

IN JUMP SPACE, NO ONE CAN HEAR YOU SCREAM
A TRAVELLER SCENARIO FOR GAELCON 2007

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1 INTRODUCTION

1.1 THE ANCIENTS

About 250,000 years ago, known space was dominated by The Ancients. This race (or group of races) had staggering technology, and were the first inventors of the Jump Drive. It is rumored that all current jump drives are based on Ancient relics. Then, in the blink of an eye, they were gone, leaving only their ruins behind as evidence... and the human races they scattered throughout the stars.

One of the cornerstones of their technology were Teleporter Rings. These rings operated in pairs, and could teleport anything between them, instantaneously, no matter the distance. As well as simple transport they were also used to provide fuel and reaction mass to ancient vessels. The Imperium is unaware of the function or purpose of Teleporter rings.

1.2 DR. GOULD

Dr. Gould is a prominent Archaeologist, who specializes in The Ancients. He has a number of wild theories about them, and has written many popular books which appeal to romantics and conspiracy theorists, painting the Ancients to be near omnipotent gods.

On a recent dig, the good Doctor uncovered many Rings and Ring fragments, one of which seemed entirely intact! It reacted somewhat to probing, but the Doctor did not have the equipment on hand to activate with or interface with it. He has bundled the ring in a crate, and he and his team have boarded the Empress Iphignia, bound for Jewel, in order to attend an Archaeology conference. Here he intends to reveal his findings, vindicating his theories.

1.3 MR. HESSELWORTH

Mr. Hesselworth is a high ranking diplomat of Narval, a world in the neutral zone between the Imperium and the Zhodani. Narval is currently the location of a Zhodani naval base. However, the Imperium have been applying a lot of Diplomatic and Economic pressure on Narval in the hope that they will come around to their way of thinking... and oust the Zhos and maybe even host an Imperial

naval base instead. He is on his way back from Regina, where he was wined and dined by the Duke himself, with a new proposal for the people of Narval. The Zhodani would very much like to know what that proposal was, and to get a copy of whatever documents Hesselworth is bringing back.

1.4 CAPTAIN GVENGE

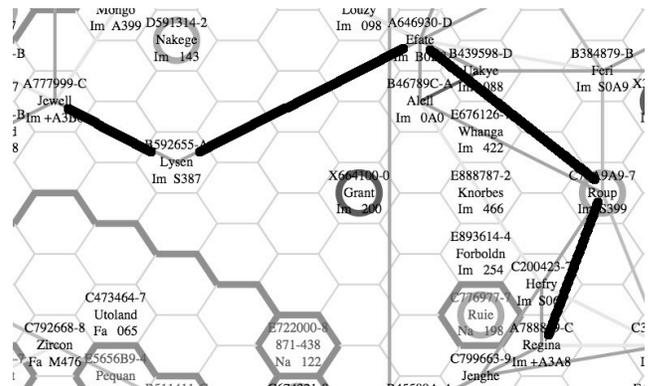
A Vargr corsair and leader of a small band of Vargr pirates/mercenaries/privateers. Gvenge has many links to local crime lords and is always on the lookout for a tasty caper. He has heard of an especially good one. His sources have told him that one Dr. Gould will be shipping a ludicrously valuable Ancient artifact aboard a lightly armed civilian transport.

Gvenge has organized a plant aboard the ship. The plant will interfere with the navigation program of the ship... causing it to jump to incorrect coordinates, near the Pirate's deep space lair. Here is a huge rogue body, an icy comet a thousand kilometers across, surrounded by hundreds of tiny moonlets, boulders, and gravel. It's very tricky space to fly through at the best of times... arriving at some random spot at some random velocity is sure to result in an impact that will cripple the ship.

The Pirates plan is then to act as a rescue team from a nearby research base, and thus gain access to the ship unopposed. Once aboard, they can subdue the survivors, take this Ancient artifact, and then cripple the ship further and leave it's passengers and crew to die in this icy wasteland, Mwah whah whah whah!

1.5 NORMAL ROUTE

The normal route of the Empress Iphignia is Regina to Roup to Efate to Lysen to Jewel, and back.



2 SHIPS

2.1 THE ISS “EMPRESS IPHIGNIA”

The Empress Iphignia is a 5,000 ton cruise liner, operating between Regina and Jewel. It is Jump 4 capable, and it's route is Regina to Roup to Efate to Lysen to Jewel. It spends a week at each port, so total travel time is 7 weeks. The Jewel gap is an awkward astronomical feature, that makes it hard for ships with Jump 2, and all but impossible for ships with jump 1, to cross.

The Empress Iphignia caters to wealthy passengers, with many facilities on board to make light of the 7 week journey.

Displacement	5,000 dtons
Length	102 m
Tech Level	12
Size Modifier	+11
Hits	165,000
Hull Armour	DR 100
Empty mass	2528.5 tons
Loaded mass	6956.5 tons
Jump	4, 2600 dtons fuel
Maneuver	1G fully loaded, 2G empty
Crew	45. 6 Engineers, 10 Bridge, 10 gunners, 2 medics, 17 Stewards
Crew accom	10 State rooms, single occupancy. 20 State rooms double occupancy
Passengers	200 medium passage, 70 High passage.
Psngr accom	100 state rooms, double occupancy. 70 state rooms, single occupancy.
Weapons	12 sand casters in 3 turrets 18 TL-12 lasers in 6 turrets Damage ROF 5Dx100(2) 1/60
Facilities	2 x Space docks for 100 dton craft 2 x sickbay 214 dton cargo bay Fuel purifiers: 24 hours to purify 2600 dtons. 2 bar/lounges 2 restaurants 1 theater Command bridge

2.2 THE ISS “LEWIS AND CLARKE”

A Suleiman class scout courier, currently on loan from the IISS to Hardraker and Laine. They are hitching a ride on the Empress Iphignia, taking advantage of it's Jump-4 capability to get them across the Jewel gap. As well as a mode of transport, the Lewis and Clarke is a mobile home for the two ex scouts. It no longer has an Air/Raft... Laine has converted the hanger to a lounge for her own use.

Displacement	100 dtons
Length	32 m
Tech Level	12
Size Modifier	+8
Hits	15,000
Hull Armour	DR 200
Empty mass	268 tons
Loaded mass	346 tons
Jump	2, 20 dtons fuel
Maneuver	2.3G fully loaded
Crew	2. 1 Pilot, 1 Engineer.
Crew accom	2 staterooms, single occupancy
Passengers	2-4
Psngr accom	2 staterooms, single occupancy
Weapons	3 TL-12 lasers in 1 turret Damage ROF 5Dx100(2) 1/60
Facilities	2 small lounges, Basic Bridge, Fuel Processors (2.5 hours for 20dtons)

2.3 THE FANG OF WINTER

Gvenge's ship, a battered but serviceable Vargr Corsair.

Displacement	400 dtons
Length	55 m
Tech Level	10
Size Modifier	+9
Hits	37,500
Hull Armour	DR 500
Jump	2
Maneuver	4G
Weapons	6 TL-10 lasers in 2 turrets Damage ROF 5Dx50(2) 1/60 6 Missile launchers in 2 turrets Damage ROF 6Dx80(10) 1/60

3 HOW TO RUN THIS IN 5 MINUTES

3.1 THE CHARACTERS

Hardraker	Ex scout, owns <i>Lewis and Clarke</i>
Laine	Ex scout, owns <i>Lewis and Clarke</i>
Gray	Zhodani spy
Hawk	Thief, here to steal the dingus
Kane	Imperial agent
Thompson	Archaeologist, rival of Gould

3.2 THE PLOT

3.2.1 ACT ONE

Scene One: The PCs are relaxing in the High Passage lounge of the *Empress Iphignia*. Some various NPCs are there too.

Scene Two: The *Empress Iphignia* comes out of jump a little early, and impacts something (lots of things). Explosions, shudders, screaming, lights go out, gravity fails, air is escaping! The PCs must take charge, as all the officers seem to be dead.

Scene Three: Damage control, help the wounded, get the power back on, get sensors online, where are we?

3.2.2 ACT TWO

Scene One: Take stock, form plans, incoming transmission! Rescue party, we're saved!

Scene Two: Someone's trying to take the *Lewis and Clarke*! It's Gould and co, who doesn't want any rescue team interfering with the dingus.

Scene Three: Diffuse the situation. What the hell is the dingus anyway? (The Dingus is an Ancient Teleporter ring)

3.2.3 ACT THREE

Scene One: Help has arrived... oh no it's pirates!

Scene Two: Defeat the pirates.

Scene Three: Get the hell out of here.

4 ACT ONE

4.1 SCENE ONE

You are sitting in the opulent High Passage lounge of the passenger liner *Empress Iphignia*. It's 11pm ship time, the lights are low, and the music is mellow. It has been a week since the ship left Efate, and must soon emerge back into real space in the Lysen system. There is a hushed excitement and air of expectation infusing the lounge... even though the liner is the last word in comfort, after 7 days even it's charm begins to wane, and folk begin to long for broad horizons or a new face.

Ok this scene is just to set the stage. If the PCs like, they can talk to the people in the lounge (or they can leave or do anything they want to really).

In the lounge are, among others:

Dr. Gould and party. They will be staying on board all the way to Jewel, Lysen is not their stop.

Hesselworth and party. Like Gould, Hesselworth is staying on until Jewel.

Count Valderez. A long retired naval captain with an outrageous mustache, will bore anyone who strays too close with tales of the Fourth Frontier War.

Ensign Meriwether. Off duty, and hanging out with the passengers (actually hanging out with the PCs, as the young ensign idolizes such a group of experienced spacers). Soon to be the ranking officer aboard the ship!

If Any PCs want to leave the lounge, that's cool... just keep track of where they are when the impact happens, as the area they are in might get damaged/opened to space or what have you. Hopefully the PCs are quick witted enough to survive such disasters!

4.2 SCENE TWO

The lights dim slightly as a chime sounds, and the smooth, relaxed voice of the captain comes over the intercom. "We have now reached normal space, and expect to be at Lysen in just under 10 hours..."

one moment”

The Count scoffs. “Jump dimming. What superstitious nonsense. As if anything ever goes wrong these da-”

The hull rings as if it were a huge bell and the bottle the bartender was pouring shatters, and the count grows pale, even as a large scarlet patch spreads across his chest. Silence spreads around the lounge as more ominous sounds come from the hull, as if a great fist was beating at the ship. Above it all, a high pitched whistling sound, that drives fear into the hearts of experienced spacers.

Shock turns to panic as the great ship shudders and convulses, screams accompanying the terrifying bass of detonations. The lights flicker and die and with a sickening lurch the artificial gravity abruptly shuts off. Within a few seconds garish red emergency lights illuminate the scene... fear and panic grips the room, and all the while the whistling grows louder

The ship has arrived in normal space, but not where it thought it would. It's not even in the Lysen system, but rather has come out of jump about a parsec short.

