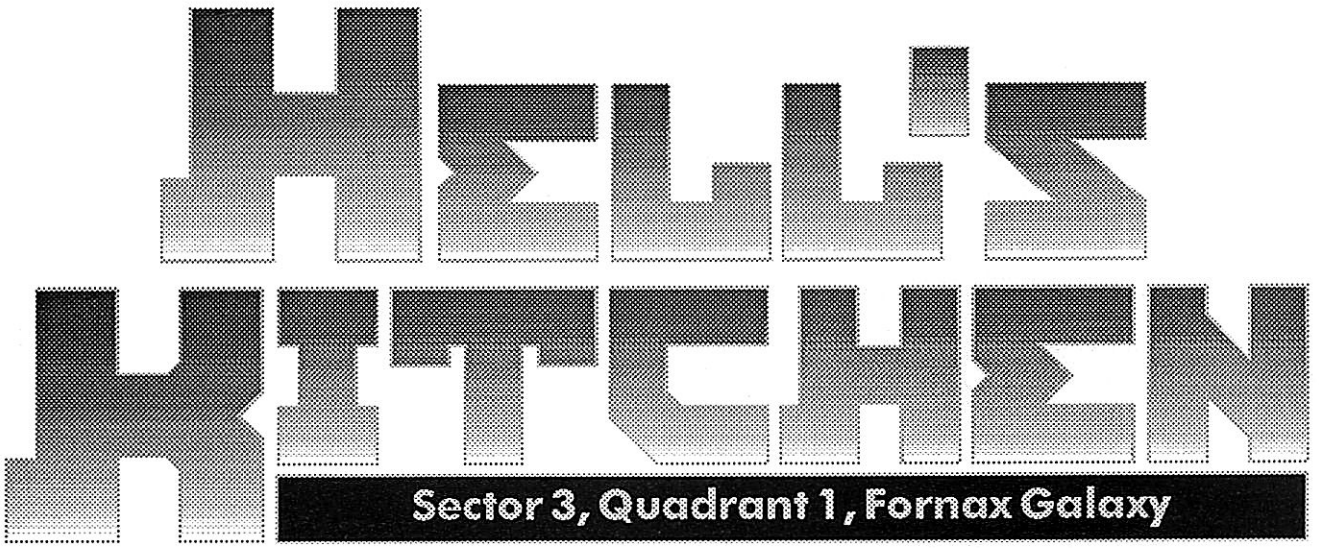
HELL'S KITCHEN

Sector 3, Quadrant 1, Fornax Galaxy



A BATTLELORDS' PLANETARY ATLAS



A PRODUCT OF OPTIMUS DESIGN SYSTEMS

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CONTENTS

INTRODUCTION 3
PICTORIAL REPRESENTATION 4
SECTOR LAYOUT 5
ARACHNID INVASION TACTICS 10
THE MOTARAN RIFT 17
MAJOR GROUP ENCOUNTERS 28
RULES EXPANSION 33
THE GYRAN REPUBLIC 39
THE IVORY COAST 49
THE XARIAN CONFEDERACY 59
HELL'S KITCHEN 67
MULLIGAN'S ROCK 71
RUMOR CONTROL 82
APPENDIX 88

INTRODUCTION

Hell's Kitchen is the second source book in the series of space atlases designed to expand and reveal the Battlelord's of the 23rd Century universe. This book is designed to be used in conjunction with the No-Man's Land source book. In fact the two full sectors of space defined between the two books, are adjacent to each other in space. Hell's Kitchen takes place right on the Xarian border, on the absolute edge of the frontier. Beyond this point, there is only the unknown, and a few Arachnids roaming around in space! Hell's Kitchen opens up the possibilities of time travel and wormhole travel through the Motaran Rift, a huge tear in the fabric of the space/time continuum. Players will now be able to enter the rift and explore the unknown dangers that lurk there, uncovering the treasures of the universe. Hell's Kitchen is where the action is. It makes sense. It is right outside of No Man's Land.

The long arm of the law has little hold out here in Hells' Kitchen. Settlers alone look to themselves for security and measure. Players will have a chance to interact with the Xarians, the alien race in league with the Arachnids themselves. Now, Freighter captains will be able to run the Gauntlet, picking up and delivering cargo behind enemy lines. Explorers can now come to Hell's Kitchen to uncover the secrets of the Shade Worlds, those parallel universes that border our own. Hell's Kitchen is the section of space that is widely recognized as the most exciting and dangerous to explore. Naturally, I wanted to throw all you Battlelords enthusiasts directly into the fire. What better place to cook up an adventure, other than deep inside the bowels of Hell's Kitchen!

DESIGN CONSIDERATIONS

Hell's Kitchen is designed to be used in conjunction with the No Man's Land space atlas. This book can not effectively be used without No Man's Land. There is vital information listed in No Man's Land that is not in Hell's Kitchen. The obvious question is why? Well, there is some forty pages of text that would have to be duplicated exactly in order to make Hell's Kitchen a stand alone piece of work. We at ODS figured that putting in such a large amount of duplicated text would make you the reader a "little" less than happy.

PICTORIAL REPRESENTATION

THE COVER PAINTING

Hell's Kitchen offers a new element of danger into the **Battlelords of the 23RD Century** universe, a group of beings simply known as the Dark Overlords. We at ODS have been hinting about the existence of some other force working its will within the confines of the Alliance for years. Now the existence of these beings is confirmed. It was the kidnapping and torture of a prince, Excuron-idan, Prince of the 3rd Royal House of Eridine that brought the truth back to Alliance space. Excuron was kidnapped from his spaceship while traversing the Motaran Rift near the edge of the Pendulask Storm. He was taken into a parallel universe, to some castle in the stars, and tortured till the brink of death before being released to tell what he knew. The cover illustration gets away from the typical space and stars scene, to take a long look at his being held captive by those beings known only as the Dark Overlords.

DEATH ON EIGHT LEGS 9

A sight nobody should ever have to see . . . because it most definitely means that you're just browned! A battalion of Arachnids is formidable enough by itself. Backed up by a Maelstrom General, they're nearly unstoppable, and will plow over anything that stands between them and their objective. Let's hope it's not you . . .

THE RIFT 20

There is a place where space ceases to exist, where none of the laws which govern our existence apply. That place is the Motaran Rift. Here, we see the exploration vessel Pilgrim preparing to enter the Rift in late 2277. No word has been heard from the ship since that time.

CRUISIN' 32

Here we see Weemus the Mutzachan and his buddy Urkelus out for a spin in their heavy battle Kuba. The Kuba can fly through the heart of a sun, travel halfway across the Universe in a day, and it's great for picking up cute Mutzachan chicks!

THE BATTLE FOR MASTARR-7 52-53

It started off like any other day on Mastarr-7, until the Arachnids came. Fighter/bombers of a unknown design swarmed from the great cylindrical motherships like flies. The Alliance forces in the area were able to engage them briefly, until they began massive strafing of the planet itself, igniting large pockets of the atmosphere and touching off a global catastrophe which wiped out all of Mastarr-7's inhabitants. The Alliance has vowed revenge for this monstrous assault.

CLOSING THE DEAL 64

In an unmonitored star system, an Orion free trader carrying an illicit shipment of computer components meets with a Xarian transport. This picture was taken by Galactic Customs agents immediately before they attempted to stop the transaction. A pitched battle ensued, resulting in the destruction of the Orion ship Glorious, and heavy damage to two Customs frigates. The Xarian vessel escaped with heavy damage.

FIRE IN THE SKY 75

With all the advances in military technology, some things never change. Modern artillery is devastatingly powerful and incredibly accurate . . . but assault shuttles are ten times faster and more maneuverable than archaic aircraft. The result is sometimes what we see here: withering barrages of ordinance lighting up the sky over a blacked-out city, trying to bring down enemy aircraft. This picture was taken during a low-intensity Arachnid assault on the outskirts of Xarian territory.

THE LARDER 87

If you're lucky, the Arachnids will kill you in the first assault. Otherwise, you might very well end up like these poor souls, the entree at the next Arachnid family brunch! Although the Alliance has tried to keep news of the worst Arachnid atrocities from the general public, word has leaked out, creating mass panic. The image shown here is a composite reconstruction based on the accounts of the only two survivors ever to come out of such a chamber.

MOG'S 90-91

Mog's is the most well known/infamous bar in the Core Worlds, and the favorite hangout of mercenary types of all kinds. Mog's is located in the seedier section of Hana, the capital city of Taos 4. The bar is treacherous to say the least. Countless people have bought the farm after stopping in for cocktails. What would life be, if there wasn't a daily gun fight at the bar? However, if you watch your mouth, you don't tend to have problems.

On a serious note. Mog's is the place to go to find the action. You can get anything you want at Mog's restaurant, except for Fredd! Your chances of making a Rebel, ARM, or network contact is doubled if you come to Mog's, triple if you are an Orion. The key factor is the size of your wallet and the quickness of your draw.

SECTOR LAYOUT

Fornax, Quadrant 1, Sector 3, is broken up into 8 subsectors. The sector map, shown on the facing page, displays the location of all planets, in a two dimensional plane, in each of the 8 subsectors. Each subsector map is detailed in a 8 1/2 x 11 depiction at the beginning of each subsector chapter.

The subsector maps detail the presence of large geographical features such as radiation clouds and asteroid belts. Each of these features is explained in detail under the geographical features section.

INTERPRETATION OF SYMBOLS

Distance: Each hex represents 2 parsecs of distance. A parsec equals 3.27 light years.

Planet Population: Planet populations are denoted by varying sizes of circles. The larger the circle, the larger the population. Specifics can be found in the planetary codes.

Trade Routes: Trade routes represent common routes for transporting products between the various star systems. They are denoted on the map as solid black lines. Trade routes are routinely patrolled and most inter-stellar traffic can be found here. Ships may leave the safety of the trade routes to travel between systems, however, they are at a greater risk of being attacked by pirates, rebels, etc. Furthermore, there exists little support capability to render assistance to any craft that becomes disabled outside the shipping lanes.

Gas Station: Automated fueling depots located in deep space are there to assist ships who have misjumped or have become disabled.

Battle Station: Battle Stations are displayed as solid, triangular shapes. They represent major military bases of operation.

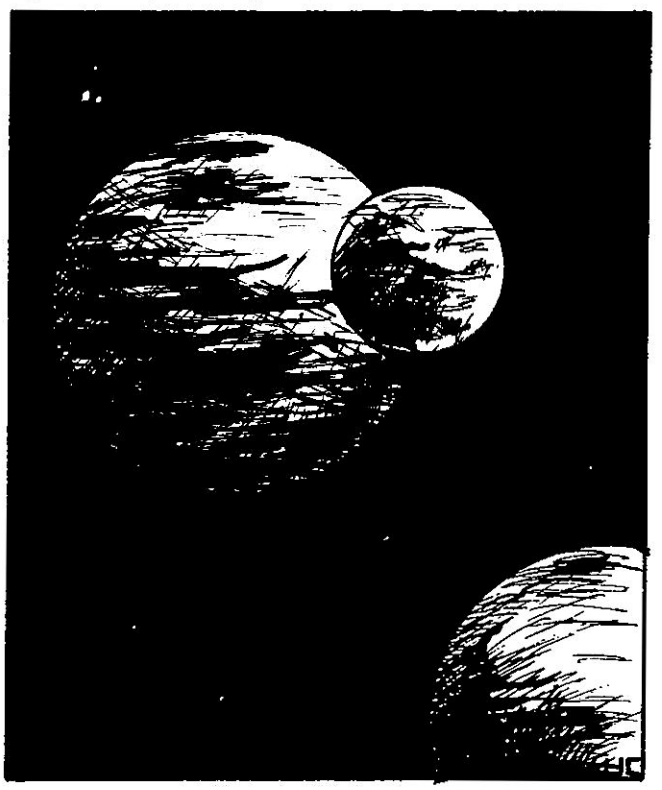
Starbase: Denoted as a solid hex. Starbases not only represent major military bases, but also contain stargates, the only method of traveling between galaxies.

Ghost Planets: Ghost planets are star systems that appear visible to the naked eye, but can not be reached or affected by normal means within the confines of this universe. Evidence suggests that they represent points where the Motaran Rift intersects with this universe, and other parallel universes. The planets exist in a quasi-real state. It can clearly be seen, but can not be affected.

Shadow Worlds: Shadow worlds are former ghost worlds, however, explorers have found paths to reach these systems. Most gates, as the pathways are called, lie far away from the shadow world. They are tears in the fabric of this universe and allow ships to travel into other universes. All shadow worlds found so far exist in another universe. Traversing the gate to a shadow world can be extremely dangerous.

Asteroid Fields: Represent planetary debris scattered across vast regions of space. Scientists once believed that asteroid fields occupied only local areas of individual star systems. The presence of massive bands of debris suggests an almost galactic plowing of material into heaps as the universe expanded.

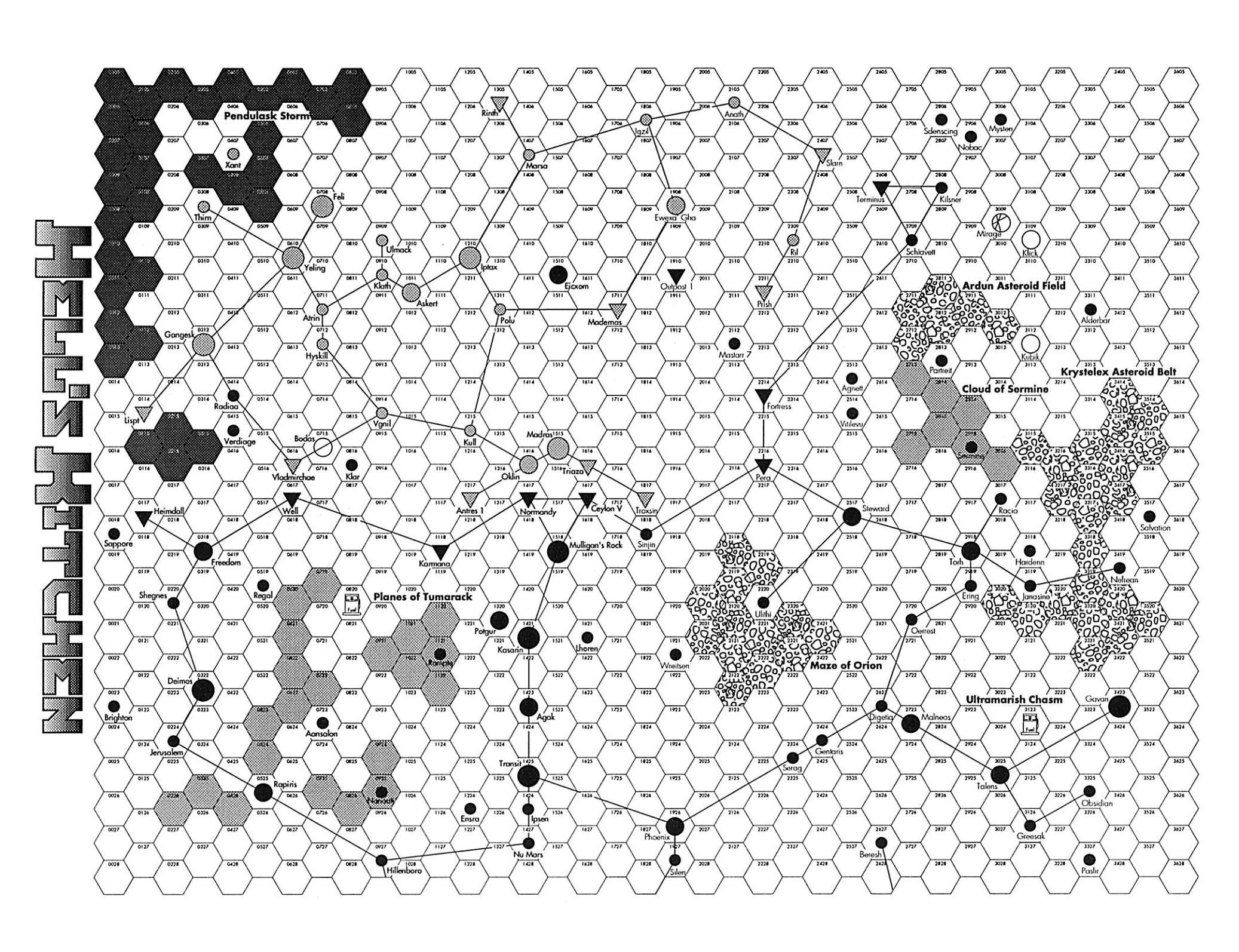
Ion Storms: The electromagnetic radiation renders a ship's flux shields useless. Scanners are inoperable and sensor lock on suffers a -10- to -50 modifier to detection rolls. Visual detection is the only possible means of tracking another vessel. Buildup of electrical potential within the cloud often causes lightning bolts to be discharged against ships, causing tremendous damage. ECM and ECCM are completely useless. Captains often enter ion storms to reduce the disparity between their weapon systems and that of a superior enemy vessels, putting the battle on more even terms.



Pressure Ridges: They are not designated on any map, but may build up anywhere. It should be noted that pressure ridges occur most frequently in close proximity to ghost and shadow worlds.

Strong gravitational fields build up as pressure gradients and obliterate unsuspecting ships. Evidence suggests that pressure fields also exist where converging pressure gradients overlap one another. Entering a pressure field has proven to be absolutely catastrophic. Most do not survive such an accident.

Radiation Belts: Sensors locks incur a -20 to -80 penalty and scanners function at a -30 to -120 modifier when applying detection rolls. No device has been effectively developed to block out the intense Gamma radiation which penetrates the hull and kills the


Pendulask Storm
Xant
Thirn
Feli
Yeling
Gangest
Lispt
Radiaa
Verdiage
Bodas
Vladmirchoae
Klar
Heimdall
Sappore
Freedom
Shegnes
Regal
Deimos
Brighton
Jerusalem
Rapiris
Aansalon
Hillenboro
Rinith
Marsa
Igzil
Anath
Slarn
Ewexa Gha
Utmack
Klath
Askert
Iptax
Atrin
Hyskill
Vgnil
Kull
Polu
Eicxom
Mademas
Outpost 1
Madras
Triaza
Oklin
Antres 1
Normandy
Ceylon V
Troxsin
Well
Karmana
Mulligan's Rock
Sinjin
Planes of Tumarack
Rample
Potgur
Kasarin
Lhoren
Wreitsen
Agak
Transit
Ipsen
Nu Mars
Ensra
Phoenix
Silen
Sdenscing
Nobac
Mysten
Terminus
Kilsner
Schiavett
Mirage
Klick
Ril
Prish
Alderbar
Ardun Asteroid Field
Kubik
Krystelex Asteroid Belt
Cloud of Sermine
Parteit
Agnett
Fortress
Vililevu
Pera
Steward
Racio
Salvation
Torh
Haidenn
Nefrean
Ering
Janasino
Ulithi
Oerrest
Maze of Orion
Digetica
Malneos
Gavan
Ultramarish Chasm
Gentaris
Serag
Talens
Obsidian
Greesak
Beresh
Paslir

Aeolronian Protectorate
Jumakis Range
Kshamara Abyss
Lorsken Abyss
Thu
Hell's Vent
Thergon Cluster
Dra Consulate
Gnar Asteroid Field
Halix Nebulon
Ihomajaro Cloud
Wellington's Deep
Hybarain Emirates
Tentumlax
Krsytlex Asteroid Belt

NO MAN'S LAND

crew in short order. Characters must roll SMRs vs. radiation at a -10 penalty to +30 bonus per hour or fall victim to radiation sickness. Transporters do not function inside a radiation belt. Tractor beams only function marginally.

SUBSECTORS

Each section of the Sector map represents a subsector. Brief descriptions are given below as to the general predisposition of these four areas, and are designed to give settlers an idea of what to expect when they travel abroad.

The Gyran Republic: Named after the staunchly independent systems who pledge allegiance to neither Xarian nor Alliance governments. Many settlers squat as the independence movement within the Alliance grows. A number of Alliance subjects have become disenfranchised with the Galactic Dream and believe their views are more closely paralleled by an independent mindset.

The Ivory Coast: As its name implies, this subsector is a hotbed for pirate activity who stage their attacks out of the two large asteroid fields. The Ivory Coast contains few inhabited star systems, and assistance for disabled ships is limited. This subsector displays the most distinct Wild, Wild West mindset and accurately depicts the quality of frontier life in the Fornax Galaxy.

The Xarian Confederacy: Enemy territory. The Xarians live here and have fought the Alliance over this sector for the last 150 years. Travel to the Xarian Confederacy is severely restricted and the Galactic Law doesn't reach its hand there. Not much is known about this subsector and its inhabitants, except that the Xarians clearly hold court with the Arachnids, and the spiders have used Xarian space to launch attacks against the Alliance.

Hell's Kitchen: The edge of the Alliance space in this sector, Hell's Kitchen is the most dangerous of places to live. Many systems have been destroyed in the continuing Xarian/Alliance conflict which has raged periodically over the last 150 years. Settlers often risk the dangers to "Squat" on plots of land and gain ownership.

GEOGRAPHICAL FEATURES

The Planes of Tumarack: Tumarack, Master of the Black Robes, set out to explore the radiation cloud formations when he heard that reliable sources had confirmed the presence of energy based life forms existing within the radiation cloud. The radiation belts constitute a large portion of the Gyran Republic. He hired out an experienced crew to explore the clouds and set out for them in 2156. He and his seven ships were never heard from again. Today, reports of apparent hostile alien lifeforms living within the clouds is confirmed. However, none of these beings have ever been encountered outside of the radiation clouds. Several different types of life have been encountered. The Planes of Tumarack are off limits to Alliance personnel.

The Pendulask Storm: Little is known about the 2nd largest recorded ionic storm in the universe, which covers over 1500 cubic parsecs in area. Long distance studies of the storm reveal that there is a huge tear in the fabric of space near the center of the cloud. Unsubstantiated reports claim that exploration of the cloud is currently being carried out by crack mercenary/science teams, sponsored by Teledyne Corporation and SSDC.

Ardun Asteroid Field: Aggressive exploration of the Ardun Asteroid Field is being carried out by companies wishing to stake claim to the mineral riches found there. The competition is so fierce that ship battles are commonplace. Humans call the fields the Slot, in reference to the great sea battles fought by American and Japanese fleets in the island filled area around Guadalcanal on the planet Earth, during the Second World War. The location of the Ardun fields is key to the further exploration of the largely untamed Hell's Kitchen subsector. Consequently, pirates have increasingly gotten into the action and have established bases inside the massive field.

Cloud of Sermine: Purchased by Sermine Aldis in 2195 for 10,000,000,000cr, this privately owned radiation cloud belongs to the legendary master of the Silver Robes. All non-military or non-diplomatic personnel are forbidden to travel within the Cloud of Sermine. The planet Sermine lies at the center of the zone and is base of operations for experimental matrix technology. Rumor control claims that a renowned energy controller, is hard at work developing new matrices to battle the Arachnids.

Maze Of Orion: An Orion stronghold that is extremely well defended. Many military operations have been sent into the Maze of Orion to destroy the numerous pirate bases there. The Alliance is prevented from executing a full scale attack against the field, due to the fact that affluent Orion settlers have purchased asteroids and built numerous private homes inside the field. Diplomatic relations have been strained between the Orions and the Alliance over the Maze of Orion.

Complicating matters is the fact that the pirates have modified existing weapons technology for use in the fields themselves.

Ultamarish Chasm: Jumping between Talens and Malneos is dangerous, especially for small craft and older freighters. Salvage crews make a good living retrieving the wreckage of ships lost at sea while trying to make the jump between Malneos and Talens. An automated gas station has been opened in the area. Pirate ships are known to carry celestial body generators which produce gravity wells and thereby knock ships out of hyperspace into the ordinary universe where they can be attacked. Consequently, Alliance patrols of the area have been beefed up considerably.

The Krystelex Asteroid Belt: This small asteroid field is under development by the Danstel Corporation, in conjunction with the Asteroid Mining Consortium. Miniature stone homes are being built here, with housing developments sprouting up everywhere. Private security and Squatters Rights have made this an attractive lure to the wealthy, who want to "escape from it all." Many Alliance citizens have laid claim to an asteroid by simply "squatting" there for 6 months, after which the rock becomes their property. Some Pirate activity.



ARACHNID INVASION TACTICS

Arachnid tactics have been observed for over a hundred years, including two full scale invasions and countless incursions into various galaxies. Although not everything is understood about their methods and goals, much important information has been gleaned about their invasion strategies. The following section takes a detailed look at the Arachnid threat in Hell's Kitchen, from both sides.

SCOUTS AND RECONNAISSANCE CRAFT

We were making our weekly patrol of the Maze of Orion when we detected an unauthorized vessel operating in our space. The onboard IFF, Identify Friend or Foe, revealed to us that the ship we were after was an Arachnid Willie Class scout. I ordered pursuit. We chased her into the Weirsonk Asteroid Field at the edge of the Maze, when suddenly she turned to fight. Now I've done battle with many a ship smaller than mine, and some of them even put up a good fight, but I tell ya, that midget scout beat the hell out of my Doberman Attack Vessel before we finally got the best of her. Damnedest thing you ever saw. I have no like for Arachnids, but I tell ya this, they can sure put up a scrap in a pinch.

—Arsoc Morbine
Captain of the Grey Rider
Stardate 2278.237

By far the most commonly encountered Arachnid vessel is the two "man" scout ship called a Willie. Experts generally agree that the Arachnids are as much interested in studying the Alliance subjects as they are in killing them. Arachnid midget scout ships regularly invade and penetrate Alliance space, so often that the federal government considers their actions as more of a nuisance than a real threat to Alliance security. Midget scouts are more than a match for the average personal warcruiser, but are no contest to a true Alliance warship. They appear to be gathering general information as to civilian activities. Captured scout vessels seem to indicate a limited reconnaissance capability, totally incapable of penetrating military defense screens. Most military intelligence experts agree that the sole purpose of the midget scouts are to draw Alliance vessels from more important duties, disrupt low-level interstellar commerce, and gather intelligence on civilian operations.

The second type of scout craft are the Larvae Class scout ships, fleet capable vessels with crew compliments in excess of two hundred. Larvae Class scouts are powerful vessels, a match for any destroyer or light cruiser class vessel. These ships occasionally enter Alliance space probing military operations on planets. Larvae class ships often attempt deep penetrations into Alliance space in order to determine the readiness state of defensive positions. Larvae Class scouts are also known to attack merchant shipping lanes and possess enough firepower to destroy a Q-ship or battle freighter.

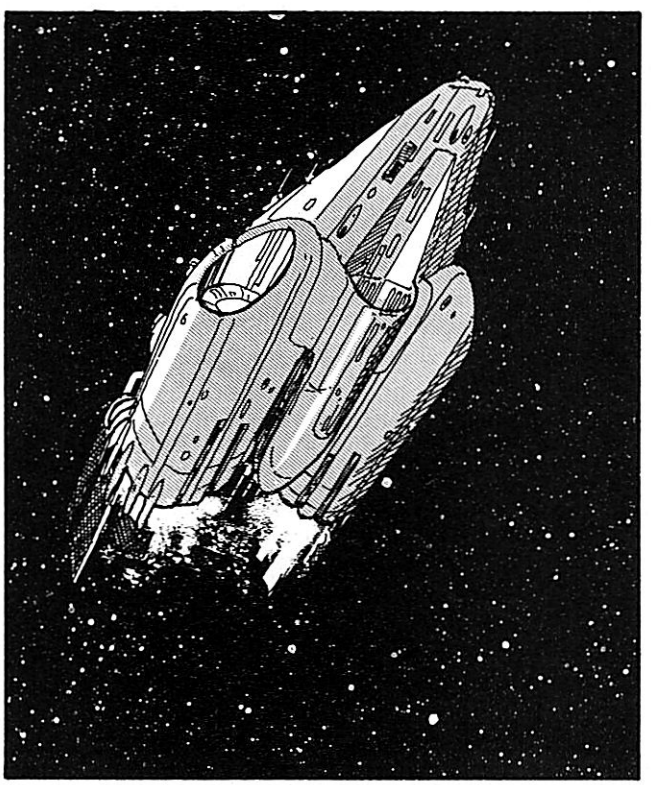
Ogre Class scout ships are the Arachnid heavy battle scouts, more than a match for the typical heavy cruisers. These ships have only been encountered during fleet actions or prior to a planetary invasion.

Finally, the Arachnids maintain an entire fleet of small vessels (by Arachnid standards) designed to harass Alliance shipping and planetary activities.

INVASION TACTICS

We have ample evidence to suggest that the Arachnids use the Motaran Rift as a staging ground for their attacks on Alliance space. I am not at liberty to say more, but I can tell you this . . . Those reports that the Galactic Gazette have been running, claiming that the Arachnids have built bases inside the wormhole . . . Well, they're true . . .

—Media Conference Footage
James McFarland, Press Correspondent, FDL
Stardate 2280.167



The general consensus held by experts is that the Arachnids use the Motaran Rift as a staging ground for invasions into this part of the universe. Ships mass at bases within the rift and wait for the opportune moment to strike. Exiting the wormhole, they proceed to targets in massed assault. By comparison, there are much fewer ships in the Arachnid navy as its Alliance counterpart. However, Arachnid vessels possess four times the relative firepower for ships of comparable class. Arachnid ships have a simple modular design with great thought for economy. They are sluggish and bulky, yet able to suffer tremendous amounts of damage before being destroyed. Their greatest weakness is limited ability to detect and engage small objects. It was this oversight that allowed the Alliance to destroy the invaders during the first

Arachnid Invasion. The second Arachnid Invasion was the first time that the Alliance encountered Arachnid fighters. Previously, all that they had encountered were patrol craft type boats. Arachnid fighters, while inferior to their Alliance equivalents, appear to be improving in quality and versatility.

Arachnid thinking often appears two dimensional on the battlefields of space. Almost invariably, two or three pronged attacks are launched simultaneously into an area, one of the fleets feinging while the other two attack. Formations are simple and not tolerant of variations. Admirals build defense doctrines against a bullrush mentality. The arrogance of Arachnid commanders in battle, ignoring small ships and concentrating on big vessels, flaunting and telegraphing their moves as if daring a defense, is the Achilles Heel. Experts agree that it is this alone, and the presence of Mutzachan warships, that have prevented the utter annihilation of the Alliance itself.

TERROR TEAMS

They use fear to leverage us out of our sanity, and they do it very well I might add.

—Doctor of Psychology
Renowned Chatilian Ethermilic Dsudra Lakin
Stardate 2282. 046

Arachnids use fear to gain a tactical edge on their enemies. This seems to be a tactic, instead of a byproduct of their actions. Instilling fear into the hearts and minds of their enemies, especially the civilian populace, is designed to undermine the ability of governments to react and defend their own sovereignty. By attacking civilian targets, the insurgents erode the will of the people and cause confusion within the ranks of the military. Instead of manning their stations, soldiers have been known to desert out of fear for their families. The productivity of those who stay behind is reduced, as comrades disappear to save loved ones. So does the guilt set into the hearts of those who stay behind to do their duty. The effect can be appalling. The Arachnids employ Terror Teams to achieve this end.

Terror Teams are small 8 "man" units of crack troops that infiltrate an enemy defensive net, penetrate civilian population centers, and once inside wreak havoc and destruction. Again, their primary function is to disrupt civilian evacuation procedures, and destroy the civilian infrastructure. A typical team is composed of four Jankari, two Scavernuak Juggernauts, and an Airborne Guillotine, all controlled by a single Arachnid warrior. Again, Arachnid is a loose term used to describe these creatures, which although possessing vaguely Arachnid characteristics, appear to be the result of thousands of years of genetic experimentation. Jankari are primary employed as scouts, used to reconnoitre an area for possible targets. The Airborne Guillotine is used to drop impact explosives on crowds, bridges, electrical substations, fuel depots, old folks homes, etc. The Juggernauts are used to knock out hardened targets. They are often sent in to neutralize civilian defensive measures such as police stations, subways, etc. The fearless creatures are also used to maximize crowd hysterics, charging, goring, and running over citizens. The leader, the Arachnid warrior, generally monitors activities from a distance by way of a telepathic communicator. Apparently, the warrior is able to see, communicate with, and understand the actions of the rest of the group simultaneously. How is unclear, but evidence collected from Arachnid corpses suggests the use of a bio-cyber multi-task communications implant. Generally, the warrior does not engage in direct combat unless there are problems.

