TRAVELLER

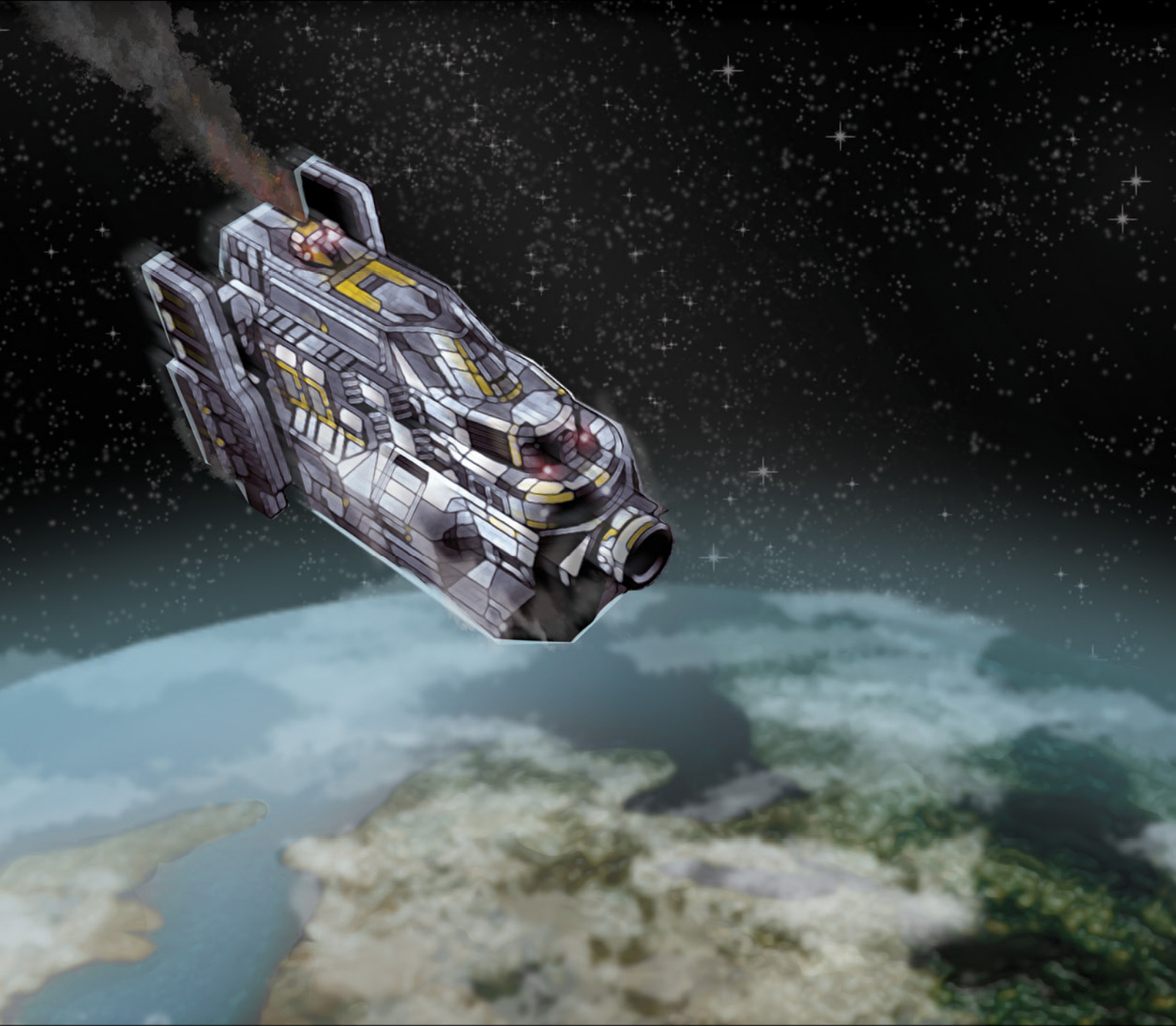## REACH ADVENTURE 4: LAST FLIGHT OF THE AMUAR

SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

REACH ADVENTURE 4: LAST FLIGHT OF THE AMUAR

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INTRODUCTION

Reach Adventure 4: Last Flight of the *Amuar* is set in Trojan Reach sector and based on a concept first published in the classic *Adventure 4: Leviathan*. The original adventure presented details of the *Leviathan*-class merchant cruiser and an outline of an adventure aboard one. In this adventure, a *Leviathan* was engaged in an exploratory trade cruise into the so-called Outrim Void, a region just over the border from Imperial space.

The original adventure assumed that virtually nothing was known about the Outrim Void, but since it lies on the border of a region that has been inhabited for centuries it seems likely that at least some information would be available to commercial starship users. Be that as it may, the sparsity of star systems beyond the Imperial border in Egryn and Pax Rulin subsectors results in a very low traffic volume, with the result that reliable information may be hard to come by for those without access to Scout Service or naval archives. Thus the referee should make available some of the data on the region, but perhaps distort it into rumours and partial database entries rather than presenting true and accurate data as would be accessible in well-travelled regions.

There are those who see this as more opportunity than difficulty, since it may create untapped markets to be exploited by those daring enough to find them. Long-range merchant cruisers like *Leviathan* and her sisters were built for just such purpose, and have been successful. However, there have been losses too. Among them was the *Amuar*, which 'went Outrim' as the saying goes. She is long overdue, presumed lost, and has not been located by a search of the trans-border worlds.

The Travellers are engaged by a relative of one of *Amuar*'s crew, who has an idea of where she might have been headed. He can provide a ship capable of traversing the sparse systems of the Outrim if the Travellers can crew it. His plan is to voyage to the Belgardian Sojourn, a small polity in Egryn subsector, and find out what the Belgardians know about the *Amuar*.

The journey is not without difficulties, but eventually the Travellers will reach Belgard and discover that *Amuar* continued outward rather than turning for home as her mission plan had indicated. The clues point to the backwater world of Pa'an, where the wreck of *Amuar* is found. Entering it, the Travellers will seek clues as to why the mission profile was changed, and how the ship came to crash on a nowhere world.

Referees should note that there is vast scope for additional adventures along the way. The Travellers' search for information will take them to a series of worlds where they can become involved in other escapades. These are beyond the scope of this adventure and not detailed here – it is not possible to predict what any given adventuring band might get up to – but if the Travellers want to make a side trip or the referee feels like presenting another adventure in the middle of this one, there is absolutely no reason not to. The Travellers might take months to get to Pa'an and find the wreck, but they will get there sooner or later. So long as the game is entertaining, this is never a problem.

Useful Traveller Supplements

While running the *Last Flight of the Amuar*, referees might find High Guard useful, as there will be a great deal of interaction with ships in this adventure. In addition, those wanting to explore the worlds of the Outrim Void and neighbouring systems will find the entire Trojan Reach sector detailed in The Pirates of Drinax campaign set.

OVERVIEW

This adventure takes place in Egryn and Pax Rulin subsectors of the Trojan Reach sector, and would make an excellent introduction to this region's many adventuring possibilities. Almost any group of Travellers will be suitable for this adventure, though they will need to be able to operate their starship or have suitable crew available to do it for them.

If the Travellers have access to a starship capable of jump-3 or better, they could use it instead of the vessel provided. If not, their own ship will be safely stored whilst they carry out the mission. Several possible motivations for the Travellers are given on page 24.

There are two parallel themes in this adventure. On the one hand, the Travellers are searching for a lost starship and experiencing the worlds of the Outrim Void. At the same time, they will be interacting with their patron and his staff. The Travellers may be suspicious of their motivations, and with good roleplaying this could develop into a sense of paranoia and mistrust that will add depth to the adventure – and perhaps complicate some of the incidents along the way.

The adventure begins on Pax Rulin, the subsector capital, and proceeds through several star systems until the Travellers reach Belgard. There are opportunities for side trips and adventures along the way, but the Travellers do have a mission to perform and a patron accompanying them. They will eventually reach Belgard – by one route or another – and there discover the next destination of the *Amuar*.

Upon arriving at Pa'an, the Travellers will locate the wrecked ship and the adventure moves to its climax. Entering the wreck, the Travellers search for evidence of survivors, and are confronted with vicious alien predators loose within the ship. They must battle (or sneak, or otherwise somehow proceed) through the wreck to rescue the survivors and flight logs. A final surprise awaits, when it becomes apparent that *Amuar* was wrecked on Pa'an during the return leg of her voyage. She has been further out, and was carrying the very predators that overran her.

The answer to this mystery will reveal the true fate of the *Amuar*.
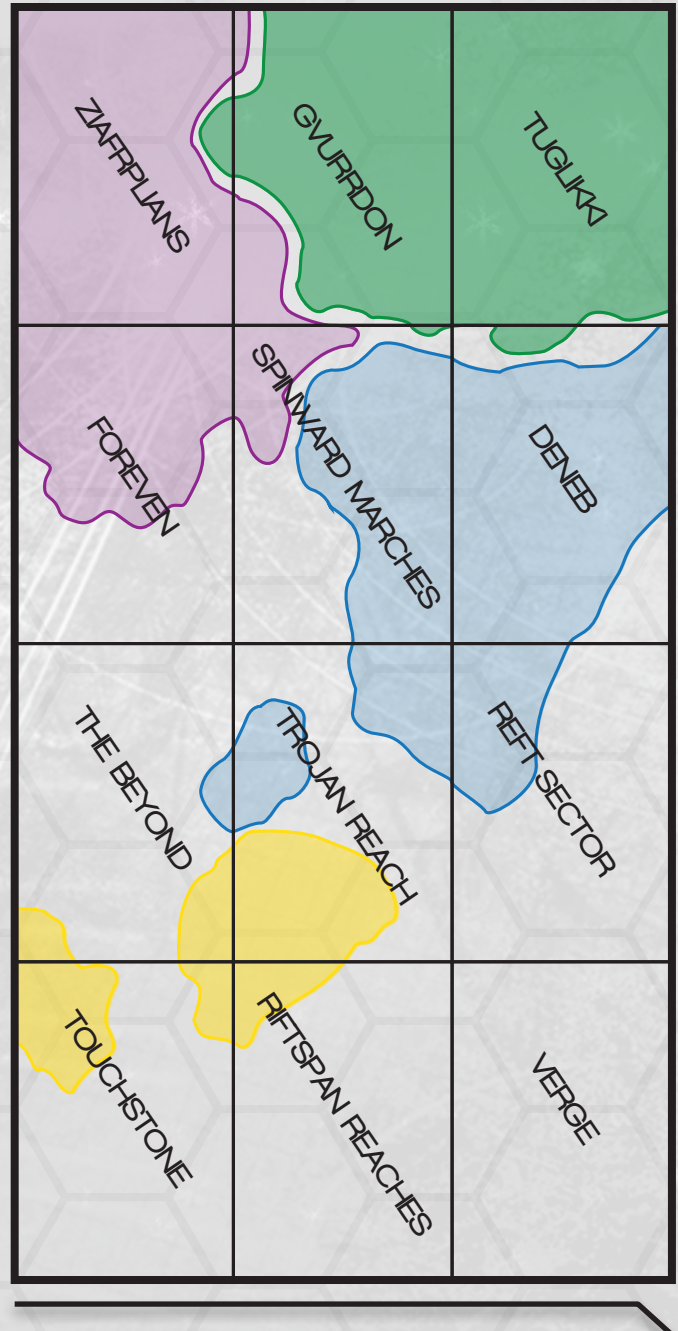
REFEREE'S INFORMATION

The following information is for the use of the referee. How much of it is made available to the Travellers, and in what manner, is for the referee to decide. Much of this data is commonly known or available through data terminals, info feeds to Travellers' comms, and so forth. However, the commonly available version may be incomplete, dumbed-down, or wildly inaccurate for all manner of reasons. The referee has the whole story; if the Travellers want accurate information they may have to search for it or use inventive means.

The Outrim Void

The region known as the Outrim Void lies to Rimward of the Spinward Marches sector, and was probably settled during the last days of the Vilani Imperium and subsequent Rule of Man. Colonisation of the region took place in a haphazard manner, and the fall of the Long Night ensured new colonies received little or no support. Empires arose and fell during the Long Night, with some worlds rising to prominence more than once. Others remained backwaters or were totally uninhabited until recently.

The sparsity of stars in the region, which may be the origin of the 'void' moniker, created a natural barrier to expansion when the Third Imperium began colonising the Spinward Marches. To this day, Imperial presence is concentrated in the Trailing-Coreward corner of Pax Rulin subsector. The cluster of Imperial-controlled systems is connected to the rest of Imperial territory by a jump-2 route through Cyan to Romar in the Spinward Marches, but most large-volume trade bypasses these worlds and heads straight Rimward from Trin's Veil subsector to the Imperial capital in the Trojan Reach. This lies in Tobia subsector, to Trailing-Rimward of the Outrim Void. Trade with the Aslan Hierate and Florian League typically goes through Tobia and round the Outrim Void area by way of the Sindalian Main.

Imperial power is projected into the Outrim Void, mainly in the form of intermittent naval patrols and more frequent Scout Service missions. The Aslan Hierate and even Zhodani Consulate also sometimes send vessels into the region, but for the most part ships encountered 'outrim' tend to be local in registry or origin.

ZAFRPLJANS	GVURRDON	TUGLIKKI
FOREVEN	SPINWARD MARCHES	DENEB
THE BEYOND	TROJAN REACH	REFT SECTOR
TOUCHSTONE	RIFTSPAN REACHES	VERGE

Aslan Colonies   Zhodani Consulate

The Imperium   Vargr Extents

Pax Rulin Subsector

Pax Rulin Subsector is characterised by a cluster of worlds in the Coreward-Trailing corner, and much lower stellar density elsewhere. The cluster is wholly Imperial territory, but is very much a frontier. There are several naval and military installations among these worlds, whose function is mainly to secure the border and protect trade ships using the jump-3 transit across Egryn subsector or towards the Aslan Hierate. Both routes are difficult, requiring gas giant refuelling and calls at underdeveloped worlds, so most traffic capable of making the transit still prefers to follow the easier path through Tobia subsector.

The worlds of Bantral and Kydde are both independent but associated with the Imperium whilst Orsach, Senlis and Magen belong to the Senlis Foederate. The Imperium maintains scout bases on Bantral and Kydde, mainly to service reconnaissance missions out into the void but also to facilitate the movement of high-jump couriers maintaining diplomatic relations with states farther out from the Imperial border.

The Senlis Foederate

The Senlis Foederate consists of the worlds Senlis, Orsach and Magan in Pax Rulin subsector. Its internal politics can be turbulent, with one or the other of the two subject worlds on the brink of rebellion much of the time. Although distinctly disunited, the Foederate is ambitious and would like to obtain additional territories. The only likely candidates are Kydde and Bantral, both of which have cordial relations with the Imperium and Foederate.

There are no real plans to annex either world, not least due to the requirement for jump-3 ships to reach them. Damaging relations with the Imperium is also not in the Foederate's interests. This does not prevent Foederate agents from pushing propaganda or trying to set up favourable trade deals that will bring the target worlds closer in alignment to Senlis. This is about as much as can realistically be achieved with the resources available, and is subject to setbacks caused by the internal politics of the Foederate.

The Foederate operates several Lancer-class vessels identical to those used by Belgard (but in better repair for the most part) as well as other types. Most of these ships spend their time shuttling between Senlis and either Orsach or Magen, but there are a few Senlis traders out in the wider universe, notably within the Imperium-held part of the subsector.

Egryn Subsector

Egryn subsector lies wholly beyond Imperium territory, though the belt of worlds connected by jump-2, running across the Coreward end of the subsector, are reasonably well documented in the navigational databases. There are few reasons for Imperial ships to push too far out, so encounters with Imperial traders are uncommon. The occasional enterprising captain will undertake a loop out from Kryslion in Pax Rulin subsector, across the end of Egryn subsector and into Five Sisters within the Spinward Marches before returning the same way or heading into Imperial territory by way of the Spinward Main. There are some good opportunities for profit on this route, but it is a lengthy one through potentially hazardous space and involves several destinations where there is no real chance to make any money. Thus the Egryn Loop Route is a weighty undertaking and only worth it for ships with much higher cargo capacity than the typical Far Trader.

The rest of the subsector is rarely visited by Imperial ships other than scout or naval vessels, and information in public databases is sketchy. It is also, in some cases, quite inaccurate. The only multiworld power in Egryn subsector is the Belgardian Sojourn, which has its capital on Belgard. It lays claim to Gorgon and Eleson.

The Belgardian Sojournate

The Belgardian Sojournate is the epitome of the term 'pocket empire'; consisting of three star systems, the Sojournate was probably founded by Captain Argon Kevin Beauregard, who fled the Imperium with his supporters after quitting a critical battle during the Civil War period. Although he brought with him considerable amounts of hardware and several potent warships, Beauregard's empire-in-exile never stood a chance of being sustainable. In the nearly five centuries since Belgard was taken over, the high-end hardware has worn out or been traded for necessary goods, leaving the Belgardian elite with only a small amount of TL9 equipment.

Of the three worlds of the Belgardian Sojournate, only Belgard has a significant population, and this numbers only a few thousand people. It is notable that Ganulph, though reachable by Belgardian starships, is not part of their empire. All life on Ganulph was extinguished in the notorious Manoeuvre of Ganulph which caused the detonation of an Imperial munitions stockpile and blasted the world's atmosphere into space. Belgard has made no attempt to claim the wreckage.
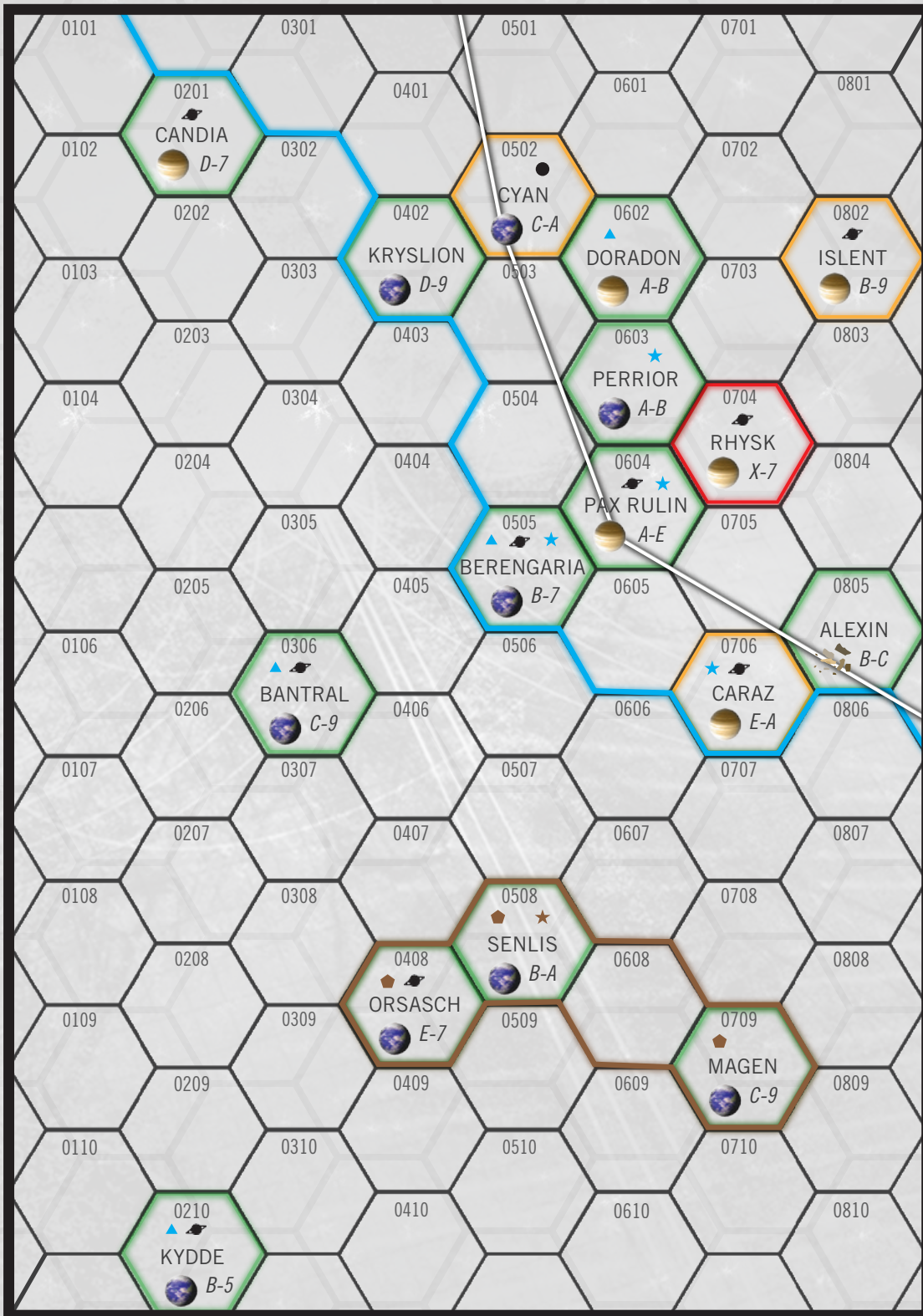
Pax Rulin Subsector

Name	Location	Bases	UWP	Trade Codes	Travel Code	Allegiance	Gas Giants
Alexin	0805		B000420-C	Ni As Ht		Imperium	
Bantral	0306	S	C886589-9	Ag Ni Ga			G
Berengaria	0505	N, S	B566644-7	Ag Ni Ri		Imperium	G
Candia	0201		D4006A9-4	Na Ni Va Lt			G
Caraz	0706	N	E111959-A	De Hi Ic In Na	A	Imperium	G
Cyan	0502	WS	C4689B9-B	Hi	A	Imperium	
Doradon	0602	S	A400369-B	Ni Va Lo		Imperium	
Islent	0802		BAC0789-6	De	A	Imperium	G
Kryslion	0402		D483AA9-9	Hi		Imperium	
Kydde	0210		B644779-5	Ag Lt			G
Magen	0709		C543550-9	Ni Po		Senlis Foederate	G
Orsasch	0408		E241364-7	Ni Po Lo		Senlis Foederate	G
Pax Rulin	0604	N	A402231-E	Ic Lo Ni Po Va Ht		Imperium	G
Perrior	0603	N	A633966-B	Na Po Hi		Imperium	
Rhysk	0704		E413730-3	Ic Na Po Lt	R	Imperium	G
Senlis	0508		B671633-A	Ni Ht		Senlis Foederate	