It was precipitated out of Jump by a large mass... a huge icy body, once perhaps belonging to the kuiper belt or Oort cloud of some nearby system, but long since thrown out by some gravitational interaction and now wanders between the stars alone.

Captain Gvenge stumbled across this icy body about ten years ago when working on a far trader. He and his crewmates were hoping to cross the Jewel gap by jumping twice, and on the first jump picked up the planetoid on sensors. A discovery like that is a great find... The captain of the far trader wanted to sell the information to the Imperial navy (who could use it as a refueling depot in deep space, boiling off the ices to process into hydrogen), but Gvenge had other plans. He murdered the rest of the crew and wiped the data from the ship's computers after memorizing the coordinates. This could make a potent hideout, for a bunch of pirates.

The Icy Body (called Winter den by Gvenge) is surrounded by a lot of space detritus, ranging in size from moonlets to boulders to gravel. Several of these have now impacted the hull. The damage to the Empress Iphignia is extensive.

4.2.1 DAMAGE REPORT

1. There are several small breeches in the hull. One in the High Passage lounge, three in various parts of the passenger accommodations, and several in the fuel tanks. In one area, fuel is leaking into the ship as well as out of it, with a potential for more explosions.
2. The bridge has been utterly destroyed, along with the captain, the pilot, the navigator, the comms officer, the sensors officer, the gunnery officer, and two other crewmen. Three of the four computer cores are destroyed, which the fourth has shut down. The ship's sensors and communications arrays are still functional, but will require a computer to run.
3. The power plant has been damaged, along with the maneuver drives and jump drives. Damage to the Jump and Maneuver drives is minor, damage to the power plant is more extensive but partial power can be restored. However, the chief engineer and several of the engineering crew are dead.
4. Docking Bay 1 is open to space, with a huge hole near the front (where the bridge used to be)
5. The doors of Docking Bay 2 are jammed, but could be persuaded to open with enough tinkering.
6. All told, fully half the crew are dead. Those that remain are mostly stewards or hospitality crew, or enlisted men with little experience. Without a chain of command or anyone with command experience, they will be headless chickens.
7. About 20 of the passengers are dead, and a further 40 wounded. The ship's two medics and the sick bay survived, but they will be overwhelmed, and can do little without power.
8. Half the weapons turrets (2 sand caster turrets and 3 laser turrets) have been destroyed.

4.2.2 THE IMMEDIATE SITUATION

The PCs don't know all that right now though. Right now, they are in a lounge lit with emergency lights, with no gravity, full of panicky people who've only ever seen free fall in movies, a dead count, and there is a hull breach somewhere... Aiieeee!

The doors to the lounge have detected the difference in air pressure and have sealed themselves to protect the rest of the ship. They

cannot be opened from this side. The idea of being trapped will make the lounge lizards panic even more.

The experienced spacers (i.e., the PCs) will realise (tell them) that if they fix the hull breach, they might convince the doors to open up. Any reasonable suggestion for fixing the breach will work, even a temporary one like finding the hole, and putting a plate over it, allowing the vacuum to hold it in place.

4.3 SCENE THREE

Outside the lounge, there will be scenes of more panic and despair. The lounge is not far from the sick bay, and some folks will be trying to make their way here, dragging drifting wounded with them. There will be one or two crewmen trying to help, but there is clearly neither leadership nor direction. From the people in the corridor, there will be plenty of rumors:

1. We're trapped in jump space, and the jump bubble is shrinking (False)
2. The ship is under attack... it's the damn Zhos! (False)
3. The captain is dead! The whole bridge is gone! (True)
4. The ship's been shorn in half! Everything below deck 5 is just gone! (False)
5. Engineering's wrecked, we're dead in space until we run out of air or freeze unless we get power back online (True)
6. There's some sort of big alien monster going berserk in the cargo bay (False)
7. Don't go that way! There's no air past bulkhead nine. The whole aft of the ship is open to space. (False).
8. There are no life pods left! (False).

Presumably at this stage, the PCs will take charge of the situation. Or I dunno, maybe they'll run for the life pods! Several of the passengers have already left aboard the life pods. Some of these have been destroyed by debris, or crashed on the planetoid, or are careening off into interstellar space. If the PCs do eject in life pods... I dunno, let them stew in space for a while. Maybe they get picked up by the Vargr. Maybe they could make it to a hulk and get that moving, and get back to the ship in the wake of the Vargr attack!

Maybe they'll run for the Lewis and Clarke. That's cool too. It is undamaged and fully fueled. If they do, the thing with the doors being jammed isn't to "Railroad" them into not leaving the ship... the doors can be fixed, or blown open, or what have you.

Hopefully it will delay them into thinking of some other options though.

Ensign Meriwether is the ranking surviving officer, but at this stage he will be a nervous wreck (unless the PCs can whip him into shape).

5 ACT TWO

5.1 SCENE ONE

Presumably at this stage the PCs are in command of the ship. They certainly have the authority to do this. They will need to get power restored in order to get Life Support, Gravity, all that groovy stuff working. Power also gives communications for distress signals, and sensors so they can find out where the hell they are!

5.1.1 FIXING THE SHIP

The Power plant took a nasty hit. Both it and the maneuver drives are badly damaged, and both of these sections are open to space. The Jump drive is also damaged. It will take a few hours to close up the Power plant compartment. Fortunately the power plant is made up of many modular units... some of these are still intact and will be able to power all of the ship's systems (except the maneuver drive). Just as well it's not working anyway!

The Maneuver drive is also modular, and is made up of three large thrusters. Two are totaled, and one can be repaired (in say, ten hours) from parts of the other two.

The Jump Drive however, cannot be repaired without access to a lot of spare parts. Because of the sheer size, the Lewis and Clarke cannot be cannibalized to repair the jump drive.

5.1.2 WHAT'S OUT THERE?

Either the PCs could bring the surviving computer online, or they could route the comms and sensors to the Lewis and Clarke, or they can leave aboard the Lewis and Clarke and use it's sensors and communications.

They will find out fairly quickly that they are not in the Lysen system, and not long after they can

calculate their position to about 1 parsec away from where they should be. They can get a good picture of space around... there is the planetoid, lots and lots of icy debris, and also many hulks. These range in size from small ships to dreadnaughts, ranging in age from a few decades maybe, up to a thousand years old.

They are moving away from the planetoid/debris field, and are now quite away from it (a million KM or more). They are in an elliptical orbit, and will eventually settle in and become part of the debris field (unless they fix the ship and get out of here!)

There is unlikely to be refined fuel aboard any of the hulks... but the ice can be refined by the Empress Iphignia. But there may be jump drive parts aboard those hulks!

5.1.3 INCOMING COMMUNICATIONS

Presumably the PCs will have sent off a distress signal. The pirates have been waiting for this. They are patient, and will wait a few days if necessary (or if the ship looks like it has enough power and functionality left to get to the ice debris and refine enough fuel to escape). Their idea plan is to dock with the ship without a fight... the Empress outguns the Vargr corsair and in a straight fight would defeat it. They will answer the distress signal, claiming to be a research base orbiting the planetoid. They will send a ship with medics and supplies. They will make their base ready to accept wounded.

Their "research base" is of course just the pirate's base here... their base is inside a wrecked heavy cruiser.

It will take them a few hours to reach the Empress Iphignia.

5.2 SCENE TWO

At this stage, things are settling down. The bulk of the crisis seems to be past. The survivors too are taking stock and thinking about their situation.

The PCs may want to go back over the logs and see what the hell went wrong. If they do enough digging (and make some good looking computer rolls) they will find that the navigator seems to have done everything right... but the charts had been tampered with! They might even find out **who** did it (this will take a very impressive computer roll). If they find out, the culprit will have died in the impact.

If they do not find out, he is among the survivors (no point revealing the pirate "twist" too early).

If the PCs are tracking the "rescuers" and make some impressive sensors rolls, inform them of the general nature of the craft... 400 ton, pulling high Gs. If they make **really** impressive rolls (crit), tell them it is a Vargr craft. At that point, Kane at least should cop that they are pirates (PCs are a suspicious bunch anyway... they'll probably think pirates the minute someone replies to their distress call).

If the PCs make no distress call, the Pirates will call them, asking if they can be of assistance. They want to be able to board without being fired on!

At this point, the passengers will start getting itchy feet. The loud and obnoxious Baron will demand to know all that's being done and why it isn't being done quicker.

Dr. Gould will be hatching a plan of his own...

5.3 SCENE TWO

Dr. Gould cannot let the Dingus fall into the hands of some second rate salvage operation! He needs to get it off the ship, and there's a good chance that they will be evacuated and help called for. Unacceptable! He has worked too long and too hard for this.

Fortunately for Dr. Gould, there is a handy starship that could take him and the Dingus to safety... the Lewis and Clarke! It's not like he'd be leaving the other survivors to their deaths... he'd be notifying the authorities and sending proper help, of course! Why he would be doing the right thing.

Stealing the Lewis and Clarke is not going to be easy. Chances are the PCs will make use of this asset. Maybe they won't! Maybe they'll forget all about it. If so, so much the better. Ideally Gould wants the Lewis and Clarke sitting in docking bay 2 where he can get at it easily.

If the PCs are making use of the Lewis and Clarke, things are harder for Gould, but he will make use of any opportunity. If the Lewis and Clarke returns to the docking bay, or if an umbilical connection is made, he will attempt to board. If some or all of the PCs are away in other parts of the Empress, that's when he'll make his move. If he has to overpower one or two PCs, that's OK. He'll put them off the ship (where they can regroup with the other PCs).

5.4 SCENE THREE

Taking back the Lewis and Clarke. If the Lewis and Clarke has not yet left the docking bay, then Gould will have to open the doors. If it has, he still has to bring the Dingus from Cargo bay 2 to the docking bay. If the PCs intercept the Dingus, then it is a good bargaining tool to use against Gould.. he will not leave without it. If not, they can arrive just as the Dingus is being loaded, and can fight it out in the docking bay.

The whole Gould and Dingus subplot is there mostly to pad out the adventure (and to introduce the Dingus). If a lot of time was spent say, repairing the ship and visiting hulks and doing other interesting stuff, then feel free to drop the Gould plot entirely.

6 ACT THREE

6.1 SCENE ONE

The rescuers have arrived! Their ship is too big to fit in a docking bay, but they can dock with the Empress Iphignia via air lock and board that way. They will be all sweetness and light up to when the airlock opens... then they come out, guns blazing! If the PCs are being suuuper paranoid, then the first few pirates into the air lock will indeed be "innocent" medics with stretchers. Of course the stretchers conceal guns! Once a beach head has been established on the ship, more Vargr pirates can come aboard via the air lock.