Terror teams appear to have no problem with death. Often they are injected into an area with no extraction possible. A Drop Cruiser passes over a planet and releases drop tubes. The drop tubes are filled with the combat teams. These devices are surrounded with powerful electro-counter measures that prevent detection once the craft enters the atmosphere. The drop tubes glide to a target where the crew is released to perform its mission. More often than not, no ship returns to extract the unit. Apparently, most Terror Teams are expendable.

It should be noted that Terror Teams are dropped into areas where no attack is planned. Their purpose is just that, to instill fear into the hearts of the enemy.

SHOCK TROOPS

We entered the abandoned plaza and were immediately confronted by a Demonant phalanx, which proceeded to engage us outright. I lost six members of my team during the fire fight that ensued. We were eventually forced to retreat into a nearby building where we put up one helluva fight, but they simply overwhelmed my men. Their Orkon was ripping huge holes in the sides of the building with that damned scepter of his. Yeah, I like earning my paycheck like any other guy, but when the Arachnid warriors started flanking our position and surrounding the building, that was when I figured that it was time to call it quits. I called for immediate evac, and we barely got out of there with our asses!

—Lieutenant Bill Taylor
SSDC Fornax Operations
Stardate: 2280.250

Shock Troops are small 30-40 man teams employed by Arachnids to knock out hardened military targets behind enemy lines. Like Terror Teams, the unit is delivered to a target, where it penetrates defensive measures, lands on the planet, and carries out its assigned mission. Unlike the other, Shock Troops are released from a Drop Cruiser in their own ship which they pilot to the target. A shock unit is a fully functional mini-army. Most can sustain operations for up to a month at a time. The insertion transport is called a Chameleon because the hull can change colors and hue in order to blend into the background. Electro-counter measures prevent easy detection. The combination allows the group to operate in a variety of climates and move secretly from one location to another. Chameleons maintain food stores and repair equipment to support the ship as well as the team.

The backbone of a Shock Unit is the phalanx, a group of six Demonants. Each demonant is a highly skilled soldier capable of operating alone or in unison with his comrades. Normally, each ship lands and deploys two phalanxes. On rare occasions, a single ten man phalanx will be encountered. The leader of the phalanx is a huge Demonant called the Orkon (see Uncle Ernie's Minions of Doom, pg. 11). He directs the action of the unit. When employed properly, a phalanx is capable of knocking out light armor and moderately hardened fortifications.

As with Terror Teams, Shock Units employ Jankari. Typically, six are encountered. The primary mission of the Jankari is ground reconnaissance. Yet its secondary function is horrific. Jankari are used as "human" bombs. They are called Satchel Babies. Satchel Babies are Jankari loaded down with high explosives. The suicide warriors choose a target, run up to it and detonate themselves, killing themselves and everything around them. They do this without any thought of self, and there is evidence to suggest that they are controlled remotely by Arachnid Warriors.

Scavernauk Juggerauks are employed as heavy weapons operators. Typically, four are encountered. They carry anti-tank weapons, and a device known as an energy canister, a sort of plasma flamethrower. The Juggerauks spread out in a circle away from the ship, laying waste with their fiery arms of destruction.

Airborne Guillotines are used in the same capacity as with Terror Teams. Two are employed. Six fully armed Arachnid Warriors act as sergeants and single man search and destroy teams.

RAZING PLANETS

I could not see. Bad eyesight. Big hot sun come down and make the planet go away. Bombs. Lots of pretty lights. I like pretty lights. Very fun. A little dangerous but me not afraid. Got big stick. Smush little baby Arachnid all over treefort. That's what I'll do.

—Testimony from Groc the Ram Python
Stardate 2276.161

Often, the Arachnids have no desire to take over a planet. They merely intend to destroy its capacity to wage war. Other times, the spiders seek to destroy the world entirely, whether it is populated or not. To destroy a world, the Arachnids bring in a gigantic mauler class ship known as the Planet Razer. The Planet Razer is a huge, ten kilometer long vessel whose sole purpose is to destroy a planet. Less than a handful of these ships are believed to exist. Two kilometers of reactors provide energy to the eight kilometers of gun. Space for crew appears to be secondary. The ship is always found with a variety of escorts, since it has limited maneuverability and minimal defensive capacity. It takes up position outside the range of planetary defense systems and begins to power up while escorts provide cover and knock out secondary targets. Typically, an Arachnid battlecruiser takes up station in close proximity to provide direct support.

Powering up requires a full hour, and during this time the Planet Razer is vulnerable to attack. Once charged, all other support ships must retreat, because the energy unleashed by the weapons platform generates a tremendous shock wave. A single blast from the ship typically destroys 1,000,000 square miles of surface area. Subsequent to initial charging, the Planet Razer can fire every ten minutes. It merely waits, charges, then fires its ray of ultimate destruction time and time again (a planet the size of the Earth can thereby be destroyed in about 60 volleys, if only the land is inhabited). While the planet is not completely destroyed, its surface is rendered unusable for several years.

Planet Strippers are smaller ships similar in design to the Planet Razers, but with completely different purposes. The Planet Stripper's primary function is to detect and locate sources of ionic bonding, a type of molecular bonding only found in metals. The ship fires an energy beam that destroys these bonds, thus reducing buildings and machinery to rubble. The Planet Strippers main purpose is to destroy the military and civilian infra-structure without harming the biosphere. Thus, planets can be easily converted for resettlement by the Arachnids themselves.

MEAT WAGONS

I heard that they don't kill you right away. My husband heard at work that they put you in a vat and suck your innards out through a big straw. It's horrible. I have three children. I simply will not let some spider come into my house and take my kids. I'll fight those Arachnids to the death . . . Oh damn! I just broke a nail. What will happen next?

—Jill Ireland
Fat Housewife
Stardate: 2280.285

Not everyone on the planet Mastarr-7 perished in the Arachnid attack that destroyed virtually all life on that once prosperous world. Seven oil workers operating out of the Torrent Oil fields in the Sea of Ralmar managed to hide during the brief occupation of the planet before its eventual destruction. Their testimony has helped fuel one of the greatest controversial debates in recent times. After the initial bombing of the planet had ceased and the enemy troops had landed, these seven Humans managed to escape from the rig now in the hands of the enemy on a makeshift life raft. The group drifted for days before washing up on shore near the Seaview launch pads, from which they eventually made their daring escape. What they recounted was a horrific tale of enormous proportions. The truth was further confirmed by pictures taken by one of the men who managed to obtain a camera before jumping the rig.

The vast majority of people on Mastarr-7 were killed either during the planetary bombardment or the ensuing ground fighting, which raged for several days before the capitulation of the defense forces. While the defenders put up a valiant effort, and for several days the outcome remained unclear, eventually the overwhelming might of the invaders forced them to surrender. All survivors were rounded up by the invaders and put in huge pens. Arachnid motherships brought in equipment, huge glass tanks attached to great machines that were set up outside the pens. Arachnid Priests monitored the numerous blinking dials, gauges, and lights that flickered across the panels of these devices. Once the tanks were deemed functional, colony ships now known as Meat Wagons landed, carrying what is believed to be unhatched larva. The larva were placed into incubation tubes. Drugged citizens were embalmed in tanks and attached to the machinery, where their bodily fluids were drained in order to feed and preserve the eggs. After they were emptied of their fluids, the corpses were eaten by the invaders.

The entire grizzly act was caught on film. An emergency meeting of the Council of Timar was convened when the pictures were leaked to the public. Allegedly, a well known Orion reporter traded them to a government official for an undisclosed amount of Beldarman Aphrodisiac. The Cizerack emissary to the council from the Gumari system in the Lesser Magellanic Clouds invoked Special Decree No. 8, a referendum to determine what if anything the Vision of Eight knew about the Meat Wagons. A successful Call to Task was obtained by the required three to one margin and the Mutzachan leaders were subpoena to testify on their knowl-

edge of Humans being used to fertilize and nourish unhatched Arachnid larvae. The response was short and simple: We the leaders of the Council of Timar, advisor to the body known as the Alliance, hereby reserve the right not to speak on Task 112,439, under Article six of the council, which states that no officer of the court shall be compelled to reveal any confidential information deemed integral to the safety and sanctity of national security, pursuant to Article 12, paragraph nine, section three, of the National Securities Act of 2120.

The refusal of the Vision of Eight to reveal what they knew about the Meat Wagons caused a cry for impeachment proceedings to begin to remove them. Again the vote fell short, this time by a margin of 8 to 4. The human delegate being one of the eight nays to the surprise of everyone!

THE CELESTIAL WATCH PROGRAM

Some say we are nothing more than peddlers of doom, disenfranchised malcontents who await deliverance from their convictions at the hands of a fallen angel. Others call us the Keepers of the Midnight Sky. Others deem us to be the Faithful Watchers at Midnight. I, well I am a simple man. I do not much go for labels. I am neither hero, nor harbinger of doom. I am just a father to my three kids, and a husband to my wife. And it is up to me, and others like me to watch the evening skies, for it is from the pitch of darkness that the evil will come, as a nest of stars moving across the blackened night to violate the morning, nigh.

—Daniel King, poet and father
Stardate: 2280.023

The Celestial Watch Program is the brain child of Daniel King, and a group of highly dedicated citizens concerned with the continued Arachnid threat that persists like a specter cloud over the entire sector. The early warning system project has been in development for some ten years, but has only recently been recognized as a viable alternative to the Emergency Broadcast System, a federally owned and operated communications network designed to provide information on natural and military disasters throughout the sector. Its design is simple. An overlapping communications/intelligence network has been set up on twenty five different worlds in this sector to detect and alert Alliance citizens to an Arachnid or Xarian invasion. Historically, the federal government has been known to withhold intelligence of possible incursions into this sector in order to prevent premature and unwarranted hysteria within the general populace. Congressional studies have shown that the production of planets whose populace is aware of a potential Arachnid attack decrease by more than 25% as an average, as citizens battle anxiety and plan for possible evacuation of their loved ones. Furthermore, intelligence reports concerning possible Arachnid activity in this sector are often wrong. Often when reports verify suspicious enemy troop and ship movements, no attack materializes. Intelligence has also confirmed theories that Xarians and the spiders often make feints into Allied territory in order to impart fear into Alliance subjects. Recently, Arachnids have deployed terrorists teams, small groups of Arachnids and ally combat teams that penetrate a specific target's planetary defense screen in order to wreak havoc on the denizens living there. Penetration teams all but paralyzed trade and commerce on the planets Freedom and Ipsen in what has come to be called the Sau Bau Scare of 2176. Teledyne Syndicates was forced to evacuate millions of its own personnel from the planet Kilsner when misinterpreted intelligence pointed to an imminent Arachnid attack. As it tuned out, Kilner was the feint, designed to lure defenders to the planet while Arachnid forces attacked Fortress.

Consequently, the civilian populace is not always informed of possible attacks. It is up to the planetary governor to determine whether informing the population of a possible attack would diminish the military response capability, or pose a threat to planetary production. In the event that the governor determines that evidence would diminish either capability, then it is to his discretion as to how much he tells the public. As with the Juggernaut Madness of 77, when several hundred Savernauk Juggernauts reigned terror on the planet Partreit, only top ranking Vax and Buddon essential to the planet's government were evacuated. The rest of the populace was left to combat the threat directly. The fallout from the Scavernauk did not center on the Eridani population of Partreit itself, who voiced no opposition to their government's decision to withhold evidence of an imminent attack. However, less obedient societies from all over the sector cried 'foul play' against what they saw as a direct cover-up of the government against the people, so that New Washington could save a few credits in defense and production.

The Celestial Watch Program is a direct result of public suspicion that the government often withholds critical information concerning enemy troop movements and Arachnid activities throughout the contested area of space known as Hell's Kitchen. Private ships spread out strategically through travel corridors monitor commerce route and military maneuvers, relaying information to a planetary information network which in turn disseminates that information to local watch groups in major metropolitan areas. All information is processed by Scry, the watch groups main operations post located on Gavan of the Ivory Coast subsector. Scry's main responsibility is to direct evacuation efforts in any area deemed imminent of attack. Refugees congregate at centralized gathering zones, and await evacuation by large, privately owned cargo vessels. The pilots of these vessels are often referred to by humans as Paul Revere's Men.

EXODUS 1

I don't suffer any delusions of grandeur that my government cares about me. I'm not your average naive slower class creation, who blindly sticks his head in the sand like some Rudelian Ostrich every time the word spider is brought up at tea. No, that's not me. The government won't tell any of us that an invasion is coming. It would minimize their ability to formulate a quick and effective response. What happens to us is secondary. A bunch of frantic citizens running around everywhere screaming "The Arachnids are coming! The Arachnids are coming!" doesn't help anyone. Me . . . Well I have the sense enough to purchase Exodus 1. Me and my family aren't getting left behind to be trampled in the streets, or evaporated by a disintegration ray. That's for the peasants. I was not posted to die in such a hideous way! Who would there be left to play polo at the Galaxy Games next week?

—Citizen Melrose Rosencrantz
Stardate: 2278.036

Many of the rich who live in Hell's Kitchen have gone to great lengths to ensure their own safety against the Arachnid threat by other means than the often futile efforts of the Celestial Watch Program. The Phoenix Disaster of 2277 saw some two dozen escaping spacecraft destroyed when efforts to evacuate Celestial personnel failed, during an attack by the equivalent of an Arachnid patrol ship against the planet. Chaos and a variety of rescue problems delayed departure, and over 20,000 citizens of the planet Phoenix perished. The wealthiest can afford the Exodus 1 system to guarantee their safety in the event of an Arachnid attack. The Exodus 1 is a transponder surgically implanted in the recipient's chest, continually broadcasting the exact location of that person wherever they are. In the event of an attack, rescue ships that constantly orbit the planet automatically lock on and transport that person into cargo holds. The rescue ship maintains a constant vigil, continuously reconfiguring the ships hyperspace jump coordinates. Once all personnel are safely onboard, the ship departs the area and then jumps out of the system altogether.

Unsubstantiated reports claim that the Arachnids have gotten hold of personal transmitters, then feigned attacks against the planet. Arachnid troops were subsequently beamed onto fleeing rescue craft where they slaughtered the refugees.

THE CIVILIAN DEFENSIVE MEASURE

You got to be kidding me! The bell sounds, and like some rat chasing the cheese . . . You want me to run down into a little hole in the ground while the Arachnids pound the s&T out of us with energy weapons from above? You are obviously wacked in the head. I'd rather take my chances above ground. At least I'll take one or two of the bastards with me when I go. If no one is going to kiss me first, if they don't even have the common kindness to give me a reach around . . . Well they can just . . .*

—Soric Dofias
Autoworker at the Deimos production plant
Stardate: 2281.56

The Broderick Plan stipulates that any sovereign Alliance territory, no matter how small or remote, no matter how few citizens work in its service, is entitled by the federal law to protection against external aggression, as well as against internal forces. Planetary governments of each colony world must therefore provide its citizens with appropriate defense measures based on the population of the planet, its strategic location, and the industrial capacity produced by those who live there. The Civilian Defense Measure is a plan to protect citizens from attack by external forces. Each major metropolitan area contains underground air raid shelters. Citizens are directed to these shelters in the event of a possible attack. Again, most frontier colonies take the threat of an Arachnid attack seriously, and evacuation drills are held monthly in preparation against such an event. Air raid sirens sound, citizens tune in their communications devices such as personal satellite uplinks, tri-V, radio, etc. and await instructions as to which shelter they should proceed towards. Citizens enter huge underground structures via turbo shaft elevators. The fallout shelters have been designed to withstand concentrated Arachnid attacks and direct hits from thermonuclear weapons. These shelters hold up to 100,000 individuals apiece, and can accommodate the various racial needs of the planet's denizens. Typically, a shelter maintains enough supplies to withstand a one month siege. The most advanced shelters maintain transporter pods which allow for the transport of equipment and personnel into or out of the shelter. Note: These sanctuaries are rare and are heavily garrisoned against stampeding or marauding civilians.

THE XARIAN CONSPIRACY

They are in league with our sworn enemy. Yet we coddle them like well-loved children, and barter with them as if they were kindred neighbors. The only reason why the Eridani government joined this miserable alliance was to protect ourselves from a common enemy. Yet now the federal government trades with the Xarians and conspires to become allies with the six legged demons. I shall not be caught up in this feeble effort to assuage the enemy. I will cut them in half with my sword, as I would an Arachnid itself.

—Tybu-idan
Koordine from the 17th Royal House of Eridine

The Xarians are a strange race of six legged, methane breathing beings that very much resemble table furniture in appearance. The tables, or Thugs as they are often called, originate from the edge of the Lesser Magellanic Clouds. Mutzachan Chronologies show that the race developed space travel somewhere around 4000 B.C. Shortly thereafter the race made the next evolutionary step by sweeping out into the stars to conquer the universe. They first began colonizing the Milky Way galaxy somewhere around 3000 B.C. and came under the Mutzachan domain of control around 2500 B.C. The first other Alliance race to make contact with the Xarians were the Phentari, who exchanged alloys and minerals for slaves and technology around 2300 B.C. Mutzachans, aware of the Thug presence, maintained a watchful eye over the Xarians. It is widely believed that the Xarians developed wormhole drive systems for their ships around 1800 B.C. This unauthorized advancement was outside the scope of technological tolerance, and the Mutzachans were forced to destroy all evidence of the breakthrough. Mutzachan interference did not end there. Certain parts of space were annexed by the Mutzachan people and not available for colonization. Any attempt at settling in these regions was seen as an act of war. Twice, in 800 B.C. and 200 A.D. the Xarians ignored territorial decrees. Twice, everyone and everything that had violated settlement protocol was destroyed.

Modern Xarian belligerence has been subdued by the presence of the Alliance itself, and the two sides have fought many engagements over territorial disputes. However, modern conflicts generally have been settled by the participants, not the Mutzachan people, who have now taken up positions as referees and spectators on the sidelines.

No one is quite sure when and how the Xarians first made contact with the Arachnids. Most agree that the reason for the coalition formed between the two was so that the Xarians could even up the odds against the Mutzachans, and the Arachnids could obtain bases to launch attacks against the Alliance itself.

Current relations with the Alliance are neutral, bordering on hostile. This is due to the fact that the Xarians have extensive dealings with the Arachnids. It is believed that for many years before the breakout of hostilities between the Arachnids and the Alliance, the Xarians were already conducting trade with the

spiders. It is believed that this mercantile alliance has become somewhat military in orientation, as the Xarians have provided supply and energy depots for the Arachnid forces, as well as bases for advanced operations and the use of the Xarian stargate.

The Xarians have technology equivalent to Alliance levels and are exceedingly capable of producing automated factory planets and other large auto systems. It is widely believed that most of their vessels are run by artificial intelligence units, or even very complex androids. Mining, especially of Tritium, is conducted on large auto-mining worlds. These auto worlds are often contaminated by heavy pollutants, and the subsequent collapse of the host ecosystem usually makes these planets uninhabitable horror worlds. The Xarian general belief system seems to be based on the context that the universe is a resource to be used and exploited. Such concepts as balance and moderation are relatively foreign to their minds.

Physiologically Xarians resemble six-legged, bumpy tables with shiny wet skin. In fact, this race is amphibious in origin, having developed on their homeworld which was a tropical wetland hundreds of years ago. It is now a wasteland, the first victim of their excessive use (abuse) philosophy. Like amphibians Xarians need to keep their skin moist or it dries out and becomes very uncomfortable (-30 AGL). Outside of water Xarians wear a piece of apparel which to humans looks like a table cloth, but which in actuality secretes a moisturizer whenever the skin of the Xarian becomes dry. The Xarian word for this garment is unpronounceable to most Alliance personnel, who just refer to it as a "t-cloth." They are oxygen breathers and, in fact, the bumps which cover their bodies are air sacks which not only act as breathing reserves (oxygen for about 20 minutes) but when full make the Xarians buoyant in water. The Xarians are capable of diving under water, using the air sacks as oxygen reserves, even though they would be full and providing buoyancy. Their underwater speed in this instance is half normal. They have four small bulbous eyes, with two located just under the brain node near the front of their bodies, and the other two over this brain node. They have large horizontal mouths between the first pair of legs, while their tongues are very long, powerful and dexterous, having tri-forked tips. It is, in fact, with these organs that the Xarians manipulate most things. Their legs/arms end in four fingered hands/feet, but the lack of an opposable thumb equivalent and the existence of webbing between the fingers reduced the amount of dexterity they can achieve with these appendages. They are able to lift heavier weights with them, and it is a curious ability of the Xarians to have fully rotational shoulder joints. When a Xarian carries a heavy or bulky object he bends the back third of his body up, rotates the arms to the needed orientation and picks up the object to be carried. Also, a Xarian may just walk over an object and use his middle pair of limbs to reach down and lift the object, holding it close to his mid-section as he moves.

Xarians speak by blowing air out of the nose holes on the top of their bodies and simultaneously using their mouths. The tongue must be unoccupied at the time. Most Alliance races can speak the Xarian tongue to a certain degree, but there are always words which remain unachievable. Xarians also use base-six mathematics, the complexities of which are understood only by the Mutzachans and the Sheustrons within the Alliance sphere. This race sees in the same electromagnetic spectrum that humans see in, but they have an exceedingly pronounced olfactory capability. Their sense of taste is very limited, however.

Politically, the Xarian civilization is divided into "clans" ruled by the richest merchant family, and hence the head of the richest family, amongst them. A Xarian family is ruled by the richest parent (male or female) and consists of their children (usually 5-12), and their subsequent children. After this the family ends and the great grand-children equivalents must serve as Xarian Warriors until the death of the original parents, at which time the second generation becomes the first and the previously excluded fourth generation becomes the third, becoming a part of the family again. It is also possible for family members, with the permission of the clan head, to leave and start new families. The clans also consist of all other individual members that are hired to serve the clan, and this may include the fourth generation family members of other clans who have to serve their required 6 cycle (3.8 standard years) stint in the Warrior clans. A typical clan, including hired individuals and other servants, numbers about 100. Each clan has its own complex pattern and color symbol which is worn by clan members at all times on their t-cloths. One member of each clan, selected by the clan leader, serves on the Holding, the body which administers the Holdfast. The head of the richest clan in Xarian society presides over this entire body as facilitator and tie breaker. The Warrior clans serve as mercenaries for the merchant clans and as the general defensive forces of the Holdfast. The social dynamics of this and other cultural phenomena amongst the Xarian people are little understood, with the information already given being heavily construed by reasoned inference of the limited observation of Xarian society that has been conducted.

XARIAN

VITAL STATISTICS	
Intuition +20	Manual Dexterity -15
I.Q. +10	
SECONDARY STATISTICS	
Terrestrial Knowledge +10	Bargaining +25
GENERAL INFORMATION	
Body Points: 8 + d6	Movement: 6/6/36
Height: 44 + d10 in.	Weight: 140 + 5d10 lbs.
No. of Attacks: 2	Dam. per Attack: 1 temp.
Vision Modifier: +10	Hearing Modifier: 0
Smell Modifier: +15	
SPECIAL ABILITIES	
Bartering lvl 3	Swimming lvl 3
Diplomacy lvl 2	Accounting lvl 1
SURVIVAL MATRIX ROLLS	
CHEMICAL: 25	RADIATION: 35
BIOLOGICAL: 50	MENTAL: 20
POISON: 15	SONIC: 20
ELECTRICITY: 10	FIRE: 60
ACID: 35	COLD: 05

The first goal for the Xarian people is the mastery of trade and the economic exploitation of all other races they run into. The Xarians will trade in almost anything, and it should be pointed out that in their culture there are no controlled substances or outlawed technology. As long as there are buyers the Xarians will be providers. This is another cause of the considerable friction between the two governments, as Xarian merchants attempt to bring illegal contraband into Alliance jurisdiction, usually aboard diplo-

matic vessels, which may then claim diplomatic immunity if caught. Xarians have access to a large number of worlds with tritium resources and have superior technology for the mining and production of this ore, which is subsequently sent out to be traded with other galactic governments, namely the Alliance. It is believed that they may be supplying the Arachnids at no cost, but perhaps for economic concessions upon the Arachnids victory. The Xarians are masters of trade, and even if you think you're getting a good deal, it's a bet the Xarian is getting more of one.

Typical encounters with Xarians will involve 2-5 merchants with at least 2 warriors each. The merchants will all be of the same clan

THE SILK LAMB CONNECTION

Money is money and I want to be buried in heaps of it. My only friend is the credit chit and the guy trying to give me more of them.

—Dynus Ipsan
Orion Freighter Captain of the Starward Bound
Stardate: 2281.232

No formal declaration of war exists between the Alliance and the Xarian Confederacy and the Xarian Hegonomy, two factions of the same government that are loosely tied to one another. There have, however, been numerous incidents fought between the two powers over contested borders. Although trade has to some degree been restricted and generally discouraged, it is not exclusively prohibited. The Orion government quietly backs and sponsors trade with the Xarians through the Silk Lambs, the Orion version of the mafia. A thriving commerce exists between the two groups, much to the chagrin of the central government. Landing permits for Xarian facilities are difficult to come by, but an ambitious trader with the right connections can obtain one on the Black Market. Xarians readily trade rare alloys and precious gems for water and technology. The Xarians are an advanced race. Therefore the technology being transferred is being used to find weaknesses in the Alliance defensive strategies. This is what constipates the thoughts of officials at the Central Intelligence Division, a branch of the government in charge of preventing espionage. High level military secrets are being leaked to the Xarians in exchange for "gold" currency. Publically, the government downplays the issue. Privately, much money is being spent to resolve the problem.

INTERNAL STRIFE AND DEFECTIONS

The Xarians suffer from as much internal strife and domestic problems as we do. There are several different governing factions vying for power, each with their own agenda. There are those who seek battle, as well as those who seek solution. Their internal societal problems exactly mirror ours. Therefore, it is better to seek a peaceful end to conflict, rather than a violent one. Some of our enemies indeed wish to be friends.

—Likeel Magruder
Dove Politician
Stardate. 2279.212

Since its inception, the Alliance has had to continually deal with breakaway. Millions of light years away from the central government, it is easy to understand why billions of citizens have become disenfranchised and disillusioned with the federal government. For many the idea of paying taxes to a bureaucracy that neither represents their own personal views on the universe, nor their own economic interests, is absurd. The ability of the Alliance to provide military protection for its subjects on the frontier is also limited, further exacerbating the tensions between planet-states and the federal government. Many question the loyalty of that government, since all citizens are forced to pay the same taxes, why are they not equally represented in a military fashion? Would the central government ever risk all to stop a threat against a frontier planet-state, or are these worlds deemed expendable republics and malcontents? The issue of compulsory conscription is another area of heated debate. By law, all citizens of the state must serve in the military for a term of no less than two years in the event of a war, regardless of gender, beginning at the legal age of twenty-one (or its equivalent for the various alien races).

The single most objectionable claim that citizens on the frontier have against the government is economically based. Tariffs and trade barriers have been established to protect mega-corporations from underbidding by competing Xarian companies. Several planets within the Hegonomy posses vast reserves of minerals and rare alloys. Water is a commodity in high demand within the Xarian economy, something that exists in abundance on many of the frontier worlds. Consequently, a natural export/import condition should exist between frontier worlds and the Xarian Hegonomy. High tariffs prevent companies from purchasing these alloys and minerals, which are a prerequisite for any industrial nation-state. Artificially high prices set by corporations who receive government subsidies to limit mining operations have infuriated the common man as well as the business mogul. The cost of living on the frontier has risen dramatically in the past decade, with the average price for a basket of goods, the consumer price index, increasing by almost 35%. On many planets, inflation rates are as high as 25% per year, the effect of which has crippled many economies. Most blame the central government and the mega-corporations. Anti-government and anti-corporate sentiment runs high in many frontier towns which do not directly receive any of the perks and benefits associated with being linked to the mega-corporations.

The result is covert smuggling operations, with the Orion government at the center of the controversy. It is common knowledge that the Orion government quietly supports illegal trade which is carried out by Orion pirate clans and the Silk Lambs. Freighter captains call it Running the Gauntlet, the art of evading gal-pol in order to enter Xarian space to pick up and make deliveries. Not all Xarian authorities are aware of or support the illegal trade, and many ships have been destroyed by the Xarian authorities. Yet, every year, thousands of the captains take the gamble in order to increase profits by as much as 400%!

THE MOTARAN RIFT

The intruders travelled long distances undetected by virtue of the Motaran Rift, a wormhole conduit that connects inter-dimensional space. This pipeline forms a tunnel by which Arachnid ships can travel between points. Since the Motaran Rift intersects this known universe at numerous points, we presume that it was easy for Arachnid commanders to shuttle large quantities of "men" and material between various theaters of conflict.

—Author: General Horace Gracie
Excerpt from a paper written on Arachnid battle tactics
Stardate: 2282.325

There exists a huge tear in the fabric of time just within the borders of the Xarian Confederacy. Here, the rift is a gaping hole, some 100 light years across. There is some scientific conjecture to support claims that the size of objects moved through the rift is directly dependent on the size of the tear where it intersects with this known universe. If that is the case, then Pendulask Storm, a tremendous hole in our universe, must be a six lane highway.

Alliance forces have not been able to utilize the Motaran Rift to facilitate troop movements. The rift is unstable, a time-space road that continually shifts position and speed. Rift holes often close, stranding ships within this maze of nothing space. Holes appear, grow larger in size, then disappear without a trace hundreds of times per second. Another danger of traveling along inside the inter-dimensional highways is that the road is fluid. A wormhole that connects one part of the universe with another can change directions, becoming a winding labyrinthine corridor, extending through time loops into nowhere. Ships often run out of fuel before reaching an opening.

There exists a scientific phenomena called Pressure Wave Transfer whereby energy gradients and tidal forces within the rift can act to sheer a ship in half, or crush it out of existence. Potholes, energy voids within the rift, can cause ships to suddenly stop moving; the force is strong enough to override inertial dampeners, and severely damage or cripple a traversing vessel.

Exploration of the Motaran Rift has shown that the larger the wormhole access point, the more stable the conduit. Ships approaching a Motaran entrance point are confronted with a spectacular display of raw unharnessed energy, shimmering waves of light that swirl in strange, exotic eddies. The ocean of flowing energy is often broken, punctuated by brilliant explosions inside the eddy pools, like small suns that go supernova, unleashing a tremendous conflagration of energy. This phenomena is sometimes referred to as the Celestial Aurora Borealis. Celestial Aurora Borealis occurs randomly, yet scientists theorize that the event is linked to the closing of one gateway somewhere else in the rift. The energy dammed up at that egress causes a spacial distortion wave that interacts with all other points on the rift. When an Aurora Borealis occurs, it is like simultaneously throwing numerous rocks into a tranquil pond all at the same time. The energy unleashed spreads out in concentric circles at a sustained rate of speed, until the circles overlap, crashing into each other and generating powerful interference patterns and energy sheers. Ships entering a rift gateway at the time of a Celestial Aurora Borealis run the extreme risk of being destroyed by the tidal sheers that occur during this event. Consequently, most ship captains call entering into a rift during a violent eruption being caught in a Tidal Wave.

Ship crews and their captains often speak of distortions in time when traversing the rift. The mechanics of time slow, then speed up without any warning, while apparent time and distance remain a constant. The consequences of this can be extremely dangerous. Explorers of the Motaran Rift have found out much to their dismay that like hyperspace, combat can and does occur inside wormholes, the physics of which are not absolutely understood, but the results are undeniably the same. Enemy ships appear to be at one range, then another without warning. This occurs simultaneously with time dilation. The ship captain maneuvers his vessel for a battle at long range, then in an instant finds himself within point blank range of the enemy's guns. Worse still, it appears that Arachnid ships do not suffer the same disorientation during this phenomena. Time dilation often renders ship combat doctrine useless, and vulnerable to destruction. This in one of the many reasons that ships forgo exploration of this inter-dimensional super highway.

BASES

One of the most difficult problems that now confronts us in the presence of Arachnid aggression is how to effectively knockout and destroy the Arachnid staging platforms that they are building deep inside the rift. We will never be able to provide an effective defense against this threat until we can somehow manage to minimize their ability to mass large quantities of troops outside the scrutiny of our own intelligence satellites. We have got to have advance notice of further attacks, or we had better kiss our proverbial asses goodbye!

