperial Navy is desperately short of ships in the area. Along with two recalled scout/couriers and a couple of subsidized merchants, the *Spinward Rebellion* is ordered to the Naval Base at Mille Falcs for a briefing on its tasks. A grim-faced Commodore Vera Relan, Imperial Navy, briefs the auxiliary captains and their crews. She explains the tasks – mainly moving naval supplies, replacement crews and marines contingents around the subsector and resupplying Naval patrols. The two scout/courier crews are assigned to picket duty, one on Asteltine, the other on Inchin. The two subsidized merchant crews are allocated military cargo runs between Mertactor and the Imperium's small naval base on the independent world of Elixabeth. The characters are allocated their mission last, once the other crews have left. She explains that their ship is to transport supplies and an Imperial Marine contingent to Singer to reinforce a Marine detachment guarding the starport there. No ships are available to escort the *Spinward Rebellion*, so the ship will be retrofitted with two triple turrets and some weaponry. The characters themselves will also be provided with some weapons for their ship's locker, just in case.

The characters will set off on what seems to be a routine mission; things become anything but routine after a while. There will be several encounters along the way which will lead

them to a stunning discovery in the system of Singer that is completely unconnected with the Fifth Frontier War. Despite all the talk of District 268 being a relatively safe front far from the war, the characters will encounter a range of hazards, including:

- Zhodani Patrol Corvettes acting as commerce raiders, pillaging vulnerable merchant ships.
- The assassination of a pro-Imperial planetary leader on Collace by a Sword Worlds assassination team (and attempting to apprehend them).
- A scout/courier picket ship is ruthlessly attacked and stripped by the Zhodani in the Inchin system. Then a new pirate base is discovered in the same asteroid field, and they (apparently) did not attack the scout/courier.
- The *Spinward Rebellion* will arrive at Singer starport to find the facility damaged and the entire Marine detachment slaughtered. Witnesses insist the starport was attacked by Zhodani marines. However, the insignia on the attacker's ships was intentionally misleading and designed to lead the authorities away from the true culprits: a McClellan Factors mercenary force assigned to protect a secret research facility located in the Oort cloud of the system. The facility is conducting research into anti-matter power-plants. It is not known whether the Zhodani are involved in the research, but such sensitive technology falling into Zhodani hands would be utterly disastrous for the Imperium. The question has to be asked – why would an Imperial corporation conduct such research so close to a potential enemy – and beyond the Imperial border? The Imperial Marine detachment found out about it and were eliminated in order to stop them warning the Imperial authorities.
- The Zhodani commerce raiders (there are actually three) leave a trail of destruction in the Tarsus and Collace systems. The System Defense Boats in the Collace system extract a heavy toll but two manage to jump further Trailing towards the Imperial border. The *Spinward Rebellion* hooks up with a *Gazelle* class close escort to hunt down the remaining two commerce raiders.
- The characters catch up with the remaining Zhodani commerce raiders in the Judice system, an Imperial client state. A final battle ensues between the ships, but not before an Imperial Navy ship of unknown origin intervenes to finish off one Zhodani ship. The *Gazelle* and the *Spinward Rebellion* are immediately told to leave the system once the battle is over. It appears a “black” op is taking place in the system. The Imperial Navy ship has no transponder, and no markings. It will be subsequently determined that not even the Subsector Commodore is aware of its existence!

Upon reaching Imperial space the characters must alert the Imperial subsector government and Navy to the criminal activities of McClellan Factors and the black-op in the Judice system. They will also return with the news about the Zhodani commerce raiders and the pirate base in the Inchin system. Now faced with four distinct threats to its security (the Sword Worlds, the Zhodani Navy, a corsair base and now an out-of-control Imperial corporation) the tiny District 268 Naval and Marine forces are stretched to the limit. What is happening in the Judice system? Why didn't the Navy Sector Command alert the Commodore to the existence of vitally needed fleet elements in the Judice system? What threats do the Imperial forces tackle first? It is evident the *Spinward Rebellion* will be called upon to assist further.

This adventure can be slotted into an existing campaign by getting the characters' starship seconded to the Imperial Navy. If the existing campaign is centered around a mercenary cruiser the unit could be hired to transport the marines to Singer – this would

work just as well as the existing premise of a “drafted” far trader. If the existing campaign is centered around a scout/courier, this adventure could be played out as two scout/couriers transporting the Marine contingent, one being the characters' ship, the other a naval auxiliary. Use of a Jump-1 ship, like a subsidized merchant or free trader, is not recommended, although the adventure could still be played.

The District 268 Imperial Subsector Fleet

The District 268 Subsector “Fleet” comprises the following ships. This tiny fleet is charged with the protection of the entire subsector, including patrol, convoy escort and even Marine transport duties.

- 1 1200-ton *Kinunir* Class Battle Cruiser (the *Luuru*)
- 2 *Fer-de-lance* Class Destroyer Escorts
- 1 800-ton *Broadsword* Class Mercenary Cruiser
- 2 400-ton Patrol Cruisers
- 4 300-ton *Gazelle* Class Close Escorts
- 3 100-ton Scout/Couriers (Auxiliaries)
- 2 400-ton Subsidized Merchants (Auxiliaries)
- 1 200-ton Far Trader (*Spinward Rebellion*).

In addition, the “Fleet” has a TL12 Imperial Marine Regiment attached, with 2 battalions at the Mille Falcs Naval Base and the third battalion stationed at the Mertactor starport on the edge of Imperial territory. A Regiment of Imperial Army Troops is stationed on Forine to protect its electronics industry from Sword Worlds attack, along with 5 System Defense Boats jointly operated by the local navy and the Imperial Navy. A lone *Fer-de-Lance* class Destroyer Escort is attached with the SDB fleet, but is not officially part of the District 268 Naval order of battle.

Worlds in the subsector above TL8 may have local navies with token defenses. These are listed below.

Asteltine: 1 flight of 4 15-ton fighters from the planetary navy.

Avastan: 1 squadron of 12 15-ton fighters from the planetary navy.

Kwai Ching: 1 400-ton TL10 System Defense Boat manned by Imperial Navy personnel.

Bowman: 1 400-ton TL10 System Defense Boat manned by Imperial Navy personnel.

Tarsus: 1 squadron of 12 15-ton fighters from the planetary navy.

Collace: 4 400-ton TL12 System Defense Boats and 12 15-ton fighters manned by the Collace planetary navy.

Trexalon: 2 400-ton TL12 System Defense Boats manned by the Trexalon planetary navy.

Dallia: 2 squadrons each 12 15-ton fighters manned by Imperial Navy personnel.

Elixabeth: 4 400-ton TL10 System Defense Boats manned by Imperial Navy personnel.

Forine: 5 400-ton TL10 System Defense Boats manned by Imperial Navy personnel.

PUSH, PULL, ENIGMA AND GIMMICK

Four elements of the typical adventure story are push, pull, enigma and gimmick. *The Forgotten War* contains all four:

Push: The characters are ‘pushed’ by their drafting into the Imperial Navy to carry a Marine contingent to the independent world of Singer, beyond the Imperial border.

Pull: The characters have been drafted but they are receiving hazard pay in addition to normal pay, and their ship's mortgage and running expenses are being taken care of by the Imperial Navy. There is also the lure of new discoveries in a region of space that may not have been previously visited by the characters.

Enigma: The Forgotten War has many enigmas to be uncovered – the identity of the Collace assassin, the identity of the killers on Singer, and the discovery of the research station in the Singer system. The final enigma is the encounter with the Imperial “black-ops” ship in the Judice system.

Gimmick: A gimmick is something special the characters get out of the adventure. Some gimmicks are tangible, some intangible. The tangible gimmick the characters may end up controlling (though not owning) is the Sword Worlds Blockade Runner starship. The intangible “something special” the characters will get – if they play their cards right – are allies in the navy and marine corps. The marine contingent in particular will be steadfastly loyal to the characters in the future, and if asked to help the characters will assist in any way they can.

Rumors

During wartime rumors abound, and there are plenty of wild rumors circulating throughout the Marches – some true, some not. Rumors can be imparted to characters through any means the Referee desires: chance meetings in starports, careless hints from customs officers, idle gossip or reading the local vid-tabloids. Rumors should be presented without any guideline as to their truth or otherwise. Rumors can be imparted to distract, mislead, illuminate or guide the characters.

- McClellan Factors has cornered the market in inter-system transport and manufacturing in the subsector. They broker most of the deals to sell goods out of Collace, and have shares in many major manufacturing facilities on that planet.
- An Imperial Research Station is apparently located somewhere in the Judice system, but no-one has ever located it. It is not known what the Imperium is doing at the station.
- A new type of Imperial warship was recently spotted in the Trexalon system. It apparently activated a black globe generator to hide its presence.
- The scouts at the scout base on Bowman recently found an alien artifact drifting amongst the vast asteroid cloud. It is rumored to be a large monolith of unknown origin and indeterminate age.
- The vast electronics factories of Forine have recently expanded their production facilities to cope with demand, especially from the Imperial armed forces. The Imperial Navy and Army apparently have forces in orbit and on the ground to protect the facilities from attack by the Sword Worlds.
- A scout/courier on a navy courier mission was recently lost en-route from Mertactor to Elixabeth. The ship has been overdue for four months now.
- The agricultural world of Tarkine is run by a colonial administration from Dallia. Tarkine's exotic spices fetch high prices in certain markets, but the system is interdicted by the Imperial Scout Service for some unknown reason. It is easy to break through the interdiction however – the Scout service is stretched to the limit and can only spare a few ships to police the orbital approaches.

- The Zhodani have started a concerted drive to encircle and isolate the Imperial-controlled Five Sisters subsector (to Spinward of District 268). Part of their plan is to cut off communication links with the Five Sisters by disrupting communications in District 268.
- Zhodani agents have been operating in District 268 for some time attempting to circumvent Imperial influence in the area. Whoever imparts this rumor cannot back this claim up with a single shred of evidence however.
- The Imperial Naval base at Elixabeth is in a state of chaos – apparently the subsector navy command found evidence of collusion with the Sword Worlds military and ordered the entire base command to stand down pending an investigation.
- The scout base on Walston was apparently attacked by a Sword Worlds raider a few months ago. It was driven off by recently installed base defense weaponry.
- A well-known character called Lex Rogerson, wanted throughout the subsector on fraud charges, has recently hit the news. Evidence has apparently been uncovered that he is in the service of Sword Worlds Naval Intelligence. (This rumor is untrue).
- Collace may soon petition for formal inclusion into the Third Imperium – it is effectively an Imperial system anyway.

Plot and Episodes

ACT 1: CALLUP

The Spinward Rebellion and its crew are called up to act as a Naval Auxiliary for the District 268 Subsector Navy.

SCENE 1: A NAVY LIFE... (KEY SCENE)

War is raging in the Spinward Marches – the 5th Frontier War is being fought. The Zhodani, Vargr and Sword Worlds are making life difficult for the Imperial Navy in the Coreward subsectors of the Marches. Trade has been disrupted to some extent, although ships continue to ply the Spinward Main under the protection of Navy escorts. In the Rimward areas of the sector, the Sword Worlds are attempting to push to Trailing but are encountering substantial opposition. District 268 subsector, a backwater area just Spinward of the Imperial border, is a relatively quiet zone. There is apparently little Zhodani or Sword Worlds activity, but the Imperial Navy must still keep a watchful eye on the border, and has a commitment to protect the independent worlds in the subsector from attack...

The 30-year-old far trader *Spinward Rebellion* and its crew have just been “drafted” by the Imperial Navy, who have the power to requisition merchant ships for military use in time of war. The ship (or the players’ own ship if this adventure is being slotted into a campaign) is “drafted” anywhere in the Glisten or District 268 subsectors, and must travel immediately to the Naval base on Mille Falcs. If playing this adventure as a standalone, the Referee may decide to start the characters in the Mille Falcs system.

Trade has dried up to some extent in the Marches. Many merchants have been organized into convoys protected by Navy escorts. The Navy drafting of the ship and crew is somewhat of a godsend, at least financially. The standard financial remuneration upon drafting is outlined below:

- Ship mortgage payments are taken over by the Imperial Navy.
- Ship running costs (and overhauls if any are due) are also paid for by the Navy.
- Standard crew salaries are to be paid by the Navy, plus 25% as “hazard pay”.

The characters will arrive at the orbiting Mille Falcs naval base, actually an old 90,000-ton *Effendi* class Heavy Cruiser with its drives removed and filled with various administrative offices, maintenance hangars and storage facilities. Much of the Cruiser’s armament has been removed, although it still retains ten 50-ton missile bays, its sandcasters and laser turrets for self-defense. Small ships of various types buzz around the hulk. It is a makeshift naval base, but obviously an effective one.

The character’s ship is ordered into a large docking bay at the aft of the old cruiser. A squad of Imperial marines greet the characters, fully kitted for action with their combat armor and gauss rifles. Each character is given a wrist band and ID badge. If asked what the wrist band is for, they are told that it is to track the position of the characters within the base. The characters are asked to bring their ship’s papers with them and their mortgage documents.

After an eternity walking through corridors and up lifts, the characters are escorted to a briefing room. Other civilians are in the room, pensively looking at the newcomers. Previous encounters with other scout/courier or fat trader crews could be played out at this stage, as it is revealed the *Spinward Rebellion* is not the only ship and crew to have been “drafted”. Two scout/courier crews and two fat trader crews are also in the room. After a

short time trading stories (or abuse) two marines enter the room along with a tall female officer, Navy Commodore Vera Relan. Grim-faced, she addresses the crews.

“You will all be in the employment of the Navy as auxiliaries until further notice. All ship expenses and mortgage payments will be taken care of. Standard hazard pay rates will be paid to each crew member. I have immediate assignments for your ships.”

The two scout/courier crews are assigned to picket duty, one on Asteltine, the other on Inchin. The two fat trader crews are allocated military cargo runs between Mertactor and the Imperium’s small naval base on the independent world of Elixabeth. The characters have to wait until the other crews have left the room. A marine Lieutenant, Saren Reasse, enters the room and salutes the Commodore. He turns to the characters, a short, muscular chisel-jawed career soldier. Relan speaks, sifting through a pile of the ship’s papers.

“*Spinward Rebellion*... far trader, a few missed mortgage payments...” She continues down the list of past transgressions the ship and crew have accumulated – including brushes with the law. If part of a campaign, the character’s previous shady dealings are repeated to the characters. The level of detail the Commodore possesses on the characters is amazing. Imperial Naval Intelligence does its job well. “Well, I have a special job for you and your ship. We have a small Marine contingent guarding the starport on Singer. We need to undertake a resupply mission and transport a Marine section under Lieutenant Saren Reasse here, to Singer. We will be upgrading your ship’s weaponry over the next 2 days: two triple turrets, with missile racks and a 2-ton missile magazine we will install in the cargo hold. We will perform any software upgrades to run the weapons in the next 24 hours. We will also provide some personal weaponry for your locker. Thank you, gentlemen.”