Maybe the PCs have been off dilly dallying in the Lewis and Clarke and the pirates will get there while they are away... if so, they take the ship unopposed, steal the dingus, and fire upon the ship, crippling it further and killing more people. Then, they may come after the Lewis and Clarke. If so, the PCs may try to get to the pirate base before the pirates did, or stand and fight, or jump to safety.

6.2 SCENE TWO

Fight the pirates! The pirates will seek to suppress the survivors, search for the dingus, then leave. They will tell the survivors that they are only here for the dingus, and that they will notify imperial authorities of their location and ensure a real rescue team is sent. They mean no such thing... once they have what they want, they will fire upon the

Empress Iphignia so that she can never leave and tell the galaxy at large of the pirate's base.

If there is time and the PCs are enthusiastic, the fight can be taken aboard the pirate vessel. If there is little time, once the boarding party is defeated, or the captain killed, the pirates will capitulate or flee.

6.3 SCENE THREE

Hopefully, the pirates have been defeated, and the PCs are wondering what the hell the dingus is. Thompson can have a look at it, and with some rolls that look good (or whatever) and some poking and prodding, he will discover that it is a teleporter ring. With the ship's power, the ring can be activated. It leads to a nice garden planet with woods and grass and lakes and lots of ruins... but no sign of civilization (from what can be seen from the ring) and no clue as to where it is. The whole ship can be evacuated out the ring if the PCs want, or it can be an easier way to get fuel for the jump drive (just get a hose out to that lake).

The PCs could use the pirate's ship to evacuate the survivors, or blow up the pirate base, or anything they like. They can scrounge parts from hulks (or the pirate ship) to repair the jump drive. Any reasonable suggestion at this stage, will work. And the survivors are saved, yay!

The End.

7 MAPS

Everything but the three deck plans for the Vargr Corsair should be available to the players. The maps of the Suleiman class scout ship should be given to Hardraker and Laine's players. The picture of the Empress Iphignia should be put on the table at the start of the game, just to give them a feel for the ship they are in. The side view cutaway of the Empress Iphignia should be put on the table as soon as the PCs leave the lounge after the impact. The map of this region of space should also be made available to the players.

8 NPCs

8.1 GOULD AND CO

Doctor Gould, renown crackpot Archaeologist. With him is his team of dodgy archaeology minions. His minions are cut-throat, closer to tomb raiders than

“best practice” time team style archaeologists. They are more likely to pack shotguns than ground imaging radar. Think of Gould as a cross between Bellac from Indiana Jones (complete with ridiculous accent) and the guys who wrote that book on the holy grail that Dan Brown supposedly took his ideas for “the daVinci Code” from.

Gould has always been ridiculed for his outlandish theories, but he has uncovered something (the Dingus) that may well prove him right!

8.1.1 DR GOULD

ST	10	HP	10
DX	10	Will	10
IQ	13	Per	14
HT	10	FP	10

Dodge:	8
Parry:	-
DR:	0
Laser Pistol:	12
Boxing:	10
Dodgy Archaeology:	16
Ranting and raving:	14
Cackling:	13
Commanding minions:	12
Cowering:	15

Stuff:

Very fine laser pistol
Swagger cane

Attack	Dam.	Rof	Shots	Acc	Rcl
Laser	3D(2)	10	400(3)	8	1
Attack	Dam.	Reach	Parry	Notes	
Punch	1D - 4	C	8	Skill = 10	
Kick	1D - 2	1	7	Skill = 8	

8.1.2 CHIEF MINION: VESTER

ST	12	HP	12
DX	11	Will	10
IQ	10	Per	10
HT	12	FP	12

Dodge:	10
Parry:	10
DR:	6
Pistol:	13
Karate:	13
Betraying Gould:	10
Leering suggestively:	12
Menacing sneer:	14

Stuff:

.44 Magnum
Armour bits

Attack	Dam.	Rof	Shots	Acc	Rcl
Pistol	3Dpi+	3	9+1	2	4
Attack	Dam.	Reach	Parry	Notes	
Punch	1D	C	10	Skill = 13	
Kick	1D + 2	1	9	Skill = 11	

8.1.3 OX

ST	14	HP	15
DX	10	Will	8
IQ	8	Per	8
HT	15	FP	15

Dodge:	10
Parry:	10
DR:	0
Pistol:	10
Brawl	12
Big monkey wrench:	12
Taking Orders	12
Loyalty to Gould	15
Spotting the obvious	6

Stuff:

Big Monkey wrench
.44 Magnum

Attack	Dam.	Rof	Shots	Acc	Rcl
Pistol	3Dpi+	3	9+1	2	4
Attack	Dam.	Reach	Parry	Notes	
Punch	1D - 1	C	10	Skill = 12	
Kick	1D + 1	1	9	Skill = 10	
Wrench	2D+4	1,2*	10U	Skill = 12	

8.1.4 STANDARD MINION

ST	10	HP	10
DX	10	Will	10
IQ	10	Per	10
HT	10	FP	10

Dodge:	8
Parry:	8
DR:	0
Pistol:	10
Brawling:	10

Stuff:

Snub pistol

Attack	Dam.	Rof	Shots	Acc	Rcl
Pistol	2D+2pi	3	18+1	2	2
Attack	Dam.	Reach	Parry	Notes	
Punch	1D - 4	C	8	Skill = 10	
Kick	1D - 2	1	7	Skill = 8	

Gould has 6 standard minions, 4 guys and 2 girls.

8.2 CAPTAIN GVENGE

The Vargr Pirate captain. He will not come aboard as part of the first "Wave", but he will speak into the intercom in order to give his terms of surrender to the survivors.

8.2.1 CAPTAIN GVENGE

ST	12	HP	12			
DX	12	Will	12			
IQ	12	Per	12			
HT	12	FP	12			
Dodge:			10			
Parry:			11			
DR:			20/6			
Pistol			14			
Broadsword			14			
Karate			14			
Command			12			
High pitched laughter			12			
Swagger			14			
Callous disregard of own minions						16
Mercy			6			
Stuff						
High tech vacc suit						
Combat armour breastplate						
Very fine Snub pistol						
Very fine Broadsword						
Attack	Dam.	Rof	Shots	Acc	Rcl	
Pistol	2D+2pi	3	18+1	4	2	
Attack	Dam.	Reach	Parry	Notes		
Punch	1D	C	11	Skill = 14		
Kick	1D + 2	1	10	Skill = 12		
Sword swing	1D + 4cut	1	11	Skill = 14		
Sword thrust	1D + 1imp	1	11	Skill = 14		

8.2.2 FIST MATE UEKNAGG

ST	10	HP	12		
DX	12	Will	11		
IQ	11	Per	11		
HT	12	FP	12		
Dodge:			10		
Parry:			10		
DR:			6		
Pistol:			12		
Boxing:			12		
Obey orders:			10		
Sell out Gvenge:			12		
Back from the dead for one more shot					13
Stuff					
Snub Pistol					
High tech vacc suit					

Attack	Dam.	Rof	Shots	Acc	Rcl
Pistol	2D+2pi	3	18+1	4	2
Attack	Dam.	Reach	Parry	Notes	
Punch	1D - 1	C	10	Skill = 12	
Kick	1D + 1	1	9	Skill = 10	

Notes: Will lead the first assault on the ship.

8.2.3 THE FOX GIRLS

ST	9	HP	10		
DX	14	Will	10		
IQ	10	Per	10		
HT	10	FP	10		
Dodge:			11		
Parry			12		
DR			0		
Karate			16		
Weapons			16		
Acrobatics			16		
Showing off			16		
Resisting the urge to show off					6
Stuff:					
Cool ninja outfits, one has a staff, the other a katana.					
Attack	Dam.	Reach	Parry	Notes	
Punch	1D - 1	C	12	Skill = 16	
Kick	1D + 1	1	11	Skill = 14	
Staff	1D + 1	1,2	14	Skill = 16	
Katana	1D+2cut	1	12	Skill = 16	
	1D+1imp	1	12	Skill = 16	

Notes: Gvenge's personal body guards, will try to close rapidly to hand to hand range, maybe hang out in the shadows first. They are a sub race of Vargr that resembles foxes more than wolves.

8.2.4 VARGR PIRATES

ST	10	HP	10		
DX	10	Will	10		
IQ	10	Per	10		
HT	10	FP	10		
Dodge:			8		
Parry			8		
DR			0		
Weapon			10		
Brawling			10		
Squabbling			12		
Stuff:					
Variety of weapons					
Attack	Dam.	Reach	Parry	Notes	
Punch	1D - 2	C	8	Skill = 10	
Kick	1D	1	7	Skill = 8	
Knife	1Dimp	1	7	Skill = 10	
Chain saw	1D+3cut	1	None	Skill = 10	

Attack	Dam.	Rof	Shots	Acc	Rcl
Pistol	2D+2pi	3	18+1	4	2
Shotgun	1D+1pi-2x9		5	3	1

8.3 HESSELWORTH AND GUARDS

8.3.1 HESSELWORTH

ST	10	HP	10
DX	10	Will	15
IQ	13	Per	13
HT	10	FP	10

Dodge:	8
Parry:	8
DR:	0
Diplomacy	15
Politics	14
Carousing	13
Suave and debonair	13

8.3.2 GUARDS

ST	11	HP	12
DX	12	Will	10
IQ	10	Per	12
HT	12	FP	12

Dodge:	10
Parry:	10
DR:	0
Karate:	12
Pistol:	12
Looking menacing	12
Sense of humor	6

Stuff

Black suits and ear pieces
Snub pistols

Attack	Dam.	Rof	Shots	Acc	Rcl
Pistol	2D+2pi	3	18+1	2	2
Attack	Dam.	Reach	Parry	Notes	
Punch	1D - 1	C	10	Skill = 12	
Kick	1D + 1	1	9	Skill = 10	

9 SUB PLOTS

9.1 GRAY AND THE DIPLOMAT

Gray's goal is to find out the nature of the agreement between the Imperium and Narval. Hesselworth is the Narval diplomat.

It's a simple matter for Gray to read Hesselworth's mind. However, in order to find out about the agreement, she has to get him thinking of it, or she must use a mind probe. A mind probe is a very risky proposition, as it is more or less a mental rape, and quite traumatic for an unwilling victim.

If Gray gets him talking about the agreement, he will be thinking of it, and she can lead him with innocuous questions and read his mind as he thinks it over. This way she will learn that yes, Narval are going to withdraw their invitation to the Zhodani navy, and are instead planning on allowing the Imperium to base their ships in the system. The documents are being kept in a secure attaché case, kept in his quarters.