Egyrn Subsector

Name	Location	Bases	UWP	Trade Codes	Travel Code	Allegiance	Gas Giants
985-373	0409		X775000-0	Ba	R		
Ashley's Rock	0801		D100120-5	Ni Lo Va Lt			G
Belgard	0306	N	D371321-9	Ni Lo		Belgardian Sojurnate	G
Braudel	0808		X543200-3	Lo Ni Po Lt	R		G
Carben	0702		X3555A9-1	Ag Ni Lt	R		
Eleson	0508		E441100-8	Ni Po Lo		Belgardian Sojurnate	G
Ganulph	0507		X200000-0	Ba	R		G
Gollere	0505		D574756-7	Ag			
Gorgon	0205		E690264-6	De Lo Ni		Belgardian Sojurnate	G
Goria	0610		E222475-6	Ni Po			
Kaldamar	0401		E745326-7	Ni Lo			G
Nabeth	0402	S	D326579-8	Ni		Imperium	G
Pa'an	0109		E649333-4	Ni Lo Lt			G
Selshor	0602		X330576-0	De Ni Po Lt	R		G
T'yana	0802		E568752-8	Ag Ri			
Velscur	0310		X374479-3	Ni Lt	R		G
Vior	0805		X500401-1	Va Ni Lt			G
Walei	0102		E7B4776-5	Fl Lt			G

PAX RULIN SUBSECTOR

0101 · 0301 · 0501 · 0701
0201 · 0401 · 0601 · 0801
CANDIA D-7
0102 · 0202 · 0502 CYAN C-A · 0702 · 0802 ISLENT B-9
0402 KRYSLION D-9 · 0602 DORADON A-B
0103 · 0303 · 0503 · 0703 · 0803
0203 · 0403 · 0603 PERRIOR A-B
0104 · 0304 · 0504 · 0704 RHYSK X-7 · 0804
0204 · 0404 · 0604 PAX RULIN A-E
0305 · 0505 BERENGARIA B-7 · 0705
0105 · 0205 · 0405 · 0605 · 0805 ALEXIN B-C
0306 BANTRAL C-9 · 0506 · 0706 CARAZ E-A
0106 · 0206 · 0406 · 0606 · 0806
0107 · 0307 · 0507 · 0707 · 0807
0207 · 0407 · 0607
0108 · 0308 · 0508 SENLIS B-A · 0708 · 0808
0208 · 0408 ORSASCH E-7 · 0608 · 0808
0109 · 0309 · 0509 · 0709 MAGEN C-9 · 0809
0209 · 0409 · 0609 · 0710
0110 · 0310 · 0510 · 0610 · 0810
0210 KYDDE B-5 · 0410 · 0610

Legend

🪐 Gas Giant
★ Naval Base
▲ Scout Base
● Way Station
⬠ Military Base

— Secure System
— Imperial Border
— Sentis Foederate
— X-Boat Route

— Amber Zone
— Red Zone
🪐 Planet (Dry)
🌐 Planet (Water Present)
☄ Asteroid Belt

B-6 Starport Class & Tech Level

EGYRN SUBSECTOR

Hex	Name	Starport/TL
0101		
	KUAI QING	
0301		
0501		
0701		
0201		
0401	KALDAMAR	E-7
0601		
0801	ASHELEY'S ROCK	D-7
0102	WALEI	E-8
0302		
0502		
0702	CARBEN	X-2
0202		
0402	NABETH	D-8
0602	SELSHOR	X-6
0802	T'YANA	E-7
0103		
0303		
0503		
0703		
0203		
0403		
0603		
0803		
0104		
0304		
0504		
0704		
0204		
0404		
0604		
0804		
0305		
0505	GOLLERE	D-7
0705		
0205	GORGON	E-6
0405		
0605		
0805	VIOR	D-7
0106		
0306	BELGARD	C-9
0506		
0706		
0206		
0406		
0606		
0806		
0107		
0307		
0507	GANULPH	X-0
0707		
0207		
0407		
0607		
0807		
0108		
0308		
0508	ELESON	E-8
0708		
0208		
0408		
0608		
0808	BRAUDEL	X-5
0109	PA'AN	E-5
0309		
0509		
0709		
0209		
0409	985-373	X-0
0609		
0809		
0110		
0310	VELSCUR	X-5
0510		
0710		
0210		
0410		
0610	GORIA	E-7
0810		

Legend

- 🪐 Gas Giant
- ★ Naval Base
- ▲ Scout Base
- ● Way Station
- ⬠ Military Base

- ——— Secure System
- ——— Imperial Border
- ——— Belgardian Sojurnate
- ——— X-Boat Route

- ——— Amber Zone
- ——— Red Zone
- 🪐 Planet (Dry)
- 🌍 Planet (Water Present)
- Asteroid Belt

B-6 Starport Class & Tech Level

Belgard itself has a true sustainable Tech Level of 6, overlaid with a Tech Level 9 veneer obtained by trade and use of some relic technology. It is increasingly hard to maintain even this modest capability and, as a result, the Belgardian Sojournate is locked into a downward spiral that seems impossible to break.

The Sojournate's spacefaring capability includes a few non-starships operating in the Belgard system plus a small force of 200-ton Lancer-class corvettes (see designed for a multirole capability, and are suitable for light cargo carrying as well as personnel transfers and patrol work. They could possibly chase off a small pirate vessel but are no match for a real warship of any size.

The Belgardians are isolationist, though they are willing to trade with ships that come through. They have no territorial ambitions but would resist a threat to their existing territories.

LEVIATHAN-CLASS MERCHANT CRUISERS

Most *Leviathan*-class merchant cruisers were built at Glisten, by Bilstein Yards. With a cargo capacity of just under 200 tons, the design is completely unviable as a trading vessel in well-explored space, but this was never their intended role. The *Leviathan*-class was designed with exploratory trade in mind, opening new markets which could then be exploited by vessels optimised for bulk trade.

For this reason, the *Leviathan*-class was built as a highly survivable design capable of operating for long periods without entering a friendly port. The 1800-ton hull is partially streamlined, enabling a *Leviathan* to skim fuel from the atmosphere of a gas giant and land directly on worlds with minimal or no atmosphere (Atmosphere 1 or 0). It might be possible for such a ship to survive a crash-landing on a world with a thicker atmosphere, but heavy damage would be likely during the decent; a vessel that came down in this manner would likely never fly again.

The *Leviathan*-class carries multiple subordinate craft for the purposes of cargo and personnel transfer between ground and orbit. Most of the heavy work is

Command
Owner-Aboard or Mission Commander	- Overall Commander of the Mission
Ship's Master	- Captain of the Ship
Executive Officer	- Senior Command Officer

Flight
Flight Officer	- Department Head/Officer
Astrogator	- Officer
Chief Pilot	- Officer
2 Assistant Pilot	- Crewmembers
Shuttle Pilot	- Crewmember
Pinnace Pilot	- Crewmember
2 Ship's Boat Pilot	- Crewmembers

Engineering
Engineering Officer	- Department Head/Officer
Power Plant Officer	- Officer
Jump Drive Officer	- Officer
Manoeuvre Drive Officer	- Officer
9 Drive Hands	- Crewmembers

Deck
Deck Officer	- Department Head/Officer
Medical Officer	- Officer
Medical Assistant	- Crewmember
Purser	- Officer
Ship's Clerk	- Crewmember
Chief Steward	- Officer
3 Steward	- Crewmembers
6 Deck Hand	- Crewmembers
Gunnery Officer	- Officer
9 Gunner	- Crewmembers

Mission
As Required

done by the ship's large shuttle, but a pinnace and two 20-ton launches are also present. The latter are usually regarded as lifeboats, and see less use than the larger craft. There is also an air/raft with a pressurised cabin for minor errands. It can reach orbit from the ground, but this is a lengthy process so the usual practice is to transfer it groundside only when the parent vessel is making a lengthy stay at a world, perhaps to open a new trade route.

Perhaps controversially, the *Leviathan*-class carries main and backup jump and manoeuvre drives. The expense and space required for these systems has been criticised at length, but the get-you-home capabilities of multiple drives cannot be denied. The designers successfully argued that even disregarding the lives of the crew there were real advantages to having redundant drives – a ship that limps home with a wealth of trade data after an accident has still completed its primary mission whereas one that is lost is valueless.

The primary systems of the *Leviathan*-class render it capable of jump-3 and 4G manoeuvre, whilst the backups are capable of jump-2 and 2G thrust. The vessel carries enough fuel for one jump-3 transit plus several weeks of operation including unlimited in-system manoeuvring.

Defences are built on ten hardpoints, six of which mount dual beam laser turrets. There are also two torpedo barbettes and two fixed missile mountings. This is sufficient to see off most small pirate vessels, but the *Leviathan*'s high thrust (for a merchant ship) is its best defensive under most circumstances.

Crew accommodation is generous, with 31 standard cabins plus two sets of improved quarters for the owner, captain or other dignitaries. There are also conference rooms and a medical bay, a necessity on a long voyage, and workshops where necessary items can be fabricated or repaired.

The *Leviathan*-class officially requires a minimal crew of 33 to operate. However, for long missions it is necessary to ensure critical skills are covered by multiple personnel and provide sufficient manpower to deal with all eventualities. Thus, a much larger crew was carried by *Amuar* and her sisters when exploring the Outrim Void. This varied somewhat according to mission, but the basic configuration followed a quasi-naval organisation.

Nominal complement is 50 crewmen plus any brokers, diplomats and other mission-critical personnel who must be transported. Some doubling-up of roles is common. For example, a merchant cruiser does not need full-time gunnery personnel, so these slots are usually filled by multi-skilled crewmembers capable of conducting routine maintenance or low-level technical tasks. Likewise, the senior officer in a department usually takes one of the officer roles within it as well, and the executive officer usually takes the job of gunnery officer when needed.

Stewards are not necessary for a vessel that does not carry passengers, but on a long voyage with a large crew it is far more efficient to have a dedicated person on duty each watch whose task is to prepare food and bring it to those wanting a snack at their duty stations. Having people wander into the galley whenever they like and leave it in a mess can cause friction aboard even a small ship. With a crew of 50, it inevitably leads to chaos and resentment.

The typical crew setup is geared to a three-shift pattern. At any given time, there will be an officer on duty on the bridge and one in engineering, with other personnel at their station as needed. Some ships use a skeleton crew on some parts of the shift pattern and an oversized personnel complement in others, concentrating maintenance work in those sections of the pattern. Others are more flexible and, in any case, an emergency situation will see everyone on duty and ready to act.

Every member of the crew has a primary area of expertise. Gunners, deck hands and drive hands will usually have a strong skill set covering sensor operations or computer systems maintenance, and a duty station associated with this area of expertise. These personnel also provide extra pairs of hands to move cargo, stand guard over a grounded shuttle or drive the air/raft for a trade delegation. Skills are duplicated as much as possible, especially critical ones such as astrogation. Thus, whilst the ship has a designated astrogating officer, there will be at least one other qualified astrogator among the crew.
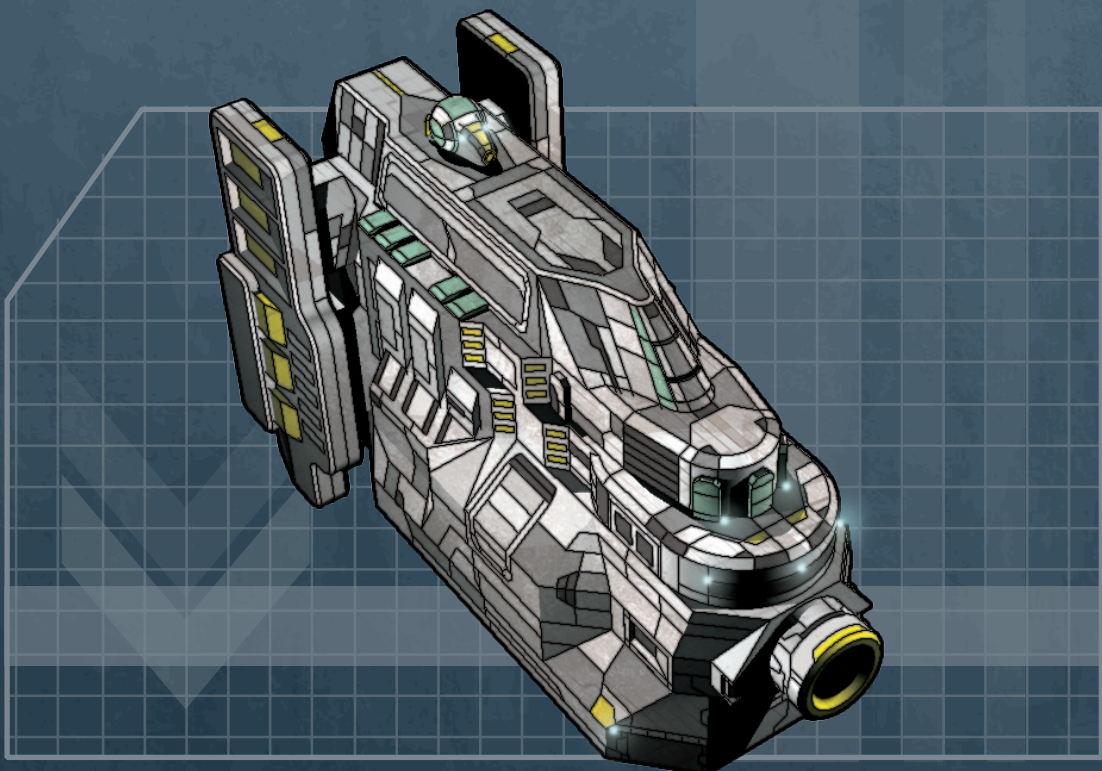
Typically, crewmembers live two to a cabin whilst officers have one of their own. For a full crew this uses 18 staterooms for crew and 13 for the officers, with the improved staterooms for the captain and owner-aboard. However, some ships double up more of the crew roles (e.g. gunners working as deck hands and stewards) which frees up staterooms, and it is always possible to require junior officers to share as well.

MERCHANT CRUISER

TL12		TONS	COST (MCR)
Hull	1,800 tons Standard	-	90
Armour	Armour: 0	-	-
M-Drive	Thrust 4	72	144
M-Drive	Thrust 2	95	142.5
J-Drive	Jump-3	140	210
J-Drive	Jump-2	95	142.5
Power Plant	Fusion, Power 1,665	111	111
Fuel Tanks	Jump-4, 16 weeks of operation	588	-
Bridge		40	9
Auxiliary Bridge	Small	20	4.5
Computer	Computer 10 bis/fib	-	0.32
Backup Computer	Computer 5 bis/fib	-	0.06
Sensors	Civilian Grade	1	3
Weapons	Double Turret (beam laser) x6	6	9
	Fixed missile mount x2	-	1.7
	Torpedo Barbette x2	10	6
Ammunition	Missile Storage (48 missiles)	4	-
	Torpedo Storage (12 torpedoes)	4	-
Craft	Air/Raft	4	1.5
	Launch x2	44	23.834
	Pinnace	44	17.732
	Shuttle	105	41.417
Systems	Fuel Scoop	-	1
	Fuel Processor (300 tons/day)	15	0.75
	Medical Bay x2	8	4
	Multi-Environment Space	21	0.5
	Briefing Room x3	12	1.5
	Re-Entry Capsule x4	2	0.08
	Workshop x4	24	3.6
	Low Birth x6	3	0.3
	Armoury	2	0.5
	Hydroponics (Biosphere)	17	8.2
	Cargo Crane	3.5	3.5
	Cargo Airlock	4.5	0.45
Staterooms	Standard x31	124	15.5
	High	6	0.8
	Luxury Stateroom	10	1.5
Common Areas		35	3.5
Software	Evade/1	-	1
	Fire Control/1	-	2
	Jump Control/3	-	0.4
	Library	-	-
	Manoeuvre/0	-	-
Cargo		188	-

TOTAL: MCR 844.7787

720

HULL POINTS

CREW

CAPTAIN, PILOT X3, ASTROGATOR, ENGINEER X13, MAINTENANCE X2, MEDIC X2, GUNNER X10, ADMINISTRATOR, OFFICER

RUNNING COSTS

MAINTENANCE COST
Cr70,398/month

· · · · ·

PURCHASE COST
MCr844.7787

POWER REQUIRMENTS

1,080
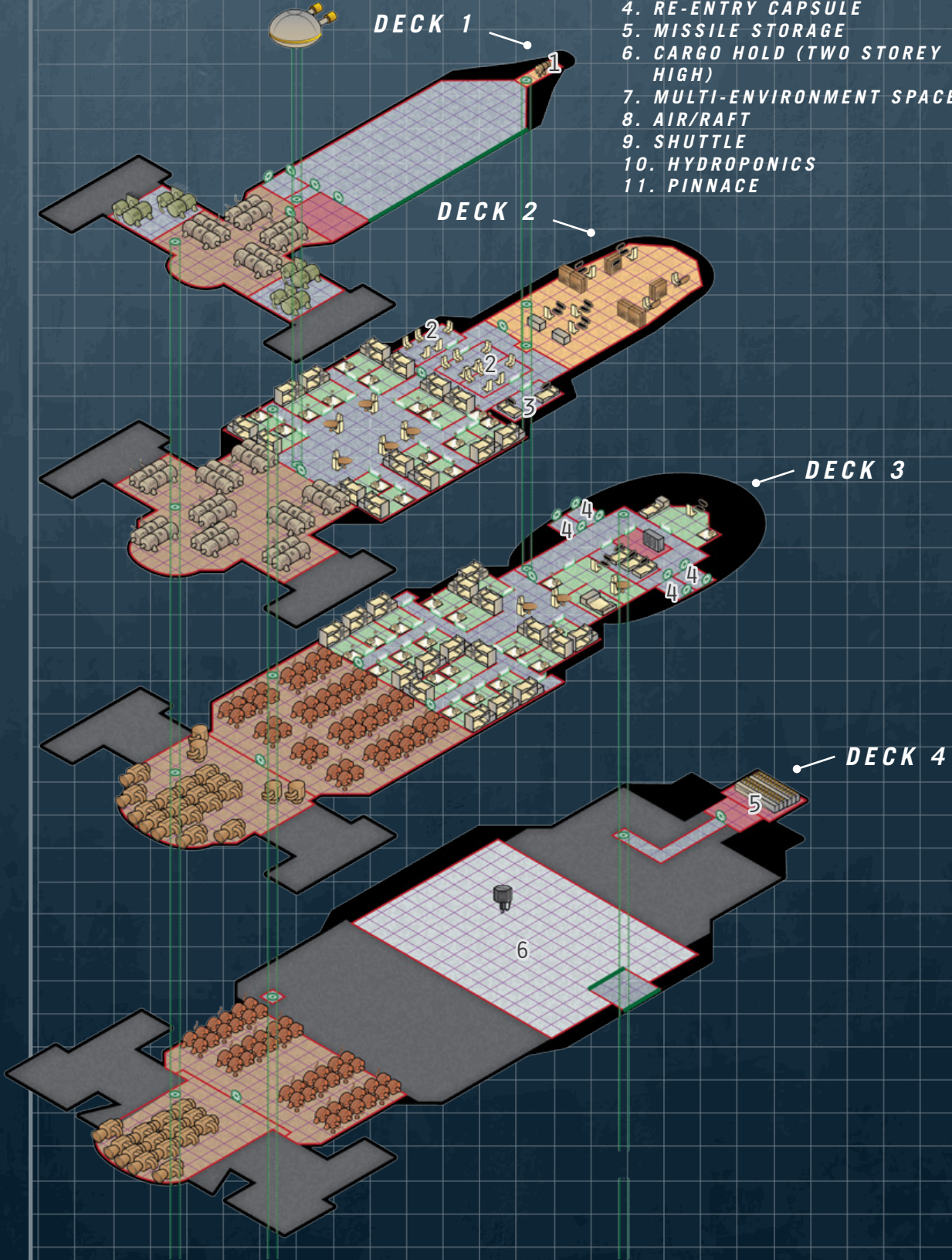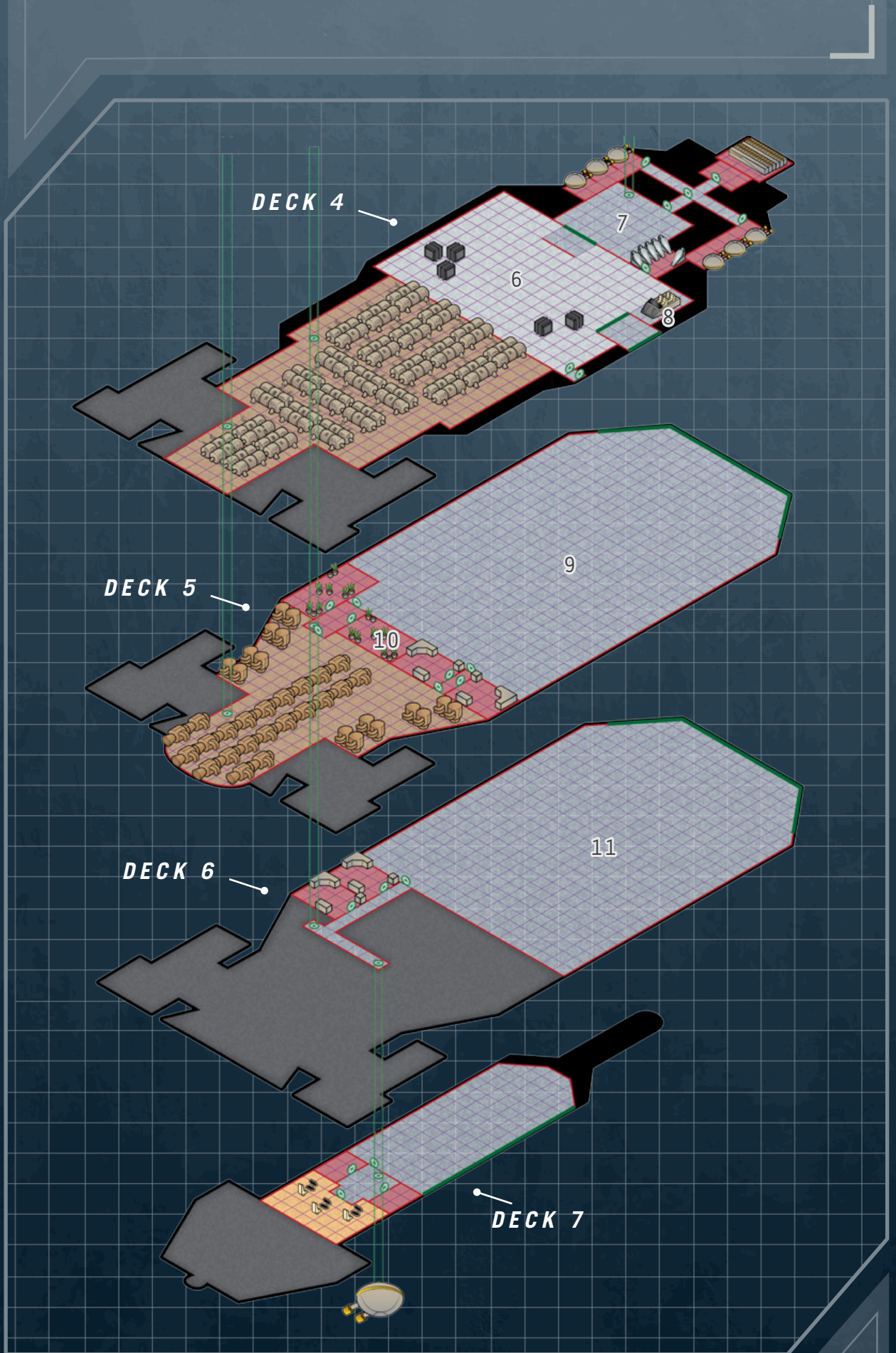
MANOEUVRE DRIVE

360

BASIC SHIP SYSTEMS

900

JUMP DRIVE

1

SENSORS

The *Leviathan*-class was devleoped from previous designs and is primarily intended for independent cruising in undeveloped trade areas; high survivability is also a design factor. The vessels are semi-streamlined, allowing skimming refuelling manoeuvres as well as landings in types 0 and 1 atmospheres. Atmospheric landings are otherwise impossible, hence the large complement of ship's boat.