The Commodore walks out, leaving Reasse staring at the characters. He salutes, turns and leaves without saying a word. The characters are escorted back to their far trader. Already navy technicians are crawling over the ship, inspecting its drives, bridge, avionics, and fitting triple turrets. The cargo hold is being filled with standard-size cargo containers, all marked “MARINES”. If their contents are questioned, the cargo manifest is readily presented to the characters:

2 standard TL8 G-carriers with one turret mounted TL8 autocannon (statistics in THB vehicle design sequence. For CT, statistics are in *Book 4: Mercenary*).

20 gauss rifles

100,000 rounds of gauss rifle ammunition

5 PGMP-12s and backpacks

20-tons of foodstuffs and general supplies

2 medium mortars (1000 mortar rounds)

1 Portable Autodoc

10 grav-belts

Mail for the marine contingent on Singer

10 Vac Thrust Packs for Reasse’s marine contingent.

15 Suits of TL12 combat armor for Reasse’s marine contingent.

For the ship’s locker, the following weaponry is lent to the characters:

4-6 ACRs with 20,000 rounds

4-6 sets of cloth armor

4-6 RAM Launchers with 200 grenades of various types.

The number given will depend on the number of player-characters.

Referee

All the talk at the Naval base – what little can be picked up from the technicians working on the far trader – is that the District 268 “fleet” is in a state of disrepair, and some of its most capable ships have been transferred Coreward to the main front fighting the Zhodani. But little action is expected in District 268: the area is an unimportant, undeveloped backwater that is far from the fighting.

While the general talk at the base is along these lines, the reality is different. Small scale incursions have already been made by the Sword Worlds into the subsector. The Zhodani have made plain their intention to isolate the Five Sisters subsector. Low-intensity warfare is coming to District 268.

SCENE 2: MARINE CARGO (KEY SCENE)

With its new armament fitted, engines overhauled and cargo aboard, the characters watch their final cargo, Imperial Marines, board the far trader. Hauling in their duffel-bags and gauss rifles, the marines are surly, tough and silent. Seven men and three women, divided into two fire teams of four, plus the lieutenant and a comms specialist/medic. Statistics for the group are presented in the Cast of Characters section. The group is very experienced, with an average age of 32.

Section Commander: Second Lieutenant, Saren Reasse. Has served with the regiment in District 268 since signup, mainly on base garrison duty.

Comms specialist/medic: Lance Corporal Yolanda Zaraisher. Has served in the field in Lanth subsector against Sword Worlds forces. Highly experienced in field operations.

Fire Team 1 Leader: Corporal Darleen Regina.

Team 1: Private Carl Hagaman.

Team 1: Private Martin Briggs.

Team 1 (PGMP-12): Lance Corporal Dale Holloman. Fire Team 1 had served for years on the *Luuru*, a *Kininur* class Battlecruiser. Recently transferred to garrison duty on Mille Falcs after a reprimand of some kind. The entire Fire Team refuses to talk about the reason for the transfer.

Fire Team 2 Leader: Corporal Lance Arundel.

Team 2: Lance Corporal Rothar Agetal.

Team 2: Private Kelvin Freeth.

Team 2 (PGMP-12): Private Tereese Amber. Fire Team 2 has served on the *Arlenza*, an *Atlantic* class Heavy Cruiser in Glisten subsector, as well as base garrison duty throughout the subsector.

The far trader makes its way out of the naval base and prepares to Jump to Talos on its mission to Singer. While the mission does not involve any apparent danger, the characters

have been ordered to make haste, and Reasse will insist upon there being no detours. His marines will be barracked double-occupancy in the staterooms, the remainder in makeshift accommodation in the cargo bay.

Even though the ship is now in the Imperial Navy, the transponder codes are not changed. The transponder will transmit the old code indicating it a civilian ship. A new military code is provided but it is recommended by Reasse to keep the old codes transmitting in order to avoid attention. The characters may disagree with this and change codes anyway.

Referee

The Referee should role-play the marines initially as quiet and surly, having been given a veritable junk-heap for transport. Inquiries reveal the marines to be a section from the 4173rd Marine Lift Regiment stationed on Mille Falcs. All the marines were born in the Glisten subsector. They have had various postings throughout the Rimward area of the Marches, on navy ships and guarding naval bases. The unit is tough, well trained and experienced. They can also be loud, obnoxious and arrogant, as the crew discover a few days into the Jump to Talos. After sizing up the characters the marines start baiting to see if they can get a rise out of them. Anyone who takes offense with their baiting game can be assured the marines will never back down. This could lead to some interesting fights and standoffs. The Referee should role-play these. Grudges on either side can be played up throughout the adventure.

If asked, the marines will show the characters the cargo, including two new G-carriers armed with turret-mounted autocannon. Not exactly top-of-the-line kit - they certainly aren't grav-tanks - but they are very useful for low-intensity operations that are the norm in District 268.

The marines do not seem to have agendas – they are loyal to the Emperor and more importantly, to each other and their Regiment. Fire Team 1's members have a skeleton in the closet however – they were involved in a covert drug pushing operation on the *Luuru*, run by the Executive Officer of that ship. The XO was court-marshaled, but the fire team was not. For some reason the XO protected the fire team, insisting they were operating under his orders. So the team was simply demoted to garrison duty. All Fire Team 1 members are addicted to combat drugs, a fact that may make itself apparent at the most inopportune time possible.

SCENE 3: BATTLE DAMAGE (KEY SCENE)

After a week in Jump the ship emerges in the Talos system, an unremarkable mid-tech world with a piece of bedrock for a starport. The local human population have the technical capability to build space vessels, but no interest in spaceflight. There are no gas giants in the system, so the far trader must refuel in the ocean of the main world. The local world's government charges Cr1000 for fuel skimming from the ocean. Reasse, on behalf of the Imperial Navy, pays the bill grudgingly to an official at the “starport”, muttering that the fuel should be free because the Imperial armed forces offer the hand of protection to the independent worlds of District 268. A local aerospace fighter then escorts the far trader over the sea to a refueling area. Other than a few satellites in orbit there is no other traffic in the system. As the characters set to work skimming water from the planet's only sea, the bridge receives a frantic signal GK (distress signal). Sensors show a ship has emerged from Jump, trailing debris. It has emerged very close to the primary world of Talos. A

female voice can be heard through the background noise. “Anyone who can hear us! Life support is failing. Our maneuver drives are down. We were attacked. Anyone – please assist!”

The marines immediately spring into action. Reasse orders the far trader to intercept the ailing vessel. If the characters decide to ignore interstellar law and refuse to help, Reasse will blow his top and brandish his gauss rifle, ordering the ship to help. His fellow marines will follow the example set by Reasse. The *Spinward Rebellion* rises into the air and rockets into space on an intercept course with the other ship. In orbit, another far trader, transmitting Imperial civilian codes, is trailing debris and drifting towards the planet’s surface. It will break up in the atmosphere in about 30 minutes. Contact is established with the crew. Everyone is dead except the woman who transmitted the Signal GK. The marines decide to use maneuvering units attached to their combat armor to jet across to the stricken vessel. Fire Team 1, Reasse and the medic suit up. Reasse asks the woman to transmit the ship’s log to the *Spinward Rebellion*. She replies the computer is smashed, then all communication with her ceases. She may be injured. Characters with vac suit skill may like to take the dangerous trip to the other ship (A Dex check at DC 20 is required to reach the far trader safely: CT: 9+ modified by vac-suit skill). It is dangerous not because of the distance involved, but because the other ship is spinning in a random manner. If anyone fails the roll they are prevented from entering the spinning far trader because they cannot predict its spin well enough to gain a hand-hold on the hull. There are multiple man-sized entry points in the hull however, caused by battle damage. Navy characters will be able to determine the cause of the damage as both missile and laser fire.

Whatever characters manage to gain entry will find a great deal of wreckage blocking the bridge deck. Precious minutes are spent clearing a path to the bridge door. The Referee should play up the danger level, as Talos looms increasingly large below. The marines and characters find the woman on the bridge, slumped over the controls. She is in a vac-suit and is apparently unconscious. She is carried by two of the marines back to the *Spinward Rebellion* as the smashed far trader makes its fiery plunge into the atmosphere of Talos. The woman is placed in the portable Auto-doc unit. A few minutes later Zaraisher, the marine medic, announces her findings. The woman’s internal injuries are too severe for the medical personnel and equipment on the ship to handle. She will die in hours. The only option is to place her in cold sleep until she can be placed in a well-equipped hospital. Any inquiries to the authorities on Talos about such hospital care are rebuffed. The best bet are the high tech hospitals of Collace, their next destination.

As the woman is stripped and placed into the low berth, a small black object falls out of her undergarments. It is a standard digital recorder. It seems she was able to provide clues after all as to the history and fate of her ship. The recorder is plugged into the ship’s computer and a recording appears on the viewscreen. The first few screens are standard ship information: the far trader *Unsung Hero*, built by Ling Standard Products and registered in the Glisten system in 1091. Owned by Carla Hurst, 51 years old, evidently the woman currently in cold sleep. The next few screens detail excerpts from Hurst’s log on recent events. Its crew were apparently Hurst’s family – husband and two sons. The ship was preparing to Jump from Avastan to the Collace system when an unknown vessel, later identified in the log as a Zhodani 600-ton military ship, attacked it. Even though the Far Trader had taken damage from lasers and missiles its Jump drive was still operational so Hurst decided to risk an emergency Jump rather than be pummeled by the raider. Unfortunately a Zhodani missile entered the Jump field just as it was transiting into jump

space and damaged the bridge and main computer, causing a Misjump. Hurst’s entire family were killed in this final attack. Hurst locked herself in the bridge and attempted to repair systems as best she could. After spending one week in Jump, the ship emerged near Talos and began a plunge into the atmosphere of that world.

Civilian ships are being targeted by a Zhodani commerce raider operating somewhere to Spinward. The news comes as no surprise to the marines, although the characters may have been expecting an easier time on their mission.

ACT 2: ALONG THE SPINWARD MAIN

The characters embark along the Spinward Main encountering disturbing events everywhere they travel to.

SCENE 1: ASSASSIN (KEY SCENE)

The next logical place to Jump to is Collace. Once refueled on Talos, the ship engages its Jump drive and arrives a week later in the Collace system. An industrial system of 1 billion population, Collace has a very thin atmosphere but is mostly covered in water. The planet is a bustling hub of industrial activity, an Imperial client state with a sizeable high-tech SDB force of four 400-ton system defense boats and a squadron of 15-ton fighters. The B class downport is a busy place, seeing smaller ships as well as larger bulk freighters in the 5000 ton range. A small highport enables unstreamlined ships to transfer cargo. The Imperial scout service maintains a scout base in orbit around the single gas giant, which in time of war is also used as a base to service navy ships. The local government is a representative democracy with 400 officials elected every two years to the Planetary Congress. An Executive Council of 40 is then elected from those representatives. A President is elected from the Executive Council by planetary plebiscite every four years. The current Executive Council and President are strongly pro-Imperial, with every apparent intention of petitioning within a year for Collace’s formal inclusion into the Third Imperium.

It is against this background that the *Spinward Rebellion* arrives insystem. A 400-ton SDB escorts the far trader into orbit around Collace. Once in orbit the SDB captain urgently requests a meeting with the characters and marines. The SDB docks directly with the *Spinward Rebellion* and Captain Lar Gille of the Collace planetary navy boards. Meeting on the bridge Gille starts talking immediately, pointing out through the windows to Collace drifting below.

“Our government is in chaos. Yesterday the President was assassinated. We are combing the badlands on Collace for the group responsible. There is a vocal anti-Imperial minority who may be responsible. We ask for your help in conducting the search.”

The marines immediately volunteer, and start work prepping their two G-carriers, kitting up with combat armor and weaponry. The characters will gain considerable kudos from the government if they assist in the search. A Collace Army captain is assigned to assist the characters in the search. The characters may decide to search alone with the ship’s air/raft, or with the marines in one of the G-carriers. Either way, the search is over the Collace Badlands – a huge slum area north of the main city of Collace Alpha. With a population of over 20 million, the Collace Badlands consists of just over two million pressurized buildings connected by airlocks. The area is poor and dominated by gangs of various types and persuasions. Collace has a Law Level of 3, but the effective Law Level of the Badlands is 0.

The characters search for two days, encountering many surly, well armed, bad-tempered locals. During this period the characters may encounter various thugs and gangs and have to fight to defend themselves. It is indeed a lawless area, and possibly an embarrassment to the Collace government.

Finally an old man gives the characters a lead. The old man says (after being bribed and/or physically threatened) that the anti-Imperial Collace Republican Movement (CRM) has recently purchased large warehouse about two kilometers south of their current position. The thugs in the Movement have been intimidating locals and will allow no-one within a block of the warehouse. Racing off in their air/raft or G-carrier to investigate, the characters pass a burned out grav-tanker near the warehouse, a charred ruin lying in the dust. Up ahead they see three CRM thugs standing guard at the only entrance to an old warehouse. Wearing combination masks, they are armed with assault rifles and wear jack armor.

Inside the warehouse are 20 more thugs, plus two Sword Worlds operatives. One is the assassin and the other the pilot of a sleek, fast 130-ton Sword Worlds Blockade Runner that is hidden in the warehouse. The assassin and pilot are preparing to leave the planet and turn for home, mission accomplished. The Blockade Runner is fully fueled and ready to go. The characters/marines may decide to go it alone and assault the warehouse, or wait for Collace army reinforcements. If they decide to go it alone, they will have the element of surprise and will be able to burst into the warehouse from the air with a G-carrier or air/raft. In the firefight that follows, the Sword Worlds assassin will participate in the firefight briefly, and then make for the Blockade Runner that already has the pilot inside, who is frantically powering up systems. The characters may decide to call for Collace Navy backup to stop the Blockade Runner if it takes off into orbit, but it is going to take 25 combat rounds to engage all systems and fire up the maneuver drive. In that time, the characters may be able disable or otherwise prevent the Blockade Runner to prevent it taking off. The success or failure of such attempts should be determined by the Referee. The characters may even call their far trader to the warehouse (if they have left a character onboard to pilot it) to fire on the blockade runner if it attempts to flee into space.

Referee

If the characters and/or marines succeed in bringing to justice the murderer of Collace's much loved President, they will be lauded with honorary Collace citizenship. They are invited as guests of honor to the State Funeral of the President, to be held the next day. But their primary mission still has to be completed – transport to Singer.