(All this can be found out say, before the impact, in scene one).

Or, Gray could just assume the documents are in his quarters.

Either way, his quarters are guarded by Narval security personnel. Obviously, the impact can have the side effect of providing a useful distraction. Gray should find it easy to circumvent the security of the room (especially with the power out) and gain access. There does exist the possibility of her being caught, however. Play it by ear I guess. Maybe one of the guards is in the room, and she must subdue him. No point making things too easy. In the dark, the Guard probably won't see what she looks like.

9.2 HAWK AND THE DINGUS

Hawk's goal is to steal the Dingus. His best way of doing this is to get it aboard the Lewis and Clarke, and then try and book passage with Hardraker or Laine. The impact again provides a good cover. Note that once power is restored, Gould will be checking on the Dingus. In act two scene one, he'll have a minion or two in the cargo bay guarding the dingus, and in act two scene two, he himself will be moving the dingus to the Lewis and Clarke. Hawk may also try to steal the Dingus later, but the later he leaves it, the harder it will be to do it all unseen.

9.3 THOMPSON AND THE DINGUS

Gould thinks the Dingus is a teleporter ring, but cannot operate it. Thompson's Ancient Interface Device will be able to activate it.

Commander Hardraker

ST	10	HP	10
DX	12	Will	10
IQ	13	Per	13
HT	10	FP	10

Damage

Thrust 1d - 2
Swing 1d

Move 5
Dodge 8
Parry 10
Block -
DR 6

Advantages

Courtesy Rank (Cmdr)
Claim to hospitality (Scouts)
Improved G tolerance
Unfazeable

Disadvantages

Curious
Duty (Scout)
Impulsive
Overconfident
Broad minded
Dreamer

Stuff

Suleiman class scout ship (*ISS Lewis and Clark*)
Very Fine Snub pistol
High tech vacc suit

Attack	Dam.	Reach	Parry	Notes
Punch	1D - 1	C	10	Skill = 14
Kick	1D + 1	1	9	Skill = 12

Attack	Dam.	Rof	Shots	Acc	Rcl
Snub Pistol	2D+2pi	3	18+1	4	2



Skill	Level
Accounting	11
Area Knowledge (Spinward marches)	14
Astronomy	12
Boxing	14
Carousing	13
Communications Ops	12
Computer Ops	13
Diplomacy	11
Electronics repair	13
Environment suit (Vacc suit)	14
Freight Handling	12
Free fall	12
Gunner (Beam)	12
Guns (pistols)	14
Merchant	12
Navigation (Normal space)	14
Navigation (Jump space)	14
Piloting	15
Observation	12
Savoir Faire (Spacers)	13
Savoir Faire (Scouts)	13
Spacer	13
Ship Handling	12
Sensor Ops	13

Lieutenant Laine

ST	8	HP	9
DX	13	Will	12
IQ	14	Per	12
HT	9	FP	9

Damage

Thrust 1d – 3
Swing 1d – 2

Move 5
Dodge 8
Parry 10
Block -
DR 6

Advantages

Courtesy Rank (Lieutenant)
Claim to hospitality (Scouts)
Mathematical Ability (+1)
Attractive

Disadvantages

Loner
Duty (Scouts)
Reluctant Killer
Attentive
Broad minded
Careful
Likes gadgets
Likes engines

Stuff

Suleiman class scout ship (*ISS Lewis and Clark*)
Very Fine Laser pistol
High tech vacc suit

Attack	Dam.	Reach	Parry	Notes
Punch	1D – 4	C	9	Skill = 13
Kick	1D – 2	1	8	Skill = 11

Attack	Dam.	Rof	Shots	Acc	Rcl
Laser Pistol	3D(2)	10	400(3)	8	1



Skill	Level
Area Knowledge (Spinward marches)	14
Astronomy	15
Carousing	10
Computer ops	15
Computer programming	14
Dancing	13
Electrician	14
Engineering (Starship)	16
Environment suit (Vacc suit)	15
Free Fall	12
Judo	15
Guns (Beam pistols)	13
Mathematics (Applied)	14
Mechanic (Starship)	16
Meditation	10
Physics (Jump)	16
Philosophy	12
Savoir Faire (Spacers)	14
Savoir Faire (Scouts)	14

Doctor Thompson

ST 10 **HP** 11
DX 10 **Will** 14
IQ 15 **Per** 14
HT 11 **FP** 11

Damage

Thrust 1D – 2
 Swing 1D

Move 5
Dodge 8
Parry 9
Block -
DR 0

Advantages

Claim to hospitality (Scouts)
 Honest face
 Reputation +4 (among Archaeologists)

Disadvantages

Curious
 Enemy (Dr. Gould, rival Archaeologist)
 Oblivious
 Obsession (The Ancients)
 Reluctant Killer
 Duty (Scouts)
 Attentive
 Imaginative
 Expression (“By Orion’s sword!”)

Stuff

Very Fine Snub pistol
 Ancient Interface Device (in quarters)

Attack	Dam.	Reach	Parry	Notes
Punch	1D	C	9	Skill = 12
Kick	1D + 2	1	8	Skill = 10

Attack	Dam.	Rof	Shots	Acc	Rcl
Snub Pistol	2D+2	3	18+1	4	2



Skill	Level
Anthropology	15
Archaeology	18
Astronomy	14
Biology	14
Computer ops	15
Computer programming	14
Environment suit (Vacc suit)	9
First Aid	15
Geology	15
Guns (Pistol)	12
Hiking	13
History (The Ancients)	15
Karate	12
Linguistics	16
Observation	14
Research	16
Savoir Faire (Academia)	15
Savoir Faire (Scouts)	15
Spacer	15
Survival (Arctic)	14
Survival (Desert)	14
Survival (Temperate)	14
Teaching	16

Special Agent Kane

ST	13	HP	12
DX	13	Will	10
IQ	11	Per	14
HT	12	FP	12

Damage

Thrust 1D
Swing 2D-1

Move 6
Dodge 10
Parry 11
Block -
DR 20/6

Advantages

Ambidexterity
Combat Reflexes
Fit
Legal enforcement powers
Police Rank (Special Agent)

Disadvantages

Duty (IBI)
Honesty
Obsession (Zhodani)
Secret (Zhodani sympathizer)
Xenophilia

Stuff

Very fine saber
Very fine snub pistol
High tech vacc suit
Reflec combat breastplate (In Quarters)
ICW rifle (In Quarters)

Attack	Dam.	Reach	Parry	Notes
Punch	1D +1	C	11	Skill = 15
Kick	1D + 3	1	10	Skill = 13
Saber cut	2D cut	1	11	Skill = 14
Saber thrust	1D+3 imp		11	Skill = 14

Attack	Dam.	Rof	Shots	Acc	Rcl
Snub pistol	2D+2	3	18+1	4	2
ICW	6D pi	15	25+1	6	2
(grenade)	7Dcr(3D)	1	3	6	2



Skill	Level
Acting	11
Body Language	14
Carousing	12
Computer ops	12
Criminology	14
Detect lies	14
Diplomacy	11
Environment suit (battle)	15
Fast Draw	13
First Aid	13
Forward Observer	11
Free Fall	13
Games (Chess)	12
Guns (Pistols)	14
Guns (Rifles)	14
Guns (Grenade launcher)	14
Hiking	13
Interrogation	12
Intimidation	12
Karate	15
Law	13
Melee weapon (Saber)	14
Observation	15
Psychology	11
Research	11
Running	12
Savoir Faire (Military)	11
Savoir Faire (Law enforcement)	11
Savoir Faire (Spacer)	11

Lieutenant Gray

ST 9 **HP** 9
DX 11 **Will** 13
IQ 13 **Per** 11
HT 9 **FP** 9

Damage

Thrust 1d - 2
 Swing 1d - 1

Move 5
Dodge 8
Parry 9
Block -
DR 6

Advantages

Rank (Lieutenant)
 Contacts: Zhodani network (Rare, Very Reliable)
 Alternative Identity (Lt. Gray)
 Empathy
 Mind Probe
 Mind Reading
 Mind Shield (5)
 Telesend

Disadvantages

Charitable
 Duty
 Secret
 Shy
 Sense of Duty
 Broad minded
 Chauvinistic
 Humble
 Uncongenial
 Reluctant Killer

Stuff

Very Fine Snub pistol
 High tech vacc/chameleon suit
 High tech intrusion kit

Attack	Dam.	Reach	Parry	Notes
Punch	1D - 1	C	9	Skill = 12
Kick	1D + 1	1	8	Skill = 10

Attack	Dam.	Rof	Shots	Acc	Rcl
Snub pistol	2D+2pi	3	18+1	4	2



Skill	Level
Acting	12
Computer hacking	13
Detect lies	11
Electronic ops (security)	13
Environmental suit (vacc suit)	13
Guns (pistol)	12
Karate	12
Lock picking	13
Meditation	13
Mind block	13
Savoir Faire (Spacers)	13
Spacer	13
Stealth	12

Chief Hawk

ST	12	HP	12
DX	13	Will	10
IQ	13	Per	14
HT	12	FP	12

Damage

Thrust 1d - 1
Swing 1d + 2

Move 6
Dodge 10
Parry 11
Block -
DR 6

Advantages

Contacts: The mob (Rare, Somewhat reliable)
Combat reflexes
Hard to kill (5)
Alcohol tolerance

Disadvantages

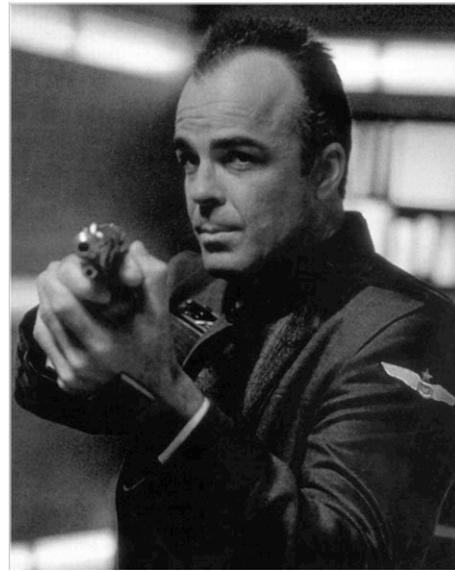
Code of honour
Enemies (Imperial law enforcement)
Megalomania (Sector's greatest cat burglar)
Overconfident
Stubborn
Trademark (origami hawks)
Congenial
Minor addiction: Coffee
Responsive
Horrific hangovers

Stuff

Very fine snub pistol
High tech vacc/chameleon suit
High tech intrusion kit

Attack	Dam.	Reach	Parry	Notes
Punch	1D + 1	C	11	Skill = 14
Kick	1D + 5	1	10	Skill = 12

Attack	Dam.	Rof	Shots	Acc	Rcl
Snub pistol	2D+2pi	3	18+1	4	2



Skill	Level
Acrobatics	13
Acting	14
Climbing	13
Carousing	13
Computer hacking	16
Connoisseur (coffee)	13
Detect lies	14
Disguise	13
Electronics ops (security)	16
Escape	12
Forgery	12
Gambling	12
Guns (pistol)	13
Holdout	13
Karate	14
Knot tying	13
Lock picking	16
Observation	14
Pickpocket	13
Savoir Faire (Spacers)	13
Savoir Faire (Criminals)	13
Scrounge	14
Search	14
Singing	13
Stealth	15
Streetwise	13
Traps	13

Hardraker

You grew up on Violante, a minor agricultural world on a quiet spur off the Spinward Main. Life on Violante was slow, peaceful, the world a veritable garden. You couldn't wait to get out of there. You grew up to the tales of your Grandfather, who had fought in the Fourth Frontier war against the Zhodani. Your imagination was fired with images of titanic star ships locked in epic struggles. At 18 you ran away from home and stowed away on a small freighter bound for Inthe, which you knew had a naval base.