1. SENSORS
2. BRIEFING ROOM
3. MEDICAL BAY
4. RE-ENTRY CAPSULE
5. MISSILE STORAGE
6. CARGO HOLD (TWO STOREY HIGH)
7. MULTI-ENVIRONMENT SPACE
8. AIR/RAFT
9. SHUTTLE
10. HYDROPONICS
11. PINNACE

DECK 1

DECK 2

DECK 3

DECK 4

DECK 4

7

6

8

DECK 5

9

10

DECK 6

11

DECK 7

Amuar's Last Flight

There are many rumours about the *Leviathan*-class merchant cruiser, some of which are very far-fetched. It has been claimed that some vessels in the class are intelligence gathering assets in the service of the Imperial Navy, the Scout Service, or some nebulous intelligence agency with a sinister sounding name. Other rumours claim *Leviathan*s have sometimes been used as testbeds for advanced weapon systems or experimental drive components. There does not seem to be much truth to these rumours, although the Scout Service does use a few examples as long-range exploration assets.

Of course, exploratory trade is a form of intelligence gathering, and is inextricably tied to political reconnaissance as well. However, in the case of the *Amuar*, the mission went beyond investigating trade possibilities. The ship was owned by McClellan Factors, a major business group which has already come to dominate the markets of District 268 in the Spinward Marches. McClellan Factors is keen to expand its interests beyond this area, and has been using the *Amuar* in this capacity since acquiring her in 1091.

Officially, *Amuar* was scheduled to make a run to Belgard with additional trade samples, swinging homeward by way of the Senlis Foederate. This is a mundane mission as the Outrim region goes, and certainly not a dangerous one. However, there was an additional component to *Amuar's* mission.

McClellan Factors gives its captains and mission commanders a great deal of latitude regarding where they operate, so long as they return to port on the specified time frame and the mission overall is deemed to have been valuable. Between reaching Belgard and beginning the return leg, *Amuar's* captain had a window of 12-16 weeks to do as he thought best. Making the best use of this time is what separates a true merchant cruiser skipper from a mere cargo ship driver.

Normally, the decision of what to do would be debated by the senior command team, with the captain producing a rough plan based upon the most recent information and the mission commander (a broker from McClellan Factors) having final say. However, the mission commander on this trip was to remain at Belgard along with a handful of other personnel, setting up a permanent trade mission on behalf of McClellan Factors.

The deal with Belgard to set up the trade mission represented a big success for McClellan Factors. It was decided to keep the situation secret for as long as possible, so personnel assigned to Belgard were sent aboard *Amuar* as part of her crew. Losing the mission commander, a clerk and four crewmembers at Belgard would not leave the ship dangerously short-handed, and would provide an opportunity for her captain to show his true worth as sole commander of the mission. Unfortunately, Captain Joachim Bryant's true worth was rather less than his ambition.

Captain Bryant was already unpopular with the crew, giving unnecessarily harsh orders and expecting total obedience enforced by contract clauses. By contrast, most captains assigned to merchant cruisers were leaders rather than managers, and were sensitive to the fact that a crew cooped up in a starship – even a big one – for weeks on end would be worn out if driven too hard.

Bryant's 'do it or be punished' attitude was not the undoing of the mission, however. That resulted from his bad judgement and excessive ambition. Determined to show he could outdo all previous mission commanders, Bryant decided to make the difficult jump-3 transit Rimward towards the Sindalian Main, intending to visit the Imperial client state of Dpres and the surrounding worlds. Dpres, he reasoned, would be a voracious market for Imperial foods supplied by McClellan Factors.

Amuar left Belgard headed Rimward, by way of gas giant refuelling at Eleson and Velscur and thence to Odin. This meant three weeks in space and two hazardous skimming operations without any shore leave whatsoever. Resentment among the crew was punished by cancellation of shore leave at Odin, which made things worse as the ship jumped to Solaria intending to make port at Dpres.

However, another opportunity arose along the way. At Solaria, Bryant struck a deal with a mercantile group operating out of the Florian League, to provide samples of a dangerous and highly intelligent predator from a distant world somewhere with the Trojan Reach sector, or perhaps even further from Imperial space. The traders were cagy about where they found their beasts, but it was clear they would be an excellent addition to the array of threats posed by 'extreme safari' resorts. These provide opportunities for heavily armed rich idiots to pretend they are in real danger as they shoot predators from grav-supported shooting platforms.

Distasteful as this sort of thing is to most people, it is big business in some regions, and operators are always on the lookout for a new predator to add to the mix. If one actually manages to kill a hunter, this typically increases ticket sales rather than driving off potential safari-goers. *Amuar*'s mission was amended, over the protests of some officers, to include bringing home several breeding pairs of the predator. This was to be kept quiet, as McClellan Factors would not want adverse publicity from being in the predator trade. Bryant reasoned his employers would be entirely happy to rake in the profits, however.
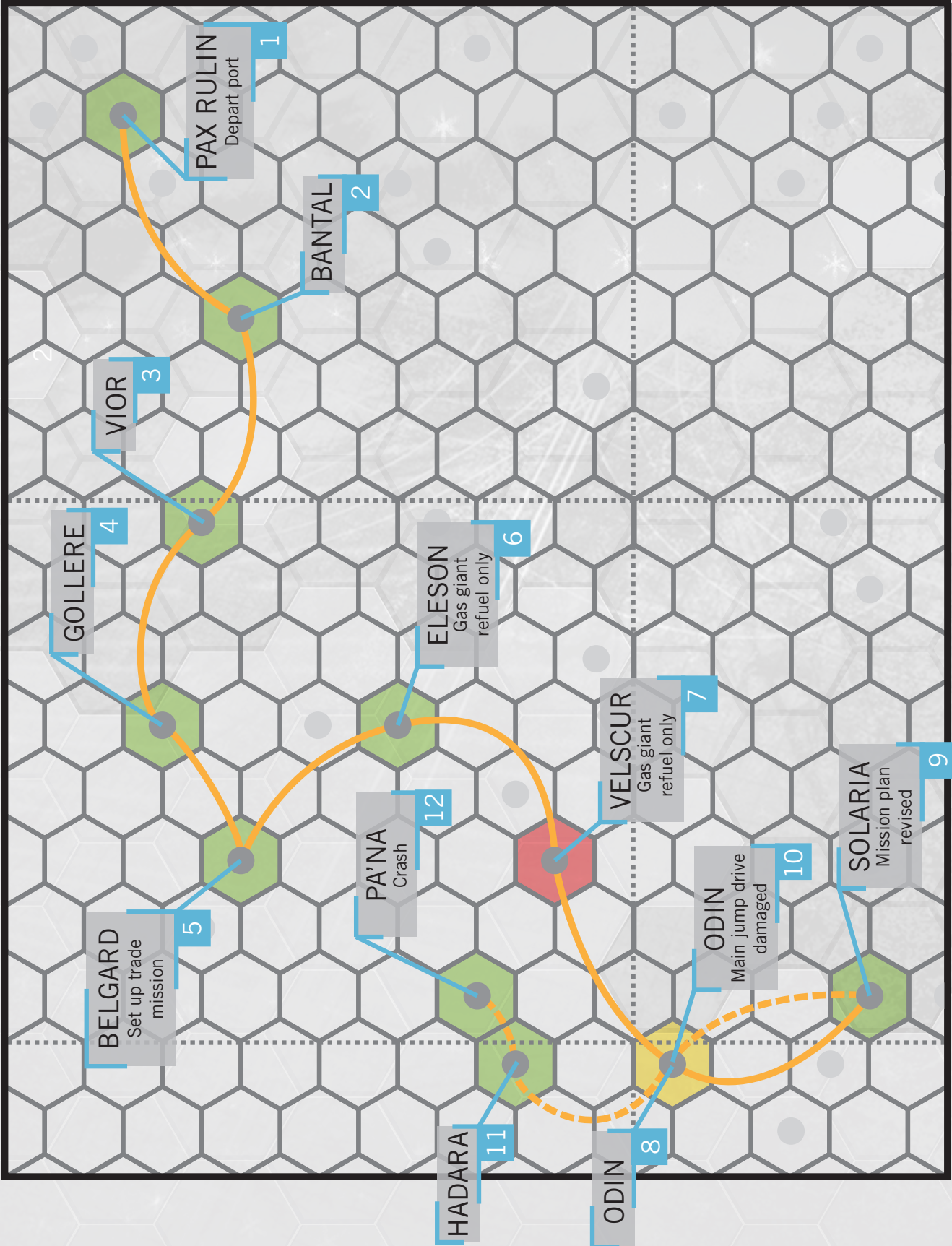
The beasts were contained in specially designed low berth units, and were quite safe. That is, until *Amuar* made a stopover at Pa'an. The stopover was not intended to be part of the trip home, which was planned to make best use of *Amuar*'s long legs. A series of jump-3 transits became a problem when exhausted crewmembers misaligned part of the main jump drive and made it unsafe to use. Amid recrimination, punishments and a near-mutiny *Amuar* began a slower return using her jump-2 drive. She still had the fuel capacity to transit three parsecs, but Bryant decided that wherever possible he would jump to star systems rather than deep space, keeping full tanks rather than risking a deep-space jump.

This would normally be the safe option, but Pa'an is inhabited by telepaths who do not like outsiders. Bryant's crew were already on the brink of insurrection when he made the mistake of dealing with the locals the way he spoke to his own crew. This enraged them, and they used their telepathic powers to induce conflict among the crew.

It took only a slight nudge to send *Amuar*'s crew over the edge. In the chaos that erupted someone decided the best option was to let a highly intelligent carnivore loose in the ship. *Amuar* crash-landed not long after this, and emergency systems naturally tried to revive all low berth passengers, human and otherwise.

Egged on by telepathic nudges from the locals, the survivors turned on one another whilst the predators attacked everything in sight. After the initial bloodbath, the survivors found defensible places and holed up. A few are still alive, but are insane and dangerous to anyone who comes near them. If they can be captured and neutralised they might be saved, but it is unlikely this can be accomplished. There are, however, some survivors aboard a drifting lifeboat. They are still salvable, if the Travellers can find them.

Amuar's Last Flight

PAX RULIN
Depart port
1

BANTAL
2

2

VIOR
3

GOLLERE
4

ELESON
Gas giant
refuel only
6

VELSCUR
Gas giant
refuel only
7

SOLARIA
Mission plan
revised
9

PA'NA
Crash
12

ODIN
Main jump drive
damaged
10

BELGARD
Set up trade
mission
5

HADARA
11

ODIN
8

THE FAR TRADER
VOIDSKIPPER

Voidskipper is an old ship, bought cheaply when her owners could no longer afford the repair bills. She has undergone a thorough refit as part of the conversion process, but it was not possible to eliminate all issues caused by her advanced age. Retrofitted fuel tanks have also caused structural stress and necessitated the re-routing of control pathways, introducing new potential points for failure.

However, *Voidskipper* is, on the whole, spaceworthy. She has a few glitches and produces worrying creaks when under full power, but the yard that converted her knew she was intended for a mission to the Outrim Void and made sure she could handle it.

In many ways, *Voidskipper* remains a standard Far Trader (see page 166 of the *Traveller Core Rulebook* or page 118 in *High Guard*), and certainly her outward appearance has remained the same. She does, however, have a few new features. Her 64-ton cargo hold has been heavily modified to contain a 50-ton capacity auxiliary fuel tank. Since access to engineering spaces is through the cargo area, this is split into two sections with a corridor between them, and all remaining cargo space is located by the flank doors. The effect of this additional fuel tank is to make an additional jump-2 possible without refuelling, greatly extending the ship's endurance. Two turrets have also been added, each mounting dual weaponry.

Voidskipper can be played by the referee almost as an additional character in the adventure. The Travellers may grow to love (or hate) her little foibles, but will be spending a lot of time aboard so they will have to get used to them. Being aboard a ship with character can add depth to the adventure; the ship's idiosyncrasies need not be life threatening to become interesting.

Voidskipper has the following traits:

- An absolutely horrendous glugging sound when pumping fuel from the auxiliary tanks to the main tanks. The alignment of the piping causes the cargo bay bulkheads to resonate with the noise.
- Occasional failures of the auxiliary pumps, making it impossible to pump fuel to the main tanks until the problem is remedied. This usually requires nothing more than bashing the valve with a wrench, but occasionally more sophisticated repairs are needed.
- A curious crabbing/yawing motion when using the lifters to hover or land. This requires careful pilot concentration to counteract and, whilst not in any way serious, could result in clipping an obstruction when attempting a tight landing – make an Average (8+) Pilot check (DEX) to avoid a mishap that will cause 1D damage to the ship.
- An overactive pressure sensor in the dorsal section occasionally trips the depressurisation alarms when the air conditioning comes on. This is rare but can be very frightening the first few times it happens.
- Oddly warped deck plates in some parts of the upper deck. Anyone moving fast or carelessly may find the floor is not quite where they expect it to be, possibly causing a stumble.
- A weird tendency for the lights in one section to go out when another section's go on. This is only for a second or two but when combined with an uneven floor this can make walking down a corridor a little more exciting than normal.

The Upper Deck

The upper deck contains the vessel's accommodation and general living spaces. A common area and galley are located right forward, beside the airlock. This would normally be a passenger area, but for this voyage *Voidskipper* expects to be carrying only crew and mission specialists. Thus, the upper common area will tend to become the main recreation space for the crew, gradually gaining more clutter as the weeks go by until someone (probably Marianne) cannot stand it any more and has a big clear-out. The proximity of the airlock might be useful at this point, either as a threat or a means to dispose of two months' worth of food wrappers and mouldy coffee mugs.

The rest of the upper deck is given over to seven staterooms. Three will be taken by Erek and his companions and three more by their possessions – Erek will not relinquish his two extra cabins, but Ueinsadz can be persuaded to clean out the one he has taken over, albeit reluctantly, so there is one empty cabin available on this deck, with the option of another.

Right aft in the upper deck is the access area down to the cargo/flight deck. An additional iris valve has been added in the ceiling to grant access to the two retrofitted turrets. These would not normally be manned during combat – they are controlled from the bridge – but do have an emergency local firing position.

The fore turret contains twin pulse lasers and is designated 'A' turret. It can only be accessed by crawling through 'B' turret and down a very tight accessway. 'B' turret is more accessible, and contains a single pulse laser and missile rack. The normal capacity of a missile rack is 12 missiles, but *Voidskipper* carries only four. The remainder of the spaces are taken up with smaller probe-delivery 'buses' which can be launched from the missile system but cannot be autoloaded due to their incompatible size. This means that someone must manually place the probe into the launcher, which is quite heavy lift in a cramped space.

There are three probes in each missile space, i.e. 24 probes in all. The intent is to deliver one or more into orbit around any world that might have evidence of the lost *Amuar*, greatly speeding up the search process.

The Lower Deck

Access to the lower deck is by way of a vertical shaft at the rear of the passenger/accommodation area. This leads into an access point at the rear of the cargo hold, from where the low berth chamber can be reached. This has not been altered and is entirely functional, but the space between the low berths has been filled up with additional stores and supplies.

The cargo bay itself has been converted into an extra fuel tank. This and other modifications have the effect of reducing its capacity from 64 tons to 12. An access corridor runs between the two halves of the fuel tank, from which the drive rooms can be accessed or a crewmember can pass forward towards the bridge. The two areas close to the flank cargo doors are still available for cargo, but already piled high with mission stores – mostly additional food in long-term storage boxes but also tools, rescue equipment and vacc suits. Among these is a heavily armoured rescue suit (see page 54) which Erek thought might be useful if the wreck is found.

Forward of the cargo bay lies the crew area. There are three cabins – all currently vacant – and the small ship's locker, as well as the primary crew airlock. The bridge is forward of this, with avionics space in the nose of the vessel.
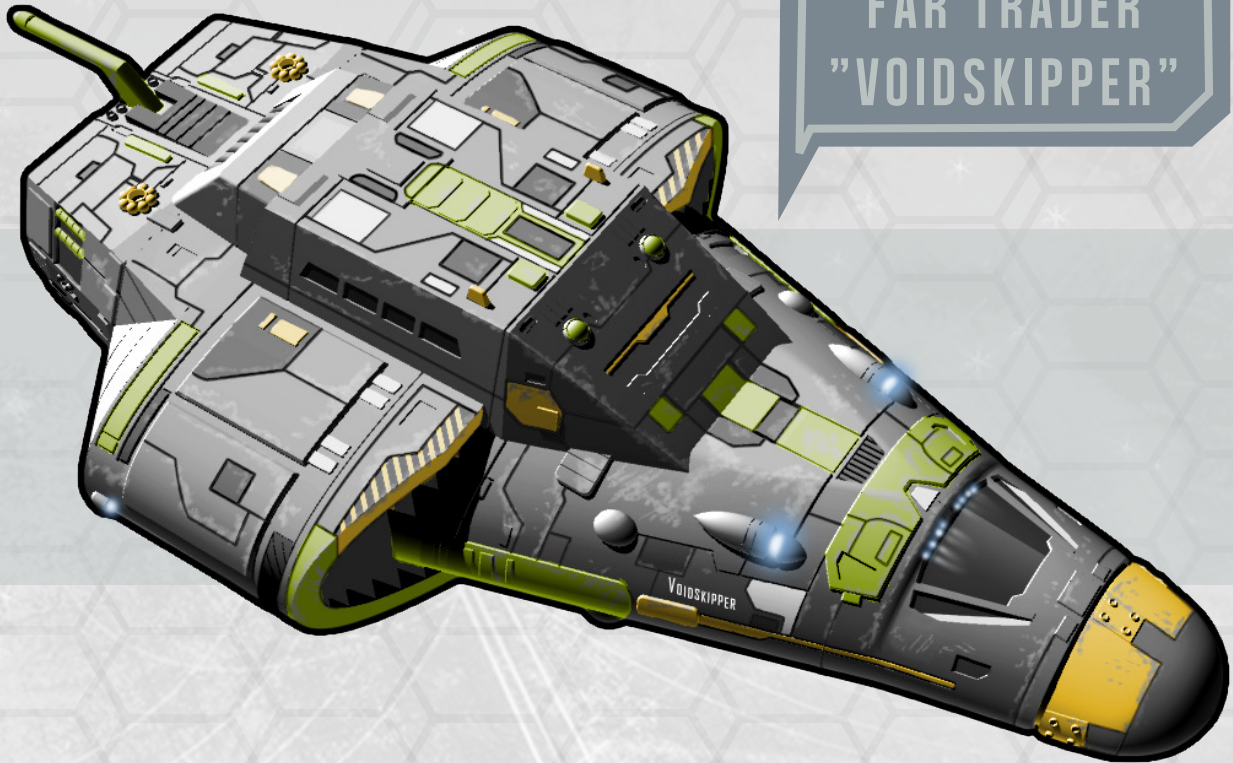
Multiple Jumps

Voidskipper can make two jump-1 or one jump-2 transits on her internal fuel tankage. Jump-2 is the most her engines can deliver, even if they had more fuel available, but the extra tanks allow the ship to make two consecutive jump-2 transits (or four jump-1 or a jump-2 and two jump-1) before requiring refuelling.

The fuel stored in the auxiliary tanks must be pumped into the main ones for use, a process that takes several hours. Thus, *Voidskipper* can jump into deep space, refuel herself and proceed to a second destination. Sitting in deep space with nothing for a parsec or more can be a bit scary, but a crew that knows they have the fuel to jump onwards will be a lot less stressed than one waiting for a tanker to reach the rendezvous point.