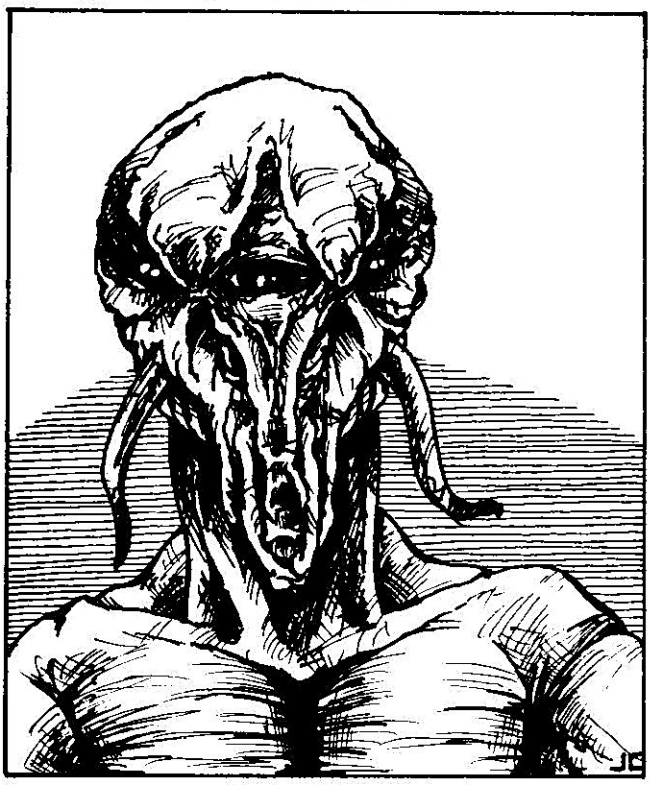
—Author: General Horace Gracie
Excerpt from a paper written on Arachnid battle tactics
Stardate: 2282.325

There is debate over the existence of celestial objects within the confines of the rift. Asteroids, small planetoids, and other space debris have all been encountered inside. Again, the effect of space time dilation has caused numerous disasters to occur. Furthermore, the military community generally agrees that the Arachnids who originate in the Canes Venacti super cluster have managed to stabilize the wormhole and built permanent bases inside. These bases do not appear to be affected by space time distortion, or tidal eddies. The bases emit a powerful energy pulse that acts as a beacon so that ships lost in the rift can home in on them.

The existence of bases within the Motaran Rift has caused great concern within the military community, for it allows the spiders to amass forces in relative obscurity and safety, before launching a general offensive. For the Alliance, only Mutzachan warships can effectively navigate the wormhole and effectively do battle with the spiders. The fact that the Mutzachans refuse to share this technology with the Alliance again reinforces the widespread belief that the Mutzachans are carrying out a conspiracy to subjugate the Alliance peoples. They are currently divided on the subject with four in support of providing this technology to the military,

and four members staunchly against it. They maneuver around debating the issue under the pretext that such technology is beyond the comprehension of the other races. The members of the highest court in the civilized universe also admit that it would be absolutely disastrous if the Arachnids were to obtain this technology.

The effect of Arachnid bases inside the rift is diminished somewhat by the fact that the enemy does not appear to utilize fast hyperspace travel, which would allow it to exit the rift, make the jump to hyperspace, then attack before the Alliance could muster any coordinated response. Instead, the Arachnids use unconventional drive systems to facilitate movement, an archaic yet advanced form of the fusion drives that take substantially longer for a vessel to travel from one point to another, when compared to hyperspace jump ships. The system by which they use these drives to exceed light speed is not fully understood, but it is definitely less efficient than the Alliance technology. The best speed made by Arachnid quick strike vessels is less than 1/3 of an equivalent Alliance military craft. Whereas top speed Alliance ships travel at speeds of one parsec per day, it requires more than three days for Arachnid ships to manage the same distance. In the end, Arachnids maintain the element of surprise, while Alliance ships have the advantage in mobility and reaction time.



Conduit Generators: There is much speculation supporting the theory that the Arachnids have developed a device that allows them to facilitate an attack without using the wormhole. Sources, high inside the Alliance military claim that the Arachnids have built at least one device that creates a conduit directly into the wormhole at the coordinates of the advance base. This device is planetary size, covering thousands of square acres. The planet's own subcontinental geothermal regions must be tapped in order to produce the tremendous energy required to power what is known at the "Conduit Generator" or the "Exit Ramp".

Wells are drilled deep into the planet's crust, into the athenosphere where there exists the natural energy to power such a device. Consequently, the Conduit Generator is protected by a powerful fluxshield, rated at over 500,000Kp of strength. The Informant claims that the Alliance military used elite ground forces to knock out the power supply, as a planetary bombardment by naval vessels would have been far too costly. How the military managed to destroy the generator, and the fate of the soldiers involved is unknown, but there is much speculation that the soldiers were consumed by the blast. Outside sources claim that elite Eridani and Phentari forces, working together, were responsible for destroying the structure that houses the generator. Neither government is willing to comment on the statement which was run in the Galactic Gazette last year. The Alliance denies the occurrence of the event altogether.

RIFT WORLDS

The existence of a rift world is compelling and spectacular. Imagine a place where time has no frame of reference, a place where you could go and never grow old. Once there you could spend eternity expanding the horizons of your mind.

—Electron Controller
Mutzachan Thorigsal Rogenheart
Stardate: 2271.289

Exploration of the phenomena known as the Motaran Rift has been at the forefront of scientific minds for the last 100 years. The Mutzachans have been exploring it since before the dawn of mankind. What they know is largely kept secret, deemed to be essential to the security of the Alliance itself. The Motaran Exploration Doctrine of 2215 established formal investigative guidelines for surveying the great tear in the fabric of the space time continuum. Federal grants were offered to companies willing to enter and investigate this dangerous realm that appears to link this universe to others, and this universe to itself. Since its inception, more evidence has been gathered concerning the Motaran rift than any other single scientific phenomena. Matter of fact, more research has been made to uncover the great mysteries of the rift than all others combined. Finally, more ships and personnel have been lost exploring the shifting, winding labrythine corridors of the great wormhole than all other explorative feats in the past.

The single most attractive phenomena to wormhole travel, other than getting from point A to a mystery point B, is the fact that the rift contains planets known as Rift Worlds. Rift Worlds are planets that appear to be trapped inside the fabric of time. Scientists speculate that the tidal currents exhibited by the tear in the space time continuum were more pronounced at one time and acted as a Black Hole, sucking up space matter such as asteroids and planets. There is speculation that the Motaran Rift is directly tied to blackholes, and experiments around the Frenchville Pulsar lend credence to this belief. Regardless, there appears to be life on Rift worlds. In 2269, the exploration ship Flight Into Fantasy radioed that they had managed to make orbit around a world somewhere near the main entrance to the Carina Galaxy, then known as the Whirlpool. The captain claims to have made contact with a human civilization during his exploration. He had intended to investigate further when all contact was suddenly lost. An energy barrier prevented the ship and others like it from ever landing on these worlds.

It should be noted that other vessels besides the Flight Into Fantasy have managed to make contact with or land on an inter-dimensional world. The Nexus, a Phentari exploration ship, discovered the remains of an abandoned civilization near the Magellanic Cave. The crew attempted to bring back artifacts uncovered from the ruins, yet when the vessel re-entered normal space, most of the relics seemed to age and crumble. Only a handful survived. Carbon dating places their origins at circa 300,000BC. Many assert that this is conclusive proof of the existence of Atlantis, and proof that the Human race has existed for as long as the Mutzachans themselves. The discovery and subsequent destruction of the artifacts on the planet unleashed a wave of controversy. A growing number of thespians within the scientific community believe that time has no effect on those who enter the rift. If one manages to land on a planet then time has no effect on them. They can live forever. Consequently, there are those space mariners searching for the elusive place known by humans as Heaven, hidden deep in the recesses of the Motaran Rift.

Some one hundred different worlds have been sighted within the rift. Only eight have ever been explored.

CREATURES OF THE RIFT

Damn monster materialized right in front of me, smack dab in the middle of engineering! I never knew what it did, I just threw my wrench at it and ran away. I'm no hero. Leave that silly stuff to those Eridani and the big lizards!

—Larkisor, Goola-Goola
Engineer's First Mate
Freighter Ebbing Sky reporting
Stardate: 2280.200

Exploration of the tear in the space time continuum has uncovered other fascinating and equally dangerous scientific anomalies. The Exploration ship Cousteau, attempting to chart the entrance to the Andromeda Delta, was the first allied ship to encounter a terrestrial lifeform while operating inside the the great wormhole. The ship, while making calculations on quantum phase inverters displaying the LaSorge Effect, was suddenly, and viciously attacked by a quasi-plasmatic lifeform capable of generating random gravimetric fields with localized intensity. The effects were catastrophic. Crew members walking along corridors experiencing one G were flattened when they moved into a field of 10 Gs strength. Bulkheads collapsed. Power conduits erupted, and if it wasn't for the alertness of a young Mutzachan named Bluerazor, the Cousteau would have been lost. However, quick action and a little bit of luck played out the scenes, and the Cousteau was able to escape. The ship's flight log computer validated every claim by the crew that powerful creatures lived in this nether world between universes. There was life inside the Motaran Rift.

Since the first fated confrontation with what has come to be known as the Gyro-Sorcerer, ship captains have had the unfortunate luck of running into creatures inside the wormhole some 2000 times. Almost all encounters have been violent and unfriendly. To date, skirmishes have been played out with the following beings: Morg, Mask of Retribution, Vorkox, Masug, Tabak, Render, Watcher, Death Dragon, Cyclone Demon, Torenthain Slayers, and Crystal Prowler.

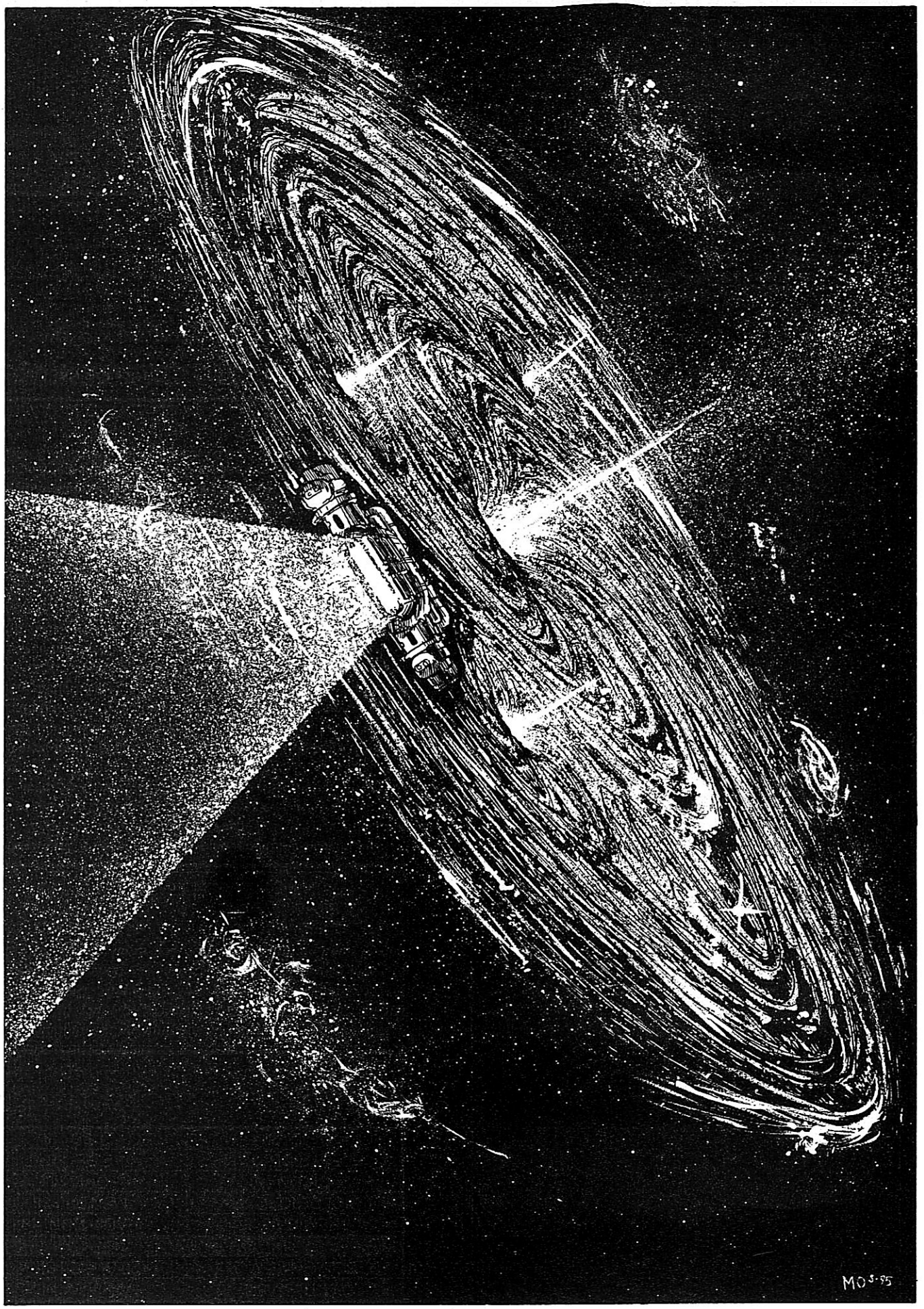
RIFT PHENOMENA

All those laws of physics that we for centuries have sworn to be incontrovertible, do not apply within the realm of the Motaran Rift. There, the only laws of physics that hold true are rift law!

—Electron Controller
Mutzachan Thorigsal Rogenheart
Stardate: 2271.289

Quantum Ribbons: Quantum Ribbons were first discovered by the Phentari destroyer Blazing Pain, during the pursuit of a fleeing Xarian freighter. The ship tried to evade capture by entering the Motaran Rift through a previously unexplored opening in the Andromeda galaxy now known as the Andromeda Delta. Initially, the pursuing ship's sensors detected slight fluctuations in the temporal stability of the area. Any presumed danger was downplayed by the intensity of the pursuit, and uncertainty of the environment. However, as with all experienced crews, the science officer made it his duty to begin scanning this region of the wormhole for possible clues as to the origin and nature of the energy reading. The fleeing ship sought to avoid capture by fleeing down a corridor of violently shimmering, purplish null space, which was randomly exclamated by flashes of blue and red energy-light. The destroyer class warship gave pursuit. The Phentari captain, hungry to catch this fleeing fish or kill it, threw caution to the wind when he ordered the ship's gunner to open fire on the vessel. Ship's instrumentation captured what happened next. The energy discharge from the Phentari vessel's forward laser array somehow interacted with the energy conflux of the wormhole itself, revealing a fracture line in the structure of the rift. An orange ribbon of pure energy now swept toward both ships. The Blazing Pain's seasoned helmsman, aware that something terribly wrong might happen at any second, had already entered the override command sequence on the inertial dampener array, allowing for emergency deceleration of the vessel. The Blazing Pain was thus able to avoid collision with the ribbon, although it suffered severe structural damage, as well as the death and injury of several crewmen. The Xarian freighter was more unfortunate. Its captain either ignored the ribbon, or was unable to alter course so as to avoid interacting with it. The Xarian freighter was caught by the trailing edge of the anomaly. It exploded into a billion fragments and was no more.

Further study into the effects of energy discharge within the Motaran Rift has revealed that energy of a certain quantum state when released interacts with the wormhole to produce what is now referred to as a Quantum Ribbon. The unleashed energy acts as a catalyst, causing the energy state of the rift to rise to the next highest quantum level. Scientists have since proven that the excited state actually produces a wormhole within the rift, a conduit to a particular point in space. While the ribbon lasts, a ship at the right attitude and speed could enter the conduit and exit the rift at a specific point. Specialists in the field of quantum physics are presently working on a solution that will allow ship captains to enter the Motaran Rift, travel to preset coordinates within the rift, where they will fire their weapons and then enter the conduit slide and exit the rift altogether. Experimentation has also proved that a ship could enter the rift, proceed to a set of specified coordinates, fire its weapons, and produce a wormhole that allows a ship waiting at preset coordinates in normal space to enter the rift. The


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ability to enter the rift at a certain point, then generate a causeway to another point, has tremendous possibilities, the most obvious being required travel time to reach any point in space would be reduced drastically.

Further investigation into the Quantum Ribbon anomaly has proven that stable ribbons exist which can be traversed with reduced danger to ship and crew. The actual point where the Blazing Pain entered the rift in Andromeda has long since come to be known as the Andromeda Delta, an origin point for numerous stable and semi-stable ribbons. One can travel from the Delta to the Magellanic Caves. The Whirlpool at the Neutron Wastes connects itself to the Peryon Gate in Fornax. The Trimerase Portal in the And 3 galaxy also connects itself to the Andromeda Delta. There the Super Highway, the only ribbon originating in the Milky Way galaxy, connects itself to both the Wheel in And 2 and the Morshank Causeway of the Lesser Mellaganic Clouds. Finally, the Delta also connects itself to Vortex Venacti, the gate to the Cannes Venacti supercluster, and home of the Arachnids. Exploration down this ribbon has had disastrous results. Few ships have ever returned from a trip down the Vortex Venactic ribbon.

The danger of traversing a Quantum Ribbon is still great. Numerous perils can still act to destroy a vessel before the ship reaches its destination. Until these problems can be rectified, then general travel along Quantum Ribbbons will be limited to the explorers and the crazies. The greatest danger to befall a ship travelling along a ribbon is what scientists refer to as Points of Less Significance, where the quantum energy state of the ribbon is very close to that of the surrounding rift. A ship that strikes a PLS is kicked out of the ribbon back into rift space. The effects are the same as with catastrophic misjumps.

Quantum Veils: Exploration into the mysteries of the Motaran Rift has produced some startling finds, but none more notable than the fact that the rift appears to connect different universes with each other. The rift is a tear in the fabric of the space time continuum, an inter-dimensional space that follows the laws of Markussian Physics. This wondrous and dangerous place is a gate between universes, a turnstile of time. Most experts conclude that the Mutzachans had explored the rift hundreds of thousands of years ago. In fact, the Council of Timar neither denies nor admits any knowledge concerning the rift, other than what is generally espoused by leading experts of today. This refusal of knowledge has caused much consternation within the scientific community as well as with military hardliners. Again, an admission of knowledge would be tantamount to treason, by virtue of revealing top secret information that is essential to the security of the Alliance itself. Or at least that is what the Mutzachans claim.

In 2278, the Chatilian exploration craft Fleeting Image traversed a quasi-stable Quantum Ribbon to its end point, and ran into one of the greatest scientific finds so far, a shimmering red veil of energy that almost destroyed the ship itself. The veil was a barrier of some kind, of power and magnitude never before encountered. The Fleeting Image's captain, daunted by what lay in front of him, returned directly to starbase to report his ship's findings. Subsequent investigation into the Veil, as it has come to be known, showed that the energy veil extended into time and eternity, that is it could not be circumvented by any means, but curved along the axis of time, according to Markussian Physics. Several other exploration vessels sent to investigate the Veil revealed that all their efforts to get around the wall of energy fell futile. Finally, the Knife, an Eridani dreadnought, entered the Quantum Ribbon along with the Human exploration ship Straits of Magellan. The two vessels proceeded to the barrier's coordinates. The mission was simple. The Eridani dreadnought was to be part of an experiment. It was to be the sacrificial lamb. The Knife would approach the Veil along the ribbon and at the point of crossing, fire all of its weapon systems while accelerating to full maximum speed, in order to penetrate the wall of energy. The ship's shield would be remodulated along the specific resonance frequency of the energy waveform, allowing for the Knife to penetrate the Veil.

To make a short story even shorter, the Eridani scientists bid the Human crew farewell, deeply aware that they would probably not survive the task at hand. However, as Eridani Buddon and Vax, the crew of the Knife had already made peace with themselves and accepted whatever fate would become of them a long time before this day had come. Such was the glory of Eridine. Their act would bring honor to their homeland. That was all that was important. Each crewmember understood the responsibility, knew the gravity of the situation. The exploration freighter now moved to a safe distance to record the passage of the Knife. The dreadnought returned along the ribbon from whence it came, and prepared for "penetration". What happened next is mostly conjecture. The Knife re-entered the Quantum Ribbon at its origin. The Straits of Magellan, unable to detect the approaching ship inside a ribbon, waited anxiously for the penetration. The Knife struck the veil at the preset time and coordinates. A tremendous conflagration of energy was released, so much that the Magellan itself suffered minor damage. Her sensors, overwhelmed by the energy emitted from the blast, were temporarily blinded, and by the time damage control had manage to reconfigured the ship's array, passage of the Knife through the Quantum Veil was never registered. Only the visual recognition that the dreadnought now lay behind a thin red, screen-like filament proved the penetration. However, the Knife had been crippled in the passage. Fires raged out of control below decks. Life signs were fading, and the Eridani dreadnought, one of the largest ships in the Alliance navy, slowly began to drift, spinning crazily on its axis away into oblivion. The only consolation was that the instruments onboard the Straits of Magellan could now register and record the presence and proof of a new universe.

Since the loss of the Knife, two more Quantum Veils have been discovered yet the central government has elected not to attempt another penetration at this time.

Potholes: Potholes are points of instability within the wormhole where a localized energy gradient exists at a significantly lower state of potential relative to the field around it. Potholes cause objects traveling within the rift to return to normal space. Return is a relative term. It conjures up the image of a peaceful passage, of calm transfer from inter-dimensional space to normal space. Ships and objects that encounter potholes are hurled out of the rift so violently that they often are utterly destroyed when they return to the known universe. Most ships suffer catastrophic damage to onboard systems, generally double that of what occurs when a vessel tumbles out of hyperspace. Potholes can be detected by ready crew, and sometimes avoided. Visual screens detect a black spot in the wormhole. In its normal energy state, the Motaran Rift is a blend of reddish hues melting into greens. Never are potholes encountered near the entrance point to the rift, where colors are a violent conflagration of purples, oranges, yellows and blues.

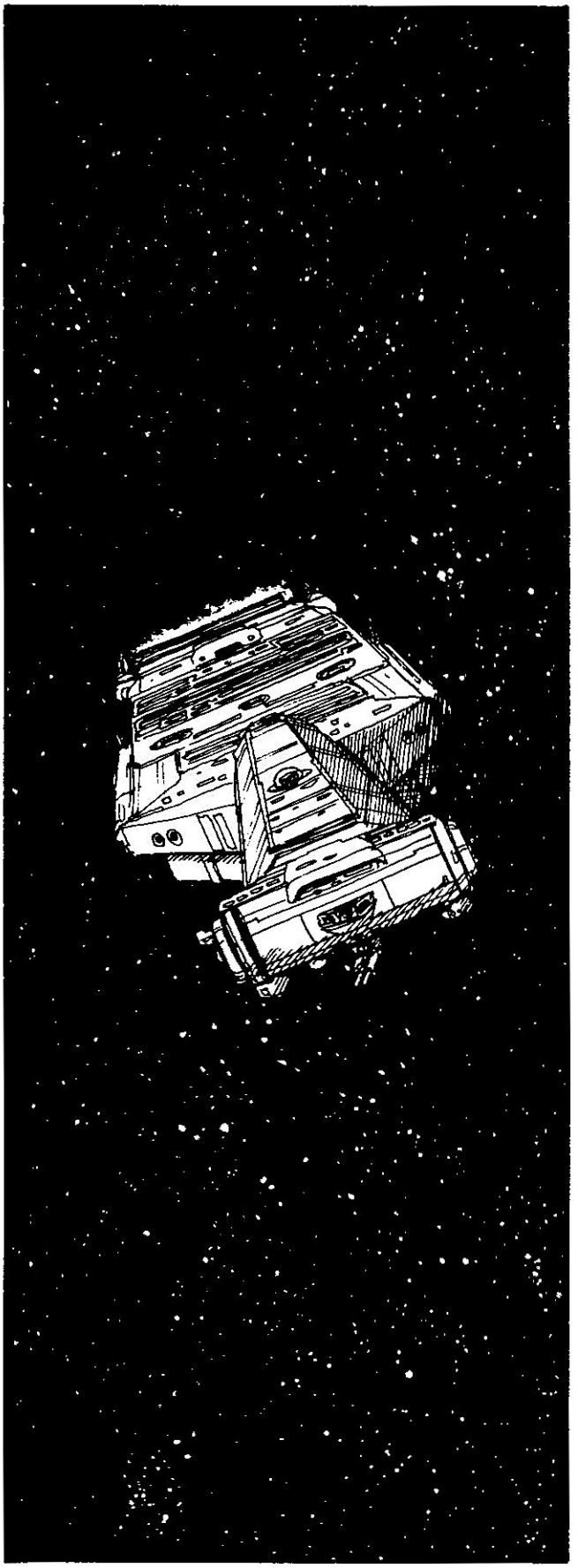
However, by the time a ship is within visual range of a pothole, it is generally too late. The gradient field acts as a tidal current and ships are dragged down into what many scientists call a negative black hole. Potholes exhibits similar characteristics as black holes. There is much conjecture to support the theory that Potholes act as an excretory system, cleansing the rift of materials sucked in by Quantum Vortexes. The energy of the system thus remains constant.

Quantum Vortex: By far the most dangerous phenomena encountered within the Motaran Rift are anomalies simply known as Quantum Vortexes. Quantum Vortexes are the other end of a black hole. They are only found in the localized vicinity of Wormhole Chasms, huge sections of dimensionless space within the rift. Black holes occur when a star collapses. The singularity becomes so great that all objects are sucked into the gravitational well. The gravitational pull around a black hole is so pronounced that even light can not escape. Hence the name. For thousands of years it was commonly accepted that black holes emitted nothing, but were huge vacuums that sucked up anything in and everything within their gravitational field. It wasn't until 4001 BC that Astivcor Phentari proved that black holes actually emit mass in the form of energy. As matter and energy are sucked into the rift via the Quantum Vortex, a condition of equilibrium is reached when the excited energy that produces rifts seek their normal quantum energy level which is that of the lowest energy state. This energy is leaked back into the normal universe.

Quantum Vortexes are extremely dangerous, for they hurl matter and energy sucked from normal space in all directions. Ships operating in close proximity to a vortex will begin to detect large disturbances in the electromagnetic fields. Hyperonic radiation levels increase drastically, to the point where sensors must be shut down. While the ship is vulnerable, celestial bodies such as planetoids, asteroids, and other debris swirl in a funnel cloud that makes up the vortex, until they are ejected from the tornado at near light speeds. Any ship struck by even the smallest chunk of debris is severely damaged or completely destroyed.

Pirates being chased by superior vessels such as police cruisers or destroyers often enter the Motaran Rift to avoid capture. Captains often steer their vessel toward Quantum Vortexes because the hyperonic radiation given off by the anomaly reduces ship shield strength to zero. Personnel exposed to hyperonic radiation for even short periods of time run the risk of death. Sensors and scanners must be shut down or risk being destroyed. Captains must fight a battle with no shields and no scanners, through the uses of long range view screens. They must fight on equal terms.

Quick Space: There exists a scientific phenomena within the Motaran Rift called Quick Space. Unlike other phenomena, experts have not been able to pinpoint the cause of this anomaly. However, there is little to dispute its horrible effects on objects that pass through it. The popular consensus held by astro-physicists is that Quick Space is a point inside the rift where quantum energy alternates between moving to higher energy states called excited states, then at random intervals returning back to lower energy states. When in the highest energy state, the fabric of the rift is maintained and stable. A ship traveling along inside the wormhole would not be affected. However, the energy potential drops back to the ground state, which is the same as that of normal space,



creating a small hole in the rift. Most scientists speculate that Quick Space is another equilibrium reaction that works to maintain a constant state of energy balance within the system. Quick Space is actually a miniature pothole that fills in, only to reappear again a moment later. It acts like a vent opening to release energy, then closing again.

Quick Space regions have been found randomly distributed within the Motaran Rift. They are almost always encountered far from an entrance point, lending more credence to the theory that the phenomena is a means of draining excess energy from the system. The phenomena is localized, and Quick Space fields generally are no more than several hundred meters in diameter. They are symmetrical, elliptical in shape with a greater concentration of Quick Space spots in the center. A ship that passes through a Quick Space anomaly suffers the following effects: Parts of objects within the vessel randomly are displaced out of the wormhole back into normal space. Reports by exploration vessels have sited holes appearing in bulkheads. Persons suddenly and without apparent reason vanish. Sections of the ship just evaporate.

The Vitalis Incident prompted restriction of travel by all non-exploration or military craft into the rift. The Vitalis, a personal Rottweiler battlecruiser owned by business mogul and multi-billionaire Thomas Paine, was patrolling the rift looking for shade world entrances when it passed through a region of Quick Space. Initially, the crew of the Vitalis performed an emergency deceleration as sections of the ship vanished into thin air. Sensors could detect the anomaly, but the crew, having never encountered it, could not react properly. Paine ordered helmsman to reverse the engines and move backward out of the rift. More portions of the vessel disappeared, including Mutzachan engineer, Delrias Osoblan. Fearing that moving backward had exacerbated the "disappearing ship" condition, Paine launched a communications probe along the trajectory path that the ship had used when it entered the rift. The probe had been fitted with an emergency broadcast beacon, and a backup module of the ship's log, relating position of the incident as well as details up until that point. Paine then countermanded the order to reverse engines and instructed the helmsman proceed forward to escape the anomaly. The result was tragic, for the ship moved into the center of the Quick Space where the greatest concentration of slick spots existed. A portion of the warp core was sucked into oblivion, causing the reactor to go critical and the ship was destroyed. The garbage scow Dwarven Pride, operating at the mouth of the Grand Canyon of Sculptor, picked up the probe and eventually turned it over to the scientific community.

In late 2271, the Cizerack warcruiser Savannah Wind discovered space debris while patrolling the Gordothian system in the Jerron Sector of the Sculptor galaxy. An investigation and resulting salvage mission by the crew recovered pieces of ship debris and about 90% of a Mutzachan engineer. Forensic scientists and astro-metallurgists at Starbase 895 eventually concluded that the debris found floating in space was definitely that of the Vitalis, providing the only conclusive evidence that Quick Space empties out into normal space.

THE SHADE WORLD CONNECTION

As a scientist, my life has been spent in pursuit of the ultimate answer to the parallel universe theory. Now, I am reborn, for the Motaran Rift is the gateway between parallel junctures in time. It is almost beyond the comprehension of my own fantastic mind to conceive of a reality that proffers the existence of an infinite number of universes existing simultaneously along one time axis . . . all accessible, all available, all at the same time! Of course, if I have my way, I'm going on combat safari to see all these cool new places!

—Bluerazor
Stardate: 2282.300

"A Shade Analysis", a scientific paper written by Chatilian astro-physicist Judeas Verniscolthar on the existence of Shade and Ghost Worlds, theorized that both these scientific phenomena were directly related to the presence of the Motaran Rift, linked directly to the anomaly known as the Quantum Ribbon. Verniscolthar postulated in his publication that an infinite number of universes existed at any one time. Travel between these was prevented by static fields. The universe existed in the same place but at different times and could only be accessed by a conduit that transcended time itself. The presence of the Ghost World was directly related to aspects of both universes existing through a window of sorts. A Ghost World seen from this universe was actually a planet that exists simultaneously in a parallel universe, but on a different time axis. The Motaran Rift acts as a window which allows us to view opposing worlds through the concept of the Quantum Ribbon interacting with another concept know as a Quantum Veil. The effect of a Quantum Ribbon is to create a space time conduit. The pipe connects a point in this universe to a point within the rift. If the ribbon of energy is stable, then a ship could traverse this course. Quantum Veils appear to be energy barriers that divide universes from each other along a time axis. The fact that the Quantum Veil stretches in a curved plane that extends indefinitely, indicates that the veil is a space time lane of reference. Therefore, logic predicts that a Quantum Ribbon that passes through a Quantum Veil would allow a person or ship to cross over into a different universe, so long as the ribbon was stable.

Verniscolthar proposed that a Shade World is a planet that exists along a Quantum Ribbon where it pierces a Quantum Veil. The natural instability of the ribbon precludes vessels from being able to travel along it to that planet all the time. Furthermore, the ribbons shifts its position in space, as the energy constant of this universe changes. Shade Corridors, as these ribbons are called, exist throughout space, yet are only visible where a celestial body is present. Otherwise, the window shows deep space facing deep space, and there is no way to distinguish between the two voids.

Inspection of the Knife's Veil showed that the energy constant between different universes changes constantly, as the universes themselves change. Ghost Worlds exist where the energy present given off by the Quantum Ribbon has dropped below the penetration threshold of the Veil. The corridor between the opposing universes has been blocked. It is not known whether this barricade is permanent. Yet most scientists doubt a permanency in the anomaly.