Unfortunately the navy weren't looking for recruits, but they did send you to the Scout base, which was the best move you figure you've ever made. Rather than spending your whole career aboard a floating tin can, you got to go out there and explore... meet strange and new alien species, see new worlds, explore the frontier. You took every job the scouts could throw at you... crew on a frontier cruiser, the loneliness of piloting xboats, first contact situations, rescues, salvages, even sitting in the Oort cloud of Zhodani systems with a sensor array fully deployed and watching fleet movements and picking up transmissions to be decoded.

About eight years ago you first met Laine. You were a country boy who had made good, but she was a city girl, a prodigy at engineering with a doctorate in Jump Physics. The scout service would have liked to have her working in some research facility on Jump 7 drives but she was like you: a restless spirit that belonged out in the black, and not in some lab. The two of ye ended up serving on the same tiny scout/courier, the Lewis and Clarke, listening in on Zhodani transmissions.

Four years ago, the both of you retired. You are both still in the reserves, and maybe called upon to serve at any time. However, you do get to keep that little scout ship, free gratis and for nothing! Occasionally the scouts will have some mission or other for you to perform, and they always want to know what you've seen or heard out on the frontier, but for the most part you are your own agent. You have an arrangement with Laine... she gets the back of the ship, you get the front. You normally sleep in the cockpit, while she has a hammock slung between the thruster plates in the engineering section.

Personality: A raffish rogue slightly mellowed with age. Still burning with curiosity, still wanting to know what's in the next star system, and still on the lookout for adventure. A sort of cross between Han Solo, Malcolm Reynolds, and Ernest Shackleton.

Goals: You're heading out to the Frontier again. You've spent the last few months doing odd jobs for the IISS, which has brought you back in towards the core worlds, but for now you've got your nose fixed firmly spinward. The scouts did you a favour in speed you on your way... passage aboard the liner *Empress Iphignia*, for you, Laine, and even the *Lewis and Clarke*. It's strange being on a ship like this... almost like being at port. You get to see some new faces and sleep in a real bed, and yourself and Laine get to ignore each other for a week. You've met some other Imperial service people, and ye get together to play cards in the high passage lounge.

Laine: What to make of Laine? You love her, and she loves you, and yet ye can't seem to stand the sight of each other. Usually by the end of a voyage you can't wait to get off that ship and head to some seedy bar, and Laine does the same... some other seedy bar of course. By the time you're ready to leave, you're falling in each others arms again, only to spend the time in jump space ignoring each other. Ah well, if she was normal, you'd be bored of her by now.

Hawk: He's good people, solid and down to earth. Ex chief petty officer in the Imperial Navy

Gray: A lieutenant in the Imperial navy, and quite a looker. Something odd about her though, she doesn't seem to fit.

Kane: Not a spacer, but an agent of the Imperial Bureau of Investigations. Talked your ear off once he found out you used to spy on the zhos.

Thompson: Still in the scouts, an expert on ruins, especially belonging to the Ancients.

Laine

You grew up on Mora, the gleaming capitol of the Domain of Deneb. In this city planet, you had access to the best education and technology the Imperium had to offer. You were a child prodigy... you had mastered advanced mathematics by age 12, and by 14 you were contributing new ideas in various fields of physics. You graduated at 18 from the University of Mora with a doctorate in Jump Field Theory. Your professors, your parents, your colleges were all very excited as to what you would do next. Offers from prestigious institutions and research labs were pouring in the front door.

So you just dropped out of life. Spent a few years traveling the Spinward main, but you wanted to see more, to travel further. You submitted the odd paper here and there when you had the time. Eventually you ended up at the recruitment office of the Imperial Interstellar Scout Service on a tiny backward world, where the recruitment officer struggled to think of what to do with such a vastly overqualified candidate.

You spent the next few years trying to convince the IISS that you didn't want to do theoretical research for them, you just wanted to explore space like the other scouts. While you did work a year or two here and there on new jump drive designs and experiments on deep space research stations, mostly you got what you wanted. You found yourself most at peace with a whole ship to yourself, alone in the vastness of space... you clocked up all the hours you could on xboat duty, something most scouts loathed, until you reached the mandatory maximum limit. You guess your problem was, you just didn't like people!

About eight years ago you met Hardraker. It was hard to imagine someone more different, someone more unsuited to be with. He was a country boy from a small agricultural world, he loved getting together with buddies for a few drinks, usually in seedy bars at the wrong end of the space port. The two of you ended up on a tiny scout/courier, the *Lewis and Clarke*, sitting out in the Oort cloud of Zhodani systems monitoring system traffic and military transmissions. Somewhere in between the loneliness of deep space and watching bad Zhodani sit coms you found each other, and have been together ever since.

The two of you retired from the scouts four years ago. You are still on the reserves, and can still be "reactivated" at any time. In return, you get to keep the *Lewis and Clarke*! You wanted to rename it the *Lois and Clark* but Hardraker just didn't get it. That's what you get for having an education. You have a deal with Hardraker, whereby he gets the front of the ship and you get the back half. You sleep in a hammock slung between thruster plates in Engineering, he usually sleeps in the cockpit.

Personality: A sort of cross between Kaylee and pre-surgery River, but older and more sarcastic, and of course a disturbed need for personal space.

Goals: You're heading out to the Frontier again. You've spent the last few months doing odd jobs for the IISS, which has brought you back in towards the core worlds, but for now you've got your nose fixed firmly spinward. The scouts did you a favour in speed you on your way... passage aboard the liner *Empress Iphignia*, for you, Hardraker, and even the *Lewis and Clarke*. It's strange being on a ship like this... almost like being at port. You get to see some new faces and sleep in a real bed, and yourself and Hardraker get to ignore each other for a week. You've spent most of the voyage in the sauna or soaking in the pool, but you're starting to miss Hardraker, and have joined him and his spacer buddies for cards in the lounge.

Hardraker: You love him and he loves you, but the two of ye mostly can't stand each other. By the end of a voyage, you can't wait to be out and gone from the *Lewis and Clarke*, and won't see him again for days. Eventually you'll start longing for space, and Hardraker again, and leaving the world ye'll be all over each other. Then ye'll spend the long week of jump at opposite ends of the ship from each other.

Hawk: Hardraker's new best buddy aboard the *Empress Iphignia*, an old spacer who likes cards.

Kane: Not a spacer, but an agent of the Imperial Bureau of Investigations.

Thompson: Still in the scouts, an expert in Ancient Archaeology with a mind as sharp as your own.

Gray: A young Naval lieutenant, who seems as ill at ease around people as you are.

Hawk

You grew up on Roup, in a rough neighborhood on a rough planet. You learnt at an early age to think on your feet, and how to make friends and make sure everyone got along. Your arcology, like most on Roup, was ruled by the Mob, and your momma always said to have nothing to do with the Mob. You tried your best to follow her advice, but it was hard to get by without getting tangled up with the wrong crowd. When the Imperial Navy recruitment officer came along, you jumped at the chance to Make something of yourself, a clean start off world.

Life in the navy suited you. You weren't interested in an officer's commission... you were just one of the guys and you knew it. But you found yourself to be an excellent quarter master, and rose rapidly through the ranks of enlisted men. Whatever the ship needed, you could find. When crewmates needed a little something extra to help them through long deployments, well you could find that too.

As you progressed in rank, your responsibilities increased, as did your clearance. You became an expert in security systems, becoming the chief of security on the third battleship you served on. You got to play with the absolute most cutting edge security technology, something the folks back on Roup couldn't even dream of.

You retired from the navy about ten years ago, proud of your years of service, and eager to use your skills as a private citizen. You set up a security firm on Roup, but it was only a matter of time before you became entangled with the Mob. You didn't want to have anything to do with it, but the mob had a way of being persuasive. One job became two, and two became a multitude, until you had become Roup's best cat burglar. If your mother knew, she'd turn in her grave.

You had one creed that you swore to live by: Nobody dies. With your knowledge of electronic systems and security hardware, there was no need to go in guns blazing. You could be in, out, before anyone was the wiser. Three years ago you broke that vow. Some rent-a-cop had to be a hero, had to take his job just too damn seriously. Your partner shot him.

You disappeared, living on moons and asteroid colonies, but eventually they found you. One last job they said, then they'd let you retire. You could run your own bar. Don Carlioni gave his word... and if there's one thing Don Carlioni keeps, it's his word. Just get aboard this ship, find out whatever it is Dr. Gould is keeping in the Cargo bay, and pinch it before he gets to Jewel. Simple.

Personality: A thief with a heart of gold. You're down to earth, a good guy, fun to be with, a hit with the ladies. Think Bruce Willis in Hudson Hawk.

Goals: Steal the dingus that Dr. Gould has in the cargo bay. You've already got a pretty good look at it... it's in a crate, about 10 foot square and three feet tall. Not something you'd normal steal... you'd rather be going after something small. The crate is sealed, and has a pretty good security system. Not good enough of course... you can easily bypass it. The only problem is... how do you get whatever's inside off the ship? At the last system, a couple of ex scouts came aboard, and their scout ship is in docking bay 2. You've made friends with one of them. Maybe if you got it aboard their ship, you might be able to leave with them when you get to Lysen?

Hardraker: The ex scout you have befriended, the one with the ship. He's a good guy, you hate to double cross him. By the time the authorities figure out what's happened, hopefully you'll be long gone, and he won't get in too much trouble.

Laine: The other scout. She's a much stranger fish than Hardraker, doesn't hang around much. Sometimes it seems they're an item, at other times like they hate each others guts.