The Blockade Runner is taken by the Collace Navy for inspection. Reasse insists however (and only at the Referees' discretion), that the vessel be turned over to the Imperial Navy as war booty. Citing the fact that the Sword Worlds is officially at war with the Imperium and not the Collace government, Reasse produces an Imperial Warrant giving him authority to act on behalf of the Imperial Navy, just to prove the point. After much debate the Collace Navy agrees to hand over the ship. If the ship was damaged, the degree of damage will determine if the ship can accompany the *Spinward Rebellion* on its journey to Singer. Reasse realizes that every ship is vital, and the Blockade Runner would be an impressive addition to their strength with its maneuver-5 and Jump-4 capability. The ship has impressive straight-line speed, but lacks agility however. It is used by the Sword Worlds as a fast courier ship. The transponder codes are changed to Imperial Navy Auxiliary status.

The characters must also decide whether to risk moving Hurst to a hospital on Collace.

This should be done as they will be able to stabilize her condition. She will remain in a coma however, and will not wake up in time to see her rescuers leave the system.

SCENE 2: AVASTAN RAIDER?

The characters, with or without the Blockade Runner, jump from Collace to Avastan, further to Spinward. This is the system where the Zhodani commerce raider was sighted by Hurst and her family, so exceptional security measures should be taken. Avastan is a system renowned for its extensive asteroid fields and ore deposits. The local democratic government operates a reasonable B class starport from the main world. Most of the system's population is engaged in processing ores on the main world and mining in the asteroid fields. It is a belter's heaven. Bulk freighters call regularly to take ores to industrial worlds like Collace. One such freighter, an 8,000-tonner, is slowly making its way to 100 diameters for Jump. It is owned by McClellan Factors, a dominant player in the subsector market. Another ship, its transponder showing an Imperial 400-ton subsidized merchant, is refueling at the nearest gas giant – there are four such planets in the system. The characters should decide where to refuel – the B class starport or the nearest gas giant, which is 1.5 days from their current location. It would be faster to use the starport. If anyone inquires about the Zhodani commerce raider, the local starport Traffic Manager will insist that no Zhodani ships have entered the system in years, and certainly not in the last few weeks. Sense Motive (CT: Streetwise) checks will reveal that the official is not telling the truth. If pushed, he will say that he has been told by his superiors to sweep the recent attack on *Unsung Hero* under the carpet – they do not want to drive off cargo ships and potential trade opportunities. The Zhodani ship left the system soon after the attack. There was little the local government could do. Most of the 12 15-ton fighters from the planetary navy were on an outer system patrol sweep and could not assist the *Unsung Hero* in time. The authorities will not be impressed if anyone starts asking awkward questions.

Referee

The 400-ton subsidized merchant at the nearest gas giant is actually the Vargr corsair *Vagrant* refueling and spying on ship movements. If the characters decide to forgo a visit to the starport and skim for fuel, they will encounter the *Vagrant* at the gas giant. The ship will land on the nearest moon to the gas giant – a sulphur-filled volcanic hell – and send out a faint distress signal. If the characters decide to investigate, their sensors will reveal a ship with power but falsified readings – battle damage where there is none, no life signs where the Vargr are very much alive. But by that time the corsair will light its engines and attack the *Spinward Rebellion*. A 30-ton ship's boat with a single beam laser will also attack in an attempt to outflank their ship. If the *Spinward Rebellion* manages to disable the corsair (unlikely but possible) the marines will don their armor and maneuvering units and maneuver over to the *Vagrant* to board it. The firefight is likely to be short and brutal, with tenderized dog on the menu. The situation could well be bad for the *Spinward Rebellion* as well. If the far trader is disabled, the Vargr corsairs will try to board the ship, not realizing ten very angry Imperial marines are waiting to empty thousands of gauss ammunition rounds and plasma jets into their assailants.

However, if the *Spinward Rebellion* is using Imperial Navy Auxiliary transponder codes, the *Vagrant* will not attack, but will jump out of system. The *Vagrant* will also not attack if the Sword Worlds Blockade Runner is present. The Vargr corsairs are happy to attack when the odds are heavily weighted in their favor, but not otherwise.

SCENE 3: THE DOGS OF WAR (KEY SCENE)

Jumping from Avastan to Inchin, the *Spinward Rebellion* continues its plunge into unknown territory. Inchin is a wholly forgettable system with three gas giants and two asteroid belts. The desert main world has a D class starport. The population of 8,000 eke out a living mining for ores on the forbidding sandstorm-swept surface, as well as providing outrageously expensive fuel for visiting ships. Many visitors choose to refuel at a gas giant before Jumping. Upon arrival in the Inchin system, the sensors reveal a scout/courier, the *Sarafant*, insystem. This is one of the ships employed as a picket by the Navy. All is not well with the *Sarafant* however. It is drifting in the outer system amongst a vast asteroid field, silent and not responding to hails. Reasse insists on investigating. The *Sarafant* is crewed by people known previously to the characters, when they met on Mille Falcs. They may even have known them before the start of this adventure, if playing a campaign. Whatever the past history, the far trader will arrive at the *Sarafant* to find it holed in the side and drifting. Jetting over with maneuvering packs, the boarding party finds the ship's drives, bridge and computer smashed by laser fire. Its crew are all dead. It is a bloody scene, with one crew member smashed to a pulp in his vac-suit. The characters salvage what they can from the wreck, including personal items of the deceased.

Sensors on the *Spinward Rebellion* (or the Blockade Runner) reveal a man-made object in the asteroid field. It may be a false reading - common in high-ore content asteroid fields - or an actual ship. If they decide to investigate, the characters will find the pirate haven of the Vargr Fera Vilarian.

Referee

Located in the asteroid field is a converted 1000-ton XBoat tender. This is the newly established pirate base led by a Vargr pirate of some repute and mixed reputation, Fera Vilarian. Tethered to the XBoat tender will be the *Vagrant*, unless the characters have dealt with it on Avastan, in which case it will not be present. The XBoat tender is well armed and would be very difficult to destroy.

But Vilarian did not destroy the *Sarafant*. Before the *Spinward Rebellion* can attain any firing solutions on the X-Boat tender Vilarian communicates with the ship. Appearing on the viewscreen he asks for a truce. "I can assure you we did not attack and destroy the *Sarafant*. We knew it was in system. We have been monitoring it since it arrived a week ago but... we only attack merchant targets. There was no profit to be gained so we left the *Sarafant* alone. Five days ago we monitored the arrival of a Zhodani ship – 600 tons. This Zhodani ship attacked your friends – left them for dead."

Vilarian is telling the truth. He seems eager to point out his innocence in the matter, not that it will raise his standing in the eyes of the Imperial armed forces. He also advises the far trader not to attack his base. "You will not survive. My base is too well protected. And we won't be here when you come back with a fleet of Navy ships to take me out."

A quick assessment of the base shows that it would be too tough for a lowly far trader to crack, even with the Blockade Runner present. The characters and marines may hatch various cunning plans to take out Vilarian's base, but it is impossible to approach the tender without being detected. And the primary mission of the *Spinward Rebellion* is to transport supplies to Singer, not attack pirate bases. It would certainly be safer to complete the mission and Jump to Singer.

SCENE 4: SNEAK ATTACK (KEY SCENE)

The *Spinward Rebellion* enters Jumpspace and arrives at Singer, an isolated, low-tech, balkanized system at the Rimward edge of the subsector. 90 million people live a varied life on the warm but dusty planet ranging from grinding poverty to vast wealth. The world is divided into a bewildering thirty-three nation-states. These small nations vary from democracies to monarchies to totalitarian fiefdoms. The largest state, and the most militarily dominant, is the pro-Imperial Kexar Republic, run by the Kexar family as a charismatic dictatorship. Economically powerful, Kexar controls much of the planet's precious water reserves, and produces almost 50% of the world's agricultural output. If that was not enough to cause friction with the other nation-states, the Kexar Republic also controls the world's only starport, a ramshackle D-class facility located in the center of the largest city on the planet, Kexar Prime.

However, there is trouble in the Kexar Republic. An automated distress beacon from an unmanned satellite is warning starships to approach the world at their peril – the essence of the text-only message is that the starport has been heavily damaged in a surprise attack three days ago and is currently unprotected. An assault force arrived from space and wiped out the starport defenses as well as the garrison there. Kexar's TL6 technology was unable to track the attackers as they left orbit.

This is of great concern to the marines on the *Spinward Rebellion*. A unit from their regiment was tasked with protection of the starport. The ship should make planetfall at the starport to discover the truth. As the far trader lands at the facility, fires from the attack are still raging. Fire crews are having a hard time putting out the infernos which have been raging for days. The fuel facility is of particular concern, and even as the characters and marines disembark, explosions can be heard in the distance. The group meets Reynold Thaler, the starport security chief. Thaler motions the characters to travel in a truck to the marine barracks at the far edge of the starport. "I am sorry I have to show you this," he says. The trucks stop outside the heavily damaged barracks. As the group walks inside, the scene is a charnel house. Personnel from the Imperial marine platoon lie dead in the various rooms of the barracks. Some bodies are almost unrecognizable, having been blasted apart by plasma guns, shrapnel and high explosive. The stench is overpowering. Not a single marine is left alive. A local civilian, detained in a jail cell, is also one of the dead. His body has been burned beyond recognition. Particular attention has been given to the barracks computers. They are all smashed beyond repair. Recording devices have been destroyed. It is evident the attack was designed to obliterate all records. There is evidence the marines fought back – most died with weapons in their hands. The marines traveling with the characters grab the dog-tags of their dead comrades. Some weep over friends who died.

Reasse turns to Thaler. "We need to see your records. We need to know who did this. It was the Zhodani, wasn't it?" Thaler shrugs his shoulders. "I'm sorry, our control tower and traffic control were destroyed in the attack. Our computers were destroyed. They possessed technology we could not fight. All I can tell you is what we saw as eyewitnesses." Thaler relays what he knows. Two small craft – 50-ton cutters of seemingly standard design - attacked from the south late at night, transponders off, arriving below the starport's radar. They had laser turrets, and fired at the air traffic control and control tower, destroying them. An independent far trader sitting on the tarmac was hit - she's still there, a gutted wreck. A scout/courier parked next to the marine barracks was also hit and disabled. The cutters landed next to the blazing scout/courier, dug entrenchments using

automatic entrenching equipment, and provided fire support while troops in advanced powered armor and energy weapons surrounded and entered the marine barracks and, evidently, the scout/courier. Caught by surprise and outnumbered, the marines were overpowered. Some of the attackers died, but their bodies were taken by the attackers as the cutters took off into space and beyond Kexar's military radar. Eyewitnesses saw identifying insignia on the cutters – the symbol of the Zhodani Consulate – so the attackers were presumably Zhodani marines.”

Reasse tells his troops to grab any personal items they can find from the barracks to return them to the families, then orders them to try to find evidence of where the attackers may have gone.

Referee

The attack on the starport and barracks was premeditated, but the attackers are not Zhodani. They are part of a high-tech mercenary force which protects a secret McClellan Factors research station deep in the Oort cloud of Singer. This station is in fact known to the Spinward Marches Sector Navy Command, but is unknown at lower levels. It is conducting research into anti-matter powerplants, McClellan Factors being contracted to the Imperial Navy as a “black project”. It is a highly dangerous research project – which is why it is being conducted beyond Imperial borders. The potential for creating an antimatter weapon from the research is high, which is even more of a concern than the unstable nature of fuel used for antimatter powerplants.

The characters should assist in trying to find evidence of the attackers. Help comes from an unexpected quarter. Thaler informs the characters that a radio observatory operated by the Kexar state university picked up some unusual microwave (maser) transmissions coming from deep in the outer system. The locals lack the technology to decode them, so the characters may decide to help out. Using the ship's computer it can be determined the maser transmissions came from a point deep in the Oort cloud, and were directed at a ship or ships traveling towards that point. The important points about the communications is that they were encrypted and did not use standard Zhodani maser frequencies. Characters with computer skill may try to break the code, but it is a nearly impossible task (DC 45, modified by T/Computer skill). In CT: 14+ modified by Computer skill. One roll only is allowed. If the code is broken, the message will not be in Zhodani – it will be in Galanglic and merely say “Backbreaker mission completed. Request new position.” The message back to the ships traveling outsystem gives away the research station's position deep in the Oort cloud.

A final clue to the identity of the attackers comes from a thorough search of the disabled scout/courier parked nearby. The barracks will yield nothing of value in the search for the identity of the attackers, but the scout/courier provides the key. The bridge is smashed, so is the ship's computer. The attackers obviously did not want the ship to take off. Identification papers show the scout/courier to be owned and crewed by the Imperial Scout Service. Three dead scouts lie in various parts of the ship. ACRs lie next to all three, showing they attempted to defend themselves before being obliterated. Anyone who searches the bodies will find, on the scout captain, a data chip. It is hung around his neck on a chain. If the characters play the recording on the data chip, it will answer many questions.

The digital recording is of the deceased marine captain in charge of the barracks. As his face appears on-screen, he addresses the message to Commodore Vera Relan, subsector navy commander, and his marine regimental commander. “This is an urgent

priority-1 message from Captain Savad Falco. 72 hours ago our detachment, while on standard perimeter patrol of Singer starport, discovered two local citizens taking photos of the installations and our barracks. We detained them for interrogation. After breaking them they advised they were working for McClellan Factors and had been paid by an MF agent to photograph the starport and our facility in detail. Based on their intel, we raided a local apartment and apprehended the agent. After an extensive interrogation, the agent told us that MF operates a clandestine research station in Singer's Oort cloud. Apparently they are conducting research into anti-matter reactors - who for, we do not know. We have not managed to triangulate the station's position, although we are continuing with those efforts. We are greatly concerned about this discovery. MF could be undertaking research for the Zhodani. They could be attacked by the Zhodani and their research could fall into enemy hands. We do not know why MF is interested in spying on the starport and our security arrangements here. I seek clarification from our superiors on our next course of action. My current orders do not cover a situation like this. Please advise urgently. Falco out.”

The Zhodani insignia on the cutters was obviously a ploy to detract attention from MF. It is obvious MF found that their security had been compromised, decided to get rid of the people who knew, including their agent – burned alive in his cell, and prevent a message from being couriered back to the Imperial authorities. Unfortunately the Imperial marines and scout crew paid for the discovery with their lives. The research must be of staggering importance to take such extreme security measures. But who is MF undertaking the research for? The enemy? Themselves? The Imperium?

ACT 3: “THE ENEMY OF YOUR ENEMY IS YOUR FRIEND”

Their mission a failure, the characters must assist the marines in finding the truth about what is actually going on in the Singer system. But the long way home is fraught with danger.

SCENE 1: INTO THE OORT CLOUD

The characters may decide to simply take the stunning message back to their seniors rather than try to assault an unknown enemy in an unknown Oort cloud. Some marines are agitating for revenge, but Reasse will only agree to a recce on the research station if the characters insist upon it. If they decide to return to Imperial space with the message this scene will not be played out.