Jumps to or from deep space are no harder or easier to calculate than usual. If the only requirement is to be within reach of the final destination when the ship is ready to jump again there is no need for great precision. Nevertheless, jumps should still be calculated carefully – a haphazard variable can result in a misjump the ship cannot recover from.

Voyaging Aboard the Voidskipper

A 200-ton displacement vessel like *Voidskipper* is a very small world to live in for weeks at a time. Cabins are small, and the two common areas are hardly vast spaces. Normally some relief can be obtained in the cargo bay, since it has a high celling and the illusion of space even of it is full of containers. However, aboard *Voidskipper* this space has been filled in to make the secondary fuel tank, creating a claustrophobic environment.

The answer to this is to get outside the ship whenever possible. A couple of days portside, even in some run-down backwater port, is a great relief to those who spend their time cooped up in a ship. Someone who misses out on a run ashore may resent it, even if others come back

Equipment Aboard Ship

The ship's locker aboard *Voidskipper*, and related equipment spaces such as the cargo areas close to the side doors, contain the following:

- 2 Instellarms Bullpup carbines (see page 54) and 4 magazines each, with 200 rounds of ammunition (perhaps minus a few) in a nearby box.
- Cold weather equipment (parkas, over-mittens and the like) for everyone aboard plus a couple of spare sets.
- A personal survival kit for each crewmember plus a couple of spares.
- Emergency softsuits (short-term vacc suits – see page 54) for all crewmembers, located at duty stations.
- A vacc suit for each crewmember.
- A heavy-duty rescue suit (see page 54).
- Electronic, mechanical and engineering toolkits.

with tales of a miserable time spent in a dump of a port – or a story of hair-raisingly narrow escapes.

Crew fatigue can begin to set in after a while, manifesting itself as listlessness, argumentativeness and general inattention to details which can be fatal aboard a starship in hostile space. The referee should use the following procedure to determine if crew fatigue has become a problem.

Each person aboard the ship has a Crew Fatigue Index, which starts at 0. At the end of each week of travel on board the ship, the Traveller must make a fatigue check; roll 2D equal to or over their Fatigue Index to remain unaffected. A DM may be applied equal to the Traveller's highest shipboard skill (including skills like pilot, astrogation, engineer, gunner, and steward) to represent experience at dealing with this phenomenon.

If the Traveller fails the roll, they have become fatigued and will at least be difficult to live with. This is not the same as merely being tired; the Traveller has become uncomfortable aboard ship and disaffected with the whole experience. This cannot be cured by a good night's sleep.

A Traveller suffering from Crew Fatigue suffers a Bane to all shipboard skill checks until the situation is remedied. In addition, each time a Fatigue check is called for, the Traveller must make an END check which begins at Simple (2+) difficulty and increases a step each week. A failed check means the Traveller has become dangerously incompetent. All skill checks are increased one level of difficulty in addition to the existing Bane, (e.g. Average becomes Difficult). Failing this check with an Effect of -6 or worse means the Traveller has suffered a breakdown. They may become aggressive towards other crewmembers, so depressed they cannot perform their duties, or otherwise a menace to the ship and her crew.

After the fatigue check is made each week, the index is increased by 1D3. Eventually it will become impossible to remain unaffected, but long before this happens measures should be taken to reduce fatigue. Fatigue Index can be reduced by various means.

If the Traveller can get out of the ship for a significant time (at least a day) in a port or maybe just landing in a field somewhere, their Fatigue Index is reduced by -1.

If the crew makes a special effort to remain entertained and distracted, Fatigue Index is reduced by -1 if an Average (8+) skill check is made by a Traveller using a suitable skill. For example, the ship's steward can make an effort to organise good meals, effective social time and maybe a full scale gala dinner on the last night of jump. If this works, Fatigue Index is reduced by -1. However, the same method can be used only once per month, so if the Steward skill is used one week, the Travellers will have to come up with something else the next.

Aboard a military ship, or one with ex-military crew, the captain can use Leadership to get the crew to refocus. This might take the form of a rousing speech or the imposition of harsh discipline, depending on the character of the captain. A Difficult (10+) Leadership check reduces Fatigue Index by 1D but can be attempted only once during this voyage. The equivalent for private or merchant ships would be appeals to comradeship or fiscal motivations using the Persuade or perhaps Broker skill.

A short break of at least 3 days in a decent port will reduce Fatigue Index by -1D, but only for Travellers who get to enjoy it. If the ship's engineer is left aboard to make repairs, he does not benefit and in addition increases Fatigue index by 1D3 out of resentment or additional fatigue.

A good break of at least a week doing something other than 'starship stuff' reduces Fatigue Index to 0. That week might involve having a scary adventure planetside – those six bulkheads might seem very welcoming after being shot at for several days! A break of this sort 'cures' all fatigue effects except a breakdown; a Traveller who is in such a mess that they cannot perform their shipboard duties will not recover simply with a week's holiday. Instead they will recover to some extent but retain some quirks and potentially dangerous habits (such as not caring very much about pre-flight checklists) which can only be 'fixed' by therapy or some in-game solution devised by the Travellers.

Astute observers might note that Ueinsadz has a couple of such quirks. His disregard for tidiness is a potential hazard aboard a starship, where loose items can pose a hazard. This is something that happens to X-boat pilots and others who are cooped up in a ship for too long, and is one reason why he is on Detached Duty at present – the Scout Service recognises the symptoms of chronic crew fatigue and is willing to let its personnel do something else for a while in the hope they recover. Ueinsadz is stable, but will probably never lose his acquired quirks. This might be a lesson for the Travellers, causing them to seek more shoreside time, which in turn might lead to adventure.

PROLOGUE: PAX RULIN

Erek Raedelli is a retired executive with McClellan Factors, a major trading consortium in the District 268 region which also has interests in the Trojan Reach. To look at him, anyone would think he had spent his entire career in a comfortable office at some highport or perhaps big-city financial complex. But every now and then he lapses into spacer slang about something. He never swears about the usual spacer problems or tells the customary tall tales, but he knows his way around a starship.

This is not surprising, for Erek earned his comfortable desk job the hard way, climbing the ranks as first an administrative assistant, then steward, and finally purser aboard a succession of starships. Much of his career was spent in District 268 or the Coreward end of Pax Rulin subsector, though in later years he moved into exploratory trade aboard a vessel he refers to as the 'Mighty *Amuar*', a merchant cruiser of the *Leviathan*-class operated by McClellan Factors.

Erek finished his last cruise a modestly wealthy man. The crew of *Amuar* received big bonuses and promotions, and those who contributed most to the mission's success did very well indeed. As purser, in charge of finances and economic negotiations aboard the ship, Erek was in line for an extra payout. He also acted as a diplomat and looked after visitors to the ship

from their ports of call. McClellan Factors plays hard but fair, and Erek was rewarded for this as well.

Not all of those who were promoted really deserved it, however. *Amuar*'s skipper retired after that cruise, as did several other senior crewmembers, and the ship passed to her former Executive Officer, one Joachim Bryant. Bryant was a 'systems man' rather than a leader, and whilst he made an effective first officer he was unpopular as captain.

This should not have been any concern of Erek's, but he had called in a favour to get a berth for his sister's youngest son as a steward on the Mighty *Amuar*. He followed the lad's progress for a time, and hearing bad things about an unhappy ship saddened him. Not only for his relative, but also because he remembered *Amuar* fondly, as a happy place crewed by a good team. Then, in 1102, the ship voyaged out on a new exploratory cruise. She did not return.

Erek has established that *Amuar* initially undertook some trading along the borders as a warm-up for the exploratory cruise, then returned to Imperial space at Berengaria for resupply before jumping to Bantral. She has not been sighted since, and is long overdue. *Amuar* and her crew were posted missing, presumed lost, and despite a search of nearby systems no trace of her was

MCF

McClellan Factors

found. Erek presumes she was headed for Belgard by way of Vior, and has resolved to look for her.

To this end, he has obtained the use of a small starship for a year, and is accompanied by a multi-skilled Vargr named Ueinsadz who claims he can run the ship single-handed. This turned out to be untrue, though Ueinsadz made a determined effort, and Erek's other companion – a woman named Marianne – is unable to help. He needs a crew willing to brave the dangers of the Outrim Void to help him find his nephew and what happened to 'the old girl' on her final flight. He has no illusions – the Outrim is a dangerous place and *Amuar* might be lost without trace – but he has to try.

At this point, Erek is presuming (correctly, is it happens) that *Amuar* made the run to Belgard by way of Bantral, Vior and Gollere. No wreckage has been found at these worlds, so presumably *Amuar* reached Belgard. Erek intends to begin his search in earnest there.

Involving the Travellers

Erek has a lot of contacts in the spacer and commercial sector, who can put him in touch with people willing to help. The corporate leadership of McClellan Factors is also keen to find out what happened to their expensive ship, and will pay for any data recovered even if the vessel cannot be salvaged. Information on hazards and trade conditions was what *Amuar* set out to obtain; if her logs can be recovered, she will have at least partially completed her mission.

Thus, the trail leads to the Travellers, who are invited to meet with Erek at his office on Pax Rulin. His offer is quite simple – he needs people who can crew a ship, deal with trouble along the way and obtain information from those who may wish to conceal the fate of the *Amuar*. All manner of skills might be useful, from diplomacy to computer hacking. He wants a multi-skilled group willing to do what is necessary. The cause, he insists is just – someone out there knows what happened to the *Amuar* and has not reported it. The Travellers may be getting justice for the old girl if she was destroyed, or they might be instrumental in returning a very expensive starship to her rightful owners.

The package is simple. Travellers will be paid a salary for their role aboard Erek's ship, and any ship of their own will be safely stored at Pax Rulin. Payments on it will be covered by the mission fund whilst the Travellers are away. If useful data is found, McClellan Factors will pay a bonus which could be very large indeed. Erek is vague about how much this might be, since he does not really know what might be found. He does expect that if the ship can be salvaged, the Travellers will be in line

for a payout of over a million Credits, and even just her logs are worth tens of thousands to McClellan Factors. Retrieved crewmembers will also be subject to a bonus – McClellan Factors is willing to be generous to those who help its people when they are in trouble.

If the Travellers agree, Erek makes a very brief vid call then leaves his office behind them. He might come back some day, but he has no plans beyond finding the *Amuar*. His single-mindedness might seem strange, but to him it is very simple – he has no future in which he does not go looking for his lost nephew and the ship that made him his fortune.

There are a number of reasons why the Travellers might agree to the mission, or why they would have become involved with Erek's plan to find the *Amuar*.

A Friend Aboard *Amuar*

Erek is not the only one who may have had friends or relatives aboard the lost ship. A Traveller might hear of an old comrade who was lost aboard the merchant cruiser. This is likely for ex-merchant or navy personnel; McClellan Factors recruits a lot of its personnel this way.

Espionage

Other corporations, notably the Baraccai Technum, a major rival of McClellan Factors which has its headquarters at Trin in the Spinward Marches, are interested in the Outrim. The Technum is currently mounting a major challenge to McClellan's dominance of trade in District 268, and would be very interested in its entrepreneurial activities elsewhere.

Reconnaissance

The Imperial intelligence services, as well as the scouts and navy, are always interested in activity beyond the borders. Personnel unconnected with these services are often approached to feed data back to them. This is harmless stuff – ships sighted in the ports along the way, publicly available trade figures and the like – but it does help build a picture of what is going on. Alternatively, one or more of the Travellers might be intelligence operatives – at least some of the time – who have been tasked with finding out what happened to the *Amuar*. The loss of a big Imperial trade ship is always of interest.

Exploring the Outrim

This is a chance to visit pastures new and find new opportunities – or to stay away from places the Travellers have made themselves unwelcome. Inveterate adventurers may not be able to resist the chance to explore this new frontier.

First Impressions

Erek wants to get underway as soon as possible, and to this end will show the Travellers the ship he has obtained. She is named *Voidskipper*, a converted Far Trader, old but mostly in good repair. Erek suggests a brief shakedown flight to get the feel of the ship and demonstrate to him that the Travellers really are as competent as their reputation suggests.

Shakedown goes well, though a few little bugs are highlighted with the ship. There is nothing to suggest a cruise aboard her would be unsafe; she is just an old ship with a few quirks. The Travellers will also get a chance to interact with their new companions, and learn a little about them.

- Erek says little, but nods occasionally. He clearly has seen competent spacers in action before and recognises skill when he sees it.
- Marianne sticks close to Erek. She, too, has obviously been in space before, though she does not have ship-crew skills. She is not surprised by the sort of things that startle newbies when they make their first flight, and is not tolerant towards anyone trying the 'scare the noobs' routine.
- Ueinsadz is basically competent in several areas and could probably run a ship on his own for a time. He does not have much depth of knowledge however, and might be out of his depth in a serious situation.

Returning to Pax Rulin's Highport. Erek pronounces himself satisfied with the Travellers' performance and asks for final confirmation that they are ready to undertake his mission. There are a couple of pieces of paperwork to be completed first, however. Most important among those is the appointment of one of the Travellers as ship's master (captain) of *Voidskipper* for the duration of her cruise. This is a legal necessity, though it might not be very important outside the Imperium.

Erek also gives the Travellers a credit chip worth Cr25000 and suggests they outfit themselves with whatever they need. They can keep any leftover money. Pax Rulin has a very low Law Level, and most items can be found for sale in its starport.

Travellers who return from a shopping spree festooned with new guns and weapons will be met with a disapproving stare from Marianne, whilst Erek will be pleased to see anyone come back with clothing designed to impress and assist in diplomacy, or with luxury items like excellent wine or cheese. Ueinsadz is not very bothered about the whole business, though he is keen to ensure the Travellers buy a decent brand of beer, and offers to help them sample it in case of a substandard batch.

As soon as the Travellers are ready, Erek wants to get underway. The first port of call is Berengaria, an Imperial world right on the border. It is not absolutely necessary to go there; *Voidskipper* could jump to deep space then on to her next port of call at Bantral. However, the trip will take just as long either way and jumping to an inhabited star system is safer. There will also be the chance to go planetside at Berengaria, and pick up information about the situation along the frontier.

The jump to Berengaria does not have any undue complications unless the Travellers somehow manage to cause some. Whilst in jump, Erek will encourage the Travellers to run drills, and will make sure that at least one of them is familiar with the rescue suit he has brought along. There is not much room aboard the ship to practice with the suit, but at least the user can develop familiarity with its components and accessories, and operating its electronic interface.

BERENGARIA

Berengaria is an agricultural world with a population of just over 3 million. It serves as a breadbasket for the local region, supplying the Imperial Navy's bases with food. The system itself has a small naval base which can handle vessels of up to cruiser size but is normally home only to small escorts and patrol craft. Larger vessels are mostly based at Pax Rulin's much larger base, and stage through Berengaria when undertaking missions outside the Imperial borders.

There is usually a destroyer-sized vessel or two home-ported at the base, but these spend most of their time patrolling the Kydde, Braudel and Vior systems rather than remaining in Imperial territory. These systems provide a jump-3 route into Imperial space and are considered areas of interest by the navy. It is not

possible to maintain a constant patrol as the navy is stretched thin everywhere, but an armed presence is maintained as much as possible. Smaller vessels patrol these systems sometimes, but a larger ship can remain on station longer and thus represents a better balance between time on deployment and time in jump getting to and from the home port.

Emerging from jump at Berengaria, *Voidskipper* is quickly challenged by the system protection flotilla. This consists mainly of system defence boats and fighters operated by personnel from the naval base, located in a restricted section of the highport. There is a fair amount of traffic moving in and out of the port, much of which is composed of jump-1 vessels shuttling to and from Pax Rulin.

One in so many vessels is boarded and inspected, and *Voidskipper* has been selected. There is nothing unusual about this; Berengaria is a frontier system with a naval base, and is considered important to the region's strategic situation as a source of agricultural produce. Thus, security is tight.

Unless the Travellers do something utterly stupid, they are in no danger. A cutter from the naval base comes out to meet them, escorted by a lone fighter. *Voidskipper* is instructed to cut her drive and keep weapons powered down. A boarding team will be entering the main airlock presently….

The boarding team consists of a very young Ensign and a much older Chief Petty Officer, each escorted by a naval rating whilst two more remain by the airlock. All are armed with sidearms, and the two by the door have submachineguns. Boardings can and do go wrong, and naval personnel never relax whilst boarding an unknown ship. However, if the Travellers comply there is no chance of a fight here.

Ensign Freida Tiggs is 19 years old, on her first assignment out of the academy. This is not, however, her first boarding. She is extremely courteous and respectful, phrasing what could be delivered as commands as polite requests. Ensign Tiggs will require to see the bridge and look over the cargo manifest. She will (with exquisite courtesy) interrogate the bridge crew about critical matters.

- What is the ship's mission and destination?
- What is its cargo?
- How long do the crew anticipate being outside the Imperium?
- Which foreign powers will be visited, and what is the crew's relationship with them?
- Is the ship carrying contraband?
- For what purpose is the ship armed?

Ensign Tiggs will accept any sensible answer to these questions. They are intended more to test the crew's reactions than for the sake of the information gathered. People telling the truth should have a ready answer to these questions, and asking different crewmembers should produce answers that match up. Of course, the Travellers may not realise this, and could end up saying

something that will get them into trouble, or perhaps leaving Berengaria with a suspicion that they have stored up trouble for themselves.
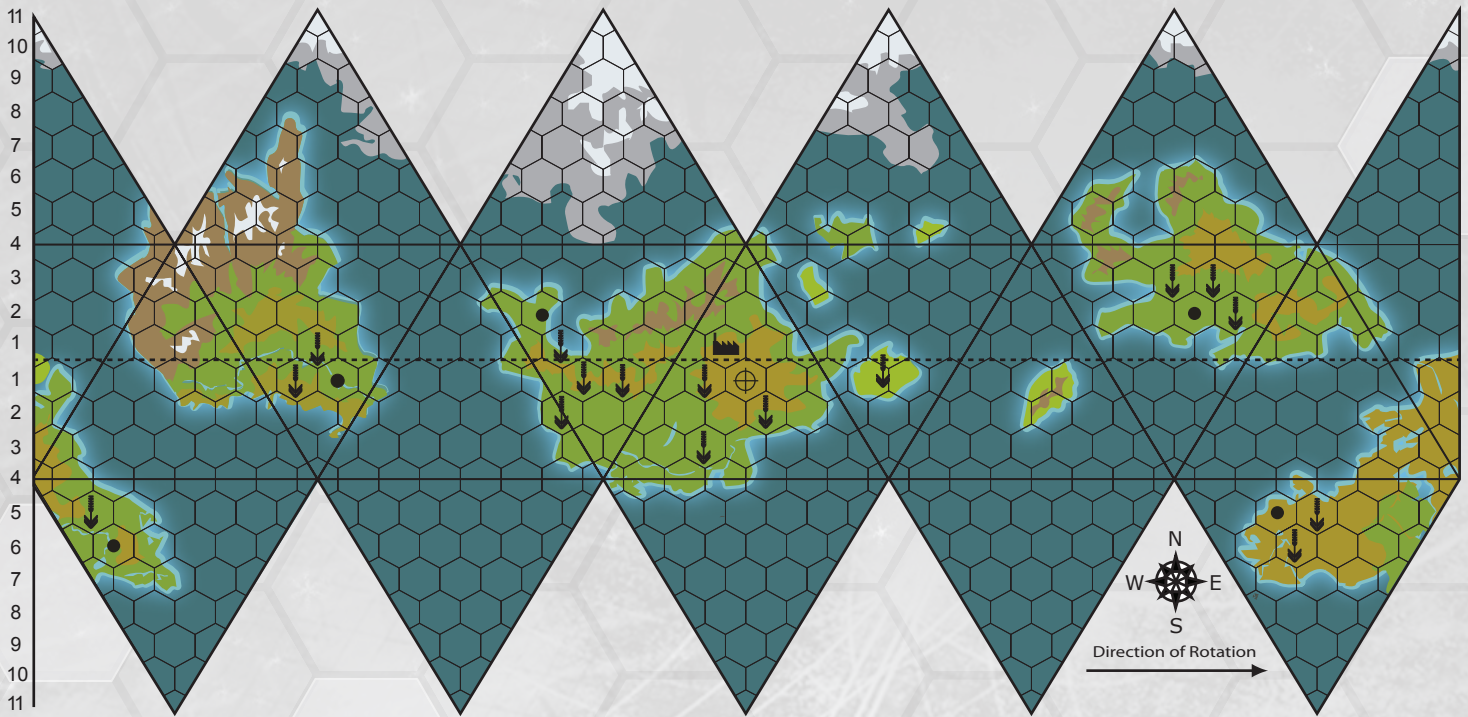
Chief Petty Officer Benson Emlerdi is rather more experienced than his officer, but has no reason to be suspicious of a properly registered Imperial ship entering an Imperial port. His questions and his inspection are fairly rigorous, and he insists on being shown items rather than believing they exist because a manifest claims they do. CPO Emlerdi takes a particular interest in *Voidskipper*'s missile armament and the rescue suit. He wants to know why it is being carried, and though he will not admit it he will be impressed by an answer that suggests the Travellers are on a rescue mission. All the same he asks questions and evaluates the answers:

- What is your cargo?
- What is your mission?
- Why are you carrying a missile armament?
- Do you have a salvage license?
- Who is qualified to operate the rescue suit?

Questions regarding the rescue suit and salvage operations are perhaps a little sensitive, but since *Voidskipper* is operating outside Imperial space she does not need to comply with regulations. A salvage license is not required to undertake rescue work – of course – or to benefit from salvage rights if a derelict is encountered by chance. Thus, the Travellers really have nothing to fear here, but CPO Emlerdi has dealt with enough dubious characters to know the value of asking questions and watching the reactions of the subject.

If he suspects he is being lied to, CPO Emlerdi will start demanding explanations for every tiny discrepancy in paperwork, every dent and scratch if necessary, until he finds some pretext to order a full inspection of ship and crew at the port. This will be extremely inconvenient but ultimately the Travellers are operating a legitimate ship on a legitimate mission, so they will be released to go on their way. The inspection and questioning will waste three very stressful days, however, and would better be avoided.