Kane: Of all the luck, a god damn fed. He doesn't seem to know you, and he hangs around Hardraker in the High Passage lounge all the time.

Gray: A young navy officer, and damn good looking. She seems rather nervous around you... maybe there's something there?

Thompson: Another scout, and an Archaeologist. A rival of Gould. He knows that Gould has something, probably an Ancient artifact, but he doesn't know what it might be.

Gray

Your name is Lieutenant Wilma Gray, you were born on Regina, you are 27 years old, and you are an Imperial Naval Officer. At least, that's what your ID card says.

In actual fact, you are Zirfplia, a Zhodani knight caste, you were born on Chronor, and you are a secret agent. The Zhodani consultate is an older and more socially mature civilization than the ramshackle Imperium. While the Imperium rejects and fears psionics (powers of the mind), the Zhodani have embraced this science wholeheartedly. Madness, anger, depression, frustration, apathy... these are seen as diseases in Zhodani culture, that can be cured as easily as a broken arm or a headache, depending on severity. The Zhodani view the Imperium as a nation of psychotic, diseased madmen who refuse treatment. The Imperium feels they have a right to feel angry, or sad, or dissatisfied. They hate and fear psionics, and the loss of freedom and privacy they bring.

The Zhodani Consultate is a utopian society. There is no crime. Telling lies is as alien to them as torture or rape. No doors are locked (except ones that might lead to dangerous places where the unwary might be injured). A Zhodani citizen has a right to happiness. Watching over the Proles, as those without psionic powers are called, are the Knights (who have some psionic powers), and the Nobles (gifted psionic masters). It is the burden of these castes to ensure that Zhodani society runs smoothly, and to protect the Proles from harmful influence.

You were identified from an early age as being broad minded and curious. Dangerous properties in a prole, but useful in a knight like yourself. You served in the Consular Navy for several years, before being taken aside and offered a greater chance to serve the Consultate: to become a secret agent, operating within the Imperium! Though the prospect of this scared you, you readily agreed.

You spent the next year or so in training, experiencing life in the Imperium through the consulates carefully researched mockups and training camps. Here actors played the parts of Imperial citizens. Nothing however could prepare you for the real thing, encountering actual diseased and criminal Imperials for the first time!

Note: You have psychic powers. You can read minds, etc. Keep this a secret. Write the GM a note or something when you want to do this.

Personality: You are a stranger in a strange land. You are utterly unused to anyone having a hidden agenda, anyone lying, anyone having other than the best of intentions and a happy glow at all times. Everyone around you is a dangerous, insane criminal... and you can read their minds! For a Zhodani you are an arch liberal way out there rebel... which means for an Imperial, you are prim, proper, and terribly naive and innocent. You have had extensive training in *lying*, and have gotten it pretty much down as far as your alter ego goes, but it's still hard.

Goals: On board this ship is a diplomat from a neutral world. Right now that world is pro-zhodani and allows the Consultate to maintain a naval base in the system. However, the Imperium is making overtures, and this Diplomat, Hasselworth, is returning from high level talks with the Imperial government. Your job is to find out what those talks were about, and to copy any documents that he may be bringing back to his government. His stateroom has good security, and is guarded around the clock by his men. Now if there was some huge distraction...

Hardraker: An ex scout, who boarded at the last system, with his own scout ship in docking bay 2. Not a bad sort as Imperials go, you have been joining his table in the lounge so as to learn more about Imperial Social Interactions.

Laine: Hardrakers... partner? Her mind is a seething roil of psychosis, a poor sick girl who needs treatment. You've hardly seen her all voyage, but she's joined the table this evening.

Hawk: An insane criminal! He's planning a criminal act right now! Strangely, he also seems to be a good person.

Kane: An Imperial agent, but he suspects nothing! In fact, he is strangely attracted to Zhodani culture

Thompson: An Archaeologist, who harbors an unhealthy rivalry with Dr. Gould, another archaeologist aboard.

Thompson

History. Myth. Legend. Where does one end, and the other begin? This question has been the one you have spent your life solving. You joined the Imperial Interstellar Scout Service about eight years ago, after graduating from Mora University with a doctorate in Archaeology. Your thesis involved the Ancients... an interstellar civilization that ruled this part of the galaxy about a quarter of a million years ago.

The Ancients were the first civilization to develop Jump Drive... the technology that allows faster than light travel. At their peak, the Ancients had technology that was far in excess of that of the Imperium. They transplanted humans, and other races throughout the galaxy, and uplifted the Vargr from Terran wolves. Then, seemly in the blink of an eye, they vanished, leaving behind the traces of a terrible war that shook the galaxy and shattered worlds.

Just how advanced the ancients were is a matter of some debate. Some, such as yourself, subscribe to the belief that the ancients were just like people today. More knowledgeable sure, but still mortals, bounded by the same laws of physics and psychology (their final war is proof of that). Others, such as Dr. Gould, take a more populist and romantic view, that the Ancients were gods, the laws of physics their plaything, and the reason they are no longer around is that they simply grew bored with the universe and pinched off space to make their own or something.

You have been working with the IISS (Imperial Interstellar Scout Service) trying to uncover more about these enigmatic Ancients, and to understand more of their technology. In particular, you have been working on a device for interfacing with Ancient relics. You have enjoyed some success with some of the pieces available to the research base on Efate. Now however, you wish to test this on a broader scale.

Personality: Think Daniel Jackson from "Stargate" (yeah I used that picture on purpose). You are impassioned about your research, but there's more to you than that. You are also an Imperial serviceman, a member of the IISS, and a spacer.

Goals: You are on your way to Jewel, to an interstellar conference on Ancient Archaeology. There you wish to present your findings and maybe collaborate with some of your colleagues, see if your interface works with other relics. Unfortunately, the obnoxious Dr. Gould is also aboard. You've met up with an Ex scout aboard, Hardraker, who has a scout ship in Docking bay 2. A few other spacers get together in the lounge to shoot the breeze and play some cards.

Hardraker: Ex scout, was in the service for 20 years. On his way out to the frontier. You hope you get a scout ship of your own when you retire!

Laine: Hardraker's partner, another ex scout. Far less sociable than hardraker, you've barely seen her all trip.

Kane: Not a spacer, but an Imperial serviceman all the same. He's an IBI agent (Imperial Bureau of Investigations).

Hawk: Ex chief petty officer in the Imperial navy. A good, down to earth guy.

Gray: A young lieutenant in the Imperial navy. Good looking but somewhat reserved.

Kane

Your father was a marine, and his father was a marine, so naturally you joined the marines. Regina is near the edge of imperial space... to coreward you have the Vargr, wolf men for whom Piracy is a career akin to being a rock star. To Spinward, the Zhodani... a totalitarian, Orwellian regime where psionic powers are used to beat down the masses, and who have already tried to invade the Imperium four times. To Rimward, the Aslan... expansionists and opportunists for whom owning land is the greatest goal in life, no matter who's it was to begin with. This would surely be an interesting career.

Strangely enough your assignments were quite ordinary and you saw little action... but it was a vacation that would change your life forever. You and your sister Samantha were checking out the moons of Mongo, one of the wonders of the Jewel sub sector, in a small, interplanetary launch, when an enormous battle cruiser materialized out of jump right in front of you. You tried to run, but it's tractor beams overcame your engines and pulled you inside. You had been kidnapped by Aliens! The Zhodani no less.

You spent the next few months being prodded and probed, analyzed and monitored by the Zhodani. You got to see how they lived, and came away impressed in spite of yourself... rather than being oppressed, the Zhodani people seemed to be living in a truly utopian society. Eventually the Zhodani were done with their tests, and returned you, in your launch, to Mongo. Before you could even get a proper sensor reading, their battle cruiser jumped once again. There was no sign of your sister.

No one believed you. Alien abduction? The Zhodani didn't do such things, and nothing was ever detected on the Mongo system defense network (obviously the result of some advanced cloaking technology). You decided to switch careers, becoming instead an agent of the Imperial Bureau of Investigations. You studied law and criminology, coming out top of your class. You had your choice of assignments... in this, you choose the pursue the Z files, looking into Zhodani infiltrators in Imperial space, and tracking their fleet movements. Your theories of cloaked Zhodani battle cruisers operating behind imperial lines and abducting imperial citizens is unpopular with the rest of the bureau, but you intend to prove your theory right.

Personality: Well, Fox Mulder in the far future basically. His ideas are outlandish, but he certainly believes them, and doesn't seem to be insane. He has a deep loyalty to the Imperium and wishes to safeguard it, and above all he wishes to find his sister again. But... he can't help but be fascinated by the Zhodani, and the daily life he saw there, so different from what the Imperium portrays it to be.

Goals: You are pursuing a Z file. The Bureau has noticed a pattern... ships seem to be disappearing around the Lysen system. In particular, ships going to and from Lysen and the Efate systems. Maybe these ships are being intercepted by the Zhodani? You intend to find out. You have booked passage aboard the Empress Iphignia, a liner that runs between Efate and Lysen. While aboard you have hooked up with some other Imperial service men and women, with whom you play cards in the High passage lounge.

Hardraker: An ex scout, who used to go on operations within Zhodani space! He used to sit in the Oort cloud of Zhodani systems and listen to their transmissions.