The base will be hard to find however. A seven-day journey in the far trader could be cut short by the presence of the Blockade Runner. Using the Blockade Runner would reduce travel time to the Oort cloud to 3 days. Sensor scans to determine the station's exact position will be aided by the Blockade Runner's superior computer, which supports a longer sensor range and better filtering. The research station usually runs “silent”, performing only passive scans, so will be very difficult to detect. Characters with sensors skill will detect it on a DC-40 roll (CT: 13+ modified by computer skill). Using the Blockade Runner's sensors will reduce this roll to DC-35 (CT: 12+). Only one roll is allowed per 6 hours. The characters may give up if they have not found anything after a few days. If they persist and lock on to the station's location, they must decide what to do next.

The station is 5000 tons displacement and spherical in shape. It is armored (factor-6 hull), has a Jump-1 drive and maneuver-1. The station has a 50-ton missile bay, a 50-ton

fusion bay and ten triple sandcaster turrets. It is clearly an impossible nut to crack in ship to ship combat. The characters may think up ingenious schemes to approach and board the station without being detected and destroyed. However, the station will not respond to false Signal GK signals or pleas for assistance. It will remain silent, and not even use its maneuver drive. The success of the character's plans should be determined by the Referee. If, by some miracle, they manage to board the research station they will be confronted with 50 mercenaries with combat armor, ACRs, PGMP-12s and snub SMGs. It will be a bloody battle. If the boarding party manages to defeat the mercenaries, the secrets of the station – its computer files, experimental anti-matter reactor and its key scientists - will be spirited away by a scout/courier while the battle is raging in the station. The scout/courier is kept at constant readiness and has several escape routes planned out. It will be launched so that the station masks it for the first moments of flight and will Jump before it can be attacked by the character's ship.

Referee

If the boarding party manages to board and subdue the mercenaries, the research station will be a valuable prize indeed. Its secrets will have been spirited away by the scout/courier, but many McClellan Factors employees will be left behind – service crew, engineers, boat pilots. They will talk after a suitable amount of intimidation. They are conducting anti-matter powerplant research for the Imperial Navy, and not the Zhodani. They know little of the progress the project has made. Some of the crew talk of a previous research project run by another contractor that ended in disaster when antimatter exploded. The fact that a company contracted to the Imperial Navy made a hit on fellow Imperial marines to protect an Imperial secret will make Reasse's marines see red. They consider it a betrayal by the Emperor. The Referee should role-play the adverse reactions of the marines, Reasse included. The unit, sent on a mission to relieve their fellow marines, finds a sister service has slaughtered their own kind to keep a dirty secret. The unit is now looking for answers – and possibly revenge.

SCENE 2: A TRAIL OF DESTRUCTION (KEY SCENE)

It is time for the long haul home. There is nothing left of the marine garrison to reinforce or resupply. Reasse promises to return to Singer with reinforcements as soon as possible, although he knows the navy and marines are stretched to the limit. Armed with knowledge of the McClellan Factors treachery, they need to return to Mille Falcs as soon as possible. The only route back is via Inchin, then Tarsus, retracing their steps Trailing. If the Blockade Runner is present a small team could take that ship and Jump via Collace and be back at Mille Falcs in two jumps. But someone is going to have to take the far trader back anyway, and the Blockade Runner is very cramped – not everyone can fit in the ship.

Jumping into the Inchin system again, the far trader refuels at one of the three gas giants. Scans reveal no ships insystem and the far trader will be too far away from the asteroid field to detect the pirate base again, assuming it is even still in the system.

Jumping again to Tarsus, the far trader emerges from Jump to the warning broadcasts from starport control. "Warning – enter this system at your own risk. Zhodani ships have attacked the system traffic and may return." Inquiries from starport control reveal that Zhodani commerce raiders attacked two subsidized merchants. One was looted and left a hulk, although the crew survived and were placed on the ship's launch. The other was simply destroyed. The system controller relays the disturbing news that not one, but

three 600-ton Zhodani corvettes raided the system. The corvettes were engaged by the planetary navy's only assets - a squadron of 15-ton fighters. One corvette was damaged but all three Jumped out. A Zhodani interpreter with the Tarsus planetary navy managed to intercept a Zhodani transmission giving their next destination as Collace. Reasse is staggered by this news. "The Collace navy will crush them! The corvettes will be no match for their navy's system defense boats! What are they doing? I want us to jump to Collace. I want to find out what's going on. We could offload the message there anyway – to the scout service who can get the message back to subsector command."

If the characters refuse, Reasse will exert his authority and pull rank on the characters. They are going to Collace to assist in any way they can. Reasse is attempting to control the decisions of the characters, and this may not go down well with them. There is a great deal of potential for conflict, especially given the fact that the marines are intent on finding out answers about the events on Singer. The marines will use force if necessary to ensure the characters follow Reasse's orders. The far trader refuels and Jumps as soon as possible to Collace.

Referee

As the far trader jumps into the Tarsus system the *Vagrant* will be posing as one of the merchant ships that has been attacked by the Zhodani. The *Vagrant* will drift helplessly in powered down mode near one of the gas giants. It will be emitting a very weak signal GK and appear lifeless. The characters should investigate and may be caught by surprise, expecting another commerce raider victim. There could be a serious battle between the two ships.

However this encounter will not occur if the *Spinward Rebellion* has already dealt with the *Vagrant* in an earlier scene.

SCENE 3: STUNNING AUDACITY (KEY SCENE)

After another anxious week in Jump-space the *Spinward Rebellion* emerges from jump. Collace starport control welcomes the characters and advises latest conditions. "Be advised, we had a visit from three Zhodani commerce raiders 48 hours ago. The scout base was essentially destroyed, but two of the Zhodani commerce raiders were damaged or destroyed." It is a stunning example of audacity - or stupidity. Collace is supposed to be a relatively safe pro-Imperial system, but the damage has been extensive. The starport was also attacked, although this proved to be the Zhodani's undoing. Collace's System Defense Boats managed to destroy one raider and lightly damage another. The *Spinward Rebellion* is hailed by another Imperial ship in orbit above the ruins of the scout base – a *Gazelle* class Close Escort, the *Ferendal*. Its captain, Jeffrey Halin, urgently requests a meeting with Reasse and the characters. The 20-ton Gig from the *Ferendal* pulls alongside and takes the group to the Close Escort.

Meeting in the cramped wardroom, Halin intently watches the message from Marine Captain Falco. Halin suggests the message is important, but the two surviving commerce raiders apparently Jumped for the Judice system. The Collace navy captured a Zhodani naval officer who survived, indicating a rendezvous point in that system. "That is our top priority. We must stop the raiders. We've already copied Falco's message and a Collace navy courier will be jumping to Mille Falcs with it. In the meantime, we have to deal with this Zhodani incursion. We need all the firepower we can muster – and we don't have much. We need you to put the *Spinward Rebellion* on the line. Reasse, got any ideas why

these Zhodani are acting like they have a deathwish? It was suicide for them to attack the Collace system. Are they looking for something? Do they know about this anti-matter research? I seriously doubt McClellan Factors is in league with the Zhodani.” These are valid, but rhetorical questions.

Of course, Halin could be wrong. The Collace planetary navy, like most system navies, does not possess any Jump capable ships other than a couple of scout/couriers. The only ship that can be spared to assist in the hunt for the Zhodani commerce raider is a Collace scout/courier armed with a triple missile rack, the *Portman*. The scratch task force, consisting of the *Spinward Rebellion*, the *Ferendal* and the *Portman* (and possibly the Blockade Runner), organize themselves for a battle in the Judice system and enter Jump space.

ACT 4: A CORNERED ANIMAL

The characters continue the hunt for the remaining commerce raiders, but encounter something else entirely.

SCENE 1: THE BLACK PRINCE (KEY SCENE)

Heading into a frontline battle, the characters have a right to be nervous about their precious far trader. The Judice system is an uninhabited system with two large asteroid fields and a single gas giant. The main world is a hellhole with a corrosive atmosphere and seas of boiling sulphuric acid. A starport beacon is located on a small barren moon orbiting the main world and is used only for emergencies.

The Task Force jumps into the system and immediately begins scanning for enemy ships. The *Ferendal* has the longest sensor range, and soon detects a 600-ton ship orbiting the main world. It appears to be alone. The Task Force heads for the ship and notes the ship is drifting, trailing debris. Halin orders the Task Force to hold fire – the corvette really is in trouble. Reasse suggests the *Spinward Rebellion* dock with the Zhodani corvette (the *Zechara*) and the marines kit up and prepare for the boarding – the characters may assist and act as part of the boarding party if they like. As they enter the corvette, the interior is relatively undamaged but there is no power. As the boarding party moves towards the bridge they are confronted with bodies and battle damage, and then they encounter six Zhodani marines who open fire on the Imperial marines. Chaos breaks out in the darkness as plasma bolts and gauss rifles open up on each other. The end result will probably be in no doubt, but the marines may take casualties along the way. Moving their way onto the bridge, marines and characters discover the computer memory cores have been erased, the powerplant disabled and the weapons systems are offline. But the ship is now in the hands of the marines. A quick check of the boat deck shows the five 8-ton fighters gone. Bodies of the crewmembers are discovered throughout the ship. The Collace System Defense Boats did their job on this corvette after all.

As the characters and marines comb the Zhodani ship Halin’s voice crackles over the comm system. “Gentlemen, I hate to break up the tour of your prize – we’ve got company! The other corvette is approaching...” The Zhodani corvette and ten 8-ton fighters will be able to catch the *Spinward Rebellion* while still docked. The characters will hopefully have left someone on the bridge and in the turrets. If they have not, the far trader will not be able to return fire. The *Ferendal* and the *Portman* return fire on the corvette and fighters as a frantic close-range melee ensues. Combat and initiative should be determined normally.

The fighters will concentrate on the *Portman* (and, if present, the Blockade Runner) and the corvette on the *Ferendal*. When, in the second turn of combat, the *Spinward Rebellion* enters the fray, the fighters will split their attention between the *Portman* and the far trader while the corvette will continue to fight the *Ferendal*.

It does not matter if the Imperial ships or the Zhodani have the upper hand, at a critical moment in the battle a 2000-ton ship will materialize virtually on top of the Zhodani corvette. It is an unmarked vessel of unknown design. Navy characters, Halin included, will not know the design. The new ship’s meson bay will open fire on the corvette and, likely, will destroy it with one shot. The fusion bay will target the 8-ton fighters and destroy them all. Any 8-ton fighters still able to maneuver will retreat to the outer system, although there is nowhere to run. The mystery vessel has no transponder, and simply circles the Task Force relaying the following text-only message:

IMPERIAL VESSELS: SET COURSE IMMEDIATELY FOR THE GAS GIANT. DO NOT DEVIATE FROM THIS COURSE. JUMP OUT OF THE SYSTEM IMMEDIATELY AFTER REFUELING. FAILURE TO COMPLY WILL RESULT IN YOUR DESTRUCTION.

It is obvious the mystery ship is capable of destroying them easily. The black ship will escort the Task Force to the gas giant, much to the bewilderment of all concerned. The vessel does not respond to any hails, and scans of the ship reveal it to have a black globe generator, meson bay, fusion bay, meson screen, nuclear damper and an armored hull. Anyone with engineering skill or naval command experience (like Halin) will recognize that a ship of that size could not possibly power all those shields and weapons, and have enough power left over to display the agility it showed during the battle. Quick calculations show the ship would need a powerplant with eight times the output of a standard TL13 fusion powerplant to achieve all the energy demands. It must be operating an antimatter powerplant.

Referee

Described in the Starships section, the *Black Prince* is an experimental one-of-a-kind ship designed to test systems integration of the anti-matter powerplants created by the McClellan Factors research station. Astute characters will be able to link the MF research with the black ship. The Imperial navy is working in concert with MF on the project, not the Zhodani. Which makes the massacre of Imperial marines on Singer all the more repugnant. The characters are faced with little choice but to comply with the *Black Prince*, but they may be cheeky enough to launch a tirade over the comm frequencies against the research operation and its consequences on Singer.

SCENE 2: “YOU DID NOT ENCOUNTER A MYSTERY SHIP” (KEY SCENE)

After the events of the last few weeks, it is time to jump for Mille Falcs. Battle damage has to be repaired; the marines are itching for shore leave, and the *Spinward Rebellion*’s engines need overhauling. The *Portman* (if it survived) jumps for Collace, while the *Ferendal* escorts the far trader back to Mille Falcs. The two ships arrive at the naval base on Mille Falcs, probably heavily scarred from recent battles. The marines pack their bags ready to embark, but as the far trader docks at the naval base, the commander of the 4173rd Marine Lift Regiment orders the characters and the marines to a debriefing. The characters and marines are forcibly detained in a holding cell. Reasse is livid, protesting to anyone who will listen at the injustice of it all. “What the hell did we do wrong? What is going on here!” In disgust Reasse rips his Imperial sunburst lapels from his tunic. His

fellow soldiers all follow suit. Reasse turns to the characters. “Why should we lay our lives on the line for an Emperor who allows our fellow marines to be slaughtered in the name of secrecy?” The entire crew of the *Ferendal*, Halin included, join them. They are housed in a large windowless room for days.

One by one, each character, marine and *Ferendal* crew member is taken away for questioning. Two men in black uniforms – no insignia – await in a small, dark featureless room. The men identify themselves only as working for Imperial naval intelligence. They ask detailed questions about the Zhodani raiders, the pirate base, and the events on Singer. They come finally to the events on Judice. If a character describes the destruction of the Zhodani ships by an unknown ship that used a black globe generator, the two men will say, over and over again, that there was no such ship. They keep on asking the question, and will do so, with only a five minute break each hour, for up to two days, until they get the answer they want – that such a ship did not rescue the task force. It is utterly exhausting, and the men are extremely intimidating and overbearing. The only way a character will be able to hold out for the two day period is by making a DC25 Will saving throw each hour (CT: 10+). The bewildered marines and navy personnel return from the grilling exhausted. Reasse lasted for two days. This exercise in intimidation is, according to Halin, standard practice under such circumstances and no doubt they will all be followed by Naval Intelligence while still in the service of the navy. Halin is bitter about their treatment and appeals to the Commodore. No answer is forthcoming.

Finally, after seven days of interrogation the group is freed. But in that time a close bond has formed between the marines, the crew of the *Ferendal* and the characters. Reasse sums up his thoughts to the characters. “We thought you guys would let us down. You didn’t. We had faith in the Emperor and his armed forces. That has been shattered. The only thing we can rely on are people like you – people who never let us down. If ever you need help, find us.” With that final farewell, the marines disappear into the naval base for some very overdue shore leave.