Either way, the Travellers will be able to enter port at Berengaria sooner or later. Erek has an expense account that will cover fuel and supplies, but he wants to make

City	Starport	Mining	Farming	Industry	Power Plant	Military

Direction of Rotation

sure the ship is well stocked with food he considers to be actually edible rather than the more usual processed rations. Essentially, he wants to make a quick trip planetside to secure high-quality supplies.

Berengaria's highport is modern and well-run, with many naval and scout uniforms to be seen among the crowds. Some bars are selective about whether they do or do not serve naval or scout personnel (this is mainly to avoid confrontations between rival service personnel) or try to maintain an air of exclusivity by allowing only service personnel and their guests. Most, however, will take anyone's Credits.

Planetside, Berengaria is characterised by farming towns connected by a well-developed mid-tech infrastructure. Bulk agricultural produce typically moves by rail or water transport, whilst more specialist producers send lower bulk but higher value goods by road. There are many modestly sized producers of high-quality foodstuffs and related products – Berengaria is a great place to buy a leather jacket.

Erek is openly disgusted at the ration factories (as he calls them) located at the downport. These are industrial-scale processing plants that take a wide range of ingredients and turn them into pre-packed shipboard rations. Experienced spacers will recognise some common brands, mostly quality ones. However,

Erek considers high-quality dreadful trash is still dreadful trash, and only grudgingly buys up a quantity for the voyage. Most of his efforts are focused on finding unusual foods to add to the ship's stores.

The Travellers have a couple of days on Berengaria to do whatever they want. Local society is fairly free and easy, with relaxed laws about most things. Unless the Travellers want to engage in thievery and troublemaking they will be able to have a safe time on Berengaria. There may be few opportunities ahead for that…

Further Adventures on Berengaria

Berengaria is a habitable world, with breathable atmosphere and plenty of water. It is home to three million people, which is not very many to occupy a whole planet. There are thus huge areas of Berengaria that are little but wilderness. It is possible that these areas might contain a minority population not counted among the world's official population statistics, or other interesting peculiarities such as failed colony sites or perhaps a hidden base. Additionally, there are possibilities for adventures in the farming towns or the starport. With both naval and scout bases in the system it is unlikely that Berengaria would be home to pirates or enemies of the Imperium, but this does not preclude the possibility that someone might be living in the world's largely unexplored wilderness.

BANTRAL

Bantral is an Imperial client state; that is, it is an independent world with strong ties to the Imperium. Indeed, it is sufficiently pro-Imperial as to host a small Scout Service base, which supports reconnaissance missions into the Outrim Void and communications links with more distant areas. Jump-5 couriers occasionally transit through Bantral, Kydde and (after refuelling at the gas giants of Tlazolteotl and Gabriel) connect the client state of Dpres to Imperial territory.

The Baraccai Technum has a major trade delegation at Bantral's highport, and dominates the world's trade with the Imperium. This mostly takes the form of agricultural exports, which are exchanged for higher-tech goods at a rate very favourable to Imperial traders.

The world itself is pleasant enough, though the dense atmosphere can result in very heavy rainfall on a frequent basis. The population, numbering a half-million or so, are mostly clustered into the region around the starport. The remainder of the planetary surface is largely undeveloped, though there are a few small enclaves here and there. Not all of these are official; parties of settlers have at times set up tiny colonies in the Bantral outback, and there have even been incidents of pirate vessels operating out of remote valleys.

One such pirate base is rumoured to have been sponsored by the Senlis Foederate, which hoped to create a crisis which it could then resolve by offering protection to Bantral. This plan, if it was a plan at all, backfired when Bantral instead requested and received Imperial protection.

Erek does not expect trouble at Bantral, but is wary of the Baraccai Technum representative there as his previous employers were close rivals. Indeed, confrontations between the two have occasionally gone as far as a trade war, with corporate backed mercenaries fighting for control of critical assets. The Factor of the Technum is aware of Erek's previous affiliation – more accurately, they have an extensive database of personnel currently and formerly associated with McClellan Factors. By the time *Voidskipper* makes port, the local factor will have been alerted.
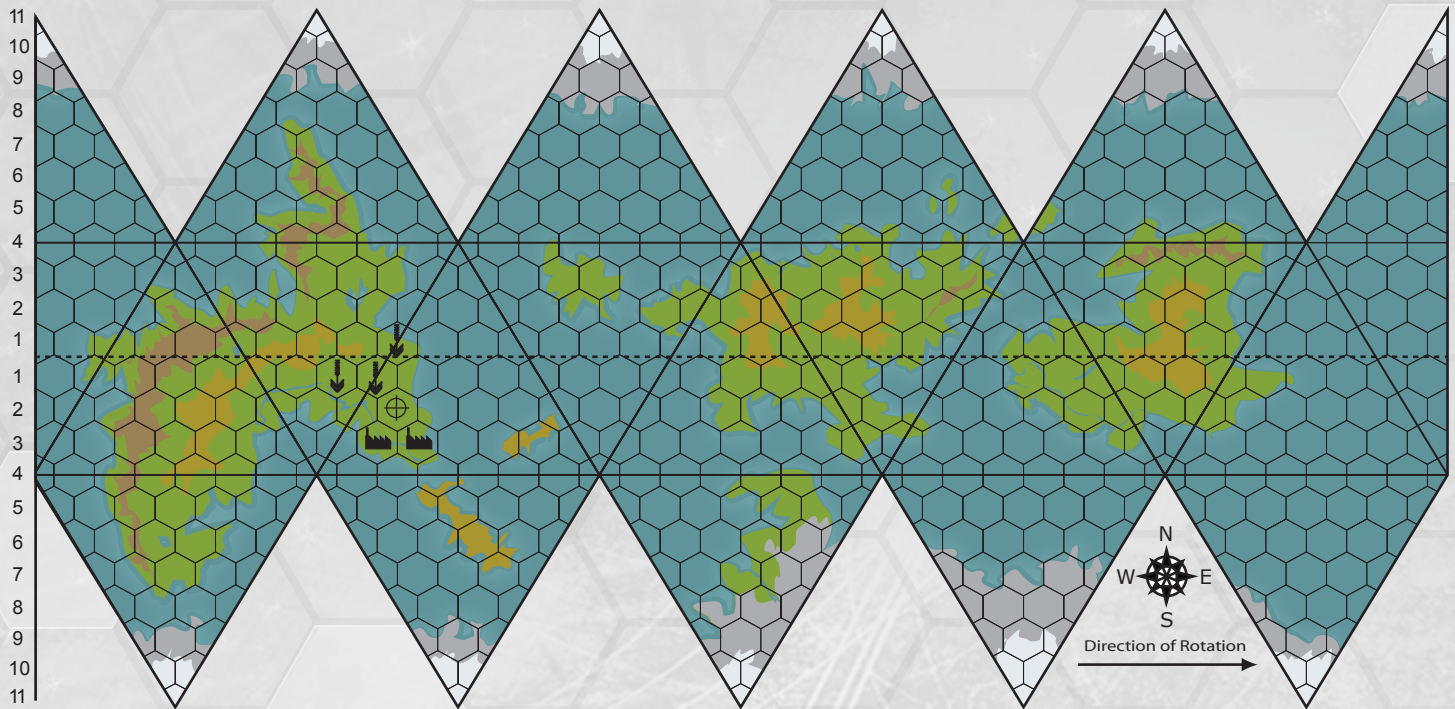
Making port is no real problem. Bantral cannot afford much in the way of system defences, and so relies on the missile armament of the highport, plus a few armed utility craft. There are typically several scout ships present as well, but these do not carry out customs inspections. Laws are fairly strict, however, and anyone entering the highport is given a lengthy lecture about the penalties for various wrongdoings. This is mainly to discourage crews from getting drunk and disorderly when on liberty; penalties are typically in the form of fines and a refusal to allow the offender planetside or back onto the highport. Spending a layover aboard a ship whilst your friends are having fun portside is unpleasant, as every spacer knows, and this is an effective deterrent in most cases.

After entering the port, the Travellers are invited to meet with Factor Ulain Deveraux, representative of the Baraccai Technum and self-appointed Imperial ambassador to the world of Bantral. Deveraux has a palatial residence on-planet, to which he invites everyone including Erek. Declining the invitation would perhaps be a little rude, but carries no consequences.

Factor Deveraux treats everyone to an excellent dinner at his residence, which is just outside the downport. He is gracious and charming, though constantly distracted by his grandchildren and various distant relatives who live with him. Amid this homely confusion, he makes friendly chitchat and tries to worm information out of the Travellers. Erek knows exactly what his counterpart is doing – he has done the same in his own professional capacity – and gives politely bland answers that are not so much about denying Deveraux useful information as enjoying a battle of wits with him.

Deveraux is not hostile to the Travellers, but he does want to know why McClellan Factors is poking around in his backyard. He will of course accept any explanation – including a truthful one – at face value, but does not entirely believe what he is told. He has been playing the corporate game for decades now, and takes little for granted.

If the Travellers are candid about their mission – and there is really no reason not to be – Deveraux will freely

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volunteer what he knows. Erek will of course not believe any of this until it is corroborated, but other sources will confirm what Deveraux knows. The salient points are:

- The *Amuar* came through Bantral on her final mission, but did not return this way. That does not mean she did not take a different path homewards of course. Given her capabilities, the next destination must have been Senlis, Orsach or Vior. Erek does not confirm this of course.

- *Amuar* gave her crew shore leave at Bantral, and some got themselves into trouble with portside security. From comments overheard in portside bars, *Amuar* was not a happy ship and her captain was deeply unpopular.

- If Erek (or someone else) asks, Deveraux can find a file on Erek's nephew. There is virtually nothing in it; a junior steward from a McClellan Factors ship came ashore and had some leave. He did not get into trouble and returned to his ship. Deveraux knows nothing more.

Deveraux is happy to give this information up for free; he cannot sell it to anyone and it cost him nothing to obtain. His payment is already made – tiny snippets of information let slip over dinner and drinks that can be combined with everything else he knows to build an ever so slightly more detailed picture of the local situation than Deveraux had yesterday.

Other sources can corroborate this information. *Amuar*'s crew were not well-behaved in port, though not extravagantly so. All the same, Erek is a little shocked. The *Amuar* he knew proudly upheld McClellan Factors' reputation as a smart ship with an efficient and courteous crew. Incidents portside were not unknown but they were rare, and considered an embarrassment to the whole crew. This sort of thing would never have happened under the old captain, Erek is sure.

There is little need to hang around at Bantral, other than the fact that it is friendly territory. The next jump takes *Voidskipper* to Vior and into the Outrim Void proper. Beyond this point the chance of assistance is slim if anything goes wrong.

Further Adventures on Bantral

Bantral is a habitable world, making 'shirtsleeve environment' adventures away from the port and main settlements a possibility. With a population of just five hundred thousand on an entire planet, there are huge undeveloped areas. As with Berengaria, it is possible there are other populations dwelling on the planet, or lost sites out in the wilderness. Bantral also has a small scout base, which could be a source of adventure. The Scout Service, like all Imperial agencies, is stretched thin trying to cope with all its responsibilities and occasionally hires outsiders for simpler tasks. A ship crew might be employed to make what sounds like an easy supply run, or a party of Travellers might be asked to produce a detailed map of an area. Not all of these simple tasks turn out quite so straightforward, of course.

VIOR

Vior is important as a jump-3 link across the Outrim Void, linking the Belgardian Sojournate with Imperial space. It has a rough starport of sorts, but many ships crossing the Void skim fuel at the system's gas giant rather than landing on what can be a dangerous planet.

Vior was long thought to be uninhabited, but this was found not to be the case when an underground community was detected; the population of around thirty thousand were overcrowded and somewhat inbred. Evidence of cannibalism was also discovered, though it is believed that the practice has now been stamped out.

The tiny downport is run by a private concern which employs a few dozen locals but is mainly staffed by offworlders. The port receives the occasional ship but this is a very isolated outpost on top of a cave full of possible cannibals – it is not a popular place to live or work. The most frequent visitors to the port are trade ships making the long haul across the Outrim Void and navy vessels – typically obsolescent destroyers assigned to frontier patrol – out of the Berengaria naval base. The navy is popular in Vior's downport, since its ships bring in new faces with money to spend each time they visit.

Facilities at the port are, as might be expected, very basic and trade opportunities are virtually non-existent. The underground habitat is off-limits to visitors, not least since most of the locals just want to be left alone. Their living conditions have improved since they were discovered, and aid packages are delivered from time to time by the Scout Service or vessels hired by it. Other than this, the local population has little contact with outsiders.

One reason for the overcrowding in Vior's underground city is the longevity of its inhabitants. This is due to the primary source of meat in the locals' diet, a rodent that co-exists with them but certainly did not originate on Vior. The animal's flesh has anagathic properties, prolonging lifespan at the cost of a disgusting taste. It is also possible that eating people who have lived off these rodents for many years may have concentrated the effects, though for obvious reasons this is hard to prove.

Ironically perhaps, the introduction of a better (less cannibalistic) diet is likely to have the effect of reducing life spans even as it improves the quality of life. A handful of Scout Service personnel are currently stationed at the downport with the task of maintaining the hydroponic gardens set up in the city for the locals. A secondary mission is to monitor the effects of the change in diet on the local population, and report the matter if they start eating one another – or outsiders – once more.

It is possible that an Imperial Navy destroyer or Scout Service ship will be in orbit when the Travellers arrive. If not, it is unlikely any vessels will be encountered. The port's records are not good, but they do show that *Amuar* passed though on her final voyage. She filed a flight plan – this is routine, but does not necessarily mean it is true – as intending to jump to Gollere en route to Belgard. There is not much else to be learned here.
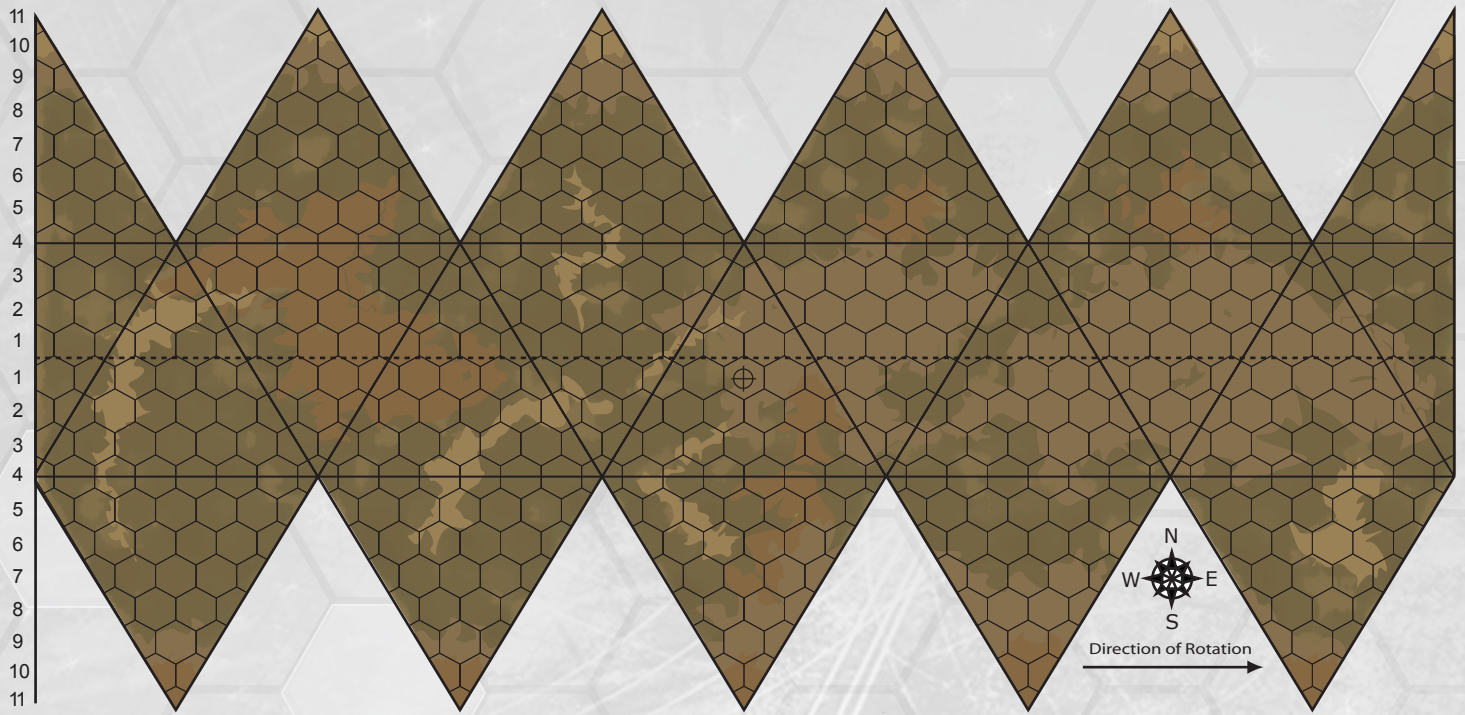
Further Adventures on Vior

Vior is an airless rockball of a world, whose entire population dwell in the tiny port or their underground city. The latter would be a dangerous place to visit, which is why it is officially off-limits. The Travellers might have business there, however, perhaps on behalf of the Scout Service. Travellers will not be confronted with a horde of cannibals the moment they set foot in the city but there is a possibility that some people still follow 'the old ways'. A healthy offworlder might be a welcome addition to their diet.

Vior does have some reasonable mineral deposits, and there is nothing the locals could do to stop a mining concern setting up a camp elsewhere on the planet. The main obstacle to this is distance to any viable market, but it is possible that an enterprising firm might try. If so, the Travellers could be asked to conduct a mineral survey or perhaps deal with claim-jumpers. At present, however, Vior is little more than a barren rockball. It would take the discovery of large or easily obtainable mineral deposits to attract any serious mining concern, and few other businesses would have any interest in such a remote world.
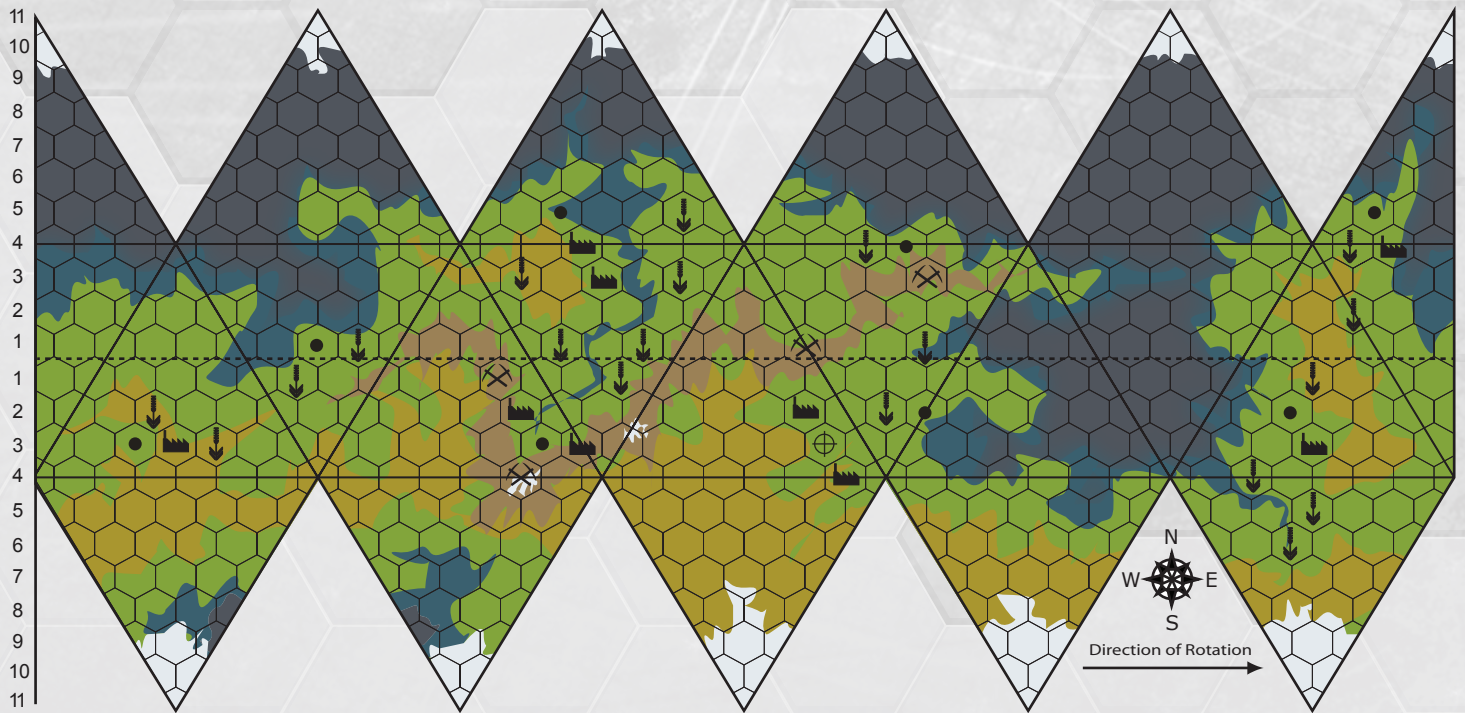
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City   Starport   Mining   Farming   Industry

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GOLLERE

Gollere is a mid-tech agricultural world which sees only a little interstellar traffic. Gollere was colonised long ago and, like many similar worlds, did not make the transition to being self-sufficient. Support from offworld was not available, and even interstellar trade was minimal in that era. The result was regression to a low-tech subsistence economy. However, even with a tainted atmosphere, Gollere was well able to support life, and total collapse did not occur.

Once survival was assured, the people of Gollere began a slow but steady technological advancement, accompanied by population growth. The new social order that emerged was based around the concept of feudal technocracy – clans specialising in one area or another traded goods and services with others and thus built a society capable of returning to space. At present, Gollere lacks the ability to manipulate gravity and thus cannot build 'modern' space vehicles but has a mature rocketry capability.