RIFT POLICE

I do not respect the authority of any ethereal little creation that tells me what I can and can not do. My ship travels where my will commands and can be stopped by no other. Dare I that the phantom rift police would attempt to prevent me from reaching my destination. I balk at these pathetic ghosts of your weak imagination!

—Sorgine Phentari
Disappeared 2280.299 somewhere near the entrance to the Pendulask Storm. No wreckage of the ship was ever recovered

There is no disputing the presence of an alien lifeform that exists and travels within the confines of the rift. The question is: What is their purpose and where do they come from? There have been numerous reports of contact with alien vessels reported to be explorers of the rift. Seldom have any contacts with the alien race been friendly, though many have not exactly been confrontational. Alien ships moving about the wormhole is a common occurrence, and the Rift Police, as the are called, monitor the activities of Alliance ships operating in "their" space. Many romanticists believe that the Rift Police are the Dane, emissaries of the mysterious humanoid race of beings known as the Atlantians. They claim that the Atlantians are not enemies of the state, rather travelers of time, a people protecting their own territory, patrolling their own highways. Skeptics, on the other hand, claim that this race, whatever their origin and whomever they are, are dangerous and a threat to national security. Military analysts, having studied the limited information obtained about alien vessels, proffer that the rift police are from a parallel universe and are like the Arachnids using the great wormhole as a staging ground for an invasion. They are merely seeking to observe Alliance activities first, in order to determine the miliary capability of their enemy. One thing is certain: None dispute that the Rift Police are completely at home within the Motaran Rift, and more than capable of defending it.

The name Rift Police has been derived from the fact that the race seems content to monitor ships activities. Aliens have boarded vessels in order to determine the cargo the ship was carrying. Crews of the boarded ships summarily have their short term memories erased. None have ever been able to relate anything of the experience other than a fog-like dream of an encounter with beings in spacesuits. Chatilians, encountered by the aliens, have had their entire minds drained and have been left as vegetables. Why is uncertain. Other encounters have seen the Rift Police respond to Alliance vessels in need of assistance. In 2271, the warship Gettysburg was rescued from Quick Space by an alien police ship. Later on in the same year, the crew of the exploration cruiser Fountain of Youth were rescued when their life support malfunctioned and failed. In 2277, the Eridani warship Bleys attempted to penetrate the same Quantum Veil that the Knife passed through, however failed. The crippled vessel, unable to make repairs, abandoned ship. The crew were picked up by the Rift Police and delivered to the entrance of the Andromeda Chasm. In all cases, the memories of survivors were erased.

Other encounters with the Rift Police have not turned out friendly. In 2277, the Cizerack battlecruiser Outcast Wewh discovered a new and uncharted Quantum Ribbon. Her captain subsequently ordered the helmsman to enter the ribbon in order to find its access point to the normal universe. Two Rift Police ships arrived on the scene, one firing a warning shot across the Outcast Wewh's bow. The Cizerion captain tried to bypass the two vessels and was destroyed. Her flight recorder was later picked up by the garbage scow Dwarven Pride. The Hope Of Eridine, a colony ship using the rift to get to an unsettled planet in the Sculptor galaxy, radioed the Human ship Gauntlet of Fire, that she had encountered a ship from the Rift Police and was under attack. Communications were subsequently severed. By the time the Gauntlet of Fire arrived on the scene, only the burning hulk of the Cizerack vessel remained.

A variety of different types and sizes of alien vessels have been encountered, commensurate with those of Alliance ships. The various purposes of these ships is unclear.

MISSING SHIPS AND THE ARACHNID THREAT

There are by far more mysteries as yet unsolved than there are answers to the riddles of the Motaran Rift. It is a place teeming with danger, inviting as it is untamed. To date, nearly 100 vessels have entered the rift to explore the unknowns, only to never return. Their fate is unclear. Were they destroyed by Quick Space or pothole phenomena? Did some of them manage to penetrate the Quantum Veil as did the Eridani dreadnought Knife, only to be trapped in another universe? How many were destroyed by the Rift Police? Only time knows. Yet one thing is for certain, many of them met their fate at the merciless talons of the Arachnids!

—Byoke Thoross
Street Fortune Teller
Stardate: 2279.225

Today, exploration craft are prohibited from entering the rift without a warship escort. Until 2278, no Arachnid ships had been spotted operating inside the wormhole, although there had always been speculation that they used it as a staging ground for forays into this part of the universe. However, in 2278, the Phentari exploration ship Slasher, on a joint expedition with the Eridani battlecruiser Surgis, was attacked by an Arachnid scout ship and two destroyer class escorts near the mouth of the Pendulask Storm. Urgently aware of the need to relay this information back to the Central Command, the Surgis determined to act as the rear guard while the Slasher made its getaway. Debris from the hull of the Surgis was eventually recovered. All onboard are presumed lost. The Slasher made for Starbase 486 to tell of the encounter, which put the entire Alliance on increased alert for possible Arachnid attack.

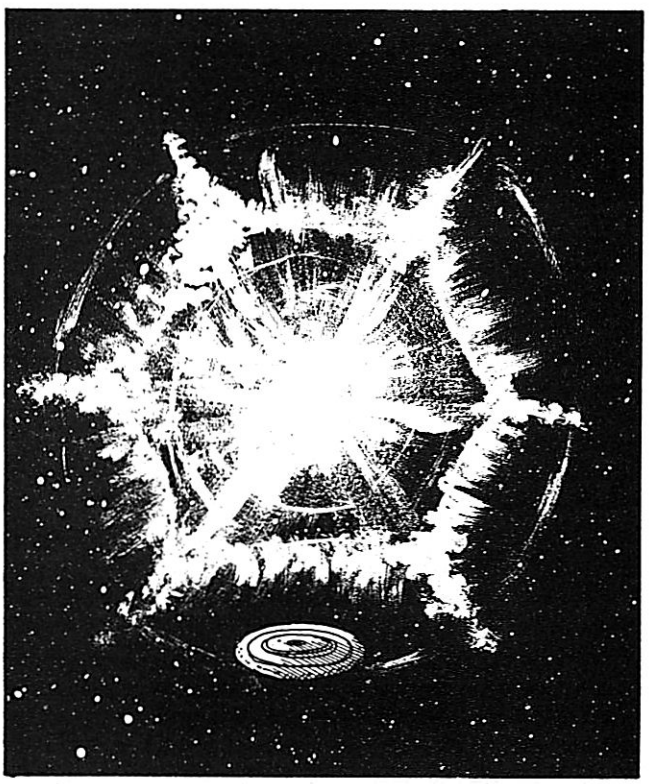
Recently, sources within the Central Intelligence Division leaked information about an encounter by Alliance forces with an Arachnid mothership inside the Pendulask Storm. Apparently, Intelligence analysts operating from the listening post Fel, on the Xarian border picked up increased communications within Xarian space. A fleet was dispatched from the naval stations on Fel and Fortres to monitor and/or intercept invading forces before they could attack Alliance worlds. The ships managed to bypass Xarian picket ships and enter the rift near Thirn on the edge of the Pendulask storm, where they encountered an Arachnid mothership and her escorts. The source claims that the mothership was destroyed, and two support vessels crippled during the raid. It is unclear how many Alliance ships were damaged or lost. However,

the newspaper Federal Press released a statement shortly afterward claiming that in an unrelated incident, the Human carrier Independence, along with a Phentari light cruiser were destroyed when the two ships collided during a training mission.

THE MANHATTAN PROJECT

The existence of the Dyson's Sphere in the No Man's Land Sector of the Fornax Galaxy has never been denied. What has been the subject of continuing controversy is the purpose of such a huge and prohibitively expensive project. For the last 20 years, there have been continued inquiries by congressmen from the Lower Chamber of the Council of Timar, as to the purpose of the Dyson's Sphere. Finally, responding to growing criticism and resentment by the people, the government capitulated and revealed its plans for the Manhattan Project.

—Excerpt Taken from the Imperial News
Stardate: 2280.297



The Manhattan Project's purpose is to build a stargate capable of transporting ships directly from the Motaran Rift back into normal space. The stargate is to act like a one way Quantum Ribbon Generator. The advantage is simple: First, ships in danger can be transported to safety. Second, and most importantly, a ship can enter the rift at any point, travel to preset coordinates, and then be extracted. The wormhole acts like a highway that connects all points of space. The stargate produces an exit ramp so that a ship can reach its destination. The cost in credits saved is projected into the hundreds of trillions of credits over a century. If the project is successful, one stargate will do the work of tens of thousands. The long term goal is for the stargate to allow travel between different universes, and ultimately different reference points in time.

Building the Dyson's Sphere is the first step to this complicated equation. The Council has finally admitted that the Sphere surrounding the blue giant Corella of the Brethia star system, in the Denderon Hemisphere, in the Fornax galaxy, is complete. The construction of the stargate, known as the Powergate, has been underway for some twenty years and is nearing completion as well.

There has been a hot debate over the proximity of the Powergate relative to the Xarian Confederacy, and critics have attacked the High Council for its decision to build the structure there. Conspiracy theories linking the Mutzachans to the Arachnids is only strengthened by the apparent lack of judgement as to where to build the gate. There has been no comment from the Council, except that the "decision to build the gate around Corella of the Brethia star system was based solely on its logistical position in the Xarian Theatre of operations."

THE STARGATE CONSPIRACY

I tell ya. They're all just a bunch of cowards hiding behind a governmental shield of deceit and dishonesty. Give me my musket. I'll fix 'em.

—Fott o'Keefe
Warrior Rabbit
Stardate: 2277.045

In 2268 AD, reporters from the Galactic Tribune professed to have uncovered one of the largest coverups in the history of the Alliance. For many years, there had been problems with the use of Stargates. Ship entering the gates would for unexplained reasons never reach their destination. They would simply disappear. The government first attempted to downplay these incidents, claiming that anomalies in the space time generator would malfunction on rare occasions, and the ship in transport would be unfortunately destroyed. The Federal Transportation Bureau pointed to the outstanding stargate transport record as proof that the accusations of incompetency and a coverup were outlandish and unfounded. Over thirty million vessels had been safely transported to their destinations. Fewer than one thousand had ever been lost in transport.

Further investigation into the missing ships revealed that more than four thousand vessels had been lost in transport, and that malfunctioning gate transporters could only partially explain so many mishaps. Officially, the government blamed the loss of the other ships on the Rebels, claiming that they had modified existing gravity way generators in order to knock ships out of hyper transport, where they then captured the ship for use against the government. The Rebels flat out deny this allegation, siting that none of the Rebel ships had ever been recovered by the government during a Rebel raid or combat sortie. The Rebels returned fire, claiming that the government was hiding some much deep and darker secret.

It wasn't until the Theatre of Military Operations Director for the Carian Galaxy defected to the Rebels in 2277, that reports surfaced of a huge coverup, of tremendous proportions. Etherionican, once ruler of the 6th House of Eridine, asserted that he had been forced to defect, because of the continual lies foisted off by the government on the people to conceal the problems associated with wormhole travel.

"It is the greatest sin to fabricate a lie in order to conceal a truth that is based on fear, fear of what one does not understand. It is a sign of great weakness and I shall not be a part of its construction. I revoke my allegiance to the king of the first house of Eridine, and to all my Eridani Brethren. Our leaders wrap us up in these lies, warming us with false assurances."

Shortly thereafter, the Rebels are reputed to have sent a report to Malachi Armageddon on the truth of the Missing Four Thousand. This excerpt from the controversial paper appeared in issues of the Galactic Tribune, the Fornax Chronicle, and Andromeda Times. The report sited names and dates of officials linked to the coverup, as well as the nature of the coverup as well. Use of stargate transports caused instability in the physical laws that govern all bodies within the Motaran Rift. This instability was causing the rift to increase in size, and the continued use of stargates to transport ships would eventually tear the fabric of this universe completely. Worse still, the uncontrolled use of the stargates was weakening the Quantum Veils. The Veils which divided parallel universes from each other would eventually collapse, causing a dimensional paradox and a time sheer. All universes effected would be completely and utterly destroyed.

The report also alluded to an energy conduit that occasionally opened up between what is presumed to be a parallel universe, and the normal universe. This pipeline sucked up one out of every four ships that had been lost during transport between stargates. Worse still, there appeared to be an intelligence behind the abductions, a lifeform of a type never encountered before, and presumed to be a much greater threat than that of the Arachnids. Efforts to communicate with the lifeform resulted in the destruction of Starbase 313. In order to conceal the new threat, military officials decide to blame the destruction of the base on the rebel faction as an act of terrorism.

The Council of Timar has flatly denounced the paper as fallacious and treasonous, the act of a desperate individual trying to get the attention of the public. The council mandated that the Rebels were using the general as a mouthpiece to deflect and minimize the effect of their crimes against the citizens of the Alliance. A warrant for his arrest was issued. Furthermore, the Eridani government placed a 20,000,000cr bounty on Etherionican's head, as a traitor who had brought unparalled disgrace to the Eridani nation.

THE TORTURE OF A PRINCE

I shall avenge the lies perpetrated against my father, and his father. I shall not sleep till I have spilt a sea of blood at the feet of truth. My family's honor must be restored, no matter the cost. Until then, I walk as but a dead prince's son. Such is not my fate. Long live Excuron-idan, Prince of the 3rd Royal House of Eridine.

—Kothic-idan, The Unwashed
Stardate: 2280.111

The service history of the Knife was something of a legend. The ship had seen battle in over a dozen major campaigns in its 100 years of service. Yet its brilliance shown most notably in the Battle of the Indigo sea, where outnumbered, the flagship and her small contingent of escorts defeated a numerically superior Arachnid fleet. In 69, the Knife had delivered the final blow to the Sorgothian Incursion when a rogue faction of the Phentari army had invaded the Sorth star system in Andromeda and enslaved or murdered over one billion citizens of the Eridani nation. It was a partially repaired Knife that had been pulled from drydock to react to the emergency. With a skeleton crew and only half of its weapons functional, the Eridani government ordered the warship into battle with the options of victory or death. In the end, the Thigora class dreadnought engaged and destroyed the vessels of the infidel fleet, including the Phentari Mauler cruiser Chaos of Pain. It was the Knife that uncovered and subsequently destroyed the secret Rebel base in the Maze of Orion, which for years had been used as a staging ground for attacks against shipping in the Hell's Kitchen sector of the Fornax Galaxy. Throughout its distinguished career, the ship's crew had served with great valor and distinction so that when it was lost, the Eridani people lost a legend.

Ethor-ican, Excuron's father, had risen through the ranks of the Eridani military and eventually won himself a position as ship's navigational officer aboard the vaunted Knife, one of only 20 Thigora dreadnought class warships in the Imperial navy. With continued promotions came the rise in status, and nobility. While Ethor-ican had been born into the 234th House of Eridine, only sixteen removed from the lowest possible ranking in the Eridani social hierarchy, he eventually rose to the rank of Viceroy to the 8th Royal House, second in charge to a ranking caste completely composed of over one hundred thousand Buddon Masters. After the disappearance of the Knife in 79, there were those cynics within the Eridani government who, looking for a scapegoat, placed the blame for the disappearance of the Knife solely on the head of the chief navigation's officer, one Ethor. These same people now sought to strip Excuron-idan and the rest of the family of their nobility ranking and cast the family into disgrace.

Excuron-idan, ruler of the 3rd House of Eridine, departed from Starbase 486 under the auspices of the king of the Swordsaint nation to avenge and clear his father's name. Aboard his own personal battlecruiser, the Weeping Edge, Excuron set sail for the Pendulask Storm. He intended to penetrate Xarian space, bypass defensive measures, and make for the access point to the great wormhole. Once inside, his flight plan filed at Flight Control Center indicated that Excuron would proceed along the Cul de Sac Ribbon to the No. 1 Quantum Veil, where the Eridani dreadnought Knife had disappeared less than a decade before. The Buddon Dete Allore would then attempt to penetrate the barrier and pass on to the other side in order to search for the fate of the missing warship. Approaching a Quantum Veil was considered illegal, yet still this action had been sanctioned under the auspices of the Eridani government.

What happened to Excuron is still the subject of contention. Intelligence satellites on Fel, an Alliance military listening post, detected minor fluctuations in the magnetic resonance fields emanating from the center of the rift entrance point. Rift experts assert that this data confirms prevailing theories that Excuron's ship actually penetrated the Quantum Veil and passed into a parallel universe. Furthermore, ship debris found near the intersection of the Quantum Ribbon and the Quantum Veil lends credence to the supposition that the Weeping Blade somehow managed to penetrate the barrier that separates universes. What has perplexed everyone is that a cryptic, riddler Dane known as Pious appeared at the monthly assembly of the Council of Timar, carrying the mangled corpse of the Eridani prince. When asked by members of the appalled court where he had found the prince and what happened to him, Pious would only respond by saying;

"Through the fires of time, this Eridani jumped, without reason to his rhyme. He leaped into a kettle of his own folly, never knowing of his crime. He was met. He was sentenced by the Chief of Torture. He was seared for knowledge which is pain. He died, He lied. He cried, and he never spoke again. Now I bring to you but a word, a story yet unheard." Pious, like discarding a sack, dropped the scorched and seared body of the Eridani prince onto the chamber floor. The last words he spoke before disappearing were "Dark Overlords!"

MEZZOPLIC'S FOLLY

I relate this narrative of my discovery here so that all the races of the Alliance will be informed of a deed which is in itself a picture of blatant disregard for the sanctity of the universe. I came by this information while journeying near the Motaran Rift, which has until now totally defied explanation. Out of the blackness which some claim is hell itself, materialized a Ghost Planet, a wretched sphere of barren rock and death which had been stripped of all life. I am not exaggerating, dear reader, no! As I write this, I am still aghast at the sights I have seen, while my mouth is plagued with the putrid taste of atrocity. For on this planet, not only did I detect one sole remaining lifeform, I found and revived it. The medical unit aboard my ship worked frantically to awaken the form from its apparently artificial slumber, as my ship sped away from the Ghost Planet in order to escape the ever-present threat of coming into contact with the event horizon of the Rift.

While the being fought with the machines upon which it was now dependent for control of its life functions, I made extensive scans of the Ghost Planet and its orbital trajectory. All of my findings will be presented at the next meeting of the Awakened Universe Society, along with conclusive proof that this Ghost Planet had once been part of a now destroyed star system. Exhausted, I checked in on my guest before retiring to meditate on my recent experiences. I was alerted and pulled from my reverie by the beep of the medical unit signalling that it had finished its work. The sight which greeted me so memorably was that of a form, which had unmistakably once been a Mutzachan, examining the controls of the medical unit and muttering gleefully to itself. I was a tumult of emotions. Should I be joyful at its survival, or horrified at the portents which it might bring? The medical unit display, which I could read from where I stood in the open hatch, registered the age of the creature as 50,000 years!

I forego the introductions we made to each other except to tell you that his name was Mezzoplic and that he had been a general class static field engineer. His stature was no longer that of a Mutzachan, having grown to twice that size. His countenance, however, was unmistakable. He spoke quickly to me in Mutzachan, which I speak, about whether or not the rift closure had worked. When I explained finally that he had to be more specific he related the following, which has been recorded and will be represented.

"... we were working on the first prototype of a portal, a jump gate, which will transport a vessel through an artificial conduit of (3+n)-dimensional space. The time to travel from galaxy to galaxy will be that of travel between star systems. But something went wrong. I know that the equations were correct and that the jump gate worked... because our probe ship returned through the gate. You see, the path the probe ship took in order for it to return would have to be that of a mobius since that of a circle is not topographically allowed... <<fast forward>>... a rift occurred in space-time at the juncture of the mobius event and the event horizon of a black hole which we think existed in the 10th dimension. The jump gate should not have had to access the 10th dimension to make the relatively short trip. Something must have forced it to. Who knows, really... anyways, we tried to patch the rift before it could reach a meta-stable state. A ship was sent into the rift horizon and set to trigger an artificial singularity, creating a universe in which the rift would be drowned. I piloted that ship. The last thing I remember is getting into the cryo-escape pod and into the sleep tube... ", the rest is omitted here for lack of relevance.

What you have just read is unquestionable proof that the Mutzachans, in their search for technological means to corrupt the natural forces of the universe to their will, caused the Motaran Rift! The Mutzachan whom I rescued fell sick quickly, his immune system weakened by his long cryo-sleep. In a fit of depression after having looked upon the dark abomination which is the Rift and hearing of the dishonesty of his people in not owning up to their responsibility as creators of the monstrosity, he bled himself. The medical unit was unable to save him. In his death throes he bade me learn all there is to know about the Rift in hopes of someday closing it.

I tell you this, as I finish my report: that no technology will heal our universe of the wound. It will only be healed through understanding of the life force which pervades all, and mended through the control and power of this force. I am willing to undertake this life quest and will seek assistance from the Sye-Men, beings directly from the Motaran Rift. All references are with the Fornax Galaxy Library of Science.

So, in conclusion, reevaluate the wisdom of having these Mutzachan technomongers at the controls of your destiny and at the head of the Council of Timar. Probe into their dealings with your races and see their influences. Be the masters of your own force in the universe.

—Jezzadeic Priest, Zordiec-DomGalactic Touring and Research Dept., University of Dreminasian, Jezzadien Journal of Planetary and Space Research, March , 2497
Creation of a Threat: Truth Behind The Motaran Rift

MAJOR GROUP ENCOUNTERS

The following articles are designed to be added to already existing major group encounters from the No Man's Land space atlas. Use them as you see fit to enrich the already dangerous and hostile world that makes up the Battlelords of the 23rd Century universe.

KRAKEDS

The Krakeds are merely another enemy that should be added to the glorious slaughter.

—Jaquassarious Phentari
Stardate: 2199.121

From the center of the M24 galaxy have come the Krakeds, expanding across their own galaxy and into others. In 2259 Kraked advanced forces entered the Andromeda galaxy and were intercepted by Alliance forces, who thought it was the prong of another Arachnid attack. After an extensive battle it was realized that the enemy was not an Arachnid force, but a previously unknown race of intelligent arthropods from another galaxy. After lengthy and difficult talks, a truce was signed in which the Krakeds gave up any claim on Alliance territory for the promise that in the future the first government to begin exploration of a galaxy would have claim to its jurisdiction. The Krakeds also resolved to keep their independence, with no Alliance interference. However, it was not long before this truce began to have problems, when Alliance and Kraked exploration fleets began to have armed conflicts in distant galaxies. On top of this, Kraked forces have from time to time been discovered in various parts of the Frontier, and minor skirmishes have been fought. On the same token, Alliance forces have tried to make exploratory stabs into M24 and have been destroyed by Kraked forces, who seem to have excellent sensor systems and communication technology. At this time the Krakeds and the Alliance are on the edge of further conflict, as neither trusts the other and each tests the limits of the others strength and resolve.

Krakeds are large arthropods, or insects, with three main body segments and a chitinous exoskeleton. Their bodily organs and fluids exist in a pool of gel inside the race's abdominal area, except for the circulatory system located in the thorax and the brain and sensory organs in the head. Krakeds breathe a nitrogen-dioxide mixture native to their homeworld of Kikaneklid. They have, like most insects, six legs, one pair to each body section. They are naturally bent upwards at the mid-thorax and walk on four legs. The last pair, those right below the mandibles, are used as arms. These creatures are quite strong for their size and have a remarkable resistance to pain. The strangest aspect of Krakeds, and one of the great barriers to fluid communication with them, is the fact that their natural means of communication is accomplished with complex pheromones. The Krakeds can secret very complex (over 77,000 varieties, Alliance scientists guess) odors from their abdominal areas, which in turn can be detected and translated by the four hair-covered antennae which sprout from both sides of their heads. One of the banes and boons of this form of communication is that a message will linger in an area for some time, perhaps a couple of hours, where the intended receptor may pick it up later. On the other hand, so could anyone else who entered the area. Because of this, various Kraked organizations have developed complex pheromone codes to fool their enemies and to insure the privacy of messages. This only adds to the problem that Alliance translators are not yet able to effectively change the languages of the Krakeds into an effective Alliance equivalent. It does not help that the Krakeds use so many codes, usually one for each affiliation that they have in their society. Each family usually has its own code.

Unlike what many would think about an insect-like race, the Krakeds do not operate socially along the parameters of a hive-mind order. In fact, Krakeds are very independent creatures, only giving allegiance to a nation or organization that seems worth their while. Children have to earn the right to be part of a family early in life by proving that they will have some intrinsic value later in life. If not, then they are often eaten. Krakeds are cannibalistic by nature and any crime is punishable by being eaten by the victims involved, or being used by the military for food reserves if no victims exist (i.e. crime against the state). Along the same lines young may leave their family if they feel that it does not earn their presence and join one of the military groups, of which there are at least six. Each arm of the military contains the resources for any necessary operation, covering all aspects. In effect the six arms are independent armies. Recent data on Kraked organization and politics has been disturbing for it was initially felt that the Krakeds could field a navy of about 60 warships, while now it is suspected that these were just the ships of one of the arms! The actual alliances and conflicts in Kraked society are surely not understood, but it is believed that at least half a dozen civil wars are taking place within Kraked space and that they may be involved with unknown forces outside their own galaxy.

Technologically Krakeds are just as advanced if not more so than the Alliance, but their weapon design is far behind that of current technology. They rely more on numbers and persistence, as well as advance shield design, which they excel at. Their ships can travel farther, their medicine can heal even the most grievous wound (to their own kind only), and their communication technology is almost instantaneous to anywhere. Kraked society seems bent more on finding all that is out there rather that conquering it. They seem to have a problem with accepting restrictions on movement, especially exploration, but at the same time are vehemently protective of their own territory. It might be interesting to note that Krakeds do not keep slaves and will go out of their way to free such, once they encounter them and gain an understanding of their predicament. Little more is understood at this point about the Krakeds.

Encounters with these creatures will usually erupt into hostilities, as they do not trust Alliance personnel, and no communication will be possible (at least unlikely). Krakeds outside of their home galaxy will be using personal energy shields and laser type weapons. They can also be formidable melee opponents, using two jagged-bladed blades in their ambidextrous hands.



KRAKEDS

VITAL STATISTICS	
Strength +05	Agility +15
Constitution +10	Aggression -10
Charisma -20	
SECONDARY STATISTICS	
Military Leadership +10	
GENERAL INFORMATION	
Body Points: 6 + d8	Movement: 8/9/60
Height: 56 + d6 in.	Weight: 180 + d10 x 10
No. of Attacks: 2	Dam. per Attack: 1 temp.
Vision Modifier: -20	Hearing Modifier: 0
Smell Modifier: +100	
SPECIAL ABILITIES	
3pt Threshold	Alertness lvl 2
Body Points lvl 2	+20 System Shock
SURVIVAL MATRIX ROLLS	
CHEMICAL: 25	RADIATION: 10
BIOLOGICAL: 25	MENTAL: 35
POISON: 10	SONIC: 15
ELECTRICITY: 18	FIRE: 15
ACID: 20	COLD: 15

MUTANTS

These inferior lifeforms are nothing but residual human feces left over from earlier wars. There is no place in the already overcrowded universe for the weak and impure. There simply is no place for genetic mutations. We do the germs mercy by killing them outright and putting them out of their extended misery.

—Exabier-ican
Buadish Temptal
251st Royal House of Eridine

The nuclear conflagration which consumed a large portion of the Earth in 1999 left many lingering after-effects as its legacy. One of these effects was the mutation of human genetic structures -most often harmful, rarely beneficial, which resulted in the gradual death of many, and in some cases an even more painful survival. Most of these mutants received treatment but were unable to bear offspring, others died due to the weaknesses they received, as did their children. In a few instances the mutations were beneficial to the victim and were passed on to their children, in the fewer cases in which sterility was not also experienced, that is. Some of these mutants, generations removed, are still alive today. On top of this there have been numerous other nuclear involved wars and incidents in various parts of the universe, as well as chemical pollution and ecological breakdown leading to exposure to dangerous elements. The legacy of these other events have left mutants who somehow survived and propagated as symbols of dark points in history.

No matter where they come from mutants seem to have an undying hatred for the perfect genetic contemporaries of their own people. The greatest example of this is seen in the human mutants of the nuclear holocaust of 1999. To them the most insulting

creatures to ever walk the spans of the universe are the Gen-Humans; perfect in their physical and mental make-up, and rulers of all. This is an outrage that many of the mutants cannot stand, for the Gen-Humans were created and then put into power, whereas the mutants were created and then outcast (in their eyes). The surviving genetic lines of mutants of Earth's holocaust could only be those with strong and beneficial, or at least neutral, mutations, and it is these mutants who see themselves as the next genetic step for Human evolution, and thus the superior species.



The most famous mutant organization along these lines is MAGAN, or Mutants Against the Gen-Human Alliance. This organization seeks to cause whole-sale problems for the Alliance and particularly for Gen-humans. They do not like Mutzachans or regular humans that much either. In fact, they don't like anyone who isn't a mutant of some kind. The most powerful mutants in this organization look completely normal, and are thus even more capable of carrying out MAGAN's schemes by infiltration.

There are no laws to restrict mutants, most of them aren't even members of pro-mutant organizations, they are just genetically different in some ways. However, because of the rise in mutant acts of terrorism, those who are obviously mutants are watched carefully by concerned parties.

Rather than an elaborate system for generating mutant abilities and weaknesses, we will just provide some basic parameters for the BM to use when creating mutant encounters. Remember that mutants are relatively rare, unless you are on a planet where the inhabitants have been affected by mutations. Then who's to say if you aren't gonna be running for your life from 100 slobbering, one-eyed mutants who want to mess up your pretty-boy looks?

BASIC PARAMETERS FOR MUTANTS

Give them more neutral or beneficial mutations than bad; they probably would not have survived if this was not the case.

TYPE OF MUTATIONS

ROLL	GOOD MUTATIONS	BAD MUTATIONS
1	0	1
2-3	1	1
4-5	2	1
6-7	1	0
8-9	2	0
10	3	0

Generally the specific mutations could be almost anything you want to dream up. The first order of determination should be what part of the mutant is different. You can simply choose an area or body part you want to be mutated or randomize it.

ASPECT OF MUTATION

ROLL	TYPE OF MUTATION
1-2	Matrix Power
3-5	Appendage
6-10	Trait
11-15	Sensory
16-18	Organ
19-20	Special

Now you have to decide exactly which of the type of part affected is the actual culprit. This is really dependant on the race of the mutant, but should not be too hard to choose. Here are some examples of each.

MATRIX POWERS

Could be any variety, and may not actually be the exact power, but something very similar. Use the tables in the Battlelords rulebook to generate which powers. How often can the power be used? Any power of the 5th bracket or less may be a mutation, higher powers would not occur through mutation. The BM will have to decide the variations that he will allow on this.

MATRIX MUTATION

ROLL	MATRIX TYPE
1	Energy Contoller
2-4	Empath
5	Healer
6	Other

MATRIX MUTATION USAGE

ROLL	FREQUENCY OF USE
1	Once a Day (30 Hours)
2-3	1d4 +1 Times Daily
4-5	1d6 + 2 Times Daily
6	Once every minute

APPENDAGE

This could be an additional arm, leg, hand, foot, tentacle, tail, wings, or whatever. It could also indicate a stronger or quicker appendage as opposed to an additional one. The mutation may even take the form of some natural weapon, such as claw or spines.

TRAIT

One of the mutant's traits is enhanced. This could exceed racial limits. Here is a sample table for this.

TRAIT MUTATION

ROLL	TRAIT ENHANCED
1-4	Strength
5-7	I.Q.
8-10	Manual Dexterity
11-13	Agility
14-15	Intuition
16-18	Charisma
19-20	Aggression

This number is added directly to the trait at the time of the mutant's generation.

TRAIT BONUS

ROLL	BONUS
1	5
2-3	10
4-5	20
6-7	30
8-9	40
10	50

SENSORY

One of the mutant's senses is enhanced. Alternatively it could be a new sense.

SENSORY MUTATION

ROLL	SENSE ENHANCED
1	Touch
2-3	Scent
4-6	Vision
7-8	Hearing
9	Taste
10	Other

You can use the trait bonus table above to generate the mutant's bonus with the particular sense. In the case of 'Other' you may give the mutant a new sense like infravision or vibration sense, or apply the bonus to a unique or unusual sense that the mutant would have.