At the Referee’s discretion Reasse may offer the Blockade Runner to the characters to use. It remains the property of the Imperial navy as war booty, but Reasse still has operational control over the ship. If the Referee decides to allow Reasse to loan the ship to the characters, it cannot be sold as it is legally owned by the Imperial navy. The characters may decide to see the Commodore about the way they have been treated. She is sympathetic but says she cannot assist because it is an INI matter. She does say however, that she knows nothing about any experimental navy ship operating in the Judice system. “I’ve read your mission logs. I can see that something was there. But I do not have jurisdiction over what might be there, so it does not concern me.” If the characters do not see the Commodore, Halin will have gone to her anyway and will report back to the characters with the same answer.

SCENE 3: BAGGING MCCLELLAN (KEY SCENE)

There is the small matter of McClellan’s treachery to deal with. Inquiries with the Naval staff reveal that they have received the message of the events on Singer loud and clear. Reliable rumors indicate the Commodore has approached Sector Naval command in protest about the activities of MF and is insisting on charging those responsible with murder, including the entire MF Board of Directors. But the subsector command cannot spare any ships at present to investigate the MF research station in the Singer system. They have the constant Sword Worlds incursions to deal with, merchant convoys and

bases to protect, and a pirate base to hunt down and destroy. Even now, a Task Force is being assembled at Mille Falcs to deal with the pirate threat.

The characters are given two weeks shore leave where they can visit the domed city on the surface of Mille Falcs, or hang around the naval base. During that time their far trader is being overhauled and battle damage repaired. Even though Mille Falcs has an unbreathable exotic atmosphere the surface would be preferable to more time on a starship. Although the law level is high (no weapons permitted outside private residences), Mille Falcs city presents some opportunity for freedom. The city is designed to cater to naval and scout recreation, with hundreds of bars, cafes, nightclubs, hotels, strip joints and gambling houses. Characters may decide to gamble, pick fights or simply drink with the other navy, marine and scout personnel. They will be able to pick up quite a few rumors which may lead them to further adventures.

While walking through the streets of Mille Falcs city one night, the characters will become aware that they are being followed. Characters with spot skill may pick up who is following them, but it appears to be four people. The characters may handle the situation in a few different ways – they could confront the shadows, run or hide. The characters may feel brave and take the shadows on in a brawl (no-one should have possession of blades or slug-throwers due to the law level). The characters (and their shadows) may still have covert hidden blade weapons however. Their assailants are indeed huge and will, when the time is right, take on the characters in a violent brawl. The characters may manage to render unconscious one or more of their assailants. Eventually city guards will arrive in an air/raft and the attackers will flee. Questioning of the assailant will not yield any reasons as to why the characters were attacked, but if the characters are able to get one of the assailants alone and threaten his life, he will squeal. They were paid by a character in the city named Lex Rogerson. Inquiries to try to locate this man fail – it appears he left Mille Falcs some hours before, on a subsidized liner bound for Glisten. From the inquiries, the characters learn of Rogerson’s association with various underworld elements in District 268. He has been known to take on “dirty jobs” for governments as well as corporations, including McClellan Factors. It is highly likely Rogerson was paid by MF to rough up the characters a bit and give them a scare but there is no hard evidence linking Rogerson with MF.

SCENE 4: TERROR STRIKE (KEY SCENE)

During one of their visits to the city, the following scene will occur which will shatter the relative security of the system. One night the characters are visiting some kind of establishment in the city when a massive explosion rips through the bar across the street. An air/raft containing four Mille Falcs city guards is blown through the window of the establishment the characters are in. The air/raft explodes in the center of the bar, killing the guards and showering people with shrapnel. Everyone in the bar takes 2D6 damage unless a DC25 Reflex saving throw is made (CT: roll dexterity or lower on 2D to avoid taking 2D damage). Some will be killed, and many are wounded. Across the street the bar is ablaze. People are running everywhere. Sirens can be heard in the distance as fire crews rush to the scene. Servicemen lie wounded and dazed outside. Bodyparts are strewn everywhere. Any characters with medical skill will have their work cut out trying to help the injured.

Another city guard air/raft with four troopers hovers overhead, providing cover in case further threats appear. One trooper shouts down to the chaos below. “Incoming missile!”

A tac missile slams into the air/raft, causing it to explode. People directly underneath are showered with debris. The situation is getting dicey.

Reasse appears amongst the carnage. Grabbing a dead trooper's ACR, he runs up to the characters. "Looks like a terror strike. Hop in, guys! I want to blow these guys off the face of Mille Falcs!" Reasse motions to the characters to follow him. A G-carrier with an Autocannon sits up one of the side-alleys. Inside are the marine squad, although none are fully armed. All they have in the G-carrier are a few ACRs, but the G-carrier does have its autocannon. The G-carrier sets off at low level through the streets towards the source of the missile fire. Several more missiles are fired before one missile is fired at the huge dome that arches over the city. It smashes into one of the massive glass panels, which cracks. The exotic atmosphere starts leaking into the dome.

The marine driver identifies the missile launch point - a specially armed Speeder, which turns and accelerates upwards just as the G-carrier reaches effective weapons range. The G-carrier has one shot with its autocannon before the Speeder is out of range. If the Speeder is hit it will spiral down into the city blocks and the G-carrier will follow it. Depending upon whether the two Speeder crew survive, there may be a firefight between the characters, marines and the Sword Worlds operatives. If the G-carrier misses with its Autocannon shot, the Speeder will fire another missile at the same panel it hit seconds ago, shattering the panel completely. The Speeder will shoot through the hole it makes in the dome and into the atmosphere, breaking the sound barrier as it goes. It does not get far however - it is intercepted and destroyed by navy 15-ton fighters. The attack had all the hallmarks of a suicide mission.

But in Mille Falcs city, there is chaos. Frantic attempts are made to patch the hole in the dome, while the body count keeps rising. Most of the dead are Imperial military or scout personnel. Hundreds have died.

The 5th Frontier War has come to District 268.

EPILOGUE

The crew of the *Spinward Rebellion* and their marine friends have encountered many dangers in a supposedly low-intensity area of the front. There are unanswered questions, especially about the McClellan Factors Research Station and the mysterious *Black Prince*. There is also an Imperial Research Station in the Judice system, but it is undetectable. The *Black Prince* is tasked with its protection. The actions of Naval Intelligence will leave a bad taste in the mouths of the characters. Still, they may have come away from the adventure with a Sword Worlds Blockade Runner. Even if they do not have use of that ship, they've certainly seen a lot of action and fighting. Experience should be accrued. And the District 268 subsector navy will want the far trader for further missions in the next few months. The crew of the *Spinward Rebellion* may have more to uncover, and further dangers to face in what is supposed to be a quiet "backwater" of the Spinward Marches.

Epic Adventure Checklist

Act 1: Callup

Key?	Done?	Scene
K1	_____	Scene 1: A Navy Life...
K2	_____	Scene 2: Marine Cargo
K3	_____	Scene 3: Battle Damage

Act 2: Along the Spinward Main

K4	_____	Scene 1: Assassin
-	_____	Scene 2: Avastan Raider?
K5	_____	Scene 3: The Dogs of War
K6	_____	Scene 4: Sneak Attack

Act 3: "The Enemy of Your Enemy is Your Friend"

-	_____	Scene 1: The Oort Cloud
K7	_____	Scene 2: A Trail of Destruction
K8	_____	Scene 3: Stunning Audacity

Act 4: A Cornered Animal

K9	_____	Scene 1: The Black Prince
K10	_____	Scene 2: "You Did Not Encounter A Mystery Ship"
K11	_____	Scene 3: Bagging McClellan
K12	_____	Scene 4: Terror Strike
K13	_____	Epilogue

Most starships used in this adventure are covered in The Travellers' Handbook. Starships that are not presented in the core rules are listed below.

FAR TRADER *SPINWARD REBELLION*

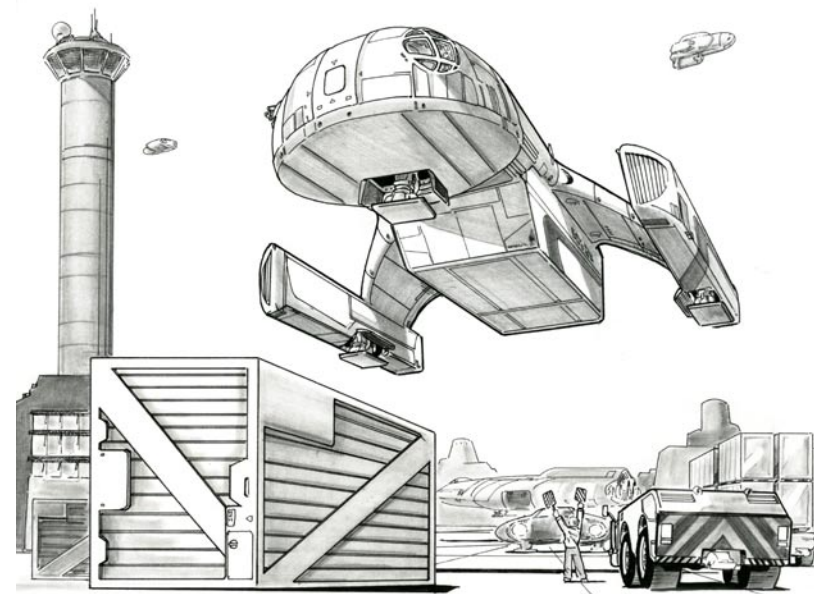
The characters' ship *Spinward Rebellion* is a typical far trader that has been plying the space lanes of the Rimward areas of the Spinward marches for decades. Now 30 years old, the ship has been kept in reasonable condition since it was built in the Glisten shipyards. Commandeered by the Imperial Navy as an auxiliary, the ship's weaponry has been up-graded by the Navy to two triple missile turrets and a 2-ton armored magazine holding 40 missiles. There is no spare EP to fit any lasers. The ship's locker contains the following equipment:

- 10 suits of Cold Weather Clothing
- 10 Filter Masks
- 10 Respirators
- 10 Vac suits
- 2 Hand Computers
- 2 Inertial Locators
- 1 Long Range Communicator
- 2 Medium Range Communicators
- 1 Radiation Counter
- 4 Binoculars
- 4 Light Intensifier Goggles
- 1 Electronic Tool Set
- 1 Mechanical Tool Set
- 2 TL11 Medical Kits
- 2 Pressure Tents
- Weapons
- 3 Auto Rifles
- 2 Snub Pistols
- 4 Blades

Due to the nature of the first mission, the Navy offers the characters some extra weaponry for their use:

- 4-6 ACRs with ample ammunition
- 4-6 sets of cloth armor (if needed).
- 4-6 RAM Launchers with 200 grenades of various types.

The number given will depend on the number of player-characters.



Far Trader *Spinward Rebellion*

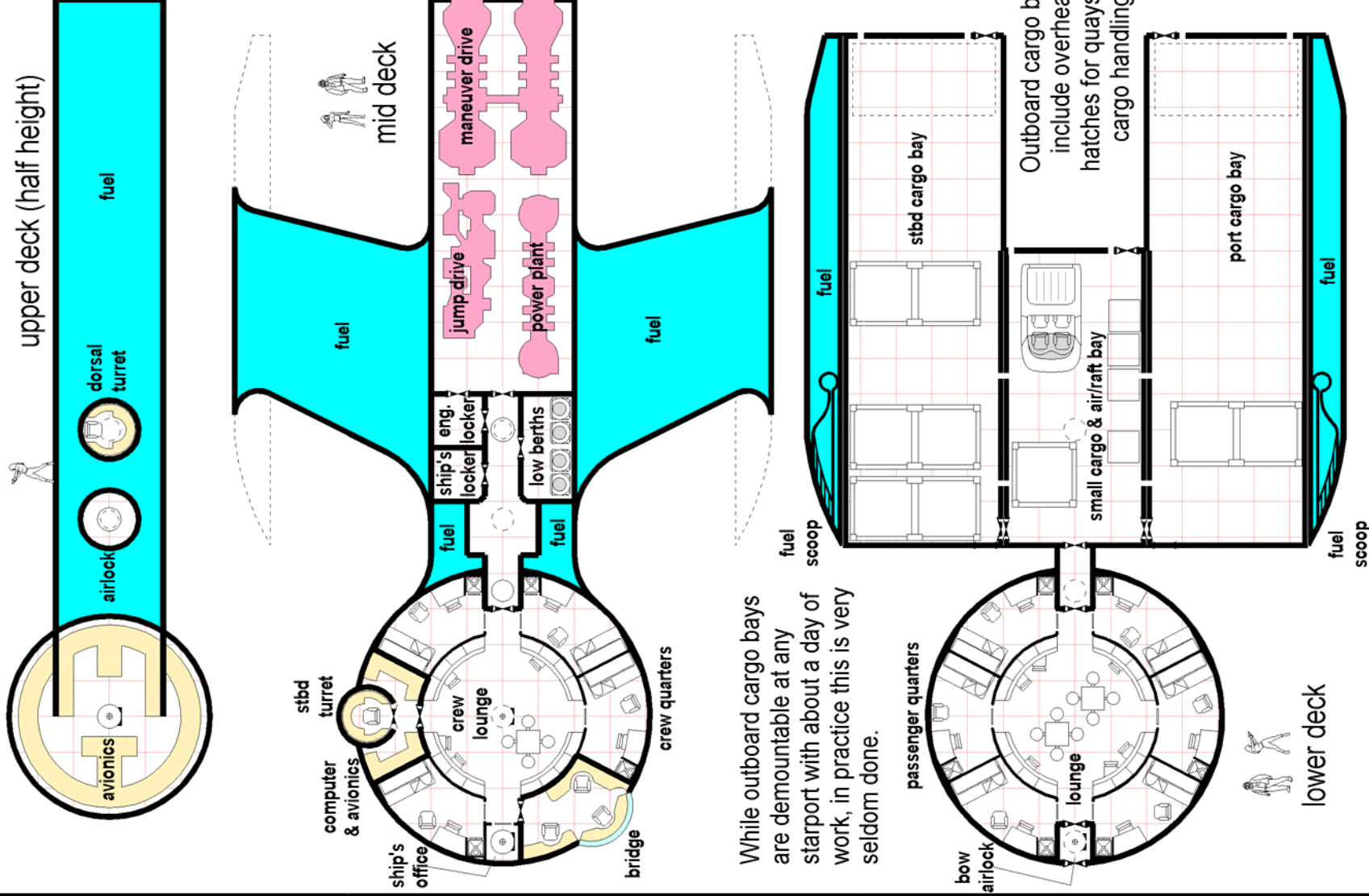
Class: Starship, Type A2	EP Output: 4 (0 excess),	Battery: One triple turret; 3 missile racks; +3 attack bonus (+3 USP); Damage 3d6.
Tech Level: 11	Agility: 0	
Size: Medium (200dt)	Initiative: +0	Battery: One triple turret; 3 missile racks; +3 attack bonus (+3 USP); Damage 3d6.
Streamlining: Streamlined – Wedge	AC: 10	
Jump Range: 2	Repulsors: None	
Acceleration: 2	Nuclear Dampers: None	
Fuel: 44	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 4	AR: 0	
Staterooms: 10	SI: 115	
Small Cabins: 0	Main Computer: Model/1bis	
Bunks: 0	Sensor Range: Close (Model/1)	
Couches: 0	Comm. Range: Close (Model/1)	
Low Berths: 4		
Cargo Space: 64	Cost: MCr68.138 (New)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: Fuel scoops, 1xAir/raft, 1x2dt missile magazine (40 missiles).		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

Salamander Class 200 dton Far Trader

Salamander class starships are designed for both surface and water landings and can thus use frontier world seaport facilities.