Gollere's rockets have been used to put a few satellites into orbit and create a modest defensive capability. Although clumsy, the surface-to-orbit missiles deployed by Gollere are quite capable of wrecking a starship. Thus far, there has been little need for them. The same technology has been used to launch components for a rather basic space station. This is being used for research purposes, conducting experiments into gravity manipulation. Gollere has databases containing relevant science, bought at great cost from trade ships, but lacks the practical experience necessary to begin implementing it.

The people of Gollere know very well that this information is available for next to nothing on most advanced worlds, but are willing accept they paid a fair – if steep – price for it. This attitude colours most of the Gollerans' trade relations. They know they are paying through the nose and find it frustrating, but since they are getting items they could not possibly obtain otherwise they are willing to accept the situation. Until recently, the only offworld contact Gollere had was with Belgard, and this was intermittent at best. Typically, Belgardian ships would trade machinery and technical components for large quantities of agricultural goods. If someone offered a better deal – trade ships out of Imperial space for example – then Gollere would be an enthusiastic trade partner. The problem at present is that the world has little to offer except agricultural goods.

Gollere's population of around seventy million are spread out all over the globe, but population density is significantly higher around the original colonial hub. Here, Gollere's Class D starport and rocket base are co-located with what passes for a capital. In practice, there is little centralisation of power; clans have their bases wherever their people live. If interstellar trade increases then contact with offworlders will become increasingly important and the port region will probably attract at least representatives of all clans.

Erek is keen to get planetside as soon as possible, partly to seek information and partly because Gollere's starport might have fresh vegetables for sale. By this point in the voyage, his near-pathological hatred of starship rations may have become a running joke, but he is passionate about getting decent ingredients.

However, *Voidskipper* is initially refused landing permission and asked to wait in a holding pattern. This should seem rather odd, since she is likely the only ship through Gollere in weeks or even months, but the reason soon becomes apparent as a chemical rocket blasts off from the starport. This might be mistaken for a missile launch – Gollere uses the same basic design for all its orbital delivery systems – but the port's radio operator will assure the Travellers they are in no danger. The launch could not be delayed without restarting the countdown, which was not an option on this occasion. Once the rocket is clear of the base, permission is granted to land.

Upon landing, the Travellers will find Gollere's starport to be run in a rather amateurish way. Starships are rare, so most of the time the port serves as research centre and launch site for missions to the space station. Once a ship is detected, representatives from various clans will rush to the port in the hope of making a deal, and some launch site staff will leave their duties and try to carry out normal starport functions. It may become apparent that they are a little distracted.

As already noted, the clans of Gollere are keen to trade, and present offworlders with a wish-list of items they want to buy. Some of these might be aboard a passing ship; most are valuable on Gollere but not so much elsewhere and thus unlikely to be carried as speculative cargo. The trade delegates hope that if they make their requirements known to passing ships, eventually someone will come into their port carrying everything they need. Whilst a little over-optimistic, this approach costs nothing and might some day pay dividends.

In the meantime, the delegates are keen to trade for whatever they can get. They have various mid-tech goods for sale, plus large amounts of agricultural produce. The port staff, on the other hand, seem very busy with something they are keeping quiet about.

Investigation reveals the space station has developed a problem, necessitating the immediate launch of a repair package. There has been much debate among the Gollerans about whether to ask for help from the offworlders, but the consensus was that it would come with an unaffordable price tag. However, the space station has been in trouble for some time, and the latest crisis could destroy it. The Gollerans are proud of their station and the heroes who work aboard it, making them reluctant to ask for help from those who might scorn their efforts.

If the Travellers find out about the station's problems, they may be able to help. The station's systems have been repeatedly repaired and are nearing total breakdown, resulting in an inability to maintain its orbit. The station is now dangerously low and experiencing atmospheric drag. The only way to save it is to use a booster jury-rigged to the station and hope to accelerate it into a higher orbit, buying time for a proper repair.

Experienced spacers will realise this is a horrifyingly dangerous thing to attempt, but there seems to be no option other than abandonment. Losing the station will set Gollere's space programme back decades, and the three station crewmembers are willing to risk their lives to prevent it. Their chances would be greatly improved by assistance from the Travellers, though the station is too fragile to be towed or nudged into a higher orbit by *Voidskipper*.

If the Travellers decide to help, they will make many friends on Gollere. There is little financial gain from this attempt; the Travellers can already dictate whatever prices they want for any goods they bring in. However, goodwill might be worth something, or the Travellers might decide to assist fellow spacefarers out of a sense of siblinghood.

It is possible to dock *Voidskipper* to the space station, though the couplings will not survive an attempt to push it. Inside the station, conditions are disgusting and distressing. Most systems have broken down, there is mould growing on walls which are lined with condensation, and it is cold. With virtually no power, only the sleeping chamber is heated at all, and the crew are working in near-freezing conditions for hours on end. They are, however, determined and proud. The situation is rather like a luxury yacht offering assistance to the crew of a dugout canoe, and finding that the canoeists are willing to die rather than abandon their primitive boat.

The Travellers can help in many ways. A jury-rigged power feed would be of immense benefit, as would the chance to get a hot meal aboard a ship with proper heating and artificial gravity. A few systems can be quickly fixed by those with the right skills, which will impress but not awe the locals. They are respectful of the Travellers' knowledge and abilities, but do not see themselves as being in any way inferior.

The three station crew will not all leave the station at once, partly because they think the Travellers might fly off and abandon the station, rescuing them against their will. In short, the crew deliberately endure worse conditions than necessary to blackmail the Travellers into staying to help them. Travellers with extensive

spacefaring experience will realise that *Voidskipper* would not be seriously endangered by entering Gollere's atmosphere whilst connected to the station; it could be jettisoned without undue hazard. There is still some risk, however.

The rescue suit would be a huge benefit during work to fit the booster. A Traveller using it will find himself working alongside a local in his primitive and flimsy suit, and might take a moment to ponder the bravery of those who went into the void so poorly equipped. Of course, this is how humanity reached the stars, and perhaps the chance to experience the long hard road first-hand will be a memory to treasure.

Be that as it may, the booster is not designed to be fitted to the station, but the groundside technicians have invented some clever couplings and the spacer crew are both inventive and desperate. Unless something goes radically awry, the device can be fitted and an orbital boost burn calculated. This has to be done on the fly, since the station is a complex mass and the booster is not part of its normal design payload. With time running out, there is nothing for it but to eyeball the calculations and give it a try.

Again, the Travellers can be of great assistance here. *Voidskipper*'s sensors and vastly more powerful computers can feed data to the space station, perhaps making the difference between a successful burn and a tumble ending in an explosion. *Voidskipper* might also be able to rescue the station crew if the burn goes awry. Daredevil Travellers who want to experience some old-school space adventure might even jam themselves in with the crew and help fly the station.

It will take weeks or months to fix the space station and return it to operational status, but that time will be available providing the station survives its boost manoeuvre. Whatever the outcome, so long as the Travellers made a real attempt to help, the people of Gollere will laud them as heroes – providing of course they do not behave contemptuously towards the 'primitive' locals. This has few benefits beyond a banquet and some personal gifts, but it will make it much easier to get information about the *Amuar*.

Amuar called at Gollere, and gouged the locals even worse than the Belgardians do, trading a few pieces of equipment and some components fabricated in the ship's workshops for a large quantity of mid-tech firearms and agricultural produce. Her captain was extremely arrogant and rude, and openly contemptuous of the locals' space programme. He also had a blazing row with another official from *Amuar*. From the description, this sounds like the mission director, but it might have been one of the ship's senior officers. Arguments are not uncommon, Erek knows, but having one in front of clients is bad form, suggesting that *Amuar* was indeed not a happy ship at all.

Once business is concluded at Gollere, *Voidskipper* prepares for the two-parsec jump to Belgard.

Further Adventures on Gollere

Gollere is a habitable world with a population large enough to support some significant industry. If offworld trade picks up and Gollere manages to create something worth exporting, there are real possibilities it could one day emerge as a locally important world. At present, however, its attempts to create a self-sufficient spacefaring capability are in their infancy. Travellers who are impressed with the Gollerans' gutsy attempts to drag themselves into space might be motivated to help.

A single starship, working in alliance with Gollere's leaders, could make all the difference here. Careful imports of the right equipment and provision of information available for free a few parses away could shortcut decades of painstaking research and industrial development. The feudal technocrats of Gollere would be very interested in such a deal, which would take the Travellers all over the local area in search of necessary items and favourable trade partners.

BELGARD

Belgard is the capital and only major (using the term loosely) world of the Belgardian Sojournate. As its name suggests, the sourjournate considers Belgard to be only a temporary home, and as a result the world's resources have been aggressively plundered without regard to sustainability or the environment.

Belgard has a population of just nine thousand, with tiny enclaves on Gorgon and Eleson. Most of the population have access to TL6 items, with TL9 available in small quantities to the ruling elite. Belgard cannot properly maintain its flotilla of small starships, and has taken to cannibalising the oldest to keep the rest running. It is this oldest of Belgard's Lancer-class ships (see page 55), now stripped of its jump drives and turned into a guardship for the mainworld, that intercepts *Voidskipper* soon after she emerges from jump.

The guardship is clearly not in good condition. Sections of her hull plate have been removed, and there is evidence of damage from some collision or battle that has never been properly repaired. Nevertheless, she acts like a 'proper' navy ship and conducts a customs boarding.

The personnel who come aboard *Voidskipper* contrast poorly with inspections previously carried out. They do their best but lack experience. There is also a real sense of mistrust; Belgard is not friendly to any outsiders, and is particularly suspicious of Imperials. Questions are asked about the ship's history, origins and ports of call, but in a rather aimless and going-through-the-motions sort of way.

After the rather vague and haphazard customs inspection, *Voidskipper* is granted permission to proceed. Belgard has a highport of sorts, but it is nothing more than the carcasses of two old Far Traders joined by additional components to create a docking station. From here, Travellers can proceed planetside aboard a rather elderly and wayward shuttle but might be better advised to land their own ship at the downport.

Belgard's atmosphere is breathable but tainted, with dust particles creating a constant irritant effect. The world is mostly badlands and desert, with small bodies of water here and there. The port is the main settlement, with only a few small outposts elsewhere. It is home to Belgard's naval forces, such as they are, so it is likely the Travellers will spot a grounded Lancer-class warship and perhaps a fighter or two on the pads. Everything is run-down and in poor repair.

At the port, Travellers are treated with guarded politeness by staff, until they are suddenly confronted by a party of four. Two are obviously flunkies and have very plain version of the uniform worn by the third. The fourth wears a sober but fashionable three-piece business suit of a sort currently favoured in the Imperium, with a pin bearing the emblem of McClellan Factors.

This is Ian Kuuasarmi, formerly mission commander of *Amuar* and now Imperial Trade Delegate to the Belgardian Sojournate. He introduces Commander Alicia Forster of the Belgardian navy, and leads the way to a suite of conference rooms. Astute Travellers will be aware that there is no official title of Imperial Trade Delegate, and that Kuuasarmi has clearly insinuated himself into a position of influence by claiming to represent the whole Imperium rather than just McClellan Factors. However, this could be to their advantage.

A meal has been laid on for the Travellers whilst they were on approach. Although a hurried affair, the Belgardians have done a reasonable job, with cold cooked meats, cheeses and fruit accompanied by odd-tasting but surprisingly good bread. Erek recalls the last time he came through Belgard, and realises Kuuasarmi has implemented a more effective business attitude here. The xenophobic locals previously made no effort to make visitors feel welcome and thus to grease the wheels of commerce.

Commander Forster has little to contribute to Kuuasarmi's polite chit-chat, though she does ask a few questions of the Travellers. These mainly concern their ship, the cargo it carries, and conditions on neighbouring worlds. She is rather obviously (and clumsily) trying to gather intelligence. Again, this contrasts rather jarringly with the smooth efficiency of the Imperium's armed forces.

Trade Delegate Kuuasarmi, on the other hand, is charming, gracious and sharp as a whip. He never served with Erek but they do know some people in common, including former comrades still aboard *Amuar* when Kuuasarmi joined her. Kuuasarmi is concerned about his old friends, who were supposed to come back through Belgard before heading home. There has been nothing he could do until now, and is more than happy to cooperate. However, he does need some help.

Trade ships through Belgard are very rare, so Kuuasarmi's position is seen as redundant by many senior Belgardians. He really needs to show his worth – or perhaps admit defeat and obtain passage home as some of his staff want to do. Thus he is extremely keen to strike a deal with the Travellers that brings something useful into Belgard's tiny economy.

Kuuasarmi wants the Travellers to sell him (and thus the Belgardians) whatever they have that might be useful at a price favourable to him. He is basically asking a favour here, and hoping the Travellers will be willing to take a loss on the trade or exchange something they cannot immediately sell in barter. This is in the interests of the Imperium and McClellan Factors, since it will help create a friendly market in the Outrim Void. The Belgardian economy is small but could grow, and even just having Belgard's worlds as friendly ports will be of benefit.

The Belgardians have some metals and TL9 equipment available, but not much else. However, even in very small quantities the equipment they can make is valuable on worlds like Gollere. An investment of manufacturing machinery or components here on Belgard, coupled with a trade deal with Gollere (which Kuuasarmi thinks he can broker) would create a small but regular trade to the benefit of both parties. It would also help convince some of the senior Belgardians to shift their attitude towards outsiders at least a little.

Kuuasarmi has some other ideas to put to the Travellers. He has researched the notorious Manoeuvre of Ganulph which devastated that world and blew its atmosphere into space during the Fourth Frontier War. The world was the site of a forward Imperial base intended to counter Zhodani activity in the region, and contained experimental weapons which were to be combat trialled in this minor theatre of war. A munitions bunker was penetrated and the weapons detonated, wrecking the world.

This information is classified, but Kuuasarmi has managed to piece it together over the past couple of years. The Belgardians have an aversion to the Ganulph

system, partially due to its bad reputation and partly because it had an Imperial cruiser in orbit above the mainworld for some time. The system is still officially off-limits to all non-Imperial Navy vessels, and the habit of avoiding contact is deeply ingrained in the Belgardians.

The Travellers could go to Ganulph and assess the situation. There is probably no Imperial presence there now – there is no real need to maintain one – and the Travellers' ship could innocently skim fuel at the gas giant before moving on; only the mainworld is interdicted, after all. If there is no navy presence, there may be something salvageable on the surface. Ganulph had a TL5 society at the time of disaster, so even though the munitions base will be gone there may be salvageable items in distant communities. These could be sold on mid-tech worlds, and of course there is the possibility that some remnants of Imperial presence could be found. The chances of being caught are very slim, and there is a profit to be made here.

Kuuasarmi suggests that the Travellers visit Ganulph en route to Eleson, then make a jump-2 transit via 985-373, Velscur, Pa'an and Hadara to Odin. Of course, he is assuming *Voidskipper* can make only a single jump. In fact she can make a deep-space jump and reach Pa'an or Velscur without the detour, shaving two jumps off the trip to Odin.

Odin was the next major destination of *Amuar*, Kuuasarmi can tell the Travellers. He advised against Captain Bryant's plan to head down to Dpres, but the captain would have none of it. Chances are *Amuar* met her final fate somewhere in that region, though Kuuasarmi has always harboured a faint hope that she might have returned home the long way round by way of the Sindalian Main.

The Belgardians are willing to trade, but are very wary of outsiders. The Travellers will feel uncomfortable for the whole of their stay. Erek is very keen to move on, and has mixed feelings about plundering a dead world. Besides, some of the less unfriendly locals have heard rumours that a few months ago a trade ship brought in a badly smashed-up small craft which had been salvaged somewhere en route. The trader was from Odin, and presumably followed the usual jump-2 route using gas giant refuellings where possible.

When using this route a landing is necessary to obtain fuel from surface water on 985-373, and despite all kinds of warnings and advisories including unenforceable prohibition notices, the occasional ship does land there. The craft looked like it had come down in a swamp; it might have been found on

985-373. The locals know little more other than that the craft was a 20-ton launch of advanced design (standard Imperial ships look quite advanced to Belgardians) and was badly smashed up. It was taken to one of the repair bays and dismantled.

The Travellers might find this out by their own efforts, but if not Kuuasarmi can provide the information. He has not been able to find out any more about the craft, and his position is sufficiently tenuous that he cannot push the matter. However, if the Travellers are quick and stealthy they might be able to get access to the wreck and download its logs. Even just a section of hull with the parent ship's name on the side would be a useful clue.

Getting Access to the Lifeboat

The boat is indeed one of *Amuar*'s subordinate craft. It crashlanded, hard, in a swampy area and has subsequently been none-too-gently salvaged and largely stripped of its components. Parts of the launch are now distributed throughout the Belgardian navy. As legitimate salvage – everyone aboard was long dead when the launch was found – the finder had every right to sell the craft and the Belgardians to buy it. There is no question of legality or morality in the Belgardians having the craft, and no way for the Travellers to demand the release of any part of it.
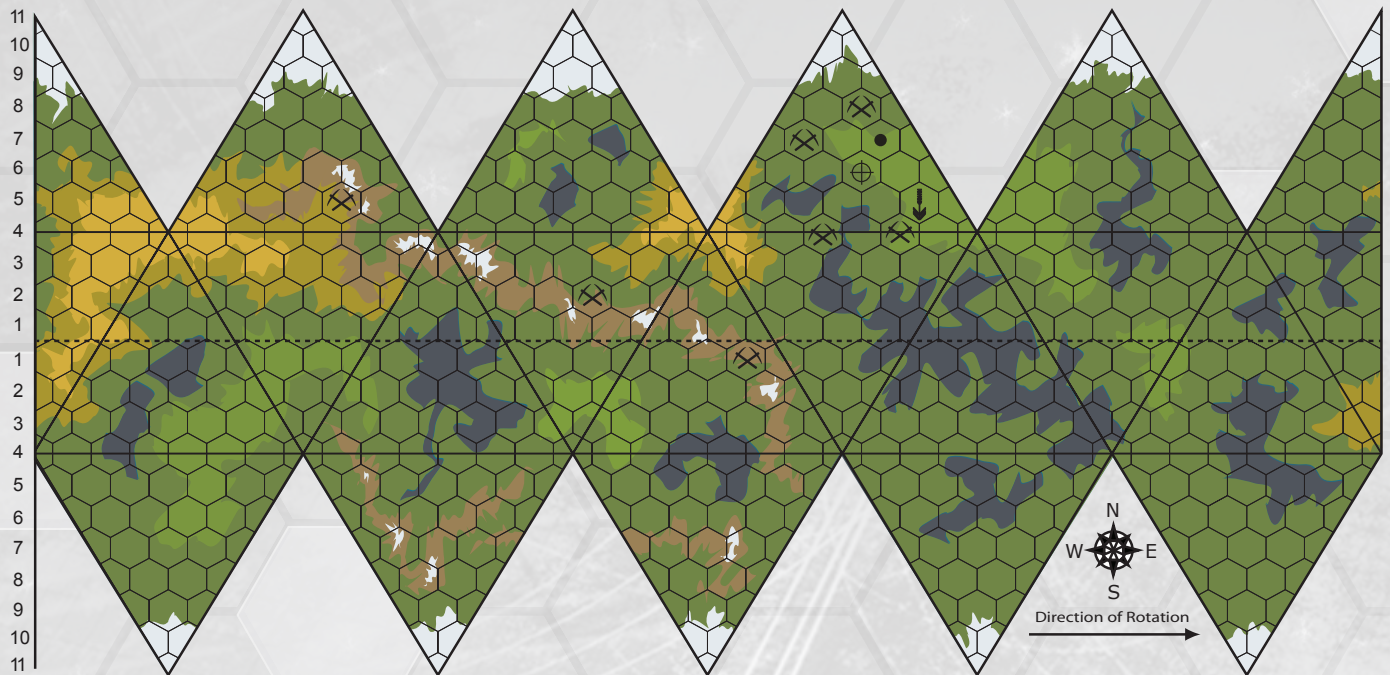
They could, however, offer to pay for access to its logs. The Belgardians will accept a reasonable offer (anything upwards of Cr25000 worth of useful equipment or cargo), though they will be vaguely unhappy that the Travellers are nosing about in their affairs. This will manifest itself as slightly more resentment than the Travellers have already been facing just for being non-Belgardians.

Of course, it may not occur to the Travellers to ask for access. A more stealthy approach is possible, since the workshops are not really guarded as such. There are usually some technicians about, and naval personnel come and go from time to time but Belgard has such as small population and receives so few visitors that the need to guard its naval installation has never arisen. It should be possible for Travellers to sneak past technicians who are busy at their tasks and enter the wreck. Indeed, shooting their way in and out is actually a viable (if dumb) option in this case. Belgard is the sort of place where a Far Trader crew can take on the local armed forces and escape alive. However, this would have consequences for Kuuasarmi and his people, and will irreparably damage relations with Belgard.

However the Travellers do it, they can get access to the logs if they try hard enough. Unfortunately, they are garbled beyond recognition. Only the hard storage section remains intelligible. This is designed to maintain a permanent record of the last moments of the launch, to assist investigation of an incident. Normally the hard storage data is stored and overwritten on a constant loop, but the overwrite process is terminated when the craft suffers catastrophic damage leaving the last logs intact.

A download of the logs to any suitable device indicates that *Amuar* was manoeuvring hard when the launch detached with seven people aboard. There was no indication that the ship was under fire, but she had definitely suffered serious damage and was hitting atmosphere.

The pilot's life signs were monitored as were the passengers. The pilot showed signs of being seriously injured and in great distress, and the launch clipped the side of its hangar as it departed. Crippled, with a dying pilot, the launch plunged from orbit and made a barely controlled crash-landing in a marshy area. Most of those aboard were killed in the crash, including the pilot. The others' life signs flatlined within minutes.

The other launch was already gone at the point where this one detached from *Amuar*. Its fate remains unknown but at the moment this launch hit the ground the second launch's transponder was active. Someone from *Amuar* was still alive at that point. The craft's position was automatically downloaded from *Amuar*'s computers as it made its emergency departure, along with her status.