ORGAN

This could be either redundant (i.e. multiple) organs or enhanced organs. This includes epidermal mutations also. In the case of the redundant organ the loss of the first has no effect on the mutants ability to maintain that bodily function. If an enhanced organ is determined then the BM should assign that organ the ability to handle more than the typical organ of its type. For example, enhanced lungs may be able to filter noxious elements safely from the air or perhaps hold more oxygen, or whatever. An enhanced liver may allow you to drink poisons with no effect. Epidermal mutations may be thicker skin, giving a natural threshold or a bonus versus certain kinds of attacks. The BM will have to put some creativity into this area of mutation.

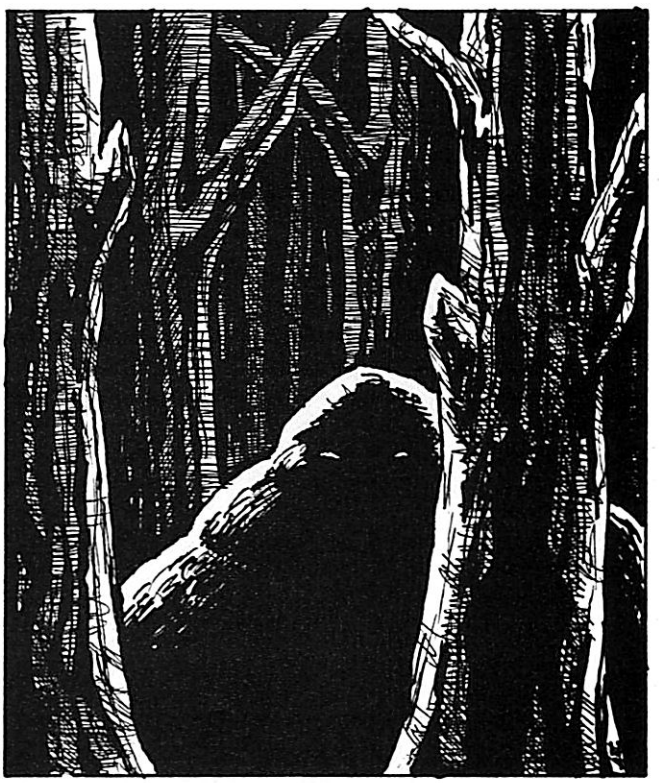
SPECIAL

The sky is the limit. You can take examples out of books, comics, other games, or whatever. If you think that it is feasible for a mutant to shoot lasers out of his eyes, then fine! You determine the parameters of how it works. You might want to look at matrix powers in the rulebook as well as cybernetics in **Lock-n-Load** and the rulebook for some ideas.

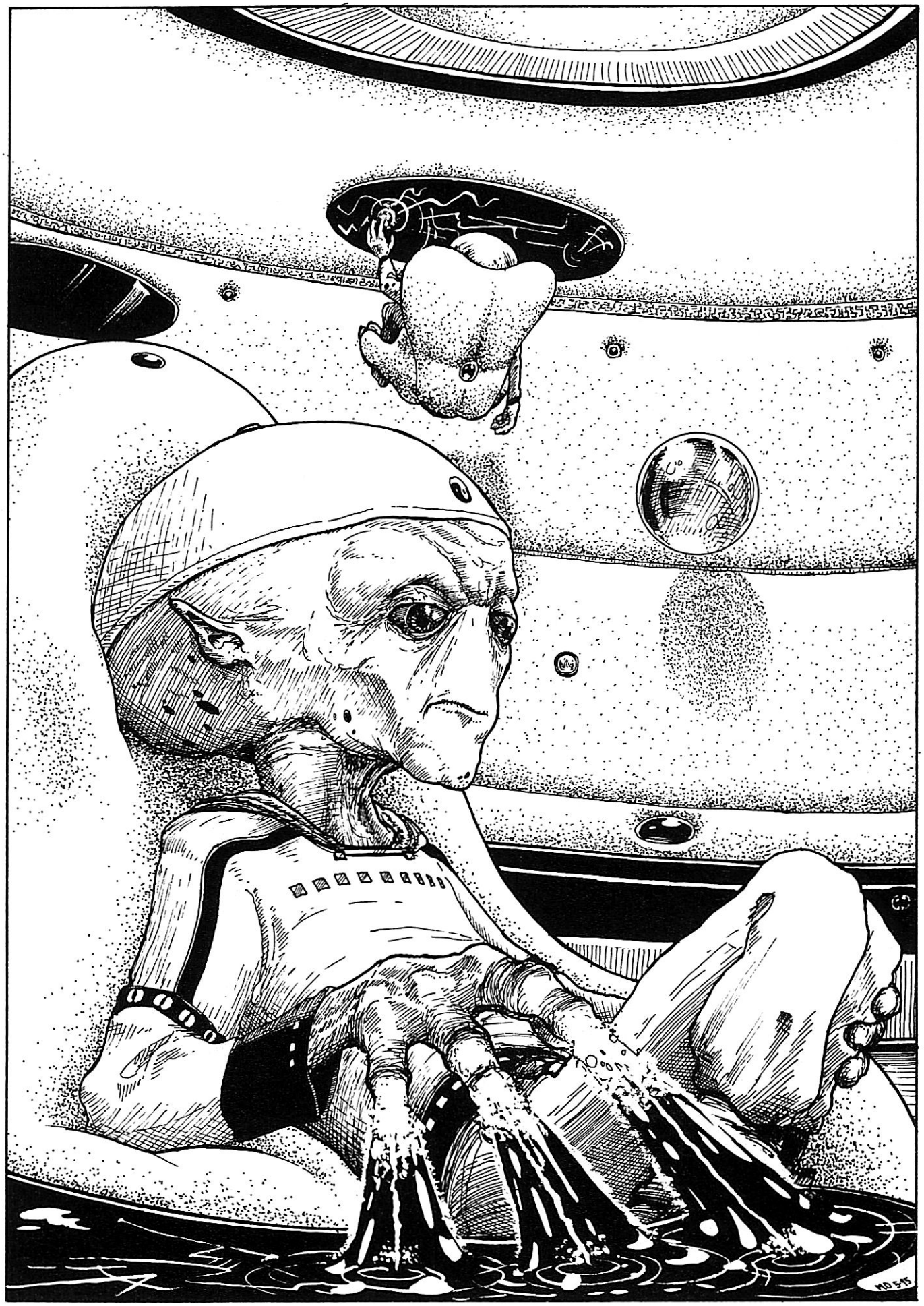
One consideration that might help you envision how the mutations manifest themselves is to decide if they are obvious mutations or not. You might use this table to tell you this.

APPEARANCE OF MUTATION

ROLL	APPEARANCE
1-2	Obvious
3-4	Noticeable
5-7	Indistinct
8-10	Concealed



Based on this you might draw conclusions on what the mutation looks like. For example, the BM is creating a pack of mutants to tear up our man Fredd as he explores the ruins of a distant planet. Never mind the fact that poor Fredd is sucking up lethal rads of radiation anyway, the BM really wants to hurt him, and at least Fredd will think he has a fighting chance. The BM determines that the mutants will have mutations on some appendage, which he chooses as the arms. He says to himself, "I'll roll a d6 and if I get a 1 or a 2 then I'll give them greater strength with their arms, but if I roll a 3 through a 6 then I'll give them razor sharp claws!" He rolls a 4, so claws it is. He determines the damage they cause to be d4 each. Now, when those mutants come tearing out of that ruined building, will Fredd see those claws or not. The BM rolls a 7 and determines that the mutants can retract their claws into their fingers; Fredd might be smiling until the kittens show their claws!



RULES EXPANSION

GETTING A JOB

Characters can choose two roads to glory. They can work as independent mercenary groups (Independents), sign on to the Galactic Defense Group (and die within weeks on some deserted planet), or they can get hired by a company for a limited contract. Establishing your own mercenary group is difficult. It is difficult to acquire clients without any sort of reputation. However, it should be noted that Independents aren't restricted in their activities, and owe allegiance to nobody. Company pay is stable and regular. Working as an Independent, however, assignments come sporadically. Independent mercenary groups generally have to obtain their own means of travel. The relative problems associated with obtaining gainful employment are covered below.

INDEPENDENT GROUPS

Independent groups are responsible for obtaining their own clients. The client hires the group for a fee, While searching for clients, the group must feed, house, and clothe itself. Thus, starting money can be used up quickly. The group must find established housing, so that perspective clients can get in touch with them. Phone hook up costs 100cr, plus 40cr per month of service charges. It is advised that characters get an answering machine to record messages while they are out humping it on the street. They must pay for food and transportation as noted in the **Battlelords of the 23RD Century** basic rule book.

So, I guess you guys are dumb enough to think you can make it on your own, and are going to get jobs. Employers generally pay 40-50% of the listed occupational pay. You can only look for a job on your own time, about 2 hours a day during the week, and 4 hours a day on the weekend, if you are lucky. You will have to put advertisements in the local and Galactic papers, which cost 50cr and 350cr, respectively.

The chance of landing an interview equals (01%) per hour of work put in per individual in the party. So, if there are 5 persons in a group, each working 10 hours per week, there is a 50% chance per week that they will have one interview. Once you have landed an interview, there is only a 25% chance that you will fit the client's criteria. There are a million reasons why a client might not want to hire you. If he thinks that you might be worth it, he will call you in for a second interview.

The Battle Master will have the characters roleplay out the interview. He will assign a Bargaining rating based on how well the party bargains to get the job. The roleplaying is rated from 1-8, with each increment above 1 providing a 10% increase to the chance of getting the job. The BM will then take the average Bargaining skill of the persons in the group and subtract 20 points. The result is added to the Bargaining rating, and this determines the chance of whether or not the party gets the job.

Note! The BM must roll up employers personality, according to the Battlelords rulebook pages 236-237.

BUILDING UP YOUR CLIENTEL

Each time that you are hired and successfully finish a job, your chance of getting an interview per week increases 01% per man hour of work put in. Thus, a group of five persons who successfully complete a mission will have a 100% chance to get a job per week, if all persons put their free time (10 hours) into landing a job. (Orions like to party, and it is doubtful whether or not you will convince them to spend all of their time looking for a job!). Furthermore, the percentage chance of meeting the requirements increases by 04% per successful mission completed.

Screwing up can be fatal to a young Independent group. Each time you screw up a mission, you are blacklisted to some degree, and your chance to find interviews is reduced by 02%. The percentage chance of meeting the requirements is reduced by 04%.

Clients tend to stay with you, especially if you do a good job and don't charge them too much.

PICKING UP A GOOD HORSE

You don't just walk into the bank with 72cr in your account, fill out the white form to buy a Ghengis Khan Warship, slap it down on the counter, head for the spaceship dealer around the corner, and fly your new "ride" off to the stars. NOT!!! Starships cost a !@#$load of money. Most banks require a Customer Credit Rating above 10, and 10% of the money down. Well, if you're buying a Bohemian Class Star Cruiser, you'll only set yourself back a hundred million credits. So how does a typical mercenary such as yourself, making less than 100,000cr a year, go about picking up a ship? The following article deals with the best ways of getting your own "ride", as they say.

Gathering Cash: Unless your grandpa left you a couple of million in the inheritance piggy bank, the only way to gather enough cash to pick up a ship is to pool your money with others. Usually 5 mercs working together, doing extra jobs, can put together enough money to buy a junker in less than 5 years. For the impatient person, I suggest looking for investors. There are many people out there who are willing to purchase shares in a co-adventure to buy a ship. Most of these are businessmen, who want nothing to do directly with flying the ship, but are interested in it solely as a business investment. They will demand a percentage of the monies made off of trade from the ship, plus free passage on board. Potential investors will demand a Personal Data Sheet, complete with past working history, Customer Credit Index, and police record. Under the assumption that all these specifics pass the requirements as set by the potential investor, then negotiations may begin on consummating the deal. Don't be a fool. Get a lawyer. Sure, it will cost you 5,000-10,000cr. But it will save you from finding out that the ship is turned over to complete ownership of the investor by some unintelligible clause. You'll have to exact your revenge by torturing him to death. An All Points Bulletins will be put out for your arrest. Finally, you will be captured after

a gunblazing shootout with the police, leaving 23 officers dead and you out of ammo. Last stop New Leavenworth prison, where you become the girlfriend of some guy named Leroy for the rest of your life!! Bad scene. Get a lawyer.

The typical investment portfolio asks for a ROI (Return on Investment) of triple the invested capital. Thus, the typical entrepreneur will offer to put up the initial 10% required to purchase the ship, in exchange for a 30% share of all monies made.

Auctions: Once a month, somewhere in your subsector, an auction is held by the banks on all repossessed property. Persons can find a variety of items, from skimmers and holo-rooms to spaceships, up for sale to the highest bidder. It costs 10,000cr to join the Interstellar Auction Assembly. You will receive a monthly list of auctions being held throughout the Alliance, along with any special items for sale, such as a Bohemian Class Star Cruiser for 100,000,000cr! Joining the Assembly automatically registers you as a bidder, and enclosed in the welcome package is your bidding number, along with hotels that will accommodate auctioneers at special discount rates. The Interstellar Auction Assembly also provides you with a list of luxury liner companies with low transportation fares, so that prospective buyers can get to the Assembly cheaply and on time.

Classified Ads: The classified ads on the newspaper chit are filled with private ships for sale on your planet and surrounding star systems. Listed are the type of ship available, the cost, the location of the owner, and the best time to call or visit to check out the goods. Occasionally, you find granny who wants get rid of her vintage Ratweiler Class Battlecruiser for an economy car. What the hell is granny doing with a Ratweiler Class Battlecruiser in the first place! Beats me. Anyways, the Classifieds are filled with good buys. However, I suggest you bring along a good mechanic. You don't want to pick up a lemon. Customers are guaranteed under the Lemon Acts that any merchandise sold, which fails for any reason other than fault of the new owner, within 60 days of the date of purchase, will be summarily repaired by the seller within 10 working days. You can pick up a 5 year old ship for about 2/3 of the list value, and a ten year old vessel for 1/3 to 1/2 list cost. (The Battle Master is going to have a ball reducing certain ship function statistics, due to age!!!)

Stealing a Ship: Good luck!

Lend Lease: As described in the Battlelords of the 23rd Century roleplaying game, Lend Lease is always an option, but often the monthly payments make this infeasible.

MAINTAINING A SHIP

Maintaining a ship is serious business. Many an impetuous party spends all their money on weapons and equipment so that they can obliterate stuff in the up and coming adventure, thus feeding their monstrous egos. I suggest very strongly that you throw that stupid idea out of your head right now! Maintaining your ship is gonna cost a lot of "dineros". The average annual maintenance cost for a ship is between 0.1 - 0.5% of its cost. Seeing that a Bohemian Class Star Cruiser runs one billion credits, .01% is still 1,000,000cr! Failure to maintain your ship may cause significant erosion of its performance. Occasionally, it can result in your demise. (Oh your Battle Master is gonna love eroding your ship's performance, because you were too dumb to put some money away for repairs. And if he is anything like me, he is gonna pay particular attention to the function statistics on your jump drive, your bulkhead closure, or something really important like that. You have to set aside the money. End of story!).

REPAIRING DAMAGE

If you thought you just had to put aside a lot of money for maintenance, think again. Repairing your ship is really expensive! You're gonna fly around the universe, like you are indestructible, then some Orion pirate is going to "punk" your ship with a missile or two. The missile is going to penetrate below decks, smash through the cargo hold, and detonate in the engine room. Somehow you will manage to get away and limp back to the nearest battle station or starbase for repairs. That 20m gash in the side of your ship is gonna cost 17 million in unadjusted credits to fix, and all you are gonna have is . . . two credits and a trinket you picked off some bum in an alleyway. The repo-man is gonna take away your ship, and you will read about it in the Interstellar Auction Assembly two months later, because you can't make your payments.

The cost to dock at a facility depends on the type of facility, the backlog of other ships awaiting service, and with the extent of the damage to the ship in question. It averages anywhere from 500-15,000cr per day. Each ship has a specific cost allocation to repair damage to a given system, along with the time constraint for that system. Don't feel too bad if they have to order a part that is gonna take 90 days to come in!

SO WHEN DO WE ENGAGE THE ENEMY

The answer is, "Unless you have overwhelming firepower and can insure minimal damage . . . NEVER!!!!!!!" You're not some cowboy gunslinger, flying by the seat of his pants like he has seen too many movies on Tri-V! That's how you end up with no ship and on the run, or endlessly floating in big chunks across the great void of space forever. Sometimes you won't have an option, the bad guys are going to be close, and you won't be able to engage the jump drive in time. Then you go to battle ready positions, raise the deflectors, overload all weapons, take aim, and rip them a new !@#$%$#.

PASSING THROUGH CUSTOMS

All ships passing through, or landing on Alliance territory, are subject to inspections by Customs. Any ship in transit, anywhere within Alliance territory, can be boarded by Customs agents without prior notice. The only exception to this are those vessels flying dignitary colors. These ships can not be boarded without first gaining permission by the government in ownership of the vessel. All other ships can be stopped anywhere, at anytime. This is to insure the legitimacy of cargo invoices, and to prevent covert activities against the Alliance by insurgents. Whenever a ship lands at an Alliance port, his vessel is inspected by Alliance personnel, who use sophisticated equipment to determine the contents of cargo. Inspections are thorough, after the Bombing of Starbase 99 incident in Andromeda. A Rebel ship loaded with explosives docked at the port, and the crew detonated 100,000kg of high explosives, killing themselves and 5,231 other people, wounding 17,451, destroying 5 warships, 45 merchant vessels, and knocking the port out of commission for more than two years.

All cargo must pay a flat Customs tax, levied at 100cr per kg. Surcharge taxes are levied on luxuries, artificial intelligence technology, and computers at varying rates.

SHIP TYPES

The definition of a personal warcruiser is any vessel that can be privately owned. There are a multitude of varying types of vessels that a person could purchase, and just a few of these are listed below. Ships are broken down into class types, analogous to the ship's primary function. The design of all ships is strictly regulated by the Intergalactic Commerce Division. Unless specified, no mines, crowbars, implosion torpedoes, corruptors, meson artillery, power leeches, or parasites may be constructed. These are restricted weapons. Certain weapons marked with a star on the chart are limited to military usage only. Each missile bay, mine rack, or fighter launching site counts as a weapon system! KP= Kilo-Point; 1000 normal points.

Pleasure Craft: Those vessels whose primary function is entertainment. One light weapon system allowed, or a single missile rack. Hull Threshold: 4KP maximum.

Cargo Ferry: Covers all ships specifically denoted as cargo vessels, with up to 50 boxes in the hold. Note: Some ships have cargo holds but are not considered to be cargo ships in and of themselves. No more than three light weapon systems can be employed. Hull Threshold: 4KP maximum.

Cargo Transport: Cargo transports are large, more sophisticated ships, primarily owned by small companies. The carry a maximum of 51-200 cargo boxes. No more than five light weapons systems, and two medium systems. Hull Threshold: 4KP maximum.

Cargo Ship: Large vessels used by mega-corporations to transport materials. Cargo hold exceeds 200 boxes. Cargo ships may carry up to two light weapon systems, and five medium weapon systems. Hull Threshold: 4KP maximum.

Armed Transport: Designed to deliver cargo into contested zones. These ships are more than capable of defending themselves. Cargo hold exceeds 50. They may carry up to four heavy weapon systems. Hull Threshold: 6KP maximum.

Military Transport: Military transports are used to deliver weapons and manpower into combat zones. They are almost always escorted. Cargo hold exceeds 100 boxes. Five or more heavy weapon systems; no power requirements. Hull Threshold: 8KP maximum.

Radial Warship: Covers all Mutzachan vessels. One centralized weapon; fires a radial burst of energy at surrounding targets. Hull Threshold: 15KP maximum.

Light Mauler: Has one heavy weapon system, which takes up more than 25% of the ship's total volume. May have up to 3 additional medium weapon systems. Hull threshold: 6KP maximum.

Warship: Personal warships are designed for low intensity combat situations. Many have limited cargo capability (1-10 boxes). Warships are affordable for established mercenary units, and are the most prevalent vessels found operating in space. Maintains up to five heavy weapon systems. Hull threshold: 6KP maximum.

Mauler: Has one super-heavy weapon system, which takes up more than 25% of the ship's total volume. May have up to 6 additional medium weapon systems. May carry up to four fighters or a fighter pod. Hull threshold: 10KP maximum.

Warcruiser: Personal warcruisers are vessels capable of operating under sustained combat situations. Up to seven heavy weapon systems. May carry one or two fighters in special bays. Hull threshold: 10KP maximum.

Heavy Mauler: Has one super-heavy weapon system which takes up more than 25% of the ship's total volume. May have up to 11 additional weapon systems, whose power requirements may not exceed 60 each. Missile racks may not exceed 30 spaces. May carry fighters or fighter pod. Hull threshold: 12KP maximum. Restricted weapons use.

Battlecruiser: Personal battlecruisers are the largest and most potent privately owned warships, capable of dishing out incredible amounts of damage. Battlecruisers are used for a variety of purposes, including base defense, escort duty, base assault, etc. They may carry up to twelve heavy weapon systems. Many carry fighters. Hull threshold: 12KP maximum.

Dreadnought: Massive ships with an enormous capability for inflicting damage. Up to 16 heavy weapon systems. May carry 3 fighters or fighter pod. Hull Threshold: 17KP maximum.

WEAPON STATUS

By law, all ships must come out of hyperspace one full days travel (160 million km for speed 10) away from a planet, then proceed at cruising speed until they reach spacedock or the planet. This allows planetary authorities adequate time to determine the purpose and disposition of the vehicle. Jump computers are designed to automatically drop a ship from hyperspace a days travel from the system. Modification of jump computers is virtually impossible (level 25 bypass security check). Any crew found to have tampered with a ship's jump drive will be executed (the entire crew). The vast majority of attacks occur in No Man's Land, which is the distance from jump intercept to the spacedock. Rarely, ships will be attacked while in hyperspace. Rarer still, a ship will be knocked out of hyperspace by a gravity well generator, then attacked. Protests by crews and shipping companies have fallen on deaf ears, as the government holds to the position that planetary safety supersedes all other concerns.

Serving aboard a ship for extended periods of time is tremendously tedious. It is quite taxing, and crews seldom can remain on the highest level of alert for very long. It's not practical, nor possible. They must sleep, eat, rest, etc. Note: There are numerous modifiers that affect the potential combat readiness status of a ship. Roll for the appropriate ship type to determine its alert status. Modifiers to alert status are then added/subtracted as required. The effects are cumulative.

SHIP TYPE

PLEASURE CRAFT, LUXURY YACHT, CARGO FERRY

1-2	Alert Status 0	-25
3-8	Alert Status 1	+00
9	Alert Status 2	+10
10	Alert Status 3	Max. EW

CARGO TRANSPORT, CARGO SHIP, LUXURY LINER

1	Alert Status 0	-25
2-6	Alert Status 1	+00
7-9	Alert Status 2	+10
10	Alert Status 3	Max. EW

WARSHIP, WARCRUISER

1	Alert Status 0	-20
2-5	Alert Status 1	+00
6-8	Alert Status 2	+20
9-10	Alert Status 3	Max. EW

BATTLECRUISER, DREADNOUGHT, MIL. TRANSPORT

1-4	Alert Status 1	+10
5-7	Alert Status 2	+20
8-10	Alert Status 3	Max EW

Max EW: Maximum Electronic Warfare available. Percentage chance to detect enemy ship is increased by the maximum ECCM rating. If your maximum EW is less than any listed modifier, use your maximum ECCM instead.

ALERT STATUS MODIFIERS

Attacked last time in system	+2
Transporting valuable cargo (over 20,000,000cr)	+2
Transporting top secret cargo	+3
Transporting weapons cargo	+1
Transporting VIPs	+1
Transporting slaves	+1
Transporting narcotics	+1
Receiving distress signal	+3
Planet broadcasting emergency	+3
Eridani crew (more than 1/2)	+2
Cizerack crew (more than 1/2)	+1
Phentari crew (more than 1/2)	+1
Missing 0% < 25% of crew	-2
Missing 26% < 50% of crew	-3
Skeleton crew	-4
Overcrewed (1.1-1.5)	+1
Overcrewed (1.6+)	+2

THE EFFECTS OF WEAPON STATUS

Alert Status 0: Ship is completely unprepared for combat. No weapons may be fired for 5 segments (required time to warm up once someone has reached the weapon's console or piloting console). Ships with override systems can force weapons to fire even while cold. Batteries are not charged.

Alert Status 1: Minimal preparedness. Ship's weapon systems can be fired at any time. 1/3 crew on watch at the time of attack. No weapons that require charging for deployment are available for use.

Alert Status 2: 2/3 crew manning station at the time of attack.

Alert Status 3: All persons at their assigned stations at the time of attack.

Which crewmembers are manning their stations is rolled randomly at the time of attack. Those crew members who are not at their stations should consult the Crew Disposition Table to determine their disposition.

ROLL	CREW DISPOSITION
01-50	Crew at their posts
51-75	Remainder of crew spread randomly throughout ship.
76-85	Remainder of crew in crew quarters.
86-90	Maintenance being performed on an open system. Roll randomly for location and increase damage level by 2. Entire engineering staff is working on the problem at the time of the klaxxon.
91-94	Maintenance being performed on an open system. One person from the engineering staff is working on the problem at the time of the klaxxon.
95	One crew member is in the toilet. Unavailable for 2-20 segments.
96	One crew member is in the toilet (BAD!). Unavailable for 4-40 segments.
97	One crew member spent the morning blowing lunch due to over indulgence. He is currently in his quarters. Unavailable for 2-20 segments. Performs tasks at a -30 penalty.
98	One NPC crew member is sick. Performs all tasks at a -40 penalty.
99	One NPC crew member was severely injured in a recent accident. Unavailable for duty.
100	Entire crew suffering from space influenza. Perform all tasks at a -20 penalty.

TOPOGRAPHY

Roll on the following tables to determine the topography of the space at the beginning of the scenario.

SPACE DISPOSITION

ROLL	RESULT
01-99	Clear Space
100	Roll on Celestial Event Table

CELESTIAL EVENTS

ROLL	RESULT
01-95	Clear Space
96-97	Asteroid belt
98	Radiation cloud
99	Dust cloud
100	Motaran Rift Occurrence

FREIGHTER TYPES

There are seven different classes of freighters, determined by the amount of cargo space contained inside the vessel. Docking, cargo permits, and insurance costs are directly related to the class of ship, and are given below. Ships may transport any cargo of higher letter in the alphabet (i.e. a B class cargo ship can transport C through F cargo as well). Capacity is given in standard cargo units. Each standard cargo unit represents 25 cubic meters.

FREIGHTER TYPES

Class	Capacity	Permit	Insurance	DC
1	01-10	G	0	2,500
2	11-25	F	3.0M	5,000
3	26-50	E	7.0M	7,500
4	51-100	D	12.0M	10,000
5	101-200	C	25.0M	15,000
6	201-500	B	45.0M	25,000
7	501+	A	Special	None

G: May carry the following: Food, Water, Minerals, and Alloys

F: Manufactured Goods

E: Machines, Luxuries, and Technology

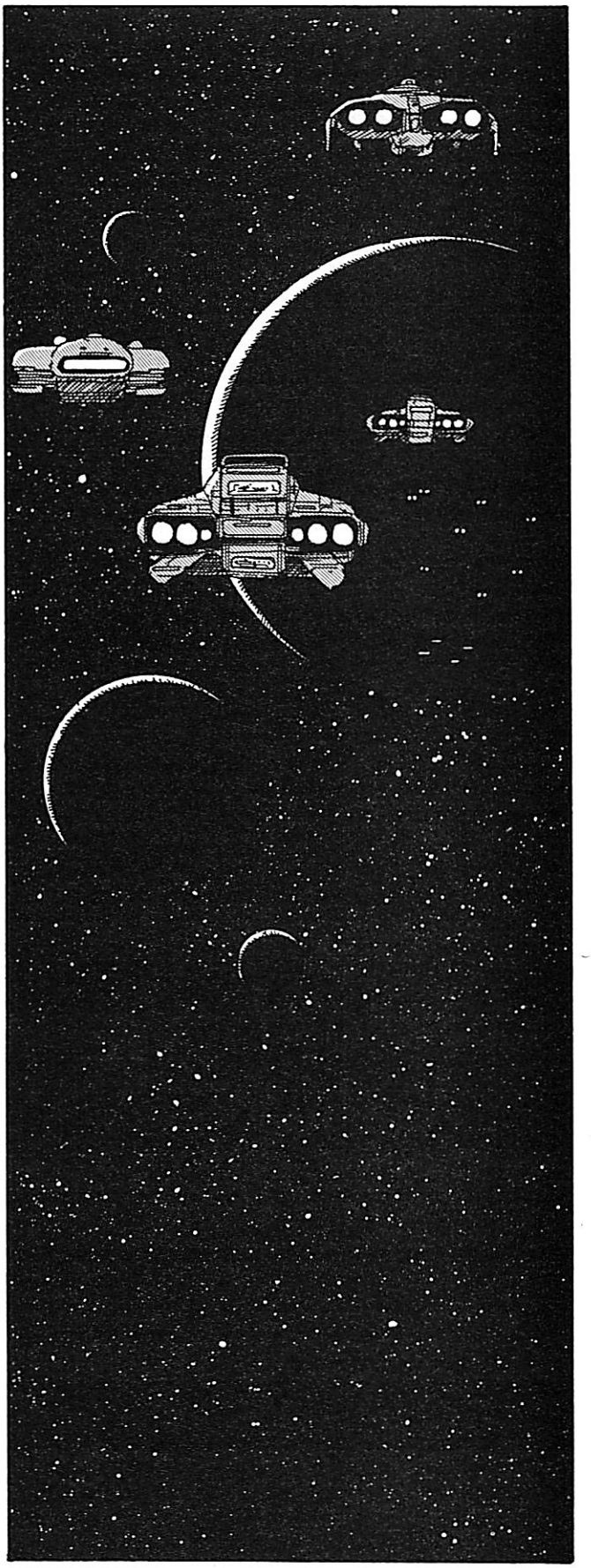
D: Precious Medals

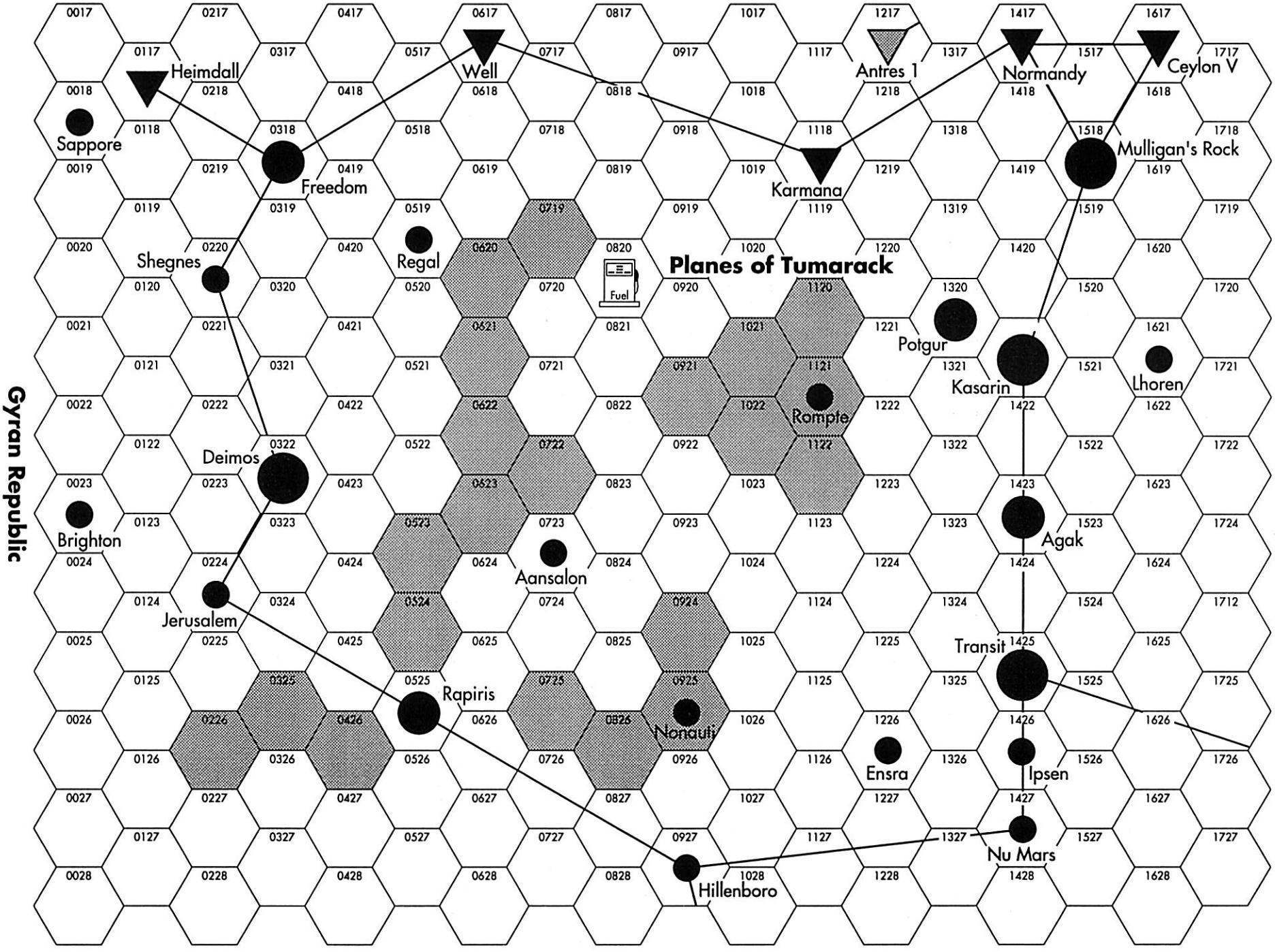
C: Medical and Artificial Technology

B: Slaves

A: Federal freighter (Special license to transport)

DC: This docking cost is an additional fee based on the cargo capacity of the ship. It is in addition to other fees.