While outboard cargo bays are demountable at any starport with about a day of work, in practice this is very seldom done.

Outboard cargo bays include overhead hatches for quayside cargo handling.

GAZELLE CLASS CLOSE ESCORT

T20 (and High Guard compatible) statistics are presented for the *Gazelle* Class Close Escort. Described in detail in *Classic Traveller Supplement 7: Traders and Gunboats*, the close escort is useful for patrols and commerce protection, but is of little use in major fleet actions. The class is normally capable of Jump-4 and 4-g if it retains its 100-ton L/Hydrogen drop tanks, but if the ship drops its tanks it is capable of Jump-5 and 5-g maneuver. Naturally, dropping its tanks to perform a Jump-5 will result in dramatically reduced jump capability (Jump-2) if it does not pick up another set of tanks before the next jump. *Gazelles* are armed with two triple beam laser turrets and two single particle accelerator barbettes. Slung underneath the ship is a 20-ton gig armed with a single beam laser. The ship has been redesigned under T20 starship construction rules to approximate the original High Guard design as closely as possible. *Gazelles* have 10 crew: pilot, astrogator, medic, 3 engineers and 4 gunners. Although not necessary for this adventure, deckplans for this class are included in *Supplement 7: Traders and Gunboats*.

20-TON GIG

Each *Gazelle* has a 20-ton armed gig. T20 statistics are presented for the gig below. The gig has been redesigned to approximate as closely as possible the gig's High Guard characteristics.

TL9 15-TON PLANETARY DEFENSE FIGHTER

A standard fighter used by many planetary navies throughout the Imperium, the 15-ton fighter is usually armed with a triple missile rack, but some carry a single beam laser. Fighters encountered in this adventure all carry triple missile racks.

TL-9 15 Ton Fighter

Class: Small craft	EP Output: 1.9 (1 excess)	Battery: One triple turret; 3 missile racks; +2 attack bonus (+2 USP); Damage 2d6.
Tech Level: 9	Agility: 6	
Size: Small (15dt)	Initiative: +6	
Streamlining: Streamlined – Wedge	AC: 17 (+6 agility, +1 size)	
Jump Range: 0	Repulsors: None	
Acceleration: 6	Nuclear Dampers: None	
Fuel: 1.9	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 1	AR: 0	
Staterooms: 0	SI: 77	
Small Cabins: 0	Main Computer: Model/1	
Bunks: 0	Sensor Range: Close (Model/1)	
Couches: 1	Comm. Range: Close (Model/1)	
Low Berths: 0		
Cargo Space: 2.2	Cost: MCr13.68 (new)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: none.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

Gazelle Class Close Escort

Class: Starship Type CE	EP Output: 37 (0 excess)	Battery: One Barbette; 1 particle accelerator; +1 attack bonus (+1 USP); Damage 1d12. Battery: One Barbette; 1 particle accelerator; +1 attack bonus (+1 USP); Damage 1d12. Battery: One triple turret; 3 beam lasers; +4 attack bonus (+4 USP); Damage 4d8. Battery: One triple turret; 3 beam lasers; +4 attack bonus (+4 USP); Damage 4d8.
Tech Level: 14	Agility: 0	
Size: Medium (300dt)	Initiative: +0	
Streamlining: Partially Streamlined – Close	AC: 13 (+3 armor)	
Jump Range: 4 (5 if drop tanks used, 2 if no drop tanks present)	Repulsors: None	
Acceleration: 4 (5 if no drop tanks present)	Nuclear Dampers: None	
Fuel: 97+100 in droptank	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 10	AR: 3	
Staterooms: 6	SI: 130	
Small Cabins: 0	Main Computer: Model/6	
Bunks: 0	Sensor Range: Extreme (Model/6)	
Couches: 0	Comm. Range: Extreme (Model/6)	
Low Berths: 0		
Cargo Space: 5.5	Cost: MCr261.571 (new)	
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph	
Other Equipment: 1xHanger for 20dt Gig, Fuel Scoops, Fuel Processor (6hours for 100dt jump fuel), 1xAutodoc.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

20 Ton Gig

Class: Small craft Type GG	EP Output: 2.2 (0 excess)	Battery: One single turret; 1 beam laser; +2 attack bonus (+2 USP); Damage 2d8.
Tech Level: 14	Agility: 0	
Size: Small (20dt)	Initiative: +0	
Streamlining: Streamlined – Wedge	AC: 11 (+1 size)	
Jump Range: 0	Repulsors: None	
Acceleration: 6	Nuclear Dampers: None	
Fuel: 2.2	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 1 + 4 passengers	AR: 0	
Staterooms: 0	SI: 77	
Small Cabins: 0	Main Computer: Model/1	
Bunks: 0	Sensor Range: Close (Model/1)	
Couches: 5	Comm. Range: Close (Model/1)	
Low Berths: 3 Emergency		
Cargo Space: 1.2	Cost: MCr13.44 (new)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment:		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL10 400-TON SYSTEM DEFENSE BOAT

400-ton TL10 System Defense Boats used by planetary navies for local defense. Built to a standard Imperial design, they can be encountered throughout the Imperium and beyond.

TL12 400-TON SYSTEM DEFENSE BOAT

A higher tech level version of the standard 400-ton system defense boat, TL12 versions are used by higher-tech planetary navies for local defense. Built to a standard Imperial design, they can be encountered throughout the Imperium and beyond. This design is based on the 400-ton design found in *Classic Adventure 6: Expedition to Zhodane*.

MCCLELLAN FACTORS SINGER RESEARCH STATION

Statistics are presented for the McClellan Factors Research Station in Singer's Oort cloud. Although the characters may not choose to travel to the location of this station, T20 statistics are presented for the sake of completeness. Normally 60 scientists and 50 security personnel are carried. There are 40 8dt laboratories as well as a series of 8 large 200-ton cargo bays that are sometimes used for research activities.

McClellan Factors Singer Research Station

Class: Starship, Type RS	EP Output: 144 (10 excess),
Tech Level: 13	Agility: 1
Size: Large (5000dt)	Initiative: +1
Streamlining: Partially Streamlined – Sphere	AC: 16 (+6 armor, +1 agility, -1 size)
Jump Range: 1	Repulsors: None
Acceleration: 1	Nuclear Dampers: None
Fuel: 788	Meson Screens: None
Duration: 8 weeks	Black Globes: None
Crew: 98 + 50 troops	AR: 6
Staterooms: 150	SI: 350
Small Cabins: 0	Main Computer: Model/7
Bunks: 0	Sensor Range: System Wide (Model/7)
Couches: 0	Comm. Range: System Wide (Model/7)
Low Berths: 10	
Cargo Space: 1587.5	Cost: MCr1708.095 singly
Atmospheric Speeds: Cruising = 2625kph	NoE = 875kph Maximum = 3500kph
Other Equipment: 4x50dt cutters, 1x100dt starship bay for scout/courier, 1xEngineering Shop, 1xVehicle Shop, 4xExtra Airlocks, 10dt missile magazine (200 missiles), Fuel Processor (7hrs for 200dt Jump Fuel), 10xLow Berths, 40x8dt Laboratories, 1xSickbay, 3xAutodocs.	

TAS Form 3.1 (Condensed)

Battery 1: 50dt Missile Bay (x1), Attack Bonus +8 (+8 USP), Damage 8d6.
Battery 2: 50dt Fusion Bay (x1), Attack Bonus +8 (+8 USP), Damage 8d20.
Battery 3: Sandcasters (x3), Defense Bonus +7 (+7 USP).

Ship's Data (Commercial)

TL-10 Standard System Defense Boat

Class: Large Craft, Type SDB	EP Output: 57 (1 excess),
Tech Level: 10	Agility: 6
Size: Medium (400dt)	Initiative: +6
Streamlining: Streamlined – Wedge	AC: 22 (+6 armor, +6 agility)
Jump Range: 0	Repulsors: None
Acceleration: 6	Nuclear Dampers: None
Fuel: 57	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 10	AR: 6
Staterooms: 10	SI: 145
Small Cabins: 0	Main Computer: Model/4fib
Bunks: 0	Sensor Range: Long (Model/4)
Couches: 0	Comm. Range: Long (Model/4)
Low Berths: 0	
Cargo Space: 23	Cost: MCr348.08 (new)
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: 10dt missile magazine (200 missiles), 1xAutodoc.	

TAS Form 3.1 (Condensed)

Battery 1: missile rack (x1); +3 attack bonus (+3 USP); Damage 3d6.
Battery 2: beam laser (x1); +4 attack bonus (+4 USP); Damage 4d8.

Ship's Data (Commercial)

TL-12 Standard System Defense Boat

Class: Large Craft, Type SDB	EP Output: 57 (0 excess),
Tech Level: 12	Agility: 6
Size: Medium (400dt)	Initiative: +6
Streamlining: Streamlined – Wedge	AC: 25 (+9 armor, +6 agility)
Jump Range: 0	Repulsors: None
Acceleration: 6	Nuclear Dampers: None
Fuel: 57	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 10	AR: 9
Staterooms: 10	SI: 145
Small Cabins: 0	Main Computer: Model/5fib
Bunks: 0	Sensor Range: Very Long (Model/5)
Couches: 0	Comm. Range: Very Long (Model/5)
Low Berths: 0	
Cargo Space: 25	Cost: MCr348.08 (new)
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph
Other Equipment: 10dt missile magazine (200 missiles), 1xAutodoc.	

TAS Form 3.1 (Condensed)

Battery 1: missile rack (x1); +3 attack bonus (+3 USP); Damage 3d6.
Battery 2: beam laser (x1); +4 attack bonus (+4 USP); Damage 4d8.

Ship's Data (Commercial)

ZHODANI PATROL CORVETTE

T20 (and High Guard compatible) statistics are presented for the Zhodani Patrol Corvette. Described in *Classic Adventure 6: Expedition to Zhodane* and *Classic Adventure 7: Broadsword*, the Patrol Corvette is a common jump-4, maneuver-4 vessel capable of making long range patrols and deep strike missions. The ship has been redesigned using T20 starship construction rules to approximate as closely as possible the original High Guard statistics. The crew normally consists of 1 captain, 1 pilot, 1 medic, 1 astrogator, 6 gunners, 5 engineers, 5 fighter pilots and 6 ship's troops (marines). There are three Patrol Corvettes in this adventure, the *Zechara*, the *Adameus* and the *Verashea*.

ZHODANI 8-TON FIGHTER

T20 (and High Guard compatible) statistics are presented for the fast, nimble Zhodani 8-ton fighter. Described in *Classic Adventure 6: Expedition to Zhodane*, and *Classic Adventure 4: Leviathan*, the 8-ton fighter sports a triple missile rack and nothing more. This small craft has been redesigned using T20 starship construction rules to approximate as closely as possible the original High Guard statistics.

TL-14 Zhodani Patrol Corvette

Class: Starship, Type CP	EP Output: 58 (0 excess),	Battery 1: missile rack (x2); +3 attack bonus (+3 USP); Damage 3d6. Battery 2: Fusion Gun (x4); +5 attack bonus (+5 USP); Damage 5d20.
Tech Level: 14	Agility: 4	
Size: Medium (600dt)	Initiative: +4	
Streamlining: Streamlined – Cone	AC: 14 (+4 agility)	
Jump Range: 4	Repulsors: None	
Acceleration: 4	Nuclear Dampers: None	
Fuel: 283.5	Meson Screens: None	
Duration: 3 weeks	Black Globes: None	
Crew: 20 + 6 Troops	AR: 0	
Staterooms: 14	SI: 175	
Small Cabins: 0	Main Computer: Model/4fib	
Bunks: 0	Sensor Range: Long (Model/4)	
Couches: 0	Comm. Range: Long (Model/4)	
Low Berths: 0		
Cargo Space: 24	Cost: MCr388.646 (new)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: 5x8dt fighters, 1xAutodoc, Fuel Scoops.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

TL-13 Zhodani 8-ton Fighter

Class: Small Craft, Type F	EP Output: .5 (.02 excess),	Battery 1: missile rack (x1); +3 attack bonus (+3 USP); Damage 3d6.
Tech Level: 13	Agility: 3 (at 3-g), 0 at 6-g	
Size: Small (8dt)	Initiative: +3 (at 3-g), +0 at 6-g	
Streamlining: Streamlined – Wedge	AC: 11 (+1 size, +X agility)	
Jump Range: 0	Repulsors: None	
Acceleration: 6	Nuclear Dampers: None	
Fuel: .14	Meson Screens: None	
Duration: 4 days	Black Globes: None	
Crew: 1	AR: 0	
Staterooms: 14	SI: 67	
Small Cabins: 0	Main Computer: Model/1	
Bunks: 0	Sensor Range: Close (Model/1)	
Couches: 1	Comm. Range: Close (Model/1)	
Low Berths: 0		
Cargo Space: 0	Cost: MCr8.472 (new)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: 5x8dt fighters, 1xAutodoc, Fuel Scoops.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

VARGR CORSAIR

T20 (and High Guard compatible) statistics are presented for the Vargr corsair, a standard model disguised to appear like a 400-ton subsidized merchant but with an upgraded armament. This corsair, the *Vagrant*, has a crew of 14 – captain, pilot, astrogator, 3 engineers, medic, 4 gunners and 3 “security” personnel. Armament has been upgraded to 1 triple missile rack and 3 triple beam laser turrets. The powerplant has also been upgraded to TL13 standard, enabling the heavier laser armament to be powered.

The hold of the *Vagrant* holds a standard 30-ton ship’s boat, used to lure potential victims into a trap.

VARGR PIRATE BASE

A converted 1000-ton X-Boat tender, the deckplans and details for this ship are presented in *Classic Supplement 7: Traders and Gunboats*. Vilarian’s pirate base has been considerably upgunned and has a larger powerplant. The crew consists of the captain, pilot, navigator, medic, 3 engineers, 4 gunners and 5 “security personnel” (otherwise known as pirate thugs). Armament has been upgraded to three triple missile turrets and five triple beam turrets. A two-ton missile magazine has been installed, allowing safe carriage of 40 missiles. The tender’s 600-ton ship bay has been retained. Fuel scoops and a fuel purification unit allow gas giant skimming. The ship currently has a captured scout/courier and a launch in the ship bay.