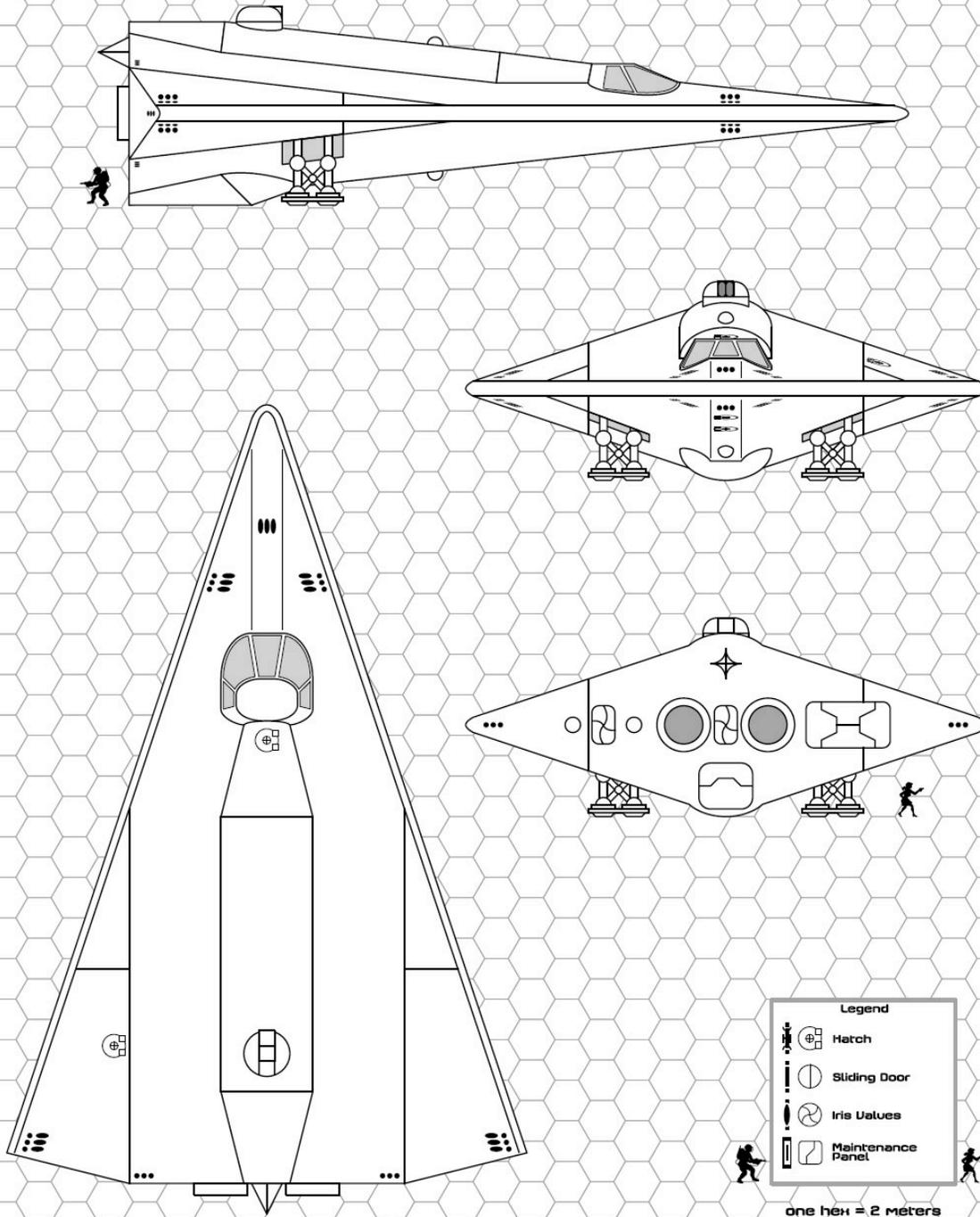
Laine: Hardraker's partner, and co-owner of their ship. She also probably has Zhodani stories, but you don't see much of her.

Thompson: A scout, and Archaeologist, specializing in the Ancients.

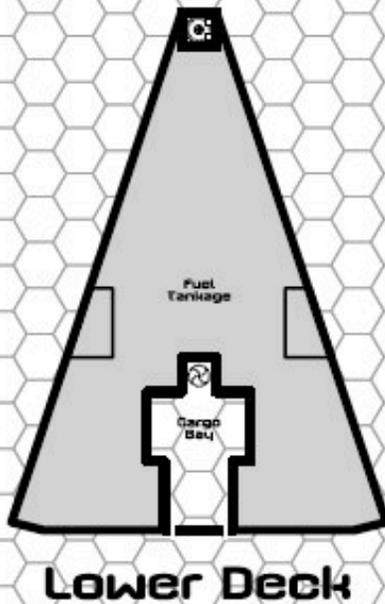
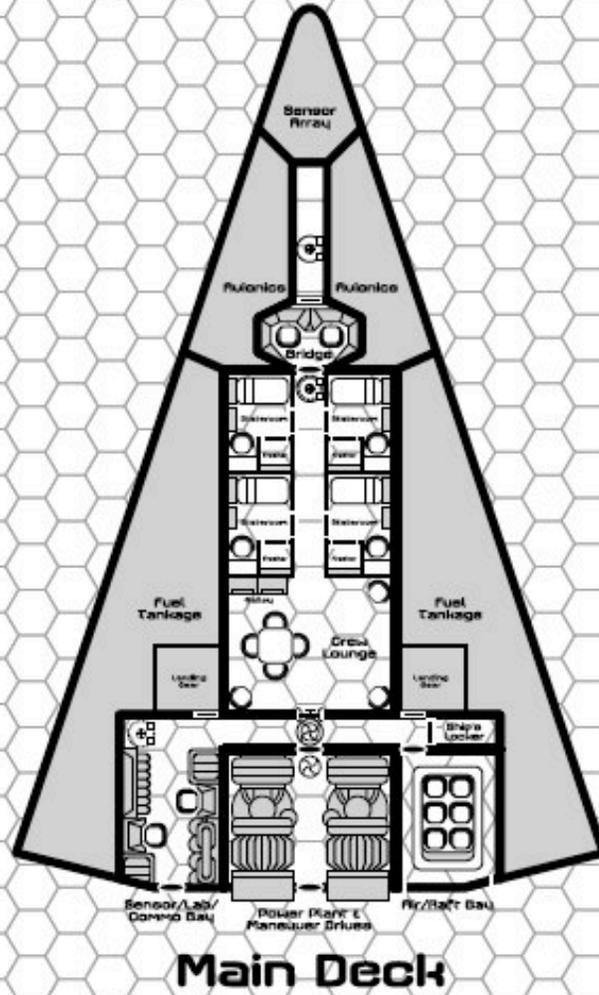
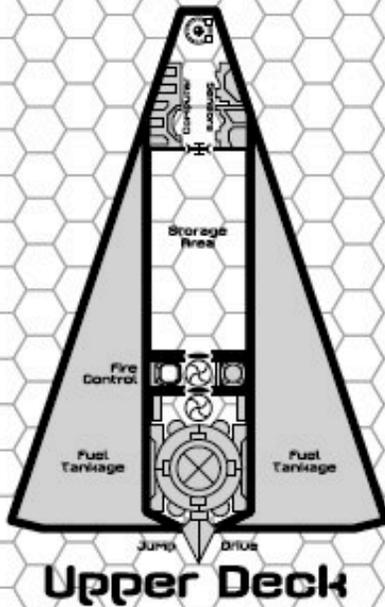
Hawk: An ex Imperial Navy chief petty officer, and all round nice guy

Gray: A young Imperial navy lieutenant. She seems ill at ease around people, yet she still plays cards with ye.