Gyran Republic
Planes of Tumarack
Heimdall
Well
Antres 1
Normandy
Ceylon V
Sappore
Freedom
Karmana
Mulligan's Rock
Shegnes
Regal
Fuel
Potgur
Kasarin
Lhoren
Rompte
Deimos
Brighton
Agak
Aansalon
Jerusalem
Transit
Rapiris
Nonauti
Ensra
Ipsen
Nu Mars
Hillenboro

THE GYRAN REPUBLIC

AANSALON A1-H52F-M48 (HEX:0723)

Once a symbol of pride for the Phentari empire, Aansalon has also fallen victim to the war with Rapiris. The planet has been reduced to a feudal state, with those barons controlling weapons or food, holding the most power. At the height of its domain, Aansalon was a Tech Level 5 world, yet the Phentari lost 71 warships in the conflict, and over 150,000,000 people. Since then, the ruling government has declared Aansalon a National Disaster Area, subsidizing emergency supply lifts to the ravaged world. Surviving warships are now based at the only remaining major city of Emblis.

MGE	SERVICES
Nil	Grade B Di-Tritium Refit (2)
STRUCTURES	**DEFENSES**
Ruins	Layered Array (1) Fleets (IBF) Ground Based Missiles (3)

ANTRES 1 E7-H06M-M62 (HEX:1217)

This Xarian system contains only one planet orbiting around the blue giants Antres and Patgur. Not long ago, Xarian and Alliance scientists carried out joint genetic research on this Tech Level 7 world, until the Lhoren Incident prompted the Antres officials to expel all Alliance personnel. In retaliation, many scientist were detained and subsequently tried as spies against the Xarian state.

In the end, the Alliance attacked the orbiting battle station, yet sustained heavy losses without significantly damaging the base. Four warships were lost, and another seven damaged.

MGE	SERVICES
Xarians (10) Arachnids (4)	Grade A Di-Tritium Grade A Ti-Tritium
STRUCTURES	**DEFENSES**
Nil	Complex Battle Array (8) Fleets (Xarian) Flux Shield (10) Space Platforms (9)

AQAK A4-U42M-M38 (HEX:1423)

This crater filled iceworld is home to some 5,000,000 Phentari who use Aqak to export slaves throughout the sector. The squids have developed efficient farming techniques, producing a variety of Benjari and Cashou as their staple items. Individuals can learn weapons and military skills at 1/2 point cost at the School of the Hunt, which requires 1/4 of the normal time. The institute is one of the most efficient designs of its kind.

MGE	SERVICES
Bounty Hunters (8) Silk Lambs (3)	Grade A Di-Tritium Hyper-Training (7)
STRUCTURES	**DEFENSES**
Nil	Early Warning System (7) Fleets (IBF) Space Platform (6)

BRIGHTON Y2-H01A-O48 (HEX:0023)

The maximum security reformatory known as Brighton was chosen as a prison for one reason only. A tiny micro-organism, capable of survival in almost environment, exists on this world. The parasite enters any unprotected body and attaches itself to the genetic structure of the host, using the amino acids and other cell building blocks to produce sustenance for itself. The side effects are the person becomes ill for a period of about two weeks, after which the genetic structure stabilizes and the host and parasite may live in a true symbiotic relationship. There is a problem, though. If the parasite is removed, the host dies. Attempts to artificially simulate the ecosystem factors have failed, and all who have escaped the planet have died gruesome and horrible deaths (the parasite can be removed or killed by a variety of Zen techniques). As a final precaution, all prisoners have an implant attached to the base of the brain stem which acts to inhibit memory storage, so that a prisoner's mind may not be transferred to a previously prepared clone of their own body. This is done just before they are transferred down to the surface. Removal of the implant requires a Level 8 Cybernetic Installation check.

An orbital station known as the Trap Door maintains high orbit and acts as a transfer point for prisoners. Incoming criminals are processed, then transported down to the surface. An Alliance class frigate is stationed permanently at the station and provides additional security. The prisoners are left to themselves to determine rules as they see fit and the planet's natural resources provide more than enough of the materials needed for survival.

MGE	SERVICES
Prisoners	Nil
STRUCTURES	**DEFENSES**
Prison (5)	Patrols (4/2)

CEYLON V A6-U11M-O61 (HEX:1617)

A top secret, restricted, Alliance military base. NO ONE lands here without military clearance. Alliance officials claim Ceylon V a Xarian monitoring station. Rumor has it that the Council of Timar has sent an investigative team here, shortly after the Incident at Lhoren. Ceylon V is also home to 500,000 galactic Marines.

MGE	SERVICES
Galactic Forces	Grade A-B Di-Tritium
Mercenaries (2)	Grade A-B Ti-Tritium
	Armor Repair Station (3)
	Weapons Shop (4)
	Hyper-Training (5)
STRUCTURES	**DEFENSES**
Weapons Training Facility	Complex Battle Array (5)
Testing Range	Battle Station (4)
	Early Warning System (7)
	Ground Missile Bases (9)
	Ground Particle Beam (8)
	Gunboat Base
	Large Fighter Base

DEIMOS A5-F27D-O52 (HEX:0322)

Deimos is one of the largest population centers in the Gyran Republic subsector. It is a burgeoning industrial power and manufactures a variety of manufactured goods. Deimos is famous for its huge bazaar-like markets that can be found in almost any city on the surface.

Customs restricts most weapons from passing onto the planet. Permits are difficult to obtain, but can be bought on the Black Market for 200,000cr. One may also obtain the proper documents legally through the port authority on Plevna. Individuals must generally wait six months for filing, which requires a 50,000cr processing fee.

MGE	SERVICES
Galactic Forces	Grade A-C Di-Tritium
Mentors(all) (4)	Grade B-C Ti-Tritium
	Clonic Production
	Legal Networks (4)
	Government Networks (3)
STRUCTURES	**DEFENSES**
Palace	Complex Battle Array (3)
Cyball Arenas	Early Warning Stations (7)
Monuments	Ground Based Lasers (6)
Drug Rehab Center	Ground Based Missiles (7)
Archives (6)	Gunboat Base
	Large Fighter Base

ENSRA A0-H80E-O56 (HEX:1226)

This inhospitable world with its violent atmosphere and impenetrable jungles is being maintained for one reason and one reason only: to search for possible ruins of an Eridani who settled here more than a century ago. Sarac of the Second House of Eridine, along with much of his court, once emigrated here to expand the Eridani empire. The Buddon Masters were never heard from again. Since then, Eridani search and recovery teams have continued to carry out an extensive investigation as to the whereabouts of the royal prince and his court, who set sail with riches and treasure from Eridine itself. Rescue teams have encountered a variety of hostile alien lifeforms and it is widely accepted that the ruler and his house were overcome by the indigenous bio-culture.

Mercenary groups have been hired out to assist in the "purification" of the planet, which is actual property of the AMC, but is being leased on a yearly basis to Eridi-corp. Competition groups have begun their own search for the royal house under the Free Exploration Act of 2199 AD. Reports claim of violent battles between the Eridani and other treasure hunters. There exists only a small base camp at Ernis.

MGE	SERVICES
Pirates (5)	Grade A-C Di-Tritium
Shepherds (8)	Grade A-C Ti-Tritium
	Refit (4)
	Fencing Operations (7)
	Laundering Services (3)
STRUCTURES	**DEFENSES**
Shipyard (7)	Layered Array (5)
	Early Warning Sensors (6)
	Fleets (CNN)
	Ground Based Missiles (4)

HEIMDALL A6-N84M-O56 (HEX:0117)

Heimdall is the seventh and last of the Asgard system, a major Alliance military stronghold in this subsector. This system is considered vital to the defense against Arachnid aggression in this sector, and a large contingent of battleships and support craft, as well as hundreds of thousands of troops, are stationed here. Minor skirmishes with the Arachnids occur frequently, forcing the base to maintain a constant state of yellow alert. The tension on Heimdall is suffocating and most of its 25,000 soldiers live on the edge.

MGE	SERVICES
Galactic Forces	Grade A Di-Tritium
Mercenaries (6)	Grade A Ti-Tritium
	Refit (3)
	Armor Repair Station (5)
STRUCTURES	**DEFENSES**
Bases	Complex Battle Array (7)
Recreation Facilities	Battle Station (5)
	Early Warning Stations (9)
	Fleet (L/CNN)
	Ground Particle Beams (6)
	Orbital Mines (8)
	Space Platforms (6)
	4 Armor Divisions

HILLENBORO A4-T32D-O47 (HEX:0927)

An independently colonized planet, Hillenboro is rapidly growing. The Alliance Colonization Revue Board has stepped in to help control the flow of colonists to the planet. This will help prevent the overcrowding that plagues the neighboring world of Uottre.

MGE	SERVICES
Nil	Grade B Di-Tritium
STRUCTURES	**DEFENSES**
Nil	Early Warning System (6)
	Patrols (2/3)



IPSEN A4-T25C-O56 (HEX:1426)

Ipsen is a communist Human state emerging into an industrial power. The planet is currently experiencing political upheaval and is under marshal law by its hardline governor, Markus Dupree. It is a potential powder keg and travelers are advised to stay clear of the planet's surface.

MGE	SERVICES
Nil	Grade A Di-Tritium
STRUCTURES	**DEFENSES**
Archives (3)	Early Warning Systems (3)
	Patrols (3/4)

JERUSALEM A1-U03Z-O57 (HEX:0224)

Home to the New Zionists, this planet imposes strict technological rules on its citizens. No technology of any kind can be owned by non-military or government services. Stiff penalties are applied to those persons who violate these decrees. The New Zionists hold strong to the religious beliefs of their forefathers, whose nation of Israel was destroyed in the Second Holocaust on the planet Earth. Consequently, the pacifist government prohibits weapons and technology to prevent past atrocities from happening again.

Jerusalem is xenophobic and many of its people are prejudiced towards outsiders, especially non-humanoids. Orions are well liked. An ultra-right wing terrorist faction of the law-abiding New Zionists is believed to operate out of Jerusalem. Their purpose is to destroy all persons of Arabic descent, blaming the destruction of their homeland on them.

MGE	SERVICES
Nil	Grade A Di-Tritium
STRUCTURES	**DEFENSES**
Nil	Early Warning Systems (2)
	Patrols (4/4)

KARMANA A2-U03S-O44 (HEX:1118)

The Karmana star system is the forward observing post for the Alliance military in the Gyran Republic subsector. The planet is inhabited by non-violent Human separatists and military factions who clash continually over the military presence.

The inhabitants are gaining covert weapons assistance from the Rebels. The planet produces mostly manufactured goods such as clothing. Battle Station Watchful Eye holds position in high orbit with supporting bases on each of Karmana's two moons.

MGE	SERVICES
Rebels (3)	Grade A Di-Tritium
	Grade A Ti-Tritium
STRUCTURES	**DEFENSES**
Nil	Layered Array (6)
	Battle Station (4)
	Early Warning Systems (5)
	Fleets (CNN)
	Ground Based Missiles (8)
	Ground Particle Beam (6)
	Large Fighter Base

KASARIN A6-F089-O58 (HEX:1421)

Kasarin is the capital of the Gyran Republic Subsector. It is a densely populated planet with some 10,000,000,000 inhabitants, mostly Human and Orion. Most people call this staunch representative democracy "The Grocery Store". You can get anything you want at any Kasarin Restaurant. Weapons are prohibited and the movement of Phentari strictly monitored and limited. Base Station Viking holds high orbit above the planet.



MGE	SERVICES
Black Market (3)	Grade A-C Di-Tritium
Intrepids (6)	Grade A-C Ti-Tritium
Kizmetor (4)	Refit (3)
Mercenaries (7)	Clonic Reproduction
Pirates (2)	DNA Masking (5)
Shepherds (3)	Fencing Operations (8)
Silk Lambs (3)	Hyper-Training (6)
Cuontol (1)	Legal Networks (4)
	Laundering Services (5)
	Networks (3)
	Rent-A-Skill
STRUCTURES	**DEFENSES**
Espionage School	Complex Battle Array (4)
Cyball	Base Station (4)
	Early Warning Systems (5)
	Fleets (CNN,CNV)
	Orbital Mines (3)

LHOREN Y0-H01M-X47 (HEX:1621)

A bio-toxin released into the upper atmosphere by the Arachnids is believed to have wiped out the surface population. Lhoren once was an emerging Tech Level 2 Human world when all but a million of its 500,000,000 inhabitants suddenly and mysteriously died. No satisfactory explanation has ever been given.

Survivors now live under the domed protection of the City High Tox, near the sulphur fields in the southern hemisphere. The Human delegation to the Council of Timar continues to be outraged, and still demands a medium scale retaliation. Over 90% of the planet's inhabitants were of human descent. The Alliance has responded with naval strikes on suspected Xarian bases.

MGE	SERVICES
Nil	Grade C Di-Tritium
STRUCTURES	**DEFENSES**
Ruins	Automated Defense System

NONOUTI Y3-U03Y-O55 (HEX:0925)

All persons determined to possess contagious and incurable diseases are brought to Nonouti to live out the remainder of their lives. Nonouti is a full Grade 4 Quarantine, full quarantine. Only medical personnel may land on this jungle world. It is patrolled by the Alliance Destroyer Rommel.

MGE	SERVICES
Nil	Grade B Di-Tritium
STRUCTURES	**DEFENSES**
Death Farm	Early Warning Station (5)
	Patrols (2/3)

NORMANDY A6-U51M-O5¤ (HEX:1417)

Battle Station Normandy is called The Meat Grinder by its 30,000 troops, and this advance base has well earned its name. It is and has for twenty years been the premiere target of Xarian aggression in this area of the galaxy, for Battle Station Normandy anchors the forward position of the Alliance in this sector. Normandy has survived three large scale attacks and several hit and run forays. Twice enemy saboteurs have attempted to blow it up.

Over 35% of the soldiers assigned to work at the Meat Grinder have been either killed or wounded. Another 02% are missing and presumed dead.

MGE	SERVICES
Galactic Forces	Grade A-B Di-Tritium
Mercenaries (8)	Armor Station (4)
	Hyper Training (7)
	Weapons Shop (3)
STRUCTURES	**DEFENSES**
Weapons Training Facility	Complex Battle Array (4)
Testing Range	Battle Station (5)
	Early Warning System (4)
	Fighter Base (L)
	Gunboat Base
	Orbital K-sats (9)
	Orbital Mines (4)
	Space Platforms (8)

NU MARS A4-N42E-T41 (HEX:1427)

The biosphere of Nu Mars is almost an exact replica of the Human planet of Mars, and therefore possesses tremendous developmental potential. However, the Economic/Environment Studies Correlation Group recently concluded that more colonists are required to tap its full capacity.

The AMC maintains two large exploratory bases near the poles. The Consortium has strip mined 15 percent of the polar ice caps for water, storing the precious commodity in large underground storage tanks near the equator. AMC miners have encountered a hostile indigenous insectoid lifeform deep beneath the surface. The mega-corp continues contract negotiations with SSDC for the removal of the hostile lifeform with the use of nearby SSDC troops.

MGE	SERVICES
Mining Away Teams (3)	Grade A Di-Tritium
	Refit (3)
	Cybernetic Repair (2)
STRUCTURES	**DEFENSES**
Dome Cities	Small Fighter Base
Mines	Ground Based Laser (4)
Exploratory Bases	

PATGUR I5-U04E-O46 (HEX:1320)

This system is owned by four companies, Intel-Science, Masnas Inc, The Artificial Intelligence Group, and Futures Unlimited. Scientists travel here to be a part of the Braintrust, which works round the clock in every scientific area imaginable. Patgur openly carries out trade with the Xarian Confederacy, and Xarians are welcome on this planet. It has a population of 350,000,000. Strange beings from unknown parts of the universe, including Arachnids, take up residence here with the table furniture. The Alliance has no control over Patgur, but its owners are under close watch by the Secret Service.

Scientific hyper-training is available here.

MGE	SERVICES
Xarians (8)	Grade B Di-Tritium
Arachnids (4)	Refit (1)
STRUCTURES	**DEFENSES**
Nil	Layered Array (6)
	Early Warning Systems (5)
	Fleets (L/P)
	Other Capabilities Unknown

RAPIRIS A2-U54M-M68 (HEX:0525)

Rapiris recently entered a hiatus from a bitter 10 year long war with neighboring Aansalon. Rapiris is the capital world in this system, once a thriving Tech Level 5 planet reduced to Tech Level 2. The surviving government hopes to improve life across much of the planet, which now lies in ruin, along with 50,000,000 Eridani who perished in the fighting. The planet's main defense, Base Station Balded Sun has all but been destroyed in the fighting, along with some 50 warships.

Rapiris imports large quantities of heavy weapons, and combat technology is in highest demand as the fragile cease-fire holds. The corporate sector office for Eridi-Corp is located at Wyas.

MGE	SERVICES
Mercenaries (4)	Grade B Di-Tritium
Arms Dealers (8)	Grade C Ti-Tritium
STRUCTURES	**DEFENSES**
Business Headquarters	Layered Array (1)
Ruins	Base Station (1)
	Early Warning Stations (1)
	Fleets (P,INE)
	Orbital Mines (3)

Emic A0-000E-M78: Once a prospering Tech Level 4 world, Emic was completely destroyed in the fighting.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Ruins	Nil

Andula A0-000E-O64: Also destroyed. Extensive mining operations once were carried out on Andula and their tunneled holes still pocket the landscape. Eridi-Corp is contemplating ways to rebuild this destroyed world.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Ruins	Nil

REGAL A0-¤80E-N40 (HEX:0519)

Regal is haunted by the psychic manifestations, powerful apparitions, and living forms from the brutal massacre of over a hundred Chatilian pilgrims. The culpable, a band of militant racial purists known as DisPur. These Gen-Human racists view themselves as the only true race under the light of God.

The unsettling story is that soon after the incident, members of the ruthless DisPur began to die mysterious deaths. Finally a tragic (relatively speaking) failure of Life Support wiped most of the clan out. The survivors were rescued by an elite corporate rescue team, who themselves discovered, upon entering the base to investigate, the cause of the accident. It has been abandoned since. Old sailors will tell a haunting tale of an eerie glow that comes from the base on Regal, but those are just an old sailors tale, maybe . . .

An old abandoned stone town, located on the edge of the Planes of Tumarack.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Ruins	Nil

ROMPTE A0-N01Y-X51 (HEX:1121)

Alliance science outposts dot this planet, submerged in nature's maelstrom from pole to pole. The volcanic world of Rompte is a Mutzachan and Andromeni paradise. This unstable planet is presently experiencing geological upheaval and large radiation belts striate the atmosphere, which is tainted with significant amounts of Cesium, Iridium, and Sulphur. Mutzachan mentor types come here to purify themselves. Some even make their homes out on the "hotpack."

MGE	SERVICES
Mentors (M) (3)	Nil
STRUCTURES	**DEFENSES**
Science Outposts	Patrols (1/4)

SAPPORE A4-T52D-O44 (HEX:0018)

A mountainous world frequented by Bowdaa Dragons, who enjoy its spacious ledges and natural cave formations. The main settlement, called "the Dragon's Lair", consists of kilometer upon kilometer of natural caves circling like wormholes within the crater of an extinct volcano. Many obsidian formations have been artfully carved by the locals and are sold to off-worlders for handsome profits.



MGE	SERVICES
Bowdaa Dragons	Grade C Di-Tritium
	Fencing Operations (5)
STRUCTURES	**DEFENSES**
Caves	Ground Defense Bases

SHEGNES A5-T43D-O46 (HEX:0220)

The local populace takes great pride in the fact that Shegnes is home to the only flight academy in the sector. Commerce is based on construction and service of spacefaring vessels, which are also exported in large numbers.

Shegnes is home to an orbiting refueling outpost and is a training academy for pilots both private and military.

MGE	SERVICES
Pilots	Grade A-C Di-Tritium
	Grade A-C Ti-Tritium
	Hyper-Training (6)
STRUCTURES	**DEFENSES**
Pilot School	Early Warning System (6)
	Large Fighter Base
	Fleet

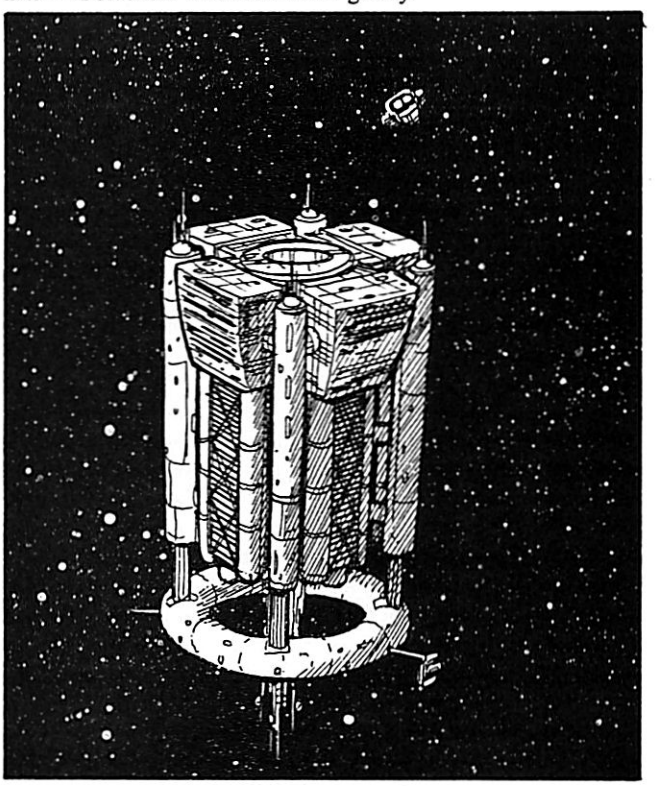
TRANSIT A5-F07D-O54 (HEX:1425)

Transit is a key strategic point within the sector, as it functions as a self-surviving entity designed to manage the flow of traffic throughout the sector. This is especially true when you consider that Stargate 127, the second in this galaxy, is located in this system. Most ships bound for out of galaxy destinations use this stargate. Since this was the original starting point of expansion into this galaxy, most tendrils of expansion lead back here. Because of this most of the megacorps involved in deep space exploration and construction have headquarters here; Teledyne, SSDC, AMC, and Erectus, to name the big players. Many independent explorers and smaller companies are based out of here also. If you are into exploration then this in the place for you to start looking for a job.

Starbase Farpoint is a gigantic orbital city around Transit which is home to almost 100,000 Alliance personnel. Almost any hi-tech service can be acquired here. The starbase also acts as fleet headquarters for the 11th Fleet and is the main base for the Galactic Police Force in Carina. Constant minor battles occur with the Arachnids throughout the galaxy, and it is from here that orders from Admiral Lazash, of the Cizerion Ward, go out to the Alliance forces involved. Recently, Lord Markuss of the Council of Timar has arrived to make appraisals of the Alliance situation in this galaxy. His presence makes all nervous, for it is known that Markuss only appears in the context of vast and often destructive events. There are many speculations as to the actual reason or reasons for his being here. Total Alliance military personnel stationed on and around Transit number at around two million; over 100 hundred Alliance naval craft are present. Two of the nine Galactic Storm Trooper Scorpion (SpeCial ORdinance and Planetary IncursiON) teams are based out of Starbase Farpoint.

Transit itself is a medium size planet which, because of its axial tilt and orbital pattern, maintains a fairly temperate climate throughout most of its 129 standard galactic day year. Local day-night cycle is only 18 hours long. This, coupled with Transit's fast paced rate of flow, blurs further the lines of diurnal and nocturnal activity, which already begin to fragment in any interstellar culture. There is no recognizable and separate "night" life, just as there are no common "morning" periods. Everyone works on a schedule set solely by the dictating lines of their job parameters. Since there are no indigenous sentients local time is forsaken for the preference of Alliance standards. Most locals would not even be sure how many hours existed between sun up and sun down, much less what day of the local year it would be.

Although mostly inhabited by Humans and Gen-Humans, large enclaves of most of the Twelve Races of the Forge are represented here, not even including the multi-racial ranks of the military itself. Over 7.3 billion Alliance citizens call Transit their home, making this system one of the most populated in this galaxy, and assuring a place on the Grand Legislature of the Council of Timar in New Washington. The planet is administered by Governor Jesicar, a Gen-Human woman, appointed by the Alliance from possible representatives elected by Transit's populace. She, along with the House of Administration, makes laws and general policy for this world. She is, of course, under the strictures of Alliance military control, as this is a vital system for the organization and maintenance of Alliance interests in this galaxy.



Three major continental bodies, separated by the 42% of ocean surface area, span the planet and are almost equally expansive in regards to latitude displacement. These land masses reflect the rather huge tectonic plate system and limited volcanic activity of this world. It is considered very stable in a geological sense. As a further consequence there are only a few mountainous regions of the planet, contributing to its rather passive climatic system. The three continents were named Survia, Holston, and Numerica and all are for the most part equal in their size of population, urban area, and resource export. No one land or region is of any particular racial disposition. Racial differences exist on the personal and group level, not the national or political. The capital is the immense, hi-tech city of Teijin, an urban center of extremes in culture. Anything is possible and is probably accessible in Teijin, if you have the credit and the resources. The need for special permits to carry weapons doesn't really stem the flow of violence when in the realms of the Black Market, pirates, smugglers, and the military. More than one merc group has been banned from the planet's surface for causing unwarranted destruction with unauthorized weapons. Over 74 major corporations have offices in Teijin. It is known that Galactic Control operates out of this city, and it is rumored that Galactic X operations are based here also.

The Rebels have extensive networks and operatives in this system, and may even have sympathizers in the House of Administration. Suspected Rebel goals may be the disruption of Alliance transportation nets, as well as the hindrance of military operations, necessitating the shrinking of Alliance maintained territory. Some suspect the Rebels may even have the stargate as a target. Most agree that this would be a useless attempt if made at all. Alliance propaganda targets the Rebel threat to military stability of the Alliance as an aid to the Arachnids. This has turned many worlds against the Rebels. However, just as many realize that the Arachnids wouldn't even be blowing up their worlds if it were not for the presence of the Alliance military. The Rebel presence certainly explains the presence of Galactic Control and is one of the key points of evidence for believing that Galactic X is involved here. Underground sources have prompted rumors that some sort of conflict of goals has arisen between Control and X. The espionage community is on its toes, especially SCRAP, the Rebel spy network, which sees a potential weakening of its chief opponents, or at least a distraction of their attentions.

One of the most important institutions on Transit is the University of Carina, which has the most up to date information and studies on the Arachnids. The school also provides training in nearly every field or endeavor, but specializes in xeno-studies. There is an officers candidate school here for prospective individuals. What better location to attain personnel resources than the same sector that they would be serving in? Extra motivation to serve well! The university is also known for its study of space phenomena, with the program's work on the Maelstrom black hole having earned the school respect universe wide.

All in all Transit has all the aspects of a core system added to the feeling of being out on the frontier, with danger lurking behind every nebula and uncertainty always in your heart. Unless you're a Ram, in which case you have hunger lurking in your stomach and cluelessness always in your head.

MGE	SERVICES
Black Market (2)	Grade A-C Di-Tritium
Doltharians (1)	Grade A-C Ti-Tritium
Intrepids (7)	Refit (3)
Mercenaries (6)	Armor Repair Station (4)
Mentors (all) (2)	Cybernetics Repair (4)
	Hyper Training (8)
	Legal Networks (4)
	Government Networks (5)
	Robotics Repair (3)
	Rent-A-Skill
	Weapons Station (5)
STRUCTURES	**DEFENSES**
Naval base (CNN,CNV,IBF)	Complex Battle Array (8)
Shipyards (4)	Starbase
Stargate	Bio-Sentient Organisms (6)
	Early Warning Systems (7)
	Fleets (L/CNN,CNV,IBF)
	Ground Based Missiles (9)
	Large Fighter Base
	Orbital Mines (10)
	4 Armor Divisions

Veg A2-F02S-N55: The Oven, as it is called. Much of the desert planet has been turned into a huge greenhouse where food is grown to feed the other peoples in the system. This Tech Level 2 agrarian world is socialist.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Nil	Early Warning System (4)

Bynis A40-N01D-O56: The polar regions of Bynis have been heated to produce water for export.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Nil	Early Warning System (4)

WELL A4-F32D-O59 (HEX:0617)

Vast quantities of pure water and kelp are exported to neighboring Vladmirchae from Well. This waterworld is dotted by machine islands and mud hummocks. Well possesses a large body of unsalted oceans. The government once traded with neighboring Vladmirchae, but political problems eroded open trade treaties. The Alliance boasts a formidable military complex, completely underwater, on Well.