TL-11 Vargr Corsair

Class: Starship, Type P	EP Output: 15 (0 excess),	Battery 1: missile rack (x1); +2 attack bonus (+2 USP); Damage 2d6. Battery 2: Beam Laser (x3); +3 attack bonus (+3 USP); Damage 3d8.
Tech Level: 11	Agility: 0	
Size: Medium (400dt)	Initiative: +0	
Streamlining: Partially Streamlined – Cylinder	AC: 10	
Jump Range: 2	Repulsors: None	
Acceleration: 3	Nuclear Dampers: None	
Fuel: 101	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 6	AR: 0	
Staterooms: 10	SI: 145	
Small Cabins: 0	Main Computer: Model/2	
Bunks: 0	Sensor Range: Short (Model/2)	
Couches: 0	Comm. Range: Short (Model/2)	
Low Berths: 20		
Cargo Space: 123.9	Cost: Indeterminate	
Atmospheric Speeds:	NoE = 875kph Cruising = 2625kph Maximum = 3500kph	
Other Equipment: 1dt missile magazine (20 missiles), Fuel Scoops, 1x30dt ship’s boat.		

TAS Form 3.1 (Condensed)

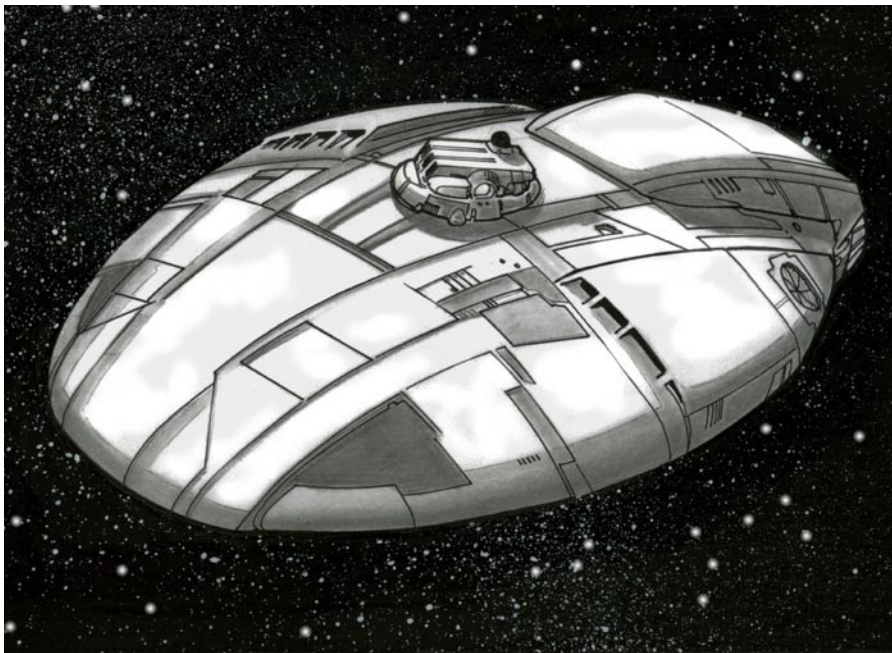
Ship’s Data (Commercial)

Converted Pirate X-Boat Tender

Class: Starship, Type XT	EP Output: 26 (0 excess),	Battery 1: missile rack (x3); +2 attack bonus (+2 USP); Damage 2d6. Battery 2: Beam Laser (x1); +6 attack bonus (+6 USP); Damage 6d8.
Tech Level: 10	Agility: 0	
Size: Large (1000dt)	Initiative: +0	
Streamlining: Partially Streamlined – Close	AC: 9 (-1 size)	
Jump Range: 1	Repulsors: None	
Acceleration: 1	Nuclear Dampers: None	
Fuel: 126	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 10 + 5 Security	AR: 0	
Staterooms: 14	SI: 250	
Small Cabins: 0	Main Computer: Model/3	
Bunks: 0	Sensor Range: Medium (Model/3)	
Couches: 0	Comm. Range: Medium (Model/3)	
Low Berths: 20		
Cargo Space: 65	Cost: Indeterminate	
Atmospheric Speeds:	NoE = 875kph Cruising = 2625kph Maximum = 3500kph	
Other Equipment: Fuel Scoops, Fuel Processor (10 hours for 200dt jump fuel), 1xSickbay, 1xEngineering Shop, 3xExtra Airlocks, 600dt Ship Bay, 2dt missile magazine (40 missiles).		

TAS Form 3.1 (Condensed)

Ship’s Data (Commercial)



SWORD WORLDS FAST COURIER/BLOCKADE RUNNER

This 130-ton ship is also used as a Blockade Runner and has been more commonly seen in that role since the 5th Frontier War began. The Sword Worlds military use the Fast Courier as a Blockade Runner to pre-position covert operatives deep inside Imperial territory.

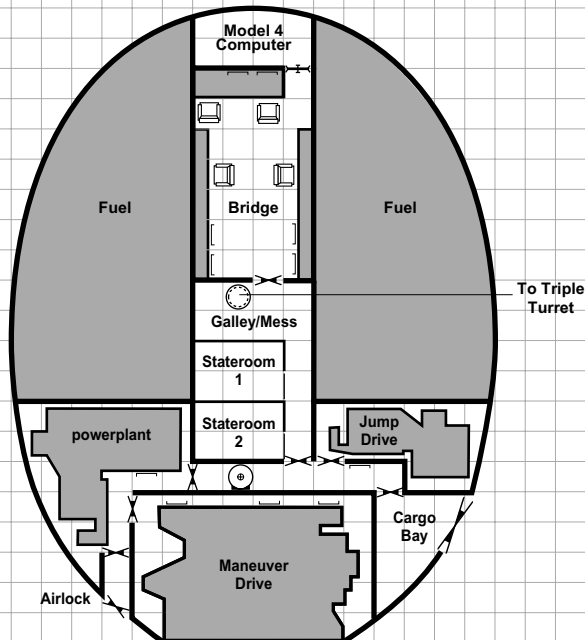
Sword Worlds Fast Courier/Blockade Runner

Class: Starship, Type CF	EP Output: 8.5 (0 excess),	Battery 1: Triple Turret missile rack (x1); +3 attack bonus (+3 USP); Damage 3d6.
Tech Level: 13	Agility: 0	
Size: Medium (130dt)	Initiative: +0	
Streamlining: Streamlined – Flattened Sphere	AC: 10	
Jump Range: 4	Repulsors: None	
Acceleration: 5	Nuclear Dampers: None	
Fuel: 60.5	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 2	AR: 0	
Staterooms: 2	SI: 104	
Small Cabins: 0	Main Computer: Model/4	
Bunks: 0	Sensor Range: Long (Model/4)	
Couches: 0	Comm. Range: Long (Model/4)	
Low Berths: 0		
Cargo Space: 3.3	Cost: MCr86.504 (new)	
Atmospheric Speeds: Cruising = 3525kph Maximum = 4700kph		
Other Equipment: Fuel Scoops.		

Sword Worlds Blockade Runner - 1820m3

Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead



TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

“BLACK OPS” IMPERIAL NAVY DESTROYER– THE BLACK PRINCE – [CLASSIFIED]

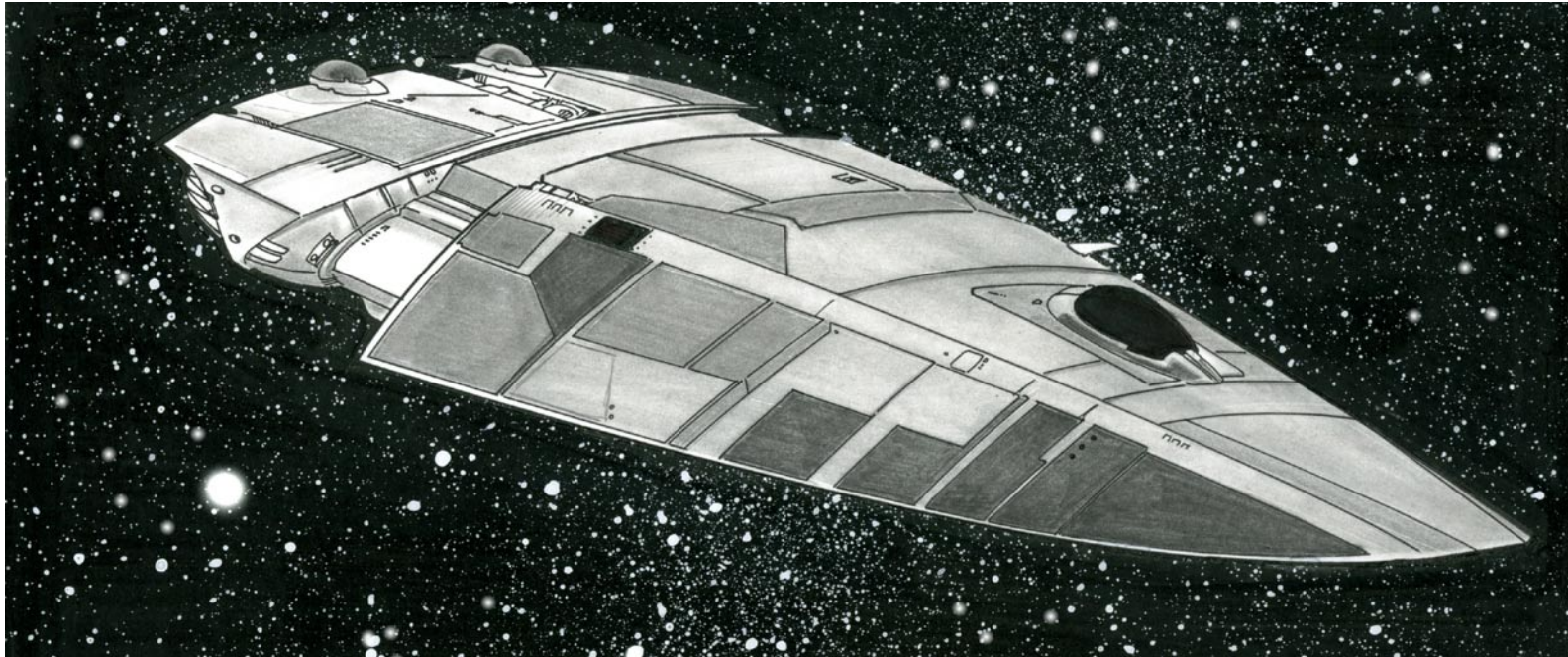
This 2,000-ton ship is not listed as part of the subsector fleet – or even the Imperial Sector fleet. It carries no transponder, and carries a black globe generator. The extraordinary thing about this vessel is the number of power-draining systems it has - meson screen, nuclear damper, very high agility, powerful computer and a powerful meson bay. Conventional wisdom would dictate that it is impossible to cram all this equipment into a highly agile 2000-ton hull, but the ship’s powerplant produces staggering power output. It is an experimental antimatter powerplant. The Imperial Navy may have got this technology from an Ancients site – the powerplant may be an Ancient artifact – no-one knows for sure. But what will become known is that the *Black Prince* is a one-of-a-kind experimental ship unless the Navy has succeeded in replicating the antimatter technology. It is obvious the *Black Prince* would be a devastating vessel to pilot in battle – powerful defenses, small, fast, highly agile and sporting a Meson Bay that could destroy a light cruiser. But how safe is the antimatter powerplant? How does the Navy handle the containment of the antimatter required for the powerplant?

“Black Ops” Imperial Destroyer The *Black Prince*

Class: Starship, Type ??	EP Output: 588 (0 excess),	Battery 1: 100dt Meson Bay (x1); +9 attack bonus (+9 USP); Damage 9d20. Battery 2: 50dt Fusion Bay (x1); +9 attack bonus (+9 USP); Damage 9d20.
Tech Level: 15/16	Agility: 6	
Size: Large (2000dt)	Initiative: +6	
Streamlining: Streamlined – Cone	AC: 25 (+10 armor, +6 agility, -1 size)	
Jump Range: 4	Repulsors: None	
Acceleration: 6	Nuclear Dampers: USP 8	
Fuel: 800 Jump Fuel, 7.35 Antimatter Fuel	Meson Screens: USP 9	
Duration: 1 year	Black Globes: USP 2	
Crew: 49	AR: 10	
Staterooms: 26	SI: 275	
Small Cabins: 0	Main Computer: Model/9fib	
Bunks: 0	Sensor Range: 2 Parsecs (Model/9)	
Couches: 0	Comm. Range: System Wide (Model/9)	
Low Berths: 0		
Cargo Space: 2.65	Cost: MCr2019.524 (one off)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: Fuel Scoops, Fuel Processor (5 hours for 800dt jump fuel), 1xAutodoc, 1xEngineering Shop, 1xSickbay, 2x20dt Lifeboats.		

TAS Form 3.1 (Condensed)

Ship’s Data (Commercial)



Cast Of Characters

MARINE LIEUTENANT SAREN REASSE

(Marine level 9) TL 12 Medium human
 Stamina 69, Lifeblood 15 Init +1; Speed 6 m (4 squares);
 Armor Class: 20 (+7 combat armor, +1 dex, +2 cham.), Armor Rating: 7 (combat armor)
 Str 12, Dex 12 Con 14, Int 11, Wis 10, Cha 10, Edu 11, Soc 9
 SV Fort +8; Ref+4 Will +7;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
GAUSS Rifle	+14/+9	2d12	96	20 x2	1/4/10	40
Snub Pistol	+10/+5	1d10	18	20 x2	1	15
Fist	+11/+6	1d4+1	--	20	--	--
Cutlass	+11/+6	1d8+3	--	18 x2	--	--

Skills: Spot +12, Leader +7, Pilot +7, Forward Observer +6, Survival +6
 Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman), Weapon Focus (cutlass, gauss rifle), Brawling, Zero-G Combat, Second Wind, Tactics I, Toughness, High Morale
 Equipment: combat armor-12, chameleon-12, gauss rifle with HUDS, RAM Launcher, snub pistol, personal medkit, communicator, 1-8 grenades, cutlass.

CT: Imperial Marine Lieutenant: 889878 5 Terms Age: 36

Combat Rifleman-2, Cutlass-1, Pistol-1, Brawling-1, Survival-1, Leader-1, Forward Observer-1, Zero-G-Combat-1, Grav-Vehicle-1, Tactics-1, Vacc-Suit-0.

IMPERIAL MARINES

Each Marine squad at TL12 has 10 personnel divided into 2 fire teams each containing four troopers, a squad leader, and a medic/comm specialist. Each squad contains a squad commander and communications specialist/medic. One marine in each fire team has a PGMP-12.