When the launches were launched, *Amuar* was under power but unable to return to orbit. She was beginning a semi-controlled descent onto a world with a thin atmosphere; something she could not survive intact but which might not destroy her. The location is recorded, along with an advisory that local conditions are survivable in the long term.

The Travellers have found *Amuar*. She is down on Pa'an, and some of her crew might still be alive.

Further Adventures on Belgard

Unfriendly as they are, the Belgardians are open to cooperation and could be made to see the benefit of increased offworld traffic. They are desperate to replace their worn-out ships and import high-tech equipment to replace their remaining TL9 items. Indeed, the Belgardians might not be too choosy about where these items come from or how they were obtained, and may turn a blind eye to lawbreaking providing it happened somewhere else.

The Belgardians are not emotionally attached to their 'homeworld', and would be quite happy to move on somewhere else. This might take the form of overt or more subtle conquest, with the Belgardians taking over the leader/warrior role in some other society and coming to dominate it. What is clear is that they have to do something, and soon, to halt their downward spiral into collapse. As their ships wear out and cannot be replaced, they may become desperate enough to seize passing vessels or attempt to obtain needed equipment by violent means. That day is still some way off, however.

THE LONG WAY AROUND

The Travellers might fail to discover the launch's logs, or might decide to take the long way around. Even so, their path will lead them to Pa'an eventually. There are additional adventures to be had along the way, however. These are at the discretion of the referee. The Travellers might spend weeks or months operating around the Belgardian Sojournate, though Erek will push to keep moving.

985-373

985-373 is a Terra-Prime world, with conditions almost exactly right for human habitation. There are clear indications that the world was once inhabited by a technological civilisation; debris and an assortment of satellites in decaying orbits, and radioactive craters where cities once were. Some areas of the world are dangerous due to radioactive contamination, but levels have fallen in most places to a safe level. Remnants of smaller cities remain, but are not inhabited. It is not clear if the devastating conflict was internal or the world was bombed by some other power. It is possible there are survivors somewhere, but if so they have become accustomed to avoiding the cities.

Eleson

Eleson is a possession of the Belgardian Sojournate, and its population of about thirty-odd people are even less friendly than those on Belgard itself. The tiny settlement is a mining community, with some machinery to process ore and create alloys which are shipped home to Belgard. There is little to trade, except at the personal level – a decent meal and a couple of beers would be worth a lot to many of the people who work here, but there is no large-scale profit for a commercial starship. In all probability, Eleson is just a place the Travellers pass through.

Ganulph

Ganulph is a dismal, miserable place. Once a dry but almost habitable world, it was devastated by the explosion of its munitions base. This left a truly gigantic crater which can be seen from space. Speculation is possible about what sort of weapons were stored here, with ideas ranging from antimatter torpedoes through to giant planet-busting nukes or even Ancients artefacts with a grenade taped to the side. There is simply no way to know.

A beacon in orbit declares Ganulph to be a Red Zone by order of the Imperial Navy, but there are no navy ships here. It might be possible to find some wreckage of former settlements in areas far from the titanic blast, but the destruction of the atmospheric envelope comprehensively wrecked everything. Those few settlements that survived are boneyards, with vacuum-dried corpses strewn about wherever the blast left them. This is a grim and depressing place, where an entire world died. There is a little mid-tech salvage to be had but quite possibly at the price of nightmares for years to come.

Hadara

Hadara is usually bypassed by ships capable of refuelling by gas giant skimming. Its rudimentary port thus receives very few visitors. Hadara itself is little more than a rockball, with a minimal atmosphere and some water locked up in ice. It is home to around ten million people but lacks sufficient technology or industry to do more than maintain the life support equipment of the cities of the world. The locals are not very interested in offworld contact, other than a handful of trade ships which have established a relationship over the years.

Friendly contact can be made without undue difficulty, and the locals are quite willing to tell the Travellers about a big ship that matched *Amuar*'s description. It skimmed fuel and sent a party ashore whilst it did so, but had little to trade and quickly moved on.

Odin

Odin is a rockball world with extremely tight laws. It is thus rather hazardous to visit, so most ships just conduct their business at the highport and move on. *Amuar* was no exception; she came through twice, once headed Rimward and not long afterward moving back Coreward. If the Travellers get this far they should realise they have passed *Amuar*'s last position and turn back. It is possible they will choose to head onward into the Sindalian Main, but that is beyond the scope of this adventure.

Velscur

Velscur is not normally visited by passing ships, which usually skim fuel from the gas giant and move on. The world is subject to various advisories and prohibition orders imposed by distant powers, but these are not enforced due to the difficulty of maintaining a presence. Velscur has a population of around thirty thousand, regressed survivors of a failed colony. These people are scattered between several areas, each ruled by its own elite. The locals are not hostile, though they are wary of outsiders, and will happily trade for anything they can use. The only valuable exports Velscur has to offer are some interesting spices, woven fabrics and a good brandy.

PA'AN

Pa'an is a habitable world inhabited by around five thousand people who may be of Zhodani stock. The ruling elite have telepathic powers, and use this to defend their home as well as maintaining position. The people of Pa'an are insular and do not welcome outsiders, but will sometimes trade. More often they send Travellers and traders on their way empty-handed. Those unwilling to cooperate are often subjected to telepathic coercion and have their memories of the incident erased. Some, especially those deemed to be a serious threat, are telepathically induced to turn on one another.

Pa'an is, not surprisingly, a place starfarers tend to avoid. Most ships coming through the system refuel at the gas giant and move on without attempting to contact the locals. However, even with *Amuar* in her sub-optimal state (or perhaps because of it) Captain Bryant decided to visit the mainworld. Perhaps he hoped to be the trader who opened up Pa'an; perhaps there was some other reason. Whatever the cause, Bryant refused to take no for an answer, so the locals went to work on *Amuar*'s crew.

It did not take much to spark off violence aboard the troubled ship. Within minutes the crew were arguing; it was less than an hour to the first fistfight and deaths began before the morning was over. An enraged Bryant returned to his ship and tried to put down what he considered to be a mutiny, and pretty soon there was gunfire in the corridors. In the midst of the chaos, the main bridge was wrecked, and even as *Amuar* went out of control someone let one of the predators out of its low berth in the hope of eliminating some rival.

There were those who did not succumb to the madness. Some banded together to help one another, or stood by an injured friend to the last. One group launched the shuttle; someone put a missile into it out of sheer spite. Other bands managed to reach the launches. The first got away; the second was not so lucky. With its pilot wounded, the launch failed to clear the hangar properly and suffered serious damage. It crashed far from *Amuar*'s position despite a valiant fight all the way down. Everyone aboard died in the crash or soon after, but the launch itself was eventually salvaged.

With his ship falling into Pa'an's atmosphere, his crew murdering one another in the corridors and a wild animal running loose somewhere, Captain Bryant knew all was lost. Yet in his madness he clung to the one

duty that remained. Armed with a pistol and a wrench he fought all comers, right through the ship from the wrecked bridge to the lowest deck. There, mortally wounded, he sealed himself into the emergency bridge and flew *Amuar* to the ground.

The Mighty *Amuar* hit the ground hard, but she was under control. Captain Bryant put her down in the softest area he could find, one of Pa'an's many extensive marshes. There, she settled into the soft mud, canted at an angle to starboard but more or less intact. *Amuar* would never fly again, but she got some of her crew to the ground alive. Captain Bryant died at the helm, but lived long enough to be sure he had given his crew a fighting chance. His last act was to order 'abandon ship' and unlock all hatches.

Of course, the low berth units containing the alien predators were opened when Captain Bryant sounded the abandon klaxon. The groggy beasts roused themselves and went hunting, battling the few survivors for control of the ship. Casualties were heavy on both sides, but ultimately the predators won. Some dispersed into the swamplands around the ship and the few that remained created lairs within the vessel.

This was many months ago. Since then the handful of human survivors have been whittled down by predators and one another. A small tribe remains, feral and deranged, holed up in the wreck of their ship. Other areas are home to some of the predators.

The only people who might be saved from this disaster are the occupants of the missing launch. They might still be alive but the launch has been adrift for months, and could be anywhere in the system. Its location might be deduced from *Amuar*'s logs but the bridge and all its electronics equipment were destroyed. The emergency bridge has intact flight recorders, which can be used to find the survivors and piece together what happened aboard *Amuar*.

Arriving at Pa'an

It is not hard to locate the wreck of *Amuar* from orbit. The crater made by the shuttle after it was shot down is evident nearby, but no other signs of life can be discerned from orbit. It is not obvious from the wreckage what brought down . What is evident is that she was damaged by atmospheric entry rather than

weapons fire, and her top-deck launch bays are open and empty. This provides the easiest access to the ship. It would also be possible to get in and out through maintenance hatches located on the hull. The swampy terrain makes it impossible to tell if there are tracks leading in and out of the wreck.

If the Travellers talk to the locals they are politely asked to go away, and if they agree they will not be harmed. The people of Pa'an do not like turning outsiders against one another, and would prefer it if they were simply left alone. They are willing to trade a little information in return for not having to make the Travellers kill each other (though they do not phrase it like that and will not admit to having the ability to force this to happen). They will thus tell the truth, minus some details; some of the crew from *Amuar* visited them and were very pushy, then they went back to their ship. Soon afterward it crashed. The locals lack the ability to reach the crash site, and do not know if there were any survivors.

The Wreck of the Amuar

The 1800-ton hull of a *Leviathan*-class merchant cruiser is designed on a 'belly lander' configuration, even though the ship is unlikely to ever touch down on a planetary surface. After crash-landing on Pa'an, *Amuar* remains more or less upright in her normal flight configuration. She is canted a little down to the starboard bow, but not sufficiently to make it difficult to move around.

The Travellers will need to reach the emergency bridge, located on the lowest deck, in order to find *Amuar*'s logs. Of course, they will not know this when they first enter the ship. In general, the ship looks like a major running fight took place through its corridors, with pockets of heavy resistance marked by greater damage. The predators have dragged off most of the corpses, leaving picked-clean bones in their lairs.

The ship's stores and food have been plundered by the surviving crewmembers, and have largely run out. The same goes for ammunition for firearms; discarded guns can be found here and there. Some of them have been used as clubs or converted into makeshift spears by attaching various sharp objects. Other improvised weapons can be found, some quite inventive.

There is still some dim emergency light, and recirculation of both water and air is still going on. The powerplant is badly damaged and will soon fail but for now *Amuar* is borderline habitable. Indeed, it is still inhabited.

- **The Tribe** are a band of survivors from *Amuar*'s crew. Although deranged and feral, they can still cooperate with each other at least some of the time, and will view outsiders as a threat. The Travellers will be stalked and attacked by members of the Tribe, who cannot be reasoned with. It might be possible to return them to sanity at a suitable institution, but they must be captured and transported in low berths. The exact number of Tribe members is up to the referee. There are at least three of them, but more if the referee wishes to give the Travellers a hard time.
- **The Predators** mostly died or left the ship, but a few remain. Lairs are noted on the deck plan, and the referee can decide how many predators are associated with each. Predators can move around in air ducts and crawlspaces with ease, ambushing prey before disappearing into a shaft.
- **The Ratfish** are local aquatic creatures which have managed to get into the ship with the swamp water. They are not much threat to humans, but will bite anyone who is bleeding into the water and can deliver a nasty nip. More importantly, they will make Travellers nervous as they wade through waist-deep water in the flooded decks, and confuse many sensors with their movement and thermal signature.

The Tribe did control C deck for a time, but as they took casualties (some of them the result of internal disputes) they fell back to their final refuge in the pinnace. They range throughout the ship, but rarely go up to B deck and never higher than that.

Tribe members tend to stay out of engineering spaces as the predators are adept at ambushes among the machinery. The predators, for their part, can be encountered anywhere in the ship but mostly have lairs in the aft engineering spaces of the upper decks.

The investigation of the wreck could be played out as a simple 'dungeon crawl' but there are other possibilities. The ship is dark and creepy, and there is a sense of tragedy as Travellers move through what was once a fine ship crewed by good people. Half-glimpsed

movements in the dark and the discovery of a pile of bones should be played for tension, creating a 'haunted house' atmosphere into which the referee can reveal threats one by one.

Travellers who have found bones and then confronted with one of the Tribe may conclude they are cannibals, and later be caught by surprise by the predators. The ratfish are not really a threat but will add tension, and of course a cry of 'there's something in the water' might be dismissed as just another bunch of fish only to discover it is something altogether more deadly.

The referee should not discount the possibility that the crew might have laid traps for one another here and there. A few examples follow:

- **Trip-Traps** are not intended to kill. They do however slow down a pursuer or trip someone trying to sneak down a corridor. Trip-traps can be created by loosening deck plate and repositioning it, or by placing something underwater where it will cause a hazard.
- **Tripwires** are usually attached to something that will make a noise, such as empty cans or a coffee pot, but a more sophisticated version might trigger a firearm aimed at the person snagging the wire.
- **Shock Traps** use a section of bare wiring to deliver a shock to the victim. Most of those constructed by the crew will have failed by now, but it is possible a live one might be encountered.
- **Jaw or Loop Traps** use cables or springy metal to snare a passing person or animal. Most are non-lethal but a jaw trap with a spike could impale a foot for 1D damage and render the victim immobile.
- **Mines and Explosive Traps** were improvised by various crewmembers, but those that remain have degraded or malfunctioned to the point where they probably will not detonate. There are some scorched areas and blast damage where those that did function have gone off.
- **Chemical Traps** were also set in some places. These used either noxious chemicals or improvised incendiaries. Like the mines, those that remain are mostly non-functional. The Travellers might occasionally find an area where cleaning fluids or the like were used as a trap, complete with chemical burns on the surrounding deck.

Traps need not harm the Travellers to be interesting. The bones of a crewmember might be found next to a discharged trap, and even a non-functioning one can raise questions. Travellers who spot something and investigate might be moved to wonder just why a section of deck plate has been electrified. The traps can be used by the referee to reveal just how bad things got aboard *Amuar* after the crash. Average (8+) or Difficult (10+) Recon checks can be made to spot traps before they are triggered.

A Deck (Launches)

The uppermost deck consists mainly of a hangar for the two launches. These are often used to bring crew and passengers aboard, but rarely for cargo since anything unloaded from them has to be manually moved to the cargo hold several decks below. For this reason, the launches are mainly used as personnel shuttles and liaison craft, with the shuttle and pinnace being far busier transferring large items in and out of the cargo area. The fore end of this deck contains a small sensor suite, whilst aft is an engineering section.

This deck saw relatively little infighting among the crew. Both launches left at a time when at least some of the crew were thinking normally and able to cooperate. There is serious damage to the cradle and hangar doors on one side, where the second launch made a difficult takeoff. The hangar doors closed automatically, but the starboard side one, being damaged, could not seal and was further damaged by atmospheric entry.

The aft engineering spaces are reasonably intact, but the sensor suite is virtually destroyed as a result of the barely controlled atmospheric descent.

B Deck (Flight Operations)

B deck is the main flight operations deck, with the bridge forward and conference room immediately aft of it, along with the medical bay. Much of the remaining space is taken up with living quarters, with engineering spaces aft.

This deck was the scene of intense fighting and multiple fatalities. Gunfights raged throughout the living quarters and improvised explosives were used in places. Someone managed to seal themselves inside the bridge, but the door has been blasted out of its frame, causing serious damage to the surrounding bulkhead. The bridge electronics are thoroughly smashed.

The engineering space is a maze of pipes and machinery, and was the scene of a gunfight followed by a last stand as a predator got in among the survivors. The bones of several crewmembers can be found littering the floor; they have been gnawed clean of flesh.

No Tribe members dwell on this deck, but they scavenge here, and a first encounter with the feral humans of the Tribe is likely on B deck. However, whilst they will try to kill or drive off intruders, they will not defend any territory other than their lairs. B deck is just a place to scavenge; they will not try to defend it as such, though they will stalk anyone venturing onto this (or any other) level.

C Deck (Accommodation)

The primary purpose of C deck was accommodation for the crew and any mission personnel. The central part of this deck is taken up with blocks of cabins, with larger suites for captain and owner or mission commander located forward. A heavy bulkhead separates accommodation from machinery.

C Deck is as high up the ship as the Tribe typically go. Members of the tribe created lairs in the luxury cabins normally assigned to the captain and mission commander, but these were abandoned some months ago. They are littered with scraps of clothing, food containers and discarded (empty) firearms. The accommodation area is booby-trapped, though most traps are no longer functional.

Tribe members tend to stay out of the machinery spaces aft, since the alien predators are most dangerous there, but will rig traps just inside and outside these areas.

An encounter with Tribe members is likely on this deck. By the time the Travellers get here, they are likely to have been detected by some of the feral humans, who will be seeking opportunity for ambush.

D Deck (Cargo)

D Deck is mostly taken up with fuel tanks and half of the cargo bay (which is two storeys high). There is no access from the cargo bay to engineering on this level, nor to the missile chamber located at the fore end of the ship.

One of the Tribe members has created a lair in the forward missile room, and collected an impressive array of firearms. There is no ammunition for any of them, however. This Tribe member still uses his lair, and will defend it in a psychotic rage if he cannot stealthily kill intruders. One of the missiles has been fired, and its guidance computer indicates it was used to shoot down the escaping shuttle.

Cargo containers (many of them empty) are stacked in the hold, creating high places to strike from and many obstacles at ground level. The hold is a dangerous place to operate once the Travellers have been detected, since Tribe members might follow them in and predators can enter from the aft section by way of E deck. It is possible the Travellers might witness a clash between feral humans and predators in this area, or become involved in a three-way fight.

The cargo bay contained the predators' low berth units, and is where they all woke up after the crash. The infighting between crewmembers was already underway at that point, and the predators just joined in. The cargo bay is not suitable for a lair, but the predators consider it familiar territory and will actively hunt intruders who enter it.

E Deck (Cargo and Engineering)

The aft part of E Deck is a large engineering space, with the lower half of the cargo hold forward of it, and also contains the air/raft bay. The forward part of E Deck contains a configurable multi-environment space and the torpedo room as well as the low berth chamber.

E Deck contains the largest predator lair, in the aft engineering spaces, whilst the forward multi-environment area has clearly been used as a stash for tools and other items. Whatever project was underway has clearly been abandoned, but it looks like someone was trying to make a life for themselves after the crash. The emergency low berths are all disabled, apparently deliberately. One has a corpse in it – presumably someone who tried to use the low berth to wait out the disaster and was murdered by whoever smashed the systems. This was almost certainly deliberate.

The torpedo room is forward of this point and remains sealed. Getting the iris valve open is a challenge; it has been welded shut from the inside. Two dead crewmembers are inside; presumably, having locked themselves away to escape the fighting, they starved to death.

F Deck (Upper Hangar)

F Deck is mainly given over to hangar space. The ship's large shuttle occupies the port side of this deck and the one below, whilst the smaller pinnace fits on the starboard side of G Deck with some space above it containing access gantries and servicing equipment. F and G decks are interconnected by a freight elevator that allows the transfer of cargo to the hold on E Deck. A hydroponics facility is fitted aft of the hangar, beyond which is another level of the ship's large engineering plant. The small armoury and some of the workshops are also located in this area.

The hangar has no floor at this level, but there are ledges that can be used to climb around by an agile person or creature. The workshops have been plundered for tools and equipment, and here and there are parts of some project – spears made from lengths of tubing and improvised armour created from scraps of cloth and small pieces of metal. The Tribe sometimes comes here to make weapons, but this occurs with less frequency now.

There is evidence that an effort was made to clear the aft engineering space on this level and weld covers over all the access points. This was not completely successful but it is harder for the predators to get into the lower decks without climbing down through the small craft hangars.

G Deck (Lower Hangar)

G Deck is mostly taken up with the hangar for the ship's shuttle and pinnace. Both would rest on cradles at deck level. Fuel tanks dominate the remaining space, other than small workshops geared mainly to maintaining the pinnace and shuttle or performing repairs on vacc suits.

G deck is knee-deep in swampy water, which seeps in through small breaches in the hull. Encounters with predators are unlikely this deep in the ship, but occasionally one does slip in. The shuttle is gone but the pinnace remains, and is used as a living space by most members of the Tribe. It is filthy and squalid, and most of its systems have been gutted. This occurred not long after the crash, at a time when the crew were unbalanced but still capable of undertaking quite advanced tasks. It is not clear what the intent was in removing these components; the engineer who did it was brutal in the removal process and may not have been in his right mind.

The Tribe will defend its final refuge (the pinnace) to the last. They are beyond rationality, but will prefer ambushes from the dark to a head-on confrontation.

H Deck (Gunnery and Emergency Controls)

H Deck houses the main gunnery room for the ship's laser weapons, with a space forward partially obstructed by the framework of the pinnace and shuttle cradles. This creates an area with a low ceiling which is sometimes known as 'the bilges' and often used for storage of items not often required. The gunnery room can double as an emergency bridge at need.