Suleiman class Type-S Scout/Courier



Suleiman class Type-S Scout/Courier

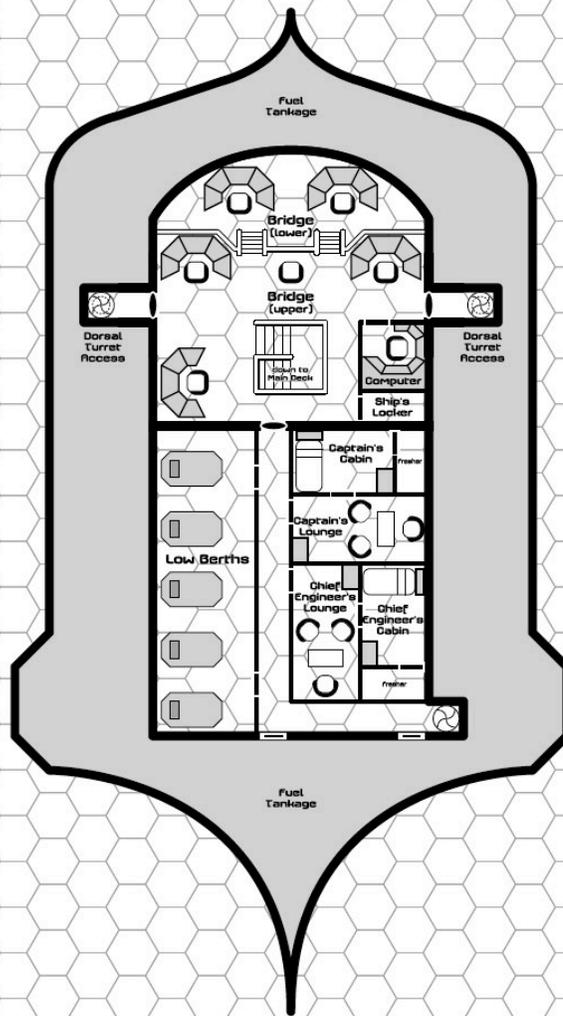


Legend

- Hatch
- Sliding Door
- Iris Valves
- Maintenance Panel

one hex = 2 meters

Ueknou class Vargr Corsair



Upper Deck

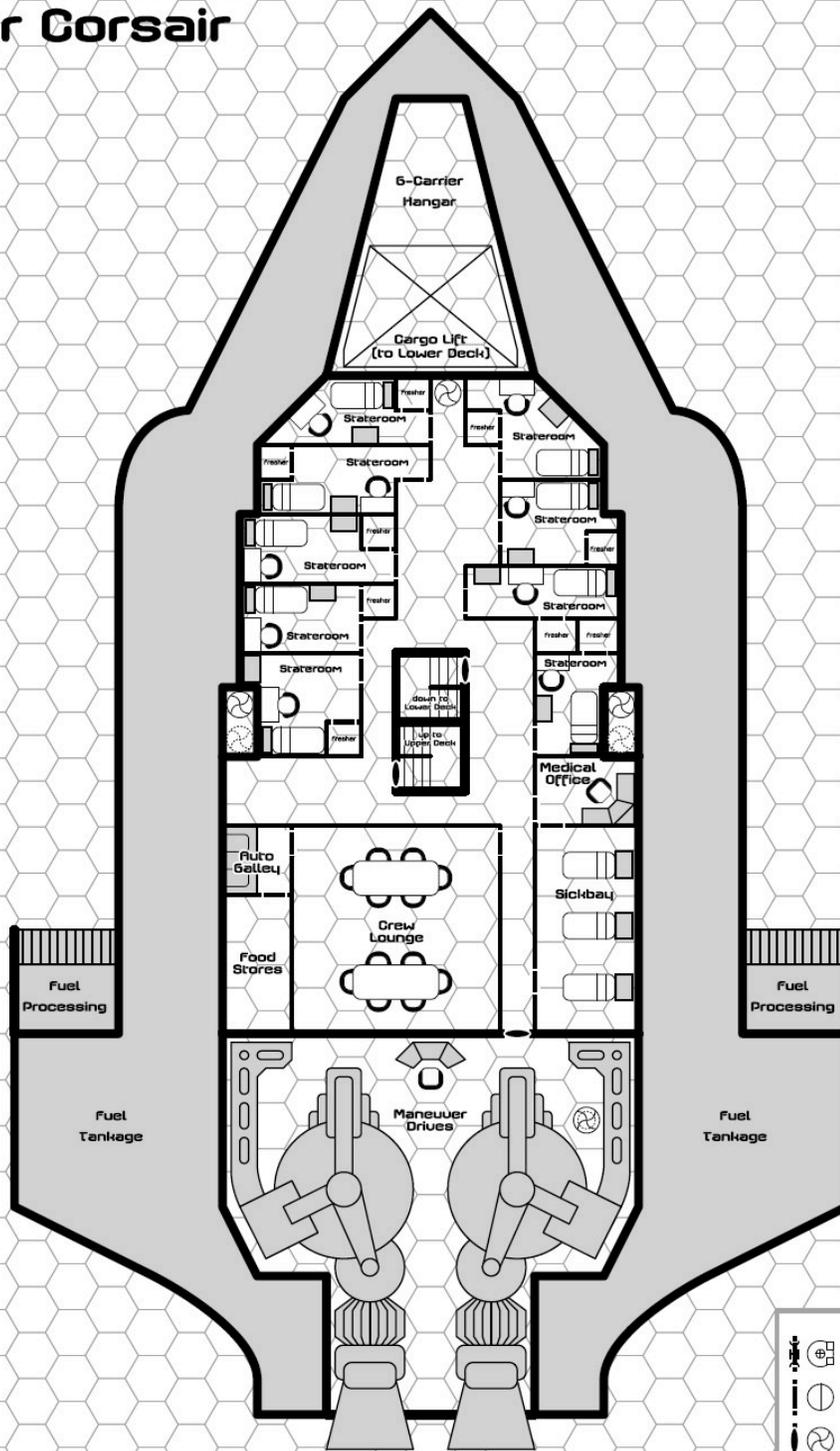
Legend

-  Hatch
-  Sliding Door
-  Iris Values
-  Maintenance Panel



one hex = 2 meters

Ueknou class Vargr Corsair



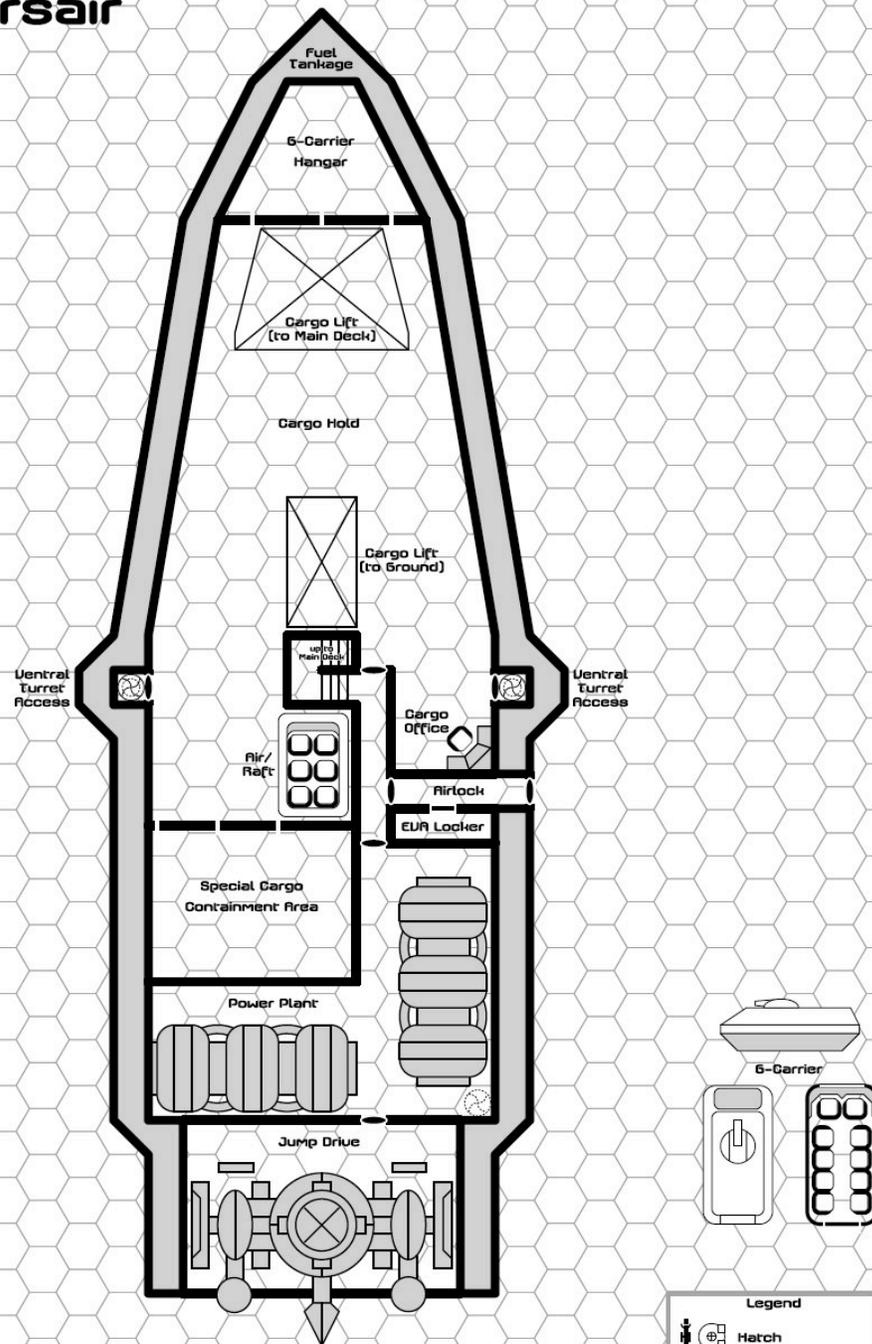
Main Deck

Legend

- Hatch
- Sliding Door
- Iris Valves
- Maintenance Panel

one hex = 2 meters

Ueknou class Vargr Corsair

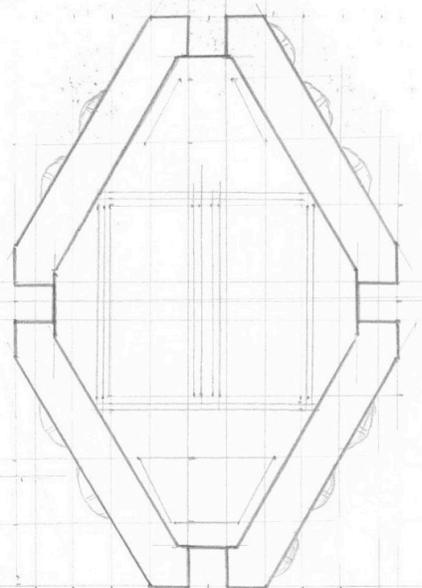
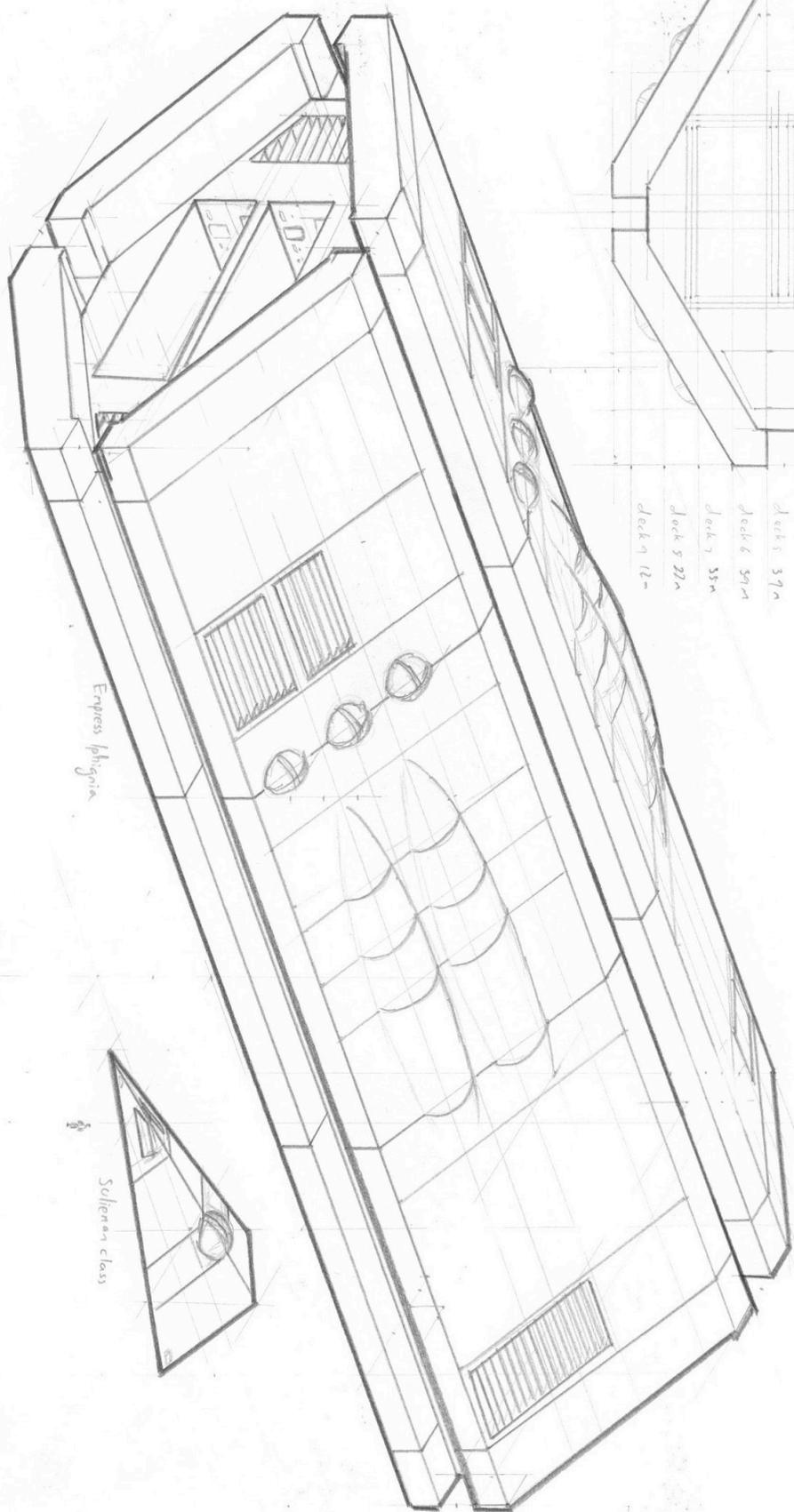


Legend

- Hatch
- Sliding Door
- Iris Values
- Maintenance Panel

one hex = 2 meters

Lower Deck



- deck 1 12m
- deck 2 21m
- deck 3 35m
- deck 4 39m
- deck 5 39m
- deck 6 59m
- deck 7 55m
- deck 8 22m
- deck 9 12m