(Marine level 9) TL 12 Medium human
 Stamina 71, Lifeblood 15 Init +1; Speed 6 m (4 squares);
 Armor Class: 20 (+7 combat armor, +1 dex, +2 cham.), Armor Rating: 7 (combat armor)
 Str 12, Dex12 Con14, Int 11, Wis 10, Cha 10, Edu 11, Soc 9
 SV Fort +8; Ref+4 Will +7;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Gauss Rifle	+14/+9	2d12	96	20 x2	1 / 4 / 10	40
PGMP-12	+14/+9	6d12	24	18 x2	1	40
Fist	+11/+6	1d4+1	--	20	--	--
Cutlass	+11/+6	1d8+3	--	18 x2	--	--

Skills: Spot +12, Demolitions +7, Pilot +7, Forward Observer +6, Survival +6
 Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy), Weapon Focus (cutlass, gauss rifle OR PGMP), Brawling, Zero-G Combat, Second Wind, Toughness, High Morale
 Equipment: combat armor-12, chameleon-12, gauss rifle or PGMP-12 with HUDS, RAM Launcher if Gauss Rifle, personal medkit, communicator, 1-8 grenades, cutlass.

CT: Imperial Marines: 889776 4 Terms Age: 32

Combat Rifleman-2 OR High Energy Weapons-2, Cutlass-1, Brawling-1, Survival-1, Demolitions-1, Forward Observer-1, Zero-G-Combat-1, Grav-Vehicle-1, Vacc-Suit-0.

ZHODANI MARINES

(Zhodani Marine level 9) TL 14 Medium human
 Stamina 71, Lifeblood 16 Init +1; Speed 6 m (4 squares);
 Armor Class: 23 (+8 combat armor, +1 dex, +4 cham.), Armor Rating: 8 (combat armor)
 Str 12, Dex12 Con15, Int 11, Wis 10, Cha 10, Edu 10, Soc 10
 SV Fort +8; Ref+4 Will +7;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Gauss Rifle	+14/+9	2d12	96	20 x2	1 / 4 / 10	40
PGMP-14	+14/+9	8d12	36	18 x2	1	40
Fist	+11/+6	1d4+1	--	20	--	--
Sword	+11/+6	1d8+3	--	20 x2	--	--

Skills: Spot +12, Demolitions +7, Pilot +7, Forward Observer +6, Survival +6
 Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat

rifleman, swordsman, high energy), Weapon Focus (PGMP, gauss rifle), Brawling, Zero-G Combat, Second Wind, Toughness, High Morale
 Equipment: combat armor-14, chameleon-14, gauss rifle or PGMP-14 with HUDS, Sword, personal medkit, communicator, 1-8 grenades.

CT: Zhodani Marines: 889777 4 Terms Age: 34
 Combat Rifleman-2 OR High Energy Weapons-2, Sword-1, Brawling-1, Survival-1, Demolitions-1, Forward Observer-1, Zero-G-Combat-1, Grav-Vehicle-1, Vacc-Suit-0.

COLLACE REPUBLICAN MOVEMENT THUGS

(rogue level 4/ mercenary level 2) TL 5+ Medium human
 Stamina 40, Lifeblood 12 Init +0; Speed 9 m (6 squares);
 Armor Class: 12 (+2 jack), Armor Rating: 2 (jack)
 Str 12, Dex11 Con12, Int 10, Wis 10, Cha10, Edu 6, Soc 5
 SV Fort +5; Ref+4 Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Assault Rifle	+5	1d12	45	20 x2	1/4	30
Machete	+5	1d6+1	--	19	--	--
Fist	+5	1d4+1	--	20	--	--

Skills: Hide +11,

Move Silently +11, Spot +11, P/Hunting +7, Listen +9, Driving +0
 Feats: Vessel (wheeled), Weapons (marksman, combat rifleman, swordsman), Armor (light, medium, vac suit), Stealthy, Alertness, Tracker, Brawling, Spot Trouble, Sneak Attack (+1d6), Evasion, Point Blank Shot
 Equipment: jack armor, assault rifle, machete, combination mask.

CT: Rogues: 888764 3 Terms Age: 30
 Combat Rifleman-1, Machete-1, Brawling-1, Survival-1, Demolitions-1, Streetwise-1, Wheeled-Vehicle-0, Vacc-Suit-0.

MILLE FALCS CITY GUARDS

Statistics for the Mille Falcs Army city guards are provided in case characters run afoul of the law during their downtime in the domed city. The city guards travel in open-topped air/rafts.

Mid Tech (Army level 6) TL 10 Medium human
 Stamina 26, Lifeblood 11 Init +1; Speed 6 m (4 squares);
 Armor Class: 17 (+6 cloth, +1 dex), Armor Rating: 6 (cloth)
 Str 11, Dex 12 Con 11, Int 10, Wis 10, Cha 9, Edu 10, Soc 9
 SV Fort +2; Ref+6 Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
ACR	+8	1d12+2	72	20 x2	1/4	20
Snub SMG	+5	1d10	24	20	1 / 4 / 10	30
Fist	+5	1d4	--	20	--	--

Skills: Pilot +10,

Survival +9, Gunnery +9, Forward Observer +9, Driving +9.
 Feats: Vessel (grav, wheeled), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, heavy weapons), Weapon Focus (ACR), Heavy Metal, Brawling.
 Equipment: Cloth Armor, ACR with HUD display, Snub SMG.

CT: Mille Falcs Army: 787766 3 Terms
 Combat Rifleman-1, Brawling-1, Survival-1, Forward Observer-1, Zero-G-Combat-1, Grav-Vehicle-1, Wheeled Vehicle-1, Vacc-Suit-0.

MCCLELLAN FACTORS MERCENARIES

One in four of the Mercenaries (one per fire team) will be equipped with a PGMP-12 instead of an ACR.

High Tech (Army level 6) TL 12 Medium human
 Stamina 35, Lifeblood 11 Init +1; Speed 6 m (4 squares);
 Armor Class: 18 (+7 combat armor, +1 dex), Armor Rating: 7 (combat armor)
 Str 11, Dex 12 Con 11, Int 10, Wis 10, Cha 9, Edu 10, Soc 8
 SV Fort +2; Ref+6 Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
ACR	+8	1d12+2	72	20 x2	1/4	20
Snub SMG	+5	1d10	24	20	1 / 4 / 10	30
P G M P - 12	+5	6d12	24	18 x2	1	40

Skills: Pilot +10, Survival +9, Gunnery +9, Forward Observer +9, Driving +9.
 Feats: Vessel (grav, wheeled), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, Energy weapons), Weapon Focus (ACR), Heavy Metal, Brawling.
 Equipment: Cloth Armor, ACR with HUD display, Snub SMG, PGMP-12.

CT: Ex-Army Mercenaries: 787765 3 Terms
 Combat Rifleman-1, High Energy Weapons-1, SMG-1, Brawling-1, Survival-1, Forward Observer-1, Zero-G-Combat-1, Grav-Vehicle-0, Wheeled Vehicle-0, Vacc-Suit-0.

SWORD WORLDS ASSASSIN

High Tech (army level 9) TL 12 Medium human
 Stamina 59, Lifeblood 12 Init +1; Speed 6 m (4 squares);
 Armor Class: 20 (+7 combat, +2 cham, +1 dex), Armor Rating: 7 (combat armor)
 Str 11, Dex12 Con12, Int 10, Wis 12, Cha10, Edu 11, Soc 10
 SV Fort +5; Ref+9 Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Gauss Sniper Rifle	+13/ +8	2d12+2	250	19 x3	1	10
Snub SMG	+13/ +8	1d10	24	20 x2	1 / 4 / 10	30
Fist	+10/ +5	1d4	--	20	--	--

Skills: Pilot +16 Demolitions +15, Spot +16, Gunnery +16, Forward Observer +15
 Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, field artillery, high energy, heavy weapons, lasers), Weapon Focus (gauss sniper rifle, snub smg), Heavy Metal, Brawling, Sniper, Tactics 1, Weapon Specialization (gauss sniper rifle), Improved Critical (gauss sniper rifle)
 Equipment: Combat Armor 12 plus Chameleon-12, gauss rifle with HUD display, Snub SMG.

CT: Sword Worlds Army Assassin: 888787 5 Terms Age: 38
 Combat Rifleman-3, SMG-2, Brawling-1, Grav-Vehicle-1, Demolitions-1, Forward Observer-1, Gunnery-1, Vacc-Suit-0.

SWORD WORLDS BLOCKADE RUNNER PILOT

(Sword Worlds Navy level 12) TL 13 Medium human
 Stamina 40, Lifeblood 10 Init +0; Speed 6 m (4 squares);
 Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)
 Str 10, Dex10 Con10, Int 12, Wis 12, Cha10, Edu 12, Soc 9
 SV Fort +4; Ref+4 Will +9;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+ 9 / +4	1d10	18	20 x2	1	15
Laser Carbine	+ 9 / +4	3d8	45	20 x2	1	50
Fist	+ 7 / +2	1d4	--	20	--	--

Skills: Pilot +16, T/Computer +16, P/Administration +18, Liaison +15, T/Astrogration +16,

T/Communications +16, T/Sensors+16.

Feats: Vessel (grav), Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G adaptation, Zero-G Combat, First Aid, Cross Training, Skill Focus (p/admin), Command Presence, Vessel (starship, ship's boat), Ship's Tactics, EW Specialist, Fleet Tactics

Equipment: vac suit-12, combat snub pistol with HUD, laser carbine with HUD.

CT: Sword Worlds Navy Pilot: 777886 7 Terms Age: 46
 Pilot-3, Ship's Boat-2, Admin-2, Liaison-2, Astrogration-2, Computer-2, Grav-Vehicle-1, Vac-Suit-1, Laser-Weapons-1, Pistol-1, Zero-G Combat-1, Ship Tactics-1, Fleet Tactics-1, Brawling-1.

VARGR PIRATES

(Traveler level 6) TL 12 Medium Vargr
 Stamina 21, Lifeblood 10 Init +1; Speed 8 m (6 squares);
 Armor Class: 14 (+3 vac, +1 dex), Armor Rating: 3 (vac suit)
 Str 9, Dex 13 Con 10, Int 10, Wis 10, Cha 10, Edu 11, Soc 10 Pres 3
 SV Fort +2; Ref+4 Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+4	1d10	18	20 x2	1	15
Laser Carbine	+4	3d8	45	20 x2	1	50
Fist	+5	1d4-1	--	20	--	--
Claw	+5	1d6+2	--	20	--	--

Skills: Pilot +10,

Gunnery +9, Gambling +9, T/Sensors +9, T/Electronics +9, T/Computer +9
 Feats: Vessel (grav, starship, ship's boat), Weapon (marksman, laser, ship's weapons), Armor (light, medium, vac suit)
 Equipment: laser carbine or snub pistol, TL12 vac suit, medium range communicator

CT: Vargr Corsair: 687776 3 Terms Age: 30
 Pilot-1, Gunnery-1, Gambling-1, Grav-Vehicle-1, Computer-1, Electronics-1, Brawling-1, Laser Weapons-0, Pistol-0, Vacc-Suit-0.

CAPTAIN JEFFREY HALIN

(Imperial Navy level 9) TL 14 Medium human
 Stamina 38, Lifeblood 10 Init +0; Speed 6 m (4 squares);
 Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)
 Str 10, Dex10 Con10, Int 12, Wis 12, Cha10, Edu 12, Soc11
 SV Fort +3; Ref+3 Will +7;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+7	1d10	18	20 x2	1	15
Laser Carbine	+7	3d8	45	20 x2	1	50
Fist	+5	1d4	--	20	--	--

Skills: Pilot +12, T/Computer +13, P/Administration +13, Leader +13, T/Astrogration +13, T/Communications +13, T/Sensors+13.

Feats: Vessel (grav), Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, Cross Training, Skill Focus(p/admin), Command Presence, Vessel (starship, ship's boat), Ship's Tactics, EW Specialist, Fleet Tactics

Equipment: vac suit-14, snub pistol with HUD, laser carbine with HUD.

CT: Imperial Navy Captain: 777888 5 Terms Age: 39

Pilot-2, Ship's Boat-1, Admin-2, Leader-2, Astrogration-2, Computer-2, Grav-Vehicle-1, Ship Tactics-1, Brawling-1, Fleet Tactics-1, Vac-Suit-0, Laser-Weapons-0, Pistol-0, Zero-G-Combat-0.

MILLE FALCS THUGS

(rogue level 6/ mercenary level 3) TL 10 Medium human
Stamina 48, Lifeblood 13 Init +1; Speed 9 m (6 squares);
Armor Class: 13 (+2 jack, +1 dex), Armor Rating: 2 (jack)
Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 6, Soc 5
SV Fort +6; Ref+7 Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
(Rifle)	+ 8 / +3	1d12	72	20 x2	1	6
Machete	+ 8 / +3	1d6+1	--	19 x2	--	--
Fist	+ 9 / +4	1d4+1	--	20	--	--

Skills: Hide +14,

Move Silently +14, Spot +13, P/Hunting +10, Listen +11, Driving +4

Feats: Vessel (wheeled), Weapons (marksman, combat rifleman, swordsman), Armor (light, medium, vac suit), Stealthy, Alertness, Tracker, Brawling, Spot Trouble, Sneak Attack (+1d6), Evasion, Point Blank Shot, Toughness, Far Shot

Equipment: jack armor, machete. (Rifle carried outside of Mille Falcs city).

CT: Rogue: 988754 4 Terms Age: 34

Brawling-2, Rifle-2, Machete-2, Wheeled Vehicle-1, Streetwise-1.

SWORD WORLDS SPEEDER CREW

Mid Tech (Army 6) TL 10 Medium human

Stamina 30, Lifeblood 11 Init +1; Speed 9 m (6 squares);

Armor Class: 17 (+6 cloth, +1 dex), Armor Rating: 6 (cloth)

Str 11, Dex12 Con11, Int 10, Wis 11, Cha10, Edu 10, Soc 8

SV Fort +2; Ref+6 Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Auto Pistol	+4	1d10	45	20 x2	1	15
ACR	+4	1d12+2	72	20 x2	1/4	20
Fist	+5	1d4	--	20	--	--

Skills: Spot +9, Driving +10, Pilot +10, Forward Observer +9, Gunnery +9

Feats: Vessel (wheeled, grav), Armor (light), Weapons (marksman, combat rifleman, heavy weapons, field artillery), Brawling, Heavy Metal, Vessel Specialization (Speeder)

Equipment: flak jacket, SMG or auto-pistol

CT: Sword Worlds Army: 888776 3 Terms Age: 30

Grav-Vehicle-2, Wheeled Vehicle-2, Forward Observer-1, Heavy Weapons-1, Brawling-1, SMG-0, Pistol-0.

Open Gaming Information

OPEN GAME CONTENT

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