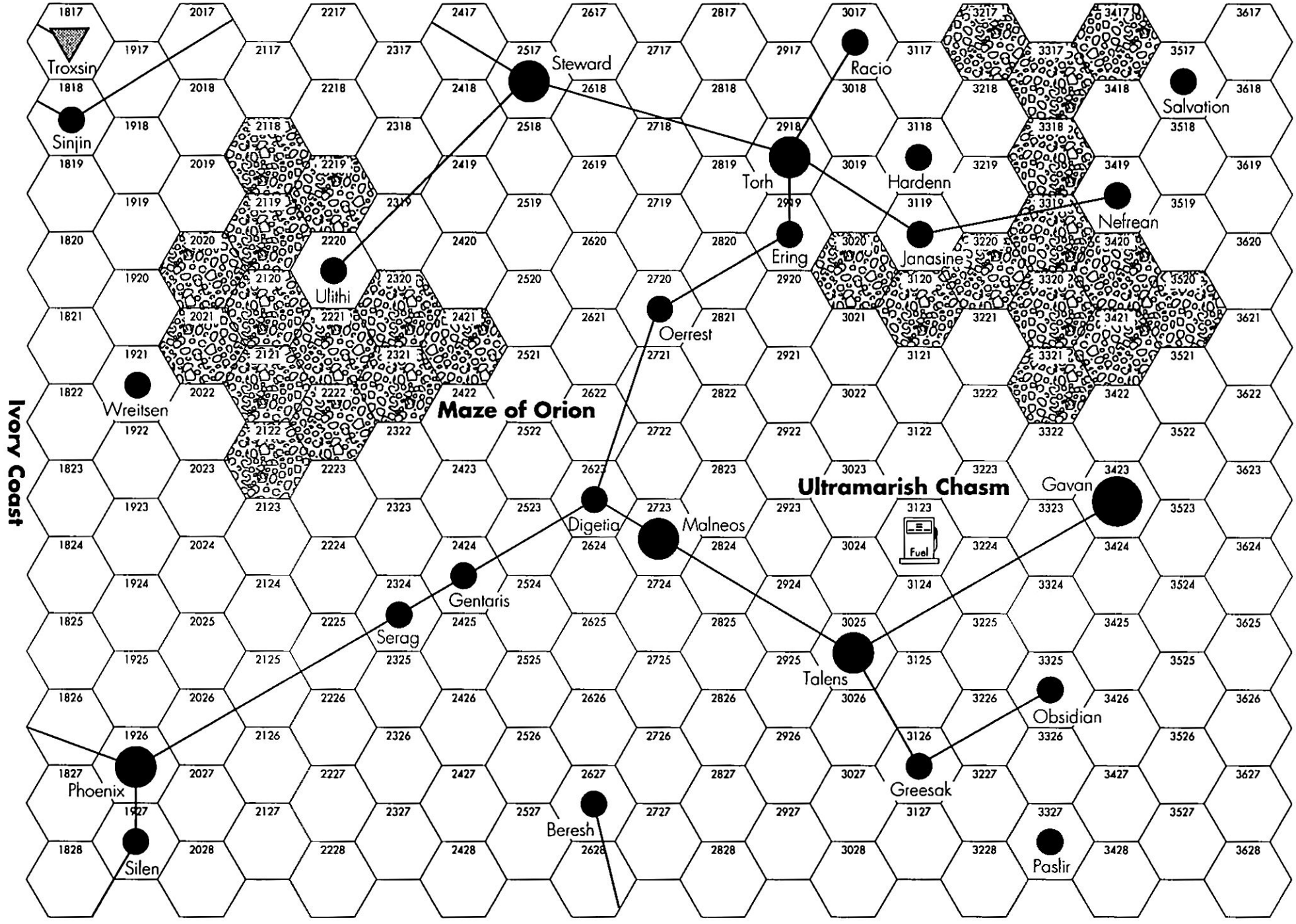
MGE	SERVICES
Galactic Forces	Grade C Di-Tritium
STRUCTURES	**DEFENSES**
Underwater Complexes	Layered Array (6)
	Early Warning Systems (5)
	Fleets (L/CNN)
	Ground Defense Bases

THE GYRAN REPUBLIC
INTERSTELLAR STOCK MARKET TRADE INDEX

Planet	Min	Narc	Man. Goods	Slaves	LGA	A.I.	HGA	Food	Luxury	Water	Tech	Med	Mach	Precious
Aansalon	5	5	6	6	4	4	6	9	5	3	8	7	7	4
Antres 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Aqak	3	0	6	2	6	5	6	7	6	6	4	5	5	5
Brighton	¤	9	7	3	¤	¤	¤	6	10	6	¤	5	5	¤
Deimos	5	0	1	6	6	6	5	5	3	6	4	5	3	4
Ensra	0	0	0	6	0	0	0	7	0	7	0	0	7	0
Freedom	6	6	2	4	5	5	7	3	3	3	5	4	5	4
Helmdall	4	5	5	6	4	8	7	5	6	4	8	7	7	4
Hillenboro	5	4	6	5	4	6	3	5	7	4	6	7	8	4
Ipsen	4	6	3	0	6	6	5	3	5	3	7	5	5	4
Jerusalem	3	¤	7	¤	5	6	5	3	7	3	¤	5	5	4
Karmana	5	4	2	4	5	5	5	4	7	3	7	4	7	4
Kasarin	4	6	4	4	1	3	5	4	5	4	5	3	5	1
Lhoren	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Nonouti	0	0	0	0	0	0	0	0	0	0	0	7	0	0
Mulligans Rock	5	4	4	0	4	5	5	6	5	8	6	5	6	4
Patgur	4	6	6	8	4	2	5	6	5	3	3	3	7	4
Rapiris	5	4	7	7	5	5	6	8	7	5	10	8	9	4
Emic	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Andula	L12	0	0	0	L14	0	0	0	0	0	0	0	0	L15
Regal	L17	0	0	0	L19	0	0	0	0	L20	0	0	0	L15
Rompte	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Sappore	3	0	5	0	4	0	6	5	2	5	5	7	0	4
Shegnes	4	5	3	5	5	5	8	5	5	4	3	6	5	4
Transit	3	4	5	5	5	5	5	3	5	3	4	4	2	4
Veg	4	4	5	5	4	4	5	2	5	4	5	5	5	4
Bynis	5	5	5	4	3	5	4	4	5	2	5	5	5	4
Well	5	5	6	0	5	4	5	2	7	1	6	6	5	5

KEY TO THE INTERSTELLAR STOCK MARKET TRADE INDEX

Min=Minerals	Narc=Narcotics	Man. Goods=Manufactured Goods	LGA=Alloys (Low Grade)
A.I.=Artificial Intelligence	HGA=Alloys (High Grade)	Tech=Technology	Med=Medical
Mach=Machinery	Precious=Precious Metals		


Ivory Coast
Troxsin
Sinjin
Steward
Racio
Salvation
Torh
Hardenn
Nefrean
Ering
Janasine
Ulithi
Oerrest
Wreitsen
Maze of Orion
Ultramarish Chasm
Gavan
Digetia
Malneos
Fuel
Gentaris
Serag
Talens
Obsidian
Phoenix
Greesak
Beresh
Silen
Paslir

THE IVORY COAST

BASE STATION ENIGMA A¤-¤¤¤¤-¤¤¤

Enigma was once a deep space base station in this subsector that conducted tests on deep space phenomena. A year ago, contact with the station was abruptly and permanently lost. Rescue ships arrived on the scene to find the station missing from the coordinates of operation. No debris, no signals. A month later, an Orion deep salvage tug discovered what appeared to be a large hulk of wreckage hurtling through deep space. This debris was moving so fast, was so large, and spinning so quickly, that they were unable to retrieve it. However, images attained by the tug indicate that without doubt this was the missing base station. The next logical question seems to be: What was it doing hurtling through the Leo 1 galaxy? A follow up investigation has not located the remains.

BERESH A4-F41D-C70 (HEX:2627)

Pilots call it Turn 4 because if you are going to crash, it will probably be as you're coming out of Turn 4. Many ships have a limited jump range and can not make it as far as Digetia. Captains have no other alternative but to refuel at Beresh. Problem: Beresh is a corrosive world with a violent atmosphere, mainly comprised of sulphur, oxygen, and nitrogen. Winds speeds reach 200km per hour. Atmospheric ionization potential is so high that the planet's ground based gravity landing system doesn't always work. Captains are thus often left to pilot (level 10-18 difficulty) their vessels to the landing port at Rapture. Many crash enroute and are left at the mercy of the dreaded Sand Serpents, which lurk in the sulphur deserts. Emergency teams are on 30 hour duty, ready at a moments notice to rescue downed vessels.

Some 50,000 Ram Pythons and Python Lizards work the mines, along with another 20,000 Eridani. Hunting in the vast deserts of Beresh is an exciting and dangerous pastime.

MGE	SERVICES
HAL	Grade B Di-Tritium
	Grade B Ti-Tritium
STRUCTURES	**DEFENSES**
Mines	Early Warning Systems (1)

DIGETIA A4-U81E-N30 (HEX:2623)

Connects the Ranar Group to the rest of the planets in this subsector. Digetia is nothing more than a lump of coal. It supports a couple of mining operations. Otherwise the planet itself is devoid of life. A refueling station maintains low orbit.

MGE	SERVICES
Nil	Grade B Di-Tritium
	Grade B Ti-Tritium
STRUCTURES	**DEFENSES**
Mines	Automated Defense Systems
	Patrols (1/6)

Mantauck Asteroid Field O4-N41E-N10: The Mantauck Asteroid Field is reputed to be a secret pirate base, with mining operations carried on merely as a front. Restricted access, except for fueling at the Huba Station. It is owned by the Asteroid Mining Consortium.

MGE	SERVICES
Pirates (7)	Grade A-C Di-Tritium
	Grade A-C Ti-Tritium
	DNA Masking (2)
	I.D. Change (4)
	Laundering Services (5)
STRUCTURES	**DEFENSES**
Mines	Patrols (2/4)

ERING CRASB Y4-H81A-T43 (HEX:2919)

The Crasb Planetoid is the remains of a planet which mysteriously exploded some 50 years ago, killing all 2 billion denizens. Over 70% of the planet remains intact. Travel is prohibited to the planetoid, but this is not rigorously enforced. Adventurers often come here to hunt through the rubble of the smashed cities on the planet's surface. A thin, high sulfur and carbon dioxide atmosphere can support oxygen breathers for short periods of time (2-8 hours). There are two small settlements on the planet surface. Extensive volcanic and tectonic activity are reshaping the surface of the broken world. There are a variety of hostile lifeforms presently wandering about the planet.

MGE	SERVICES
HAL	Nil
STRUCTURES	**DEFENSES**
Ruins	Early Warning System (1)
	Patrols (1/5)

GAVAN A4-F47O-O56 (HEX:3423)

Gavan is a bustling, Tech Level 4 society, with a population is excess of 5 billion. It is predominantly populated by Humans, with a large contingency of Orion Rogues and Mutzachans abiding here as well. Gavan is the operations center for this subsector. The Quantmere base station does hold high orbit above the world, which offers comfortable accommodations to travelers. Gavan maintains the luxurious five star Trumpt Resort. The Playground, as it is called, is one of the most prestigious gambling casinos in the galaxies, and attracts patrons from every corner of the known universe, even an Arachnid or two. Quantmere maintains overhaul facilities, high grade fuel, legal services, and mercenary support.

MGE	SERVICES
Drug Dealers (5)	Grade A-B Di-Tritium
Intrepids (6)	Grade A-B Ti-Tritium
Kimyaruk (3)	Refit (4)
Mentors (M) (2)	Armor Repair Station (3)
Mercenaries (7)	I.D. Change (4)
Silk Lambs (2)	Laundering Services (5)
	Legal Networks (3)
	Networks (2)
	Weapons Station (4)
STRUCTURES	**DEFENSES**
Resorts (1,2,8,10)	Layered Array (7)
Casinos	Base Station (4)
	Early Warning Systems (8)
	Fleets (CNN,CNV)

GENTARIS ALCATRAZ O0-U03M-O55 (HEX:2424)

Political prisoners are sent to the ice world of Alcatraz to work out their sentences in the deep mines of the polar icecaps. Alcatraz is a maximum security prison with constant surveillance. Two police cruisers are in constant orbit, often in tandem with one or more destroyers. Only thirty-one known criminals have ever escaped from this desolate world. All approaching vessels are first stopped and boarded. Emergency fueling and emergency medical care only.

MGE	SERVICES
Galactic Forces	Grade A Di-Tritium
Prisoners	
STRUCTURES	**DEFENSES**
Prison (4)	Layered Array (5)
	Early Warning Systems (7)
	Fleets (CNN)
	Flux Shield (1)

GREESAK A4-F01M-N40 (HEX:3128)

Greesak is a small base station in orbit above a lifeless planet. It maintains a fueling station and offers little extra. A mere two hundred people abide here.

MGE	SERVICES
Galactic Forces	Grade A Di-Tritium
	Grade A Ti-Tritium
STRUCTURES	**DEFENSES**
Nil	Early Warning System (5)
	Patrols (3/3)
	Small Fighter Base

HARDENN PORMALAX A0-080A-M96 (HEX:3118)

This huge methane maelstrom of a planet has even stifled extensive Phentari efforts to colonized it. The world is an ice covered gas giant whose atmosphere is violent, with wind speeds in excess of 400km per hour. Two abandoned Phentari base camps still remain on the surface with active emergency landing beacons. Pormalax is known to possess vast quantities of rare metals, gold, and minerals.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Nil	Nil

JANASINE I3-N32D-X45 (HEX:3119)

Janasine is owned by Avron Corporation. It exports various low grade alloys from its mines. It is run by Gen-Humans, who employ Ram Pythons to guard the Benjari slaves who work here. The atmosphere is tainted with high levels of Cyanide gas, and personnel operating outside must wear protective masks. There are several hostile indigenous life forms which exist here. Weapon permits are available for about 25,000cr. There is a single Alliance military base on the planet at Ddre. Several police cruisers and the frigate Justice are stationed at Avron Mobile Base 10. Only low grade fuel can be obtained here.

MGE	SERVICES
HAL	Grade C Di-Tritium
STRUCTURES	**DEFENSES**
Mines	Early Warning System (4)
	Fighter Base (L)
	Fleet (CNN)

MALNEOS (HEX:2723)

EMERICE I1-U13F-O54 :A Tech Level 1 planet immersed in the Iron Age. Feudal kingdoms, no weapons technology over Tech Level 1 allowed. Emerice is a desert world, known to have vast reserves of oil. It is protected by the central government from exploitation. A police cruiser patrols this planet frequently to insure it sovereignty.

MGE	SERVICES
Nil	Grade C Di-Tritium
STRUCTURES	**DEFENSES**
Nil	Patrols (4/1)
	Early Warning Systems (5)

KHADASH A2-T25O-O66: Agricultural Tech Level 1+ world. Its cities are Tech Level 2 plus. This peaceful planet provides over 70% of the subsector's food supplies.

MGE	SERVICES
NAM (5)	Grade A Di-Tritium
STRUCTURES	**DEFENSES**
Drug Rehab Center	Small Fighter Base
	Early Warning System (4)
	Patrols (3/2)

NEFREAN A5-U81E-M53 (HEX:3419)

This desert world mines weapons grade plutonium. A small contingent of Eridani dwell here. Refuel. Some overhaul. Owned by AMC.

MGE	SERVICES
Nil	Grade A Di-Tritium Refit (1)
STRUCTURES	**DEFENSES**
Nil	Layered Array (5) Early Warning System (2) Fleets (P)

OBSIDIAN A4-N41E-O26 (HEX:3325)

It usually takes 1-4 weeks to get used to the light gravity of this planet, and new immigrants often fight bouts with vomiting and nausea, induced by a low gravity environment. Mercs are wanted to fight the hostile lifeforms. Recently, savage battles have been fought by the Cuontol and Phentari Bounty Hunters who operate out of Obsidian.

Obsidian contains vast oil and gas reserves, and Energy Express is currently hiring just about any laymen who can wield a hydrospanex. Weapons are prohibited in secure areas called "Obsidians Globes".

MGE	SERVICES
Bounty Hunters (4) Cuontol (2) Intrepids (3) Mercenaries (4)	Grade A Di-Tritium Weapons Shops (3) Armor Repair Stations (2)
STRUCTURES	**DEFENSES**
Dome Cities	Fleets (P) Space Platform (6)

OERREST I5-N51E-M34 (HEX:2720)

A small but prosperous community of Phentari live on this methane world. The group calls themselves the Jimnisc Hydotc, business moguls who pride themselves on their entrepreneurial disposition, rather than subterfuge. Oerrest is independent and its laws are more than a little bit anti-Eridani. If you are a Swordsaint and value your head, I wouldn't advise stopping off here. Oerrest buys and sells weaponry at excellent rates (25% discount).

MGE	SERVICES
Arms Dealers (8) Pirates (5) Kizmetor (3)	Grade A Di-Tritim Grade B Ti-Tritium Refit (2)
STRUCTURES	**DEFENSES**
Corporate Headquarters Auctions (5)	Layered Array (6) Early Warning Systems (3) Fleets (P) Ground Based Lasers (8)

PASLIR I0-H01U-O56 (HEX:3327)

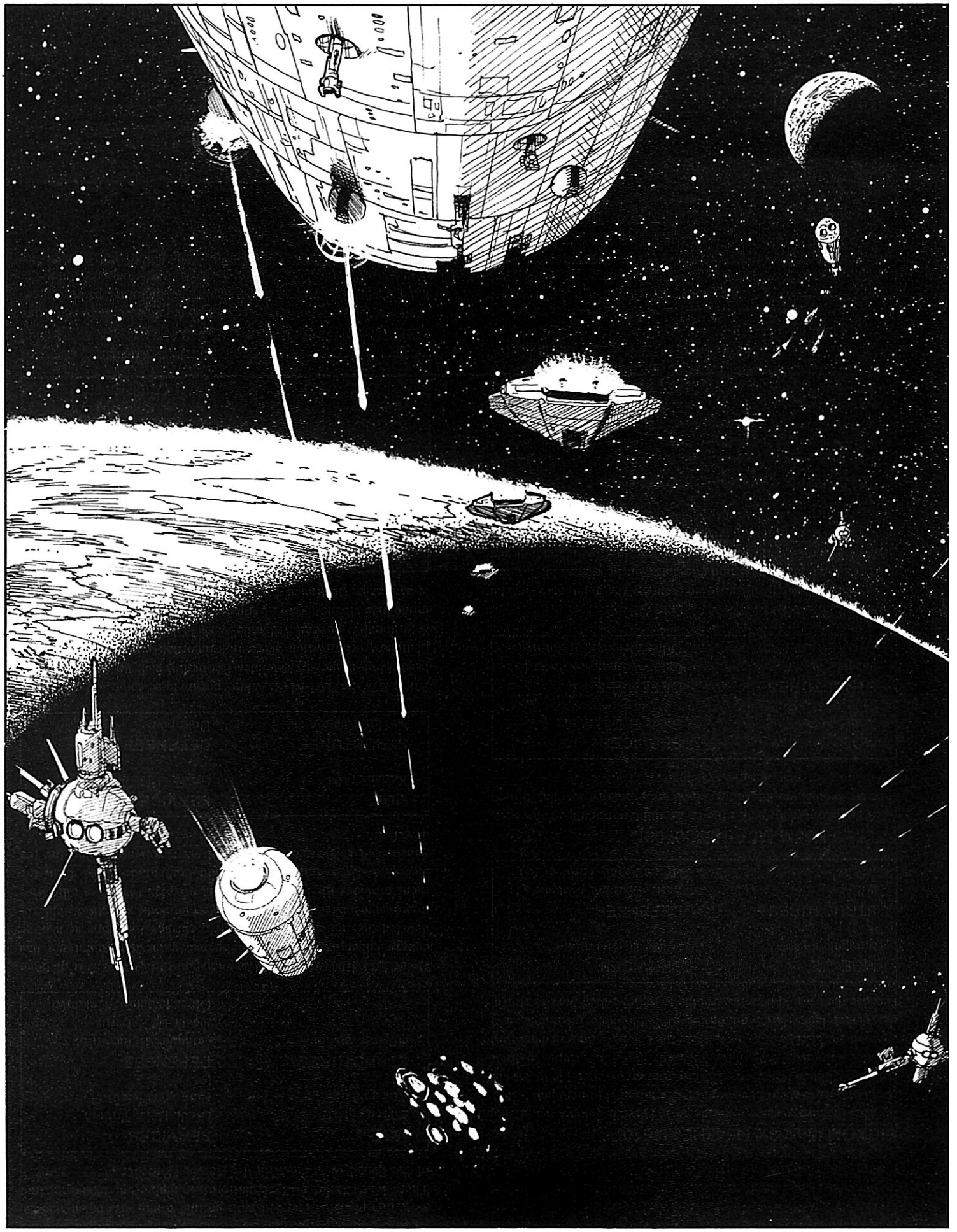
Paslir is a largely uninhabited tropical world owned by the Thought Collective, a group of scientists believed to be in cohorts with Uncle Ernie Freiberg. The planet has been decreed off-limits and violators face stiff fines, possible imprisonment, or worse. A variety of hostile indigenous lifeforms abide on Paslir.

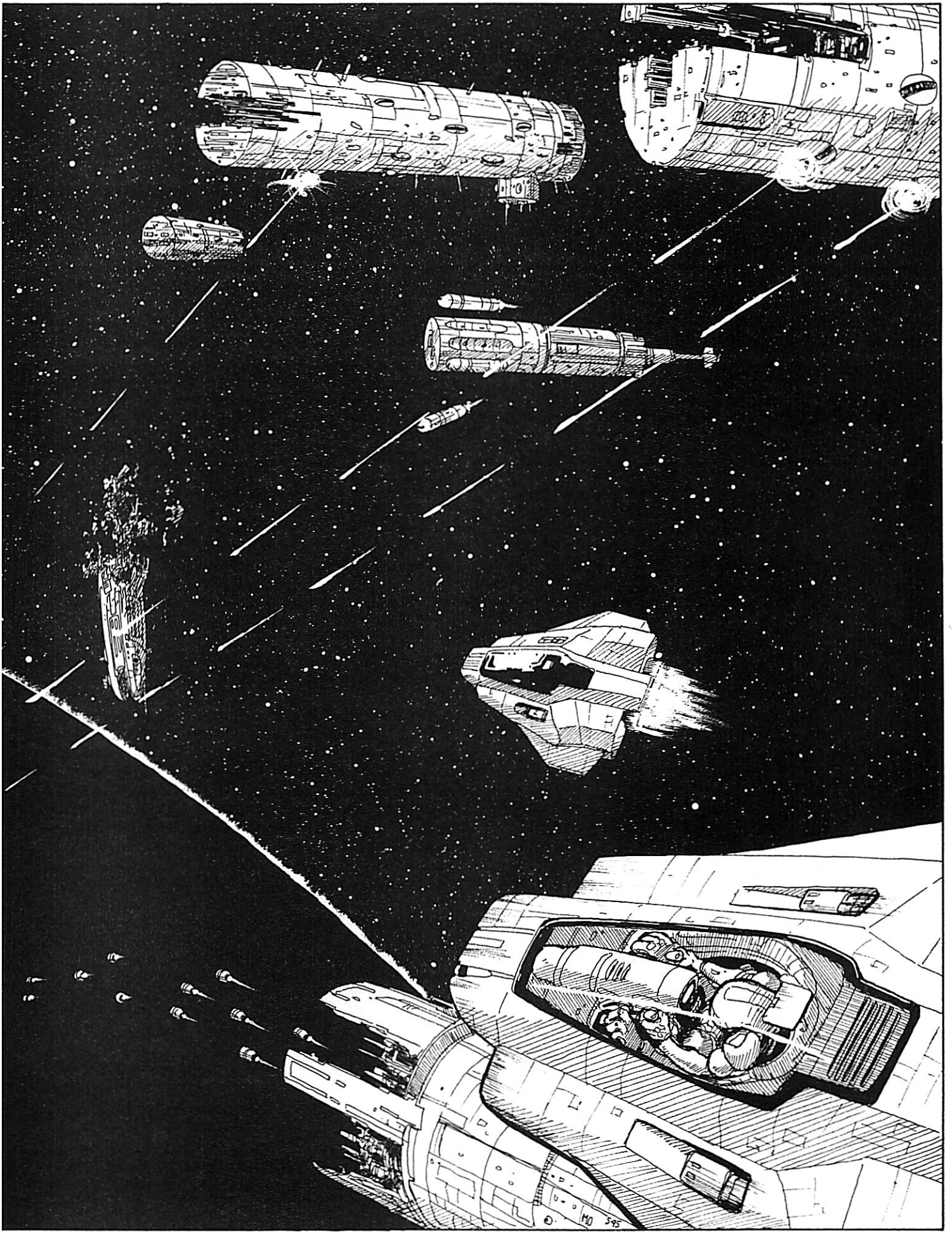


MGE	SERVICES
HAL	Nil
STRUCTURES	**DEFENSES**
Nil	Fleets (P) Fighter Bases (S) (P)

PHOENIX A5-T25D-O54 (HEX:1926)

A thriving Tech Level 5 world, the primary industry on Phoenix is medical care. Phoenix is one of the few planets with the environment necessary to grow the ganoir plant, necessary to produce BRIs. The production and sale of BRIs has resulted in a huge trade surplus, attracting many settlers to this prosperous world. Additional industries have sprung up, including Cybernetic production and repair facilities. Weapons above Tech Level 2 may not be carried.





MGE	SERVICES
Mentors (Z) (2)	Grade B Di-Tritium
Yontacha (1)	Grade B Ti-Tritium
	Clonic Production
	Cybernetic Repair (5)
	DNA Masking (2)
STRUCTURES	**DEFENSES**
Drug Rehab Center	Early Warning Systems (5)
Medical Research Center (5)	Ground Based Missiles (6)
	Patrols (4/6)

RACIO A6-U32N-M64 (HEX:3017)

Racio is owned and ruled by the family of Raskor-idan, of the 4th Royal House of the planet Eridine. The Raskor-idan family carries out military operations against the Xarian Confederacy and the Arachnids alike. The planet is guarded by one of the most sophisticated combat arrays ever assembled. Reports claim that it is virtually impossible to come within 1 parsec of the planet without being detected. The planet itself is surrounded by a huge defense screen, complete with ground based combat arrays and orbiting weapons platforms. Racio also boasts a formidable naval fleet. The royal family is secretly subsidized by the Eridani government to perform its mission. However, any and all claims by the Xarians against the Eridani government are refuted. Almost all of the 2,000,000 people abiding on this methane planet are of Eridani descent. Outsiders willing to pitch in on the effort to fight the Xarians are welcomed, but restricted to control zones.

MGE	SERVICES
Cuontol (4)	Grade A Di-Tritium
Mercenaries (6)	Refit (3)
	Armor Repair Station (4)
	Weapons Shop (5)
STRUCTURES	**DEFENSES**
Palace	Complex Battle Array (8)
	Base Station (3)
	Automated Defense Systems
	Bio-Sentient Organisms (10)
	Early Warning Systems (10)
	Fleets (L/P)
	Flux Shield (10)
	Fighter Base (L) (P)
	Ground Slug Thrower (7)
	Ground Based Missiles (7)
	Ground Defense Bases
	Orbital Mines (8)
	Space Platforms (9)

SALVATION A4-F01M-N30 (HEX:3517)

Ships that are unfortunate enough to misjump when entering hyperspace often make for this system. Hence its name. Salvation sits in the middle of nowhere. It is manned year round by military personnel who call it "Boredomville". It mines Di-Tritium and gold from the surrounding asteroid fields. A refit and refueling station has been built to assist damaged vessels. Salvation imports "Hos" and luxuries to pass the time. The Harbor Patrol routinely carries out searches for missing vessels.

There is little or nothing to do on this lifeless planet.

MGE	SERVICES
Mining Away Teams (2)	Grade A Di-Tritium
	Refit (2)
STRUCTURES	**DEFENSES**
Mines	Early Warning Systems (5)
	Fleets (CNN)

SERAG A4-H82E-X35 (HEX:2324)

Serag possesses a thin, sulphur tainted atmosphere. Filter masks are required when operating outside for extended periods of time. It is owned by the Eridani company Future Tech. Serag is a rough, tough, no holds barred planet that makes its living as a weapons training center. A host of hostile indigenous lifeforms make their home here, and travelers come from all around the galaxies to refine their combat skills. The 1.2 million permanent inhabitants live at Tris and Deric, the planet's only two major settlements.

MGE	SERVICES
Mercenaries (9)	Grade A Di-Tritium
HAL	Armor Repair Station (3
	Cybernetic Repair Station (4)
	Hyper-Training (7)
	Weapons Shops (2)
STRUCTURES	**DEFENSES**
Nil	Early Warning Station (5)
	Patrols (3/2)
	Space Platforms (5)

SILEN (FORESIA) A0-N01E-O63 (HEX:1927)

The forest world of Foresia is a haven to the Gemini who come here on pilgrimage every year by the thousands. Over 60% of the planet's surface is covered by deep forests, where trees grow in excess of 200m tall. Extensive logging operations are carried out on Silen, which produces fuel for the Tech Level 1 worlds in the entire sector. The Gemini resent this raping of the land and have filed suit with the central government against the logging firms. Because they have not been formally accepted into the Council of Timar, the Gemini protests have largely been ignored. Foresia is a suspected pirate outpost. Ships can land at logging camp Sawtooth.

MGE	SERVICES
Pirates (4)	Grade A Di-Tritium
Gemini	
STRUCTURES	**DEFENSES**
Nil	Patrols (2/4)

SINJIN A6-T61D-N50 (HEX:1818)

An important supply base orbits this rocky, airless world. Ships can find fuel and other supplies here. Battle station Monument shares orbit nearby. Because of its centralized location in the subsector, many companies maintain storage and administrative facilities on Sinjin. The Xarians maintain a trade embassy here. It is also rumored that the Black Market operates out of Sinjin.

MGE	SERVICES
Black Market (4)	Grade A Di-Tritium
Doltharians (6)	Grade A Ti-Tritium
Smugglers (3)	Refit (3)
Xarians (5)	Armor Repair Station (4)
	Government Networks (1)
	Legal Networks (2)
	Robotics Repair Station (2)
	Weapons Shop (3)
STRUCTURES	**DEFENSES**
Nil	Layered Array (5)
	Battle Station (5)
	Early Warning Systems (6)
	Fleets (CNN)

STEWARD I2-F25D-O46 (HEX:2517)

Steward hosts drug smuggling operations and is under surveillance by the Alliance. Steward is an independent planet, and travelers who wish to avoid the planet can refuel at the Midnight Fueling Depot in high orbit. Steward is solely owned by renowned financier, Corick Altmont, the Orion business mogul. This small planet is an emerging civilization whose technological advancement emulates that of Humans in the mid-1950s on the planet Earth. The planet's primary exports are manufactured goods and gold, while it imports technology and machinery.

MGE	SERVICES
Drug Dealers (7)	Grade A Di-Tritium
Intrepids (4)	Grade A Ti-Tritium
Pirates (5)	
STRUCTURES	**DEFENSES**
Nil	Layered Array (6)
	Early Warning Systems (3)
	Fighter Base (L) (P)
	Fleets (P)

TALENS I3-N36C-O57 (HEX:3025)

Another dominant agro world. Talens is a Tech Level 3 society with a communist Human population of some 1 billion. Weapons laws in place. The heavy cruiser Winston and her support contingent make their port at Thoton base station in high orbit.

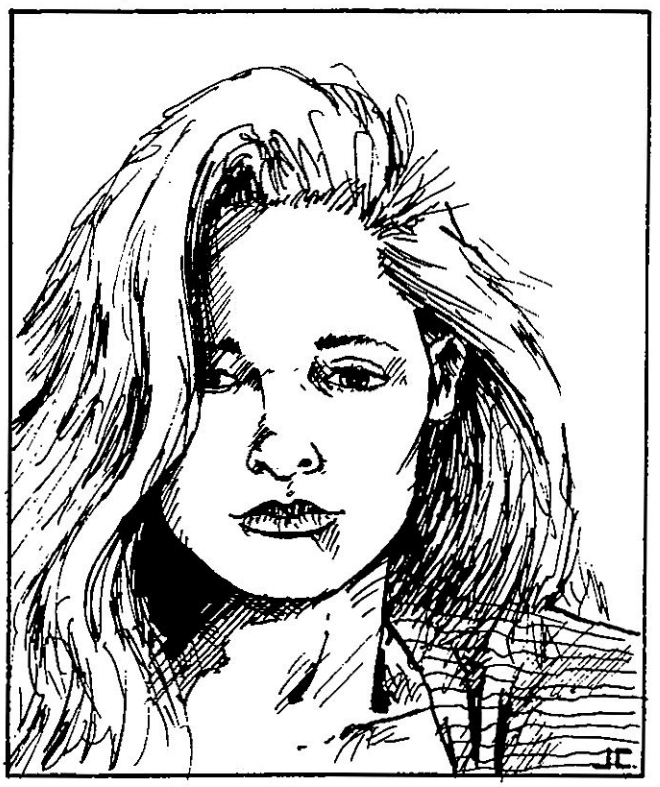
MGE	SERVICES
Galactic Forces	Grade A Di-Tritium
	Refit (1)
STRUCTURES	**DEFENSES**
Virtual Reality Center	Base Station (2)
	Ground Based Missiles (4)
	Ground Particle Beam (6)
	Fleets (CNN)

TORH A4-T54D-O55 (HEX:2918)

The planet Torh lies on the frontier, on the edge of safety, the edge of danger. It is a multi-cultural society where the prejudices of racial difference have been left behind in the wake of the constant threat of an Arachnid attack. The planet is a democracy, composed of 30% Human, 25% Orion, 15% Gen Human, 10% Eridani, 10% Cizerack, 5% Ram Python, 3% Python Lizard, and 2% other. Each of the primary races has settled on its own continent, yet interact freely with the others. This melting pot works efficiently and minimizes racial conflict. Urban areas find all types living among each other.

There are 9 continents in all, 7 inhabited by specific racial groups, one central continent which contains most of the urban centers and is the seat of the ruling government. The last continent is the north polar ice cap and is generally uninhabited, except for some Eridani extremists who are trying to form an independent nation.

The humans live upon East Triad, one of three continents in a triangular grouping. There are approximately 85 million Humans living here in the temperate climate, crisscrossed by river basins that divide up the low-lands. East Triad's major industry is agriculture, producing 60% of the planet's food output. The continent also exports large quantities of raw ore from its local mountain ranges. The capital is New Reagan, which is located in the central plains.



To the northwest is the continent known as North Triad, the home of the Gen-Humans. North Triad is very different from East Triad, a very mountainous land with a more tropical climate. North Triad lies near the equator to the north and actually crosses it at the extreme northern latitude. Unlike the Humans, Gen-Humans export heavy amounts of industrial goods, such as chemicals and finished alloys, as well as equipment and vehicles. The major conflict between North Triad and the other continents is their disregard for their natural resources, which are rapidly becoming polluted and unstable. The capital city, Walton, is home to over 9 million of the 40 million Gen-Humans, and is nicknamed Smogtown by the other racial groups.