H Deck is waist-deep in smelly swamp water, with ratfish swimming around. The forward stowage/machinery space has several small breaches through which swamp water and life can get in, but the iris valve to the gunnery room is intact. If it can be opened, the Travellers will find the corpse of an officer strapped into the emergency conning position. There is a large wrench on the floor nearby, covered in dried blood and what might be bone fragments. The officer's pistol is in its holster, with just a couple of rounds remaining in the magazine.
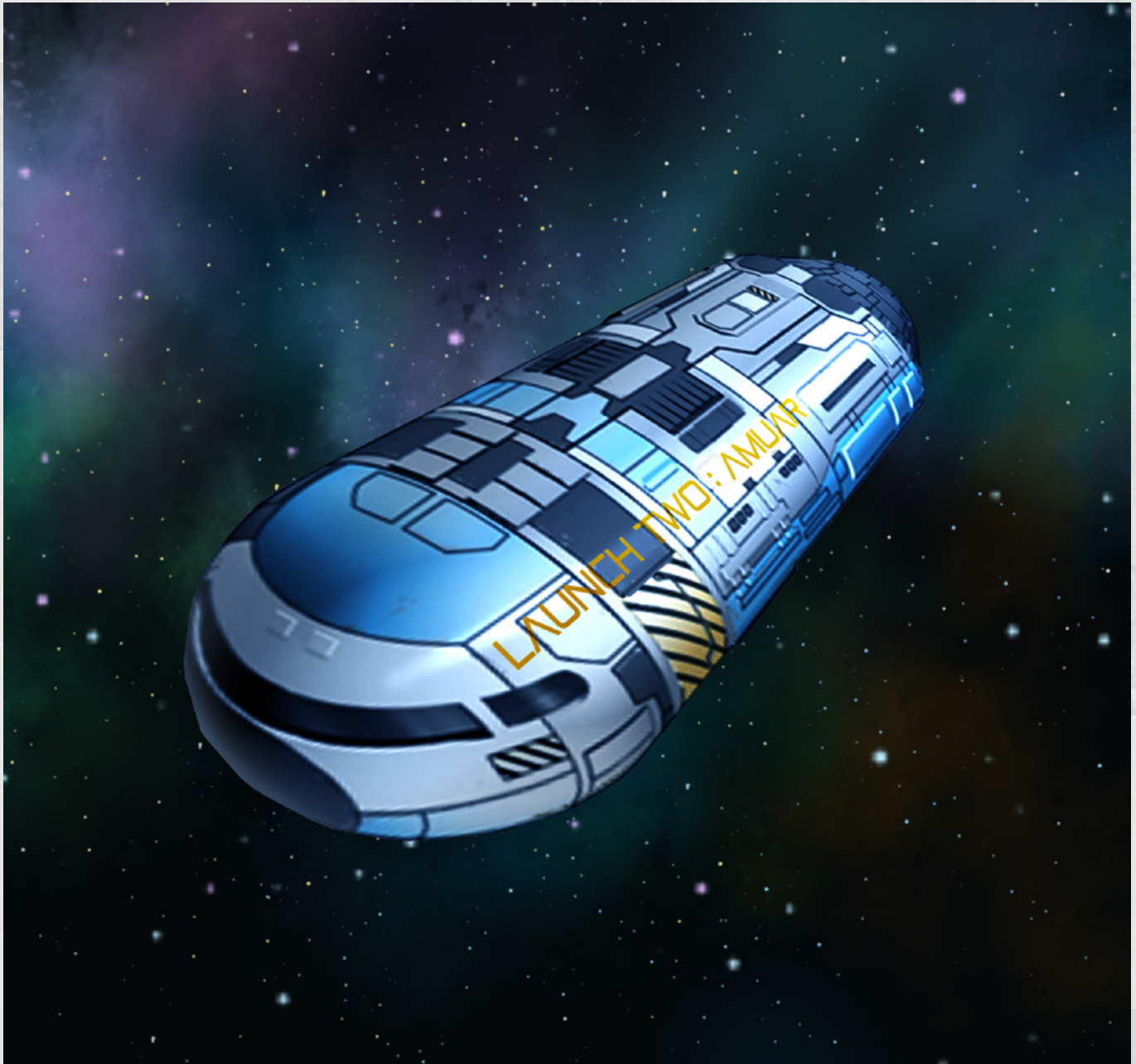
The officer's name tag, the captain's hat that fell from his head and still lies on the floor, and his identity card slotted into the command console, all identify him as Captain Joachim Bryant. His right ankle and left wrist are broken along with several ribs, and there are indications of more than one puncture or perhaps bullet wounds elsewhere on his body. Those injuries cannot have occurred in this room, so it would appear he fought his way here. The ship came down under power and made a controlled landing, which had to be Captain Bryant's doing. It is obvious, then, that although his arrogance and stupidity got his crew killed, he died trying to save them.

More importantly from the point of view of the Travellers, the ship's logs are intact. The whole sorry tale can be pieced together from them, along with useful data that will go some way towards offsetting the loss of *Amuar*. The immediate consequence is that the lost launch can be located with data in the ship's computer. A list of the seven crewmembers who boarded it is available – and Erek's nephew is among them.

EPILOGUE

With *Amuar*'s data, it is a trivial matter to locate the launch and board it. The survivors are alive, in emergency low berths, and are sane. They were subjected to the same telepathic violence inducement as the others, but they are crewmembers whose inclination was to protect one another. They would have succumbed sooner or later, but were not under telepathic attack for long and did not descend into feral madness like the others.

It may be necessary to use the rescue suit to board the launch; the referee can make this operation as hard as he likes. Ultimately, however, the seven survivors of *Amuar*'s last flight will be brought aboard the *Voidskipper*. It is time to return home, though of course there may be many more adventures along the way.

CHARACTERS AND OPPOSITION

Erek Raedelli, the Patron
Ex-Merchant 2nd Officer

SPECIES	GENDER		AGE
Human	Male		48

TRAITS			-

STR	5	INT	8	SKILLS
DEX	6	EDU	10	Admin 2, Advocate 1, Broker 3, Diplomat 1, Electronics (sensors) 1, Steward 2, Streetwise 1
END	3	SOC	9	

EQUIPMENT	Erek owns an ornate gauss pistol, awarded to him as a personal sidearm when he served aboard *Amuar*. It bears the lost ship's crest and name. He does not usually carry it, since he tends to go places where the most serious threat is the coffee being cold or pastries stale.

Erek Radaelli is in his mid to late '40s, tall with greying hair and a penchant for good living that has made him more than a little tubby. He dresses in a casual business manner even when lounging around the ship, and when portside he wears expensive three-piece suits. Erek likes good wine and food, and is quite willing to prepare it himself – indeed, he is an excellent chef who enjoys serving his food to those who appreciate it. He does not consider cooking for his employees to be in the least bit at odds with his role as patron and owner-aboard, but will not tolerate being messed around by those who forget their place.

Erek is a former employee of McClellan Factors, who served for a time aboard the *Amuar*. He rose to the rank of Second Officer as purser aboard a succession of vessels before joining *Amuar* in that capacity. His last spacefaring cruise, which ended in 1098, was a big success and resulted in bonuses and promotions for most of those involved. Since that time, Erek has been a portside administrator, and recently taken a leave of absence that will probably become permanent. He has a slightly nebulous status with the corporation, which gives him access to some secure data and parts of a McClellan Factors ship that would normally be off-limits to non-employees.

Erek has a lot of guilt about the missing *Amuar*, since it was on his recommendation that his sister's youngest son got a berth just before the vessel's final cruise. In addition,

whilst some of the crew rotated out or found other jobs in the four years after Erek left *Amuar*, he knew some of the people aboard. He is not particularly forthcoming with this information, and does not like to talk about it.

The Travellers may be suspicious of Erek's motives, especially if they assume he must be some kind of untrustworthy corporate weasel. In fact, he has nothing but the highest motives – he is concerned about his friends and nephew, and has taken it upon himself to go find them. Those looking for some ulterior purpose will find aspects of his behaviour questionable, but he is no villain.

Erek has brought a lot of stuff with him on this cruise, much of it unnecessary. He knows he does not need so many suits, nor a domestic robot (Cid-Nee) to look after them, but has left his days as a professional spacefarer long behind. He does not complain much, but is upset by discomfort and gets a bit out of sorts over quite mild inconveniences such as a muddy landing field. He is gracious enough to realise he is doing it, but cannot help himself sometimes.

On the plus side, in addition to an entire starship cabin full of clothes, domestic robot and luxury paraphernalia, he has also brought a large quantity of food, wines and spirits, so much that this, too, takes over an entire cabin. The crew will probably start referring to this stash as the 'wine cellar', and Erek is generous with its contents. Whether or not the fact that he is taking up three cabins (two full of his luggage and one to live in) causes friction, he is the owner-aboard and has the right to assign cabins as he pleases.

Marianne Amshika, the Bodyguard
Ex-Marine Lance Corporal

SPECIES	GENDER	AGE
Human	Female	30

TRAITS	-	

STR	10	INT	7	SKILLS
DEX	7	EDU	6	Athletics (endurance) 1, Electronics (comms) 1, Gun Combat (slug) 2, Melee (blade) 1, Recon 1, Stealth 1, Survival 1, Tactics (military) 1, Vacc Suit 1
END	11	SOC	6	

EQUIPMENT	Marianne owns a cutlass, several knives, an advanced combat rifle and autopistol, as well as a flak jacket. She will normally be armed outside the ship unless there is good reason not to be, but does not advocate hauling around large amounts of ordnance. Indeed, she is strongly opposed to Travellers who have more guns than sense wearing them around the ship or festooning themselves with ironmongery, and will strongly advocate a more low-key approach.

Marianne is in her late 20s or early 30s, clearly in good shape. She is a former marine, not long out of the service and used to a regime of physical training and hard work. This manifests itself in a constant need to be doing something physical – moving stuff around, randomly bashing out a few chin-ups on an overhead support, or just prowling around the ship, along with a general impatience with anyone who seems to be faffing about instead of getting things done.

Marianne likes everything to be properly stowed and in its place, and can get pretty irritated with anyone who just leaves things where they have fallen. She has a habit of picking up Ueinsadz' discarded food wrappers, balling them up tight and flinging them in his face. She does the same with beer bottle caps, books and anything else he leaves lying around, which has soured relations between them considerably. It is unlikely that she will hurl something dangerous at anyone, such as the bottle rather than the cap, but her annoyance with untidiness will escalate throughout the cruise.

Marianne's record as a marine was solid but uninspired – she was a professional soldier who did her job reliably, and left the service without too many regrets. She decided to travel for a while before looking for a suitable second career, and by chance ran into Erek in a starport along the way. Erek is an old friend of Marianne's father, who became rather like an uncle to her whilst she was growing up. They are very fond of one another, and spend a lot of time together.

This might cause others to speculate about their relationship, which amuses both of them. Marianne particularly likes to play mind games with people who fish for information, saying things like 'when you were in the cargo hold with your, err…', hoping she will fill in the exact relationship. Neither she nor Erek ever do of course; it is much more fun to confound the questioner with a bland and uninformative answer, and watch them fumble for another way to approach the topic.

When not tormenting her associates or exercising, Marianne acts as Erek's bodyguard and security advisor. She has no formal training in this field, but is tough and skilled, and genuinely cares for his well-being. In fact, she perhaps cares too much. Marianne might decline to carry out some action necessary to the whole group if it left Erek exposed to danger. Most of the time she is very pragmatic, but does have a blind spot in this area.

Marianne attends formal events in her marine dress uniform, which is better than any ball gown as far as she is concerned and, as far as the rest of her wardrobe is concerned, cargo pants are the key.

Marianne does not have a lot of possessions, and keeps her cabin inspection-worthy at all times. She is the enemy of dust, and routinely hijacks Erek's domestic robot, Cid-Nee, to clean the corridors. It is possible to tell when this is going on from anywhere in the ship – Marianne is not patient with the robot, and can often be heard yelling at it. She commands an impressive marine-issue vocabulary which she uses constantly – even in polite company – but when she is really riled at someone she stops swearing. Usually, someone gets hurt just after that.

Ueinsadz Kasheshshuaar Brandywine
Pilot

SPECIES	GENDER	AGE
Vargr	Male	23

TRAITS	-		
STR	5	INT	7
DEX	9	EDU	5
END	6	SOC	5

SKILLS

Astrogation 1, Electronics (sensors) 1, Engineer (power) 1, Flyer (grav) 1, Pilot (spacecraft) 1, Vacc Suit 1

EQUIPMENT

Ueinsadz normally carries a blade when outside the ship, mainly as a survival tool but potentially as a weapon. He has a distinctly random assortment of small tools and handheld sensors about his person at any given time, but does not own any firearms. He could be issued with something from the ship's locker but will not normally think to take along a gun when planetside. His experience is mainly way stations and X-boat tenders at the end of a jump rather than wild outback worlds.

Ueinsadz (he Galanglicises his name to 'WineSadz' though this is not the correct native pronunciation) is a Vargr, aged around 25, whose primary traits are a very laid-back attitude and casual disregard for bins, stowage areas and anywhere that stuff should actually be. He leaves food wrappers and bottle tops – and also bottles, tools and everything else – lying around the ship, which aggravates Marianne no end.

Ueinsadz has a traditional Gvegh (Vargr) first name, a Vilani middle name and a Galanglic surname that he claims denotes his clan ancestry to Old Terra. This is pure nonsense of course, like much of what Ueinsadz has to say. His tall tales occasionally contain a grain of truth, but mostly he just makes stuff up for the fun of it. This is perhaps the legacy of his previous employment as an Express Boat pilot in the Scout Service. He got bored on his own in jump space, and started talking to himself. Since he had heard everything he had to say already, he made up new stuff and just sort of got into the habit.

Ueinsadz is on Detached Duty from the Scout Service. Although he is a bit young to be taking a leave of absence like this, the strain of weeks alone in jump can tell on X-boat pilots and the service is generally happier to let them take a couple of years off and come back than to wait until they need therapy. Ueinsadz' habits of telling outrageous lies and leaving a mess both come

from his time in X-boats, but that is about the worst he took away with him – he is not in any way unstable or dangerous.

Ueinsadz was hired by Erek to help crew his ship. He has not been on the payroll very long, but is content with the setup. He had always wanted to work in the exploratory arm of the Scout Service but was unable to get a transfer out of X-boats. Now he gets to experience the Outrim on someone else's Credits.

Ueinsadz has managed to fill an entire spare cabin with clutter already. Some of this is stuff he insists he absolutely needs, the rest is just mess he has been forced to tidy up. It will shift around under any harsh manoeuvre, creating a worrying noise but not doing any damage. This collection of mess and random objects does include a few useful tools, a box of rock samples, some spare clothing and an impressive collection of empty beer containers of one sort and another.

Ueinsadz' wardrobe consists of multiple pairs of Scout Service surplus coveralls and a bright orange ship-jacket with pockets containing tools, ration bars and a couple of beer cans for emergencies. He does have some ordinary street clothes but nothing suitable for attending a formal dinner or reception.

Ueinsadz is capable of filling in most roles aboard a starship, but not well. He is a passable pilot, astrogator and engineer and can stand a bridge watch well enough. However, he is not really qualified to be a ship's master, and some would say he is not temperamentally suitable either. It is likely that one of the Travellers will be appointed ship's master, which Ueinsadz will not resent provided he is treated fairly.

Tribe Members

SPECIES	GENDER		AGE	
Feral Human	-		-	

TRAITS	-		
STR	8	INT	3
DEX	7	EDU	1
END	8	SOC	1

SKILLS

Athletics (dexterity) 1, Melee (blade or bludgeon) 2, Recon 2, Stealth 2, Survival 1

EQUIPMENT

Improvised Armour (+3), and Spear (2D), Club (2D), or Knife (1D+2)

The survivors – if they can be called that – aboard the *Amuar* are insane. They have regressed to a feral, animalistic level and cannot perform complex technical tasks. This was not always the case – at first, the crew could operate the ship's systems and create clever devices to murder one another. Later, the most they could manage was turning on a light or grinding down a metal tube to make a spear.

There are at least three Tribe members in the ship, more if the referee chooses. They possess no guns but have equipped themselves with improvised clubs, knives and spears. They wear filthy rags that used to be uniforms, with crude armour over the top. Although underfed, and living mainly on a diet of ratfish, the feral humans are strong and agile in a scrawny way. Likewise, although they are deranged they are still cunning, and can set up a clever ambush.

THE ALIEN PREDATORS

ANIMAL	HITS	SPEED
Amuar Predator	12	6 m
SKILLS	Athletics (dexterity) 2, Melee (natural) 2, Recon 1, Stealth 2	
ATTACKS	Bite (1D)	
TRAITS	Armour (+1), Camouflaged, Small (-1)	
BEHAVIOUR	Carnivore, Pouncer	

It is not clear where these creatures came from, but they are certainly nasty. About half the size and mass of an adult human, the predators are pouncers, preferring to ambush prey by jumping on them from above or behind. They will often inflict a bite then leap away, returning again and again to wear down a tough opponent.

The predators are vaguely spider-like, with a central body supported by five limbs. Four are legs, the fifth is a whip-like tail strong enough to function as an extra limb at need. The four true legs end in vicious claws. Colouration is typically dark, with skin covered in feathery scales that seem to absorb light; they reflect visible light poorly and help reduce infra-red signature.

The predators are egg-layers, and are extremely territorial in any area where they have eggs or have laid eggs in the past. They will drag food back to a lair for their young or to save it for later, and do not seem to mind how fresh it is.

According to numerous but wholly unsubstantiated reports, certain of the predators' organs have medicinal or other beneficial properties. Depending on whose account is to be believed, these range from Anagathics through psi drugs to aphrodisiacs. Some of these reports claim the spinal fluid of the predators can be used to unlock or boost psionic capabilities, and the effect is much greater when using fluid from a predator the user has personally hunted and killed. This is presumably due to some sort of psychic link, and is almost certainly utter nonsense. Nevertheless, rich and ambitious people are willing to pay large sums for drugs made from these creatures, and some are willing to risk their lives to obtain the most potent effects.

RATFISH

ANIMAL	HITS	SPEED
Ratfish	2	4 m
SKILLS	Athletics (dexterity) 2, Survival 1	
ATTACKS	Bite (1D)	
TRAITS	Small (-4)	
BEHAVIOUR	Scavenger, Reducer	

Ratfish are disgusting aquatic scavengers which vaguely resemble a scaly rat with a fin on its back. They are normally harmless to humans, but will bite anyone with wounds that drip blood into the water, and can wriggle out of the water to scavenge food. Ratfish are slimy and taste as bad as they look, but form the main diet for Tribe members.

EQUIPMENT

01/16278   INSTELLARMS M01 BULLPUP CARBINE

Instellarms is one of the Imperial Megacorporations which, as its name suggests, specialises in weaponry and military systems. Its equipment is in general of very high quality but overpriced, and the M01 Bullpup is no exception. Perhaps the definitive non-military light longarm, it is a basic self-defence weapon intended to be left in a locker for years on end, then used under harsh conditions by untrained personnel. It is very rugged, fairly idiot-proof, and under normal conditions an M01 will give years of reliable service.

The M01 is a magazine-behind-trigger (bullpup configuration) carbine with solid plastic stock and short barrel. It is aimed at the civilian market and has sold millions of examples, reputedly since the early days of the Third Imperium. A 20-round magazine is normally used but a 10-round version is available; this is sometimes enough to get around local laws that limit the magazine capacity of civilian weapons but costs the same. The M01 is not capable of automatic or burst fire.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
M01 Carbine	8	100m	3D-2	3	Cr450	10 or 20	Cr15	-

01/10200   RESCUE SUIT

A rescue suit is a heavy vacc suit designed for emergency situations such as damage control or entering a damaged spacecraft. It is very tough, and some models are sold as 'boarding suits' to mercenary forces who cannot afford or obtain combat armour. The rescue suit carries oxygen tanks with a six hour capacity and a variety of tools for use in an emergency situation. Rescue suits are mainly designed to protect against physical hazards like torn wreckage and debris, plus radiation.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Rescue Suit	+12	12	120	22	Cr25000	Vacc Suit 1

01/57860   EMERGENCY SOFTSUIT

A disposable emergency vacc suit including gloves and a soft, collapsible 'bubble' helmet, the softsuit offers no protection against hostile environments or attack – only against vacuum and non-corrosive atmospheres. Starships are required to carry enough emergency suits or rescue balls to allow the crew and all passengers to survive depressurisation. Well-equipped ships include a softsuit at each crew position and a few spares at strategic points, in addition to crewmembers' own vacc suits.

The softsuit includes a small air bottle (4 hour capacity) and can be plugged into shipboard life-support points to prolong this supply. It is rather flimsy, and it offers no protection against radiation, making it a poor choice for repair work or routine duty and a desperate last resort for EVA work. Electronics suite not included.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Emergency Softsuit	+0	10	-	10	Cr2000	Vacc Suit 0

LANCER-CLASS CORVETTE

TL12		TONS	COST (MCR)
Hull	200 tons, Streamlined	-	12
Armour	None	-	-
M-Drive	Thrust 4	8	16
J-Drive	Jump-3	20	30
Power Plant	Fusion, Power 195	13	13
Fuel Tanks	12 weeks operation, J-3	66	-
Bridge		10	1
Computer	Computer 10/bis	-	0.24
Sensors	Military Grade	2	4.1
Weapons	Double Turret (pulse lasers)	1	2.5
	Double Turret (Missile Racks)	1	2
Systems	Low Berths x2	2	2
	Fuel Processor (20 tons/day)	1	0.05
	Additional Airlock	2	0.2
Software	Jump Control/3	-	0.3
	Library	-	-
	Manoeuvre/0	-	-
Staterooms	Standard x 10	40	5
Common Area		20	2
Cargo		14	-

TOTAL: MCR 90.39

CREW

PILOT, ASTROGATOR,
2 ENGINEER, 2 GUNNER,
1 COMMANDING OFFICER

RUNNING COSTS

MAINTENANCE COST
Cr7533/month

• • • • •

PURCHASE COST
MCr90.39

POWER REQUIRMENTS

80	40
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
60	2
JUMP DRIVE	SENSORS

80

HULL POINTS

The Lancer-class, usually referred to as a 'corvette' by its operators, is built by independent shipyards on several worlds. Variants are in use in the Senlis Foederate and Belgardian Sojournate, as well as several private operators throughout the Trojan Reach. The Lancer is not really a warship, but can serve as a paramilitary escort and light patrol asset in areas lacking more capable vessels.

Nominal crew for a Lancer is seven: two engineers, two gunners, a pilot and an astrogator, plus a commanding officer. The spare staterooms are often converted to other uses or provide additional storage, though some Lancers are used as transports for government officials and may be outfitted in quite an opulent style.

Armament as standard is two dual turrets, usually mounting a twin missile rack and twin pulse laser. However, armament can vary considerably, as can many other facets of the design, as the basic Lancer is often converted or refitted to the user's needs. Many examples, particularly those in Belgardian service, cannot be built or even properly maintained with local resources and may have lower-tech replacement systems aboard.

DOUBLE TURRETS

UPPER DECK

1

1

3

2

7

LOWER DECK

1. AIR LOCK
2. CARGO HOLD
3. EMERGENCY LOW BERTHS