To the southwest of East Triad, and just south of North Triad, lays South Triad, the third continent in the group. This is the home of the Cizeracks. South Triad is a mountainous realm, famous for its deciduous forests and valleys. The largest river on Torh is here and is named the Cihzanak Furt, or Eternal Hunter, by the inhabitants. The Cizeracks deal mainly in crafted goods, but also export a fair amount of military hardware and technology. South Triad has three major cities, home to about 3 million of the great cats; most of the 27 million population lives in small towns and nature reserves. A note of interest: The Cizeracks of South Triad consider males as equals. Furthermore, the official representative and leader is a male, silver-eyed Cizerack by the name of Sarktath Kildu, the Shining Visioned. He is considered an individual of immense wisdom, and is highly respected by the planetary assembly.

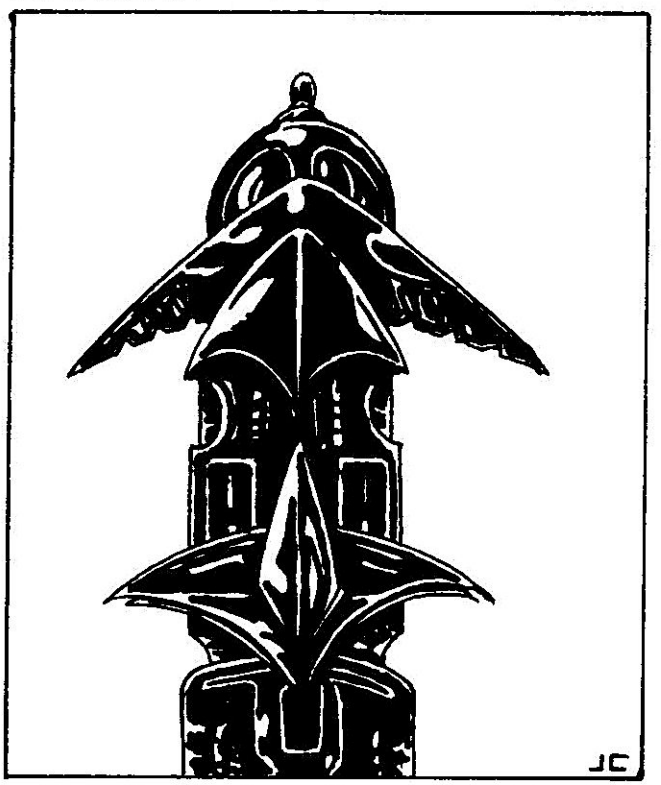
To the northeast of the Triads, almost centered on the equator, is the extensive island chain known as Pythagen, the Python homeland on Tohr. The climate is tropical, containing many marshes and isles. Here the Python Lizards eke out a rather peaceful life as harvesters of the sea, exporting fish and seaweed, as well as other products of the ocean. The Pythons have built a rather extensive, although primitive, fleet of sailing ships with which they ply the oceans of Tohr as traders. Although not as fast as more modern transport, these vessels are efficient, reliable, and harmless to the environment. Representatives from all the known tribes can be found here.

The lizard's racial enemies, the Rams, live conveniently on the forest continent of Slagsmash, on the other side of the planet. King Trashum sees the need for a joint rulership of Tohr by all the races. The Rams really don't export a whole lot, except themselves for mercenary service. They do some lumbering, but are not too organized. Lumbering parties often turn into Ram wrestling free-for-alls, after a tree lands on someone's head. Often the offended Ram doesn't realize, or care, that the tree which bonked him in the head (therefore missing all his vital organs) was one which he was cutting down himself.

The Rams don't maintain cities, just clan sites of about 300 to 800 Rams each, sprinkled through the woodlands. The largest of these is the clan of King Trashum, who acts as the Tomud of all other Rams. He is a popular leader, but that just means more of the other Rams want to beat him up. Mostly, the Rams spend their time swinging through the mixed-deciduous forests of the central continent, or the jungle trees of the southern extremes. Although publicly slandering each others race, King Trashum and the Cizerack leader, Cihzanak Furt, have a great degree of respect for each other, and often secretly meet for wrestling matches, which usually turn into drinking bouts of rather encompassing proportions.

Far south of Slagsmash is the chilly home of the Eridani people, a realm they call Mokliuj, or Icehome. Here, the approximately 22 million Eridani live in their great dome cities, of which there are seven. The capital, Moklorhg, or Iceheart, is the largest of these with over 8 million inhabitants. The Eridani here on Icehome come from all three social stations of Eridani culture. The slaves work in the factories, producing the weapons and other high technology items designed by the middle class, while the elite warriors and priests look down from on high. The Eridani of Icehome tend to keep mostly to themselves, except the nobles who are often seen as pilots and officers in the planetary forces of Tohr. There is high security within the dome cities, and all non-Eridani are carefully watched. The Eridani of Icehome are the only race on Tohr who practice slavery. This is a much debated subject in the Tohrian High Senate. The Eridani government also maintains Thargon's Shipyards, one of the most respected interstellar ship producers in the sector. The shipyards have surface and orbital facilities.

To the northwest of Icehome is the Orion continent of Partae, a small realm of temperate climes that is mostly unpopulated, except for the 8 cities which typify the lives of the Orion people. These cities, ranging from 2 million to 16 million in population, are vast technological urban party zones. Any vice has a price in these places. A constant smog of exotic and intoxicating qualities hangs over these cities at all times, and the effect of the night lights of the cities shining through the multi-colored haze can be quite beautiful. The Orions not only base their economy upon entertainment, but also produce the best wines and liquors on the planet. Partae champagne, especially the Sprotzel brand, is famous all over the subsector. Another strong point of their economy lies in the auto-farms spanning the unpopulated parts of the continent. Torhian Highball Transport is a sector spanning shipping and passenger business, which is popular because of its speed, but considered by most as confusing at best in organization and scheduling.



The eighth continent lies on the equator at what is considered to be the middlepoint between the eastern and western hemispheres. It is a small land of warm rolling hills and extensive beaches. This is known as Throne and is the seat of the Planetary Senate, which is the governmental body of the representative democracy. The Senate is made up of the High Seat, composed of one member from each racial nation, and the Assembly, which is representative of the individual populations of the nations. Together these two bodies make all laws and decisions regarding planetary policy. They are aided in this endeavor by the Chancellor, who is chosen in planetary elections each 6 years, and the Tier of Judges, who are appointed by the High Seat. It should be noted

that each local government also has its own decision making body for its own control and maintenance. However, there are no recognized national military forces or organizations; only planetary. This is law.

Throne is also the location of Torh's largest cities, especially the capital of Chebalance, which is home to over 23 million people and spans the entire western coast of the continent. In these cities no one race appears in dominance and everyone seems to pretty much get along. These are also the cities most frequently visited by tourists and other off-worlders, making them even more a melting pot of cultures. Throne is also the headquarters of the very efficient Planetary Police and the Planetary Defense Group. While mostly Tech 4, the Defense Group, and the planet as a whole, does maintain facilities and a small number of ships for galactic level interaction. Finally, Throne is well known throughout the subsector for its beautiful resorts.

The final true continent is North Cap, the northern magnetic pole. This frigid and barren land is home only to a small group of Eridani who call themselves the Klim-data, or Children of God. These Eridani have adopted the Earth religion known as Christianity and have forsaken their traditional ways. Having left Icehome before too many problems erupted, these people have asked to start their own nation. The Eridani of Icehome vehemently refuse. The Senate is still in debate for the while. In the meantime, these 25,000 Eridani live here in peace, isolated from the rest of the world except for the occasional supply delivering brought in by various sympathetic organizations and groups.

The 4th Resolution to the constitution guarantees that all persons reserve the right to bear arms. Consequently, there are few weapon tech laws. A person has the right to carry any Tech Level 5 or lower weapon. The planet maintains a formidable central authority and the Planetary Police are rated as some of the best in the galaxy. There is little violent crime and most of that which does occur is quickly solved. The authorities employ the use of Chatilians to assist in solving crimes.

Torh is a thriving Tech Level 4 world and exports large quantities of minerals, alloys and food throughout the sector. The 3rd fleet makes its home at Battle Station Consequence on the satellite moon Myornus.

MGE	SERVICES
Mercenaries (5)	Grade A-C Di-Tritium
Mentors (C) (3)	Grade A-C Ti-Tritium
NAM (4)	Refit (3)
Shepherds (5)	Armor Repair Station (4)
	Rent-A-Skill
	Weapons Station (3)
STRUCTURES	**DEFENSES**
Resorts (1)	Complex Battle Array (5)
Matrix School	Battle Station (2)
Shipyards (5)	Bio-Sentient Organisms (4)
	Early Warning Systems (4)
	Fleets (L/CNN)
	Ground Based Missiles (4)

TROXSIN E5-H03Q-M46 (HEX:1817)

This heavily defended Xarian base was not attacked following the incident at Lhoren. It is on a state of alert, however, and Alliance personnel are not allowed on Troxsin. The planet avoids direct trade with the Alliance. Instead, it sells goods to Sinjin for general redistribution.

MGE	SERVICES
Xarians (10)	Nil
Arachnids (5)	
STRUCTURES	**DEFENSES**
Nil	Complex Battle Array (5)
	Fleets (Xarian)
	Other Capabilities Unknown

ULITHI A5-U52X-O46 (HEX:2220)

Is frequently terrorized by Orion pirates. Deciduous environment. Chatilians abide here. Population 3 million. No weapons permitted.

MGE	SERVICES
Mentors (C) (4)	Grade A Di-Tritium
STRUCTURES	**DEFENSES**
Nil	Layered Array (5)
	Early Warning Systems (4)
	Fighter Base (L)
	Patrols (3/6)

WREITSEN A0-N60M-C07 (HEX:1921)

The corrosive world of Klanth is an Alliance tracking station on the Maze of Orion border. Otherwise this swirling heap of dust and sulphur dioxide has been left unsettled.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Nil	Patrols (2/5)
	Early Warning Systems (8)

THE IVORY COAST
INTERSTELLAR STOCK MARKET TRADE INDEX

Planet	Min	Narc	Man. Goods	Slaves	LGA	A.I.	HGA	Food	Luxury	Water	Tech	Med	Mach	Precious
Beresh	2	3	4	3	5	6	5	6	6	7	7	5	6	5
Digetial	3	6	5	6	3	5	3	5	5	5	5	5	6	3
Mantauck Ast.	2	6	5	6	2	5	2	5	6	5	5	4	7	3
Ering Crasb	4	7	6	7	3	4	4	4	7	4	5	8	5	3
Gavan	3	5	1	5	4	5	4	4	5	4	4	2	5	5
Gentaris Alcatraz	3	0	5	0	4	4	4	6	5	4	4	5	5	4
Greesak	0	6	8	5	0	0	0	0	8	0	6	6	6	0
Harden Pormalax	L5	¤	¤	¤	L8	¤	L9	L12	¤	L15	¤	¤	¤	L11
Janasine	3	7	5	7	1	4	4	6	7	6	6	5	7	4
Emerice	2	7	9	1	6	0	6	3	9	2	10	8	7	6
Khadash	3	4	6	6	5	0	5	1	8	3	9	7	7	3
Nefrean	5	4	6	7	5	4	1	8	8	9	6	6	6	5
Obsidian	1	5	6	7	3	4	4	4	7	3	6	6	7	3
Oerrest	4	3	8	6	2	7	3	7	6	2	7	7	2	4
Paslir	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Phoenix	4	4	3	5	7	3	8	6	7	4	5	1	8	6
Racio	4	0	5	5	4	7	6	4	5	3	7	5	6	4
Salvation	3	6	7	9	3	4	3	3	8	6	6	5	5	2
Serag	4	7	6	6	4	5	5	5	7	6	8	7	5	4
Silen (Foresia)	3	4	8	0	5	0	5	2	8	4	5	5	4	5
Steward	4	3	2	5	3	7	5	4	6	3	8	6	8	1
Talens	3	5	2	0	4	3	4	2	6	3	6	5	6	4
Torh	2	5	5	7	2	4	3	2	7	2	6	6	6	2
Troxsin	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ulithi	2	4	2	6	3	4	4	5	6	5	6	5	6	3
Wreitsen	0	0	0	0	0	0	0	0	0	0	0	0	0	0

KEY TO THE INTERSTELLAR STOCK MARKET TRADE INDEX

Min=Minerals	Narc=Narcotics	Man. Goods=Manufactured Goods	LGA=Alloys (Low Grade)
A.I.=Artificial Intelligence	HGA=Alloys (High Grade)	Tech=Technology	Med=Medical
Mach=Machinery	Precious=Precious Metals		

THE XARIAN CONFEDERACY

FEL O6-U32M-N40 (HEX:0915)

Fel is a secret listening post/training facility on the Xarian border. Travel is restricted to military vessels and transports. Some 1,500,000 Galactic Storm Troopers train here annually and Fel also maintains several naval bases. Emergency accommodations are offered at Camp Lajune. Note!! Grade A fuels can be obtained only by military ships or those with special dispensations. All others have access to marginal grade B fuel.

MGE	SERVICES
Galactic Forces	Grade A-B Di-Tritium
STRUCTURES	**DEFENSES**
Nil	Early Warning Systems (7) Fleets (CNN)

KLAR A0-¤80A-O56 (HEX: 0816)

Another abandoned colony world, whose inhabitants fled under the continued threat of Xarian hostilities.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Ruins	Nil

RADIAA I2-T02D-O67 (HEX: 0414)

Privately owned by a group of pacifist Ram Pythons named the Peaceful Fist who have denounced the Alliance and Pythos, opting to live in the solitude of Radiaa. The planet shares open trade with the Xarians and the "furniture" are commonplace there. This tropical world is filled with mineral riches and significant gold deposits. The Asteroid Mining Consortium has been licensed by the ruling government to set up operations here. The AMC is currently hiring our mercenaries to protect its operations which are located on the Tordac Peninsula.

Peaceful Fist has not been declared Treasonous by the Alliance, although the Ram and Python governments are calling for a vote this year. They are despised by Ram and Pythons who consider them a disgrace. Members of Peaceful Fist wear yellow headbands with a fist embroidered on them.

MGE	SERVICES
Xarians (5)	Grade B Di-Tritium Refit (1)
STRUCTURES	**DEFENSES**
Mines	Early Warning Systems (4) Fleets (P)

VERDIAGE A0-¤80A-O46 (HEX: 0415)

Attempts to colonize this untamed world have been forsaken, due to hostile indigenous lifeforms abiding on Verdiage. There is always the persistent threat of Xarians and Arachnid aggression.

MGE	SERVICES
HAL	Nil
STRUCTURES	**DEFENSES**
Nil	Nil

THE XARIAN CONFEDERACY

Xarian space is not completely off limits. Ships are allowed to trade with certain Xarian systems. Others are restricted to authorized vessels only. However, the Alliance has issued strong travel warnings over entering Xarian space. It states that **"Any Alliance vessel or subject that willfully crosses into Xarian space is subject to their laws. No attempt at extradition shall be made by this government in the event of prosecution."**

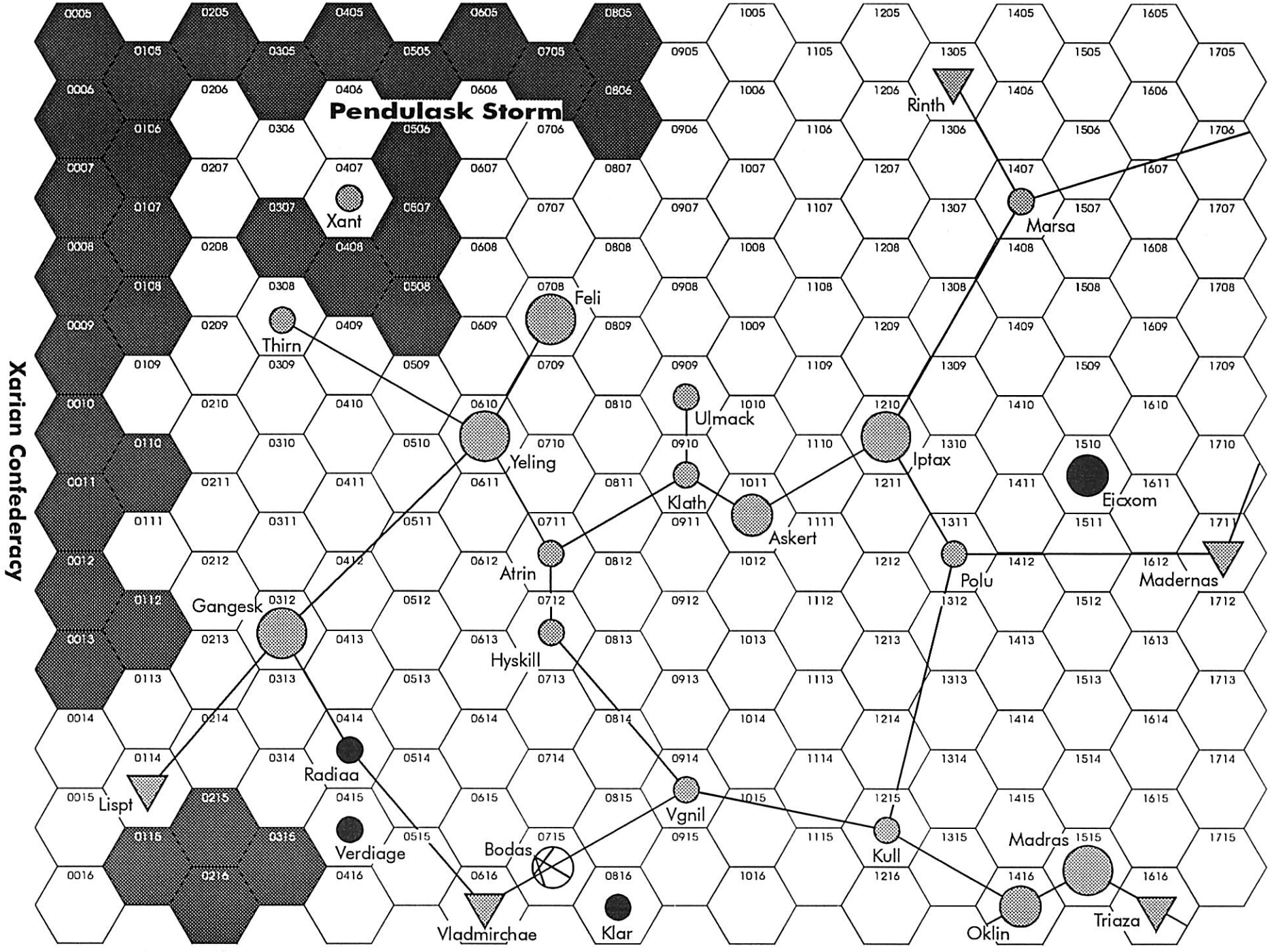
The Xarian Confederacy is a split off faction of the Xarian Hegemony and this large group of star systems is currently at war with the Alliance. The Xarians are known Arachnid conspirators. This powerful nation boasts a formidable naval armada as well prodigious ground forces. The Xarian Confederacy is actually part of a much larger nation called the Xarian Holdfast. The Alliance has foregone a full scale confrontation with the Xarian Confederacy. Still, many a border incident has occurred over the last 100 years, naval vessels engaging each other regularly, with and an occasional assault of a battle station or two!

Xarians are strange, table-like beings with an evil disposition. It is believed that the Arachnids have promised them territory and technology, in exchange for advanced bases from which to launch invasions against the Alliance. A fairly large group of Alliance malcontents have taken up allegiance with the Xarians, and regularly infiltrate the Alliance space to carry out subversive activities against the State.

ASKERT E¤-¤¤¤¤-¤¤¤ (HEX:1011)

Askert is a theoretical impossibility. Owing, perhaps, to proximity to Rift instabilities, a trinary system of black holes has somehow come into being here. Vessels approaching the black hole triad are demolished by the massive gravitational forces. However, there is a point in the center of the triad where the gravitational forces would theoretically balance each other out, creating a sort of eye in the gravitational storm. It is believed that an ultra-secret Xarian military base is located here. Xarian military vessels have been witnessed approaching the Triad, past the point where they would normally be destroyed . . . and then emerging again, hours or days later.

MGE	SERVICES
Xarians (10)	Nil
STRUCTURES	**DEFENSES**
Nil	Early Warning Systems (7) Fleets (Xarian) Other Defenses Unknown


Xarian Confederacy
Pendulask Storm
Xant
Thirn
Feli
Yeling
Ulmack
Klath
Askert
Atrin
Hyskill
Gangesk
Radiaa
Lispt
Verdiage
Bodas
Vgnil
Vladmirchae
Klar
Kull
Rinth
Marsa
Iptax
Eicxom
Polu
Madernas
Madras
Oklin
Triaza

ATRIN E6-▫▫▫▫-M62 (HEX:0711)

The second world of the Atrim system is a massive, unstable world of volcanoes and tectonic activity. Though inhospitable to most forms of life, it is home to an extensive Xarian geothermal energy processing plant. It is believed that nearly 70% of the world's considerable power has been harnessed. The Xarian government has allowed small teams of Alliance scientists onsite to inspect the facilities, in the interests of peaceful scientific exchange. (Yeah, right.)

MGE	SERVICES
Xarians (10)	Nil
STRUCTURES	**DEFENSES**
Energy Plants	Early Warning Systems (3) Other Defenses Unknown

BODAS E▫-▫▫▫▫-▫▫▫-G (HEX:0715)

Is a ghost star system, affected by the Motaran Rift. No further information is available on this planet.

EICXOM I5-U53X-O64 (HEX:1510)

The Eicxom system is home to a Human colony world, the result of a trade accord between the Xarian government and SSDC before hostilities broke out. Despite numerous attempts to evacuate the colonists, they have refused, clinging grimly to their adopted world. The Xarians tolerate the colony's presence because the planet lacks large quantities of exploitable resources, and because they would be more trouble to remove than they're worth.

MGE	SERVICES
Smugglers (4)	Grade C Di-Tritium
STRUCTURES	**DEFENSES**
Nil	Early Warning Systems (2) Ground Slug Thrower (6)

FELI E6-H65M-M57 (HEX:0708)

A civilian system with little or no military buildup. Feli boasts four inhabitable worlds, all of which are primarily devoted to food production for neighboring systems.

MGE	SERVICES
Xarians (10)	Grade B Di-Tritium
STRUCTURES	**DEFENSES**
Farms	Early Warning Systems (6) Other Defenses Unknown

GANGESK E6-H83M-M73 (HEX:0312)

Gangesk is a heavily guarded system, for good reason. The system's three planets are home to some of the richest Di-Tritium deposits in the known universe! Extracting the fuel is made tricky by Gangesk's proximity to a Rift outlet, and by massive solar flares which frequently erupt from the star's surface.

MGE	SERVICES
Xarians (10)	Grade A Di-Tritium
STRUCTURES	**DEFENSES**
Farms	Layered Array (6) Fleets (Xarian) Other Defenses Unknown

HYSKILL E▫-▫▫▫▫-▫▫▫ (HEX:0712)

Nobody seems to have any clue, including the Xarians! They have observation ships posted all around this system, but apparently don't control it. Any non-Xarian vessel approaching the system is first warned away, then fired upon if it ignores the warning.

IPTAX E7-H09M-M67 (HEX:1210)

The Xarians have built some sort of stargate on Iptax and the system is heavily defended with ground troops and naval vessels. There are two starbase type platforms in high orbit! This is the hub of the illegal trade entering the Xarian Confederacy.

MGE	SERVICES
Xarians (10) Arachnids (7)	Grade-B Di-Tritium Refit (restricted) (1)
STRUCTURES	**DEFENSES**
No Information	Complex Battle Array (9) Fleets (L/Xarian) Other Defenses Unknown

Dwes E74-H01M-M42: Dwes appears to be some sort of huge energy collector. Alliance intelligence gathering equipment has detailed that much of the satellite's surface functions as a huge microwave collection dish. This tremendous scientific achievement provides for the energy needs of Iptax, which is otherwise icebound. Dwes imports slaves and high grade alloys from the Alliance. It is the second planet of six revolving around the red dwarf sun.

MGE	SERVICES
Xarians (10)	Grade C Di-Tritium
STRUCTURES	**DEFENSES**
No Information	Unknown

Mkhi E77-HO1M-M42: Mkhi appears to be some sort of military base. Long-range spy satellites frequently pick up vessels leaving planetary orbit which were not recorded entering the system. Additionally, several Alliance vessels have disappeared in the immediate vicinity, with no trace ever found. No other information is available. Restricted trade.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
No Information	Unknown

KLATH E5-H82¤-O55 (HEX:0910)

An M-class planet, known as Bounty, can be found here. It is home to numerous Humans, Gen-Humans, and Orions who have defected from the Alliance and thrown their lot in with the Xarians. Bounty is considered to be under the full protection of the Confederacy, and they have warned that any attack against the populace will provoke swift and certain retaliation.

MGE	SERVICES
Doltharians (8)	Grade B Di-Tritium
ARM (3)	Assassination Services (3)
Pirates (4)	Fencing Operations (2)
Silk Lambs (7)	Identification Change (7)
	Laundering Services (5)
STRUCTURES	**DEFENSES**
No Information	Unknown

KULL E5-H01M-C50 (HEX:1215)

Kull is believed to be a breeding grounds for Human, Gen-Human, and Orion mutations. A small Xarian base station orbits the planet. The planet itself is off-limits to all non-Xarian personnel.

MGE	SERVICES
Xarians (10)	Grade-B Di-Tritium
Arachnids (6)	
STRUCTURES	**DEFENSES**
No Information	Complex Battle Array (6)
	Fleets (Xarian)
	Other Defenses Unknown

Satia E5-H01M-C50: The eighth planet is thought to be Eridani and Phentari breeding grounds, similar to Kull itself. There is a base station in orbit. Limited access to the spaceport.

MGE	SERVICES
Xarian	Grade B Di-Tritium
Arachnids (5)	Refit (restricted) (1)
STRUCTURES	**DEFENSES**
No Information	Complex Battle Array (6)
	Fleets (Xarian)
	Other Defenses Unknown

LISPT E¤-¤¤¤¤-¤¤¤ (HEX:0114)

In the past, Lispt has been used as a launch point for Arachnid incursions into this portion of Alliance space. Now, much military activity has been detected planetside again. Alliance personnel approaching within 2 parsecs of Lispt will be destroyed. Nothing else is known about the system.

MGE	SERVICES
Xarians (10)	Unknown
Arachnids (10)	
STRUCTURES	**DEFENSES**
Unknown	Fleets (Xarian, Arachnid)
	Other Defenses Unknown

MADERNAS E¤-¤¤¤¤-¤¤¤ (HEX:1711)

The fourth planet of the Madernas system exploded and was drawn into the orbit of Madernas-3, a much larger planet, where it formed a massive asteroid ring. It is believed that this planet is being used as an Arachnid staging ground. Massive buildups of military technology, including several small fortified battlestations, occupy the asteroid belt, and any ship approaching too closely is greeted by a withering barrage of weapons fire.

MGE	SERVICES
Xarians (10)	Unknown
Arachnids (10)	
STRUCTURES	**DEFENSES**
Unknown	Fleets (Xarian, Arachnid)
	Other Defenses Unknown

MADRAS E5-U82M-M47 (HEX:1515)

One of the few Xarian worlds totally open to outsiders is located in this system. Called the Free Market, the entire planet is essentially one giant black market camp, where anything can be bought or sold. The Xarian government makes no incursions at all on-planet. Once you've bought your goodies, however, you then have to get them off-planet, and that's not so easy. Xarian vessels patrol the space around Madras heavily, and board an average of 3 to 4 vessels a week. Most of these vessels are impounded and their cargoes confiscated; it is significant to note that 85% of these vessels are of Alliance origin. Good smugglers can make a fortune transporting cargos off of Madras.

MGE	SERVICES
Arms Dealers (5)	Armor Station (2)
Black Monday (1)	Assassination Services (4)
Doltharians (2)	DNA Masking (6)
Drug Dealers (5)	Fencing Operations (3)
Smugglers (6)	Identification Change (4)
Xarians (10)	Grade B Di-Tritium
	Grade B Ti-Tritium
	Slave Auctions (5)
	Weapons Shop (3)
STRUCTURES	**DEFENSES**
Nil	Fleets (Xarian)
	Other Defenses Unknown

MARSA E¤-¤¤¤¤-¤¤¤ (HEX:1407)

It is widely believed that a top secret Xarian military experiment went awry here and that the third planet is this star system mysteriously exploded on 2170.234.10. No further details are available on this system. Some people claim that Marsa is yet another case of the 'Mysterious Exploding Planet Virus.' Orions claim that a Goola-Goola must have gotten loose on the surface and decided to fix the planet!

OKLIN E¤-¤¤¤¤-¤¤¤ (HEX:1416)

Little is known about this system. A free trader caravan passing through reported sighting ARM vessels on a course which would have taken them to the sixth planet of the Oklin system, a gas giant. What they were after is anybody's guess. There are no habitable planets in this system, but there is a Xarian military base here. Alliance personnel are of course unwelcome.

MGE	SERVICES
Xarians (10)	Unknown
STRUCTURES	**DEFENSES**
Unknown	Fleets (Xarian)
	Base Station (6)
	Other Defenses Unknown

POLU E5-H01M-C60 (HEX:1311)

Alliance prisoners captured by the Xarian government are brought here to this hostile world known as the Cemetery. The few persons who have managed to escape speak of a corrosive maelstrom of a planet where the temperatures can boil exposed skin in seconds. Convicts work in the subterranean mines until they die. That is, those who are lucky. Many prisoners are believed to be used as guinea pigs in genetic experimentation performed on Polu. The world imports large quantities of water from the Alliance.

MGE	SERVICES
Xarians (10)	Grade-B Di-Tritium
Arachnids (6)	
Krakeds (2)	
STRUCTURES	**DEFENSES**
No Information	Complex Battle Array (4)
	Fleets (Xarian)
	Other Defenses Unknown

RINTH E¤-¤¤¤¤-¤¤¤ (HEX:1305)

Home to numerous Xarian 'research facilities.' Some people would suggest that this is a polite euphemism for 'munitions plants,' and point to the heavy patrols of Xarian war vessels in the area as evidence. The Xarian government denies all such allegations.

MGE	SERVICES
Xarians (10)	Unknown
STRUCTURES	**DEFENSES**
Unknown	Fleets (Xarian)
	Layered Array (6)
	Other Defenses Unknown

THIRN E5-U82M-M55 (HEX:0308)

The Thirn system is an enigma. Sometimes it's there, and sometimes it's not. It's as simple as that. There's no evidence of Rift activity, and nothing to indicate that Thirn is a ghost system. It just fails to show up on sensors of any sort at all, about one time in ten. When it's there, minimal service facilities can be found on the fourth and fifth planets. The residents are reported to look at you oddly if you ask them why their solar system keeps disappearing, then ignore you completely.

MGE	SERVICES
Xarians (10)	Grade C Di-Tritium
STRUCTURES	**DEFENSES**
Unknown	Fleets (Xarian)
	Early Warning Systems (6)
	Other Defenses Unknown

TRINZA E7-H84M-M55 (HEX:1616)

There once existed thriving trade between the Alliance and the frontiersmen and the citizens of Trinza. That was before the Incident at Lhoren. However, following the destruction of that planet, Alliance ships chose Trinza as a secondary industrial target. Recently, the Alliance's top ambassador to the planet has his emigration papers revoked and was expelled. Note: Unauthorized vessels which become disabled anywhere within Xarian space are eventually towed here.

MGE	SERVICES
Xarians (10)	Grade B Di-Tritium
Arachnids (5)	
Krakeds (3)	
STRUCTURES	**DEFENSES**
Unknown	Fleets (Xarian)
	Complex Battle Array (3)
	Other Defenses Unknown

ULMACK E¤-¤¤¤¤-¤¤¤ (HEX: 0909)

No information available.

VGNIL E¤-¤¤¤¤-¤¤¤ (HEX: 0914)

No information available.

VLADMIRCHAE E5-H05M-M72 (HEX:0616)

Vladmirchae once carried out limited trade with neighboring Well. However, the Incident at Lhoren changed all this. Some freighters still move between Well and Vladmirchae. Many disenfranchised Alliance people live here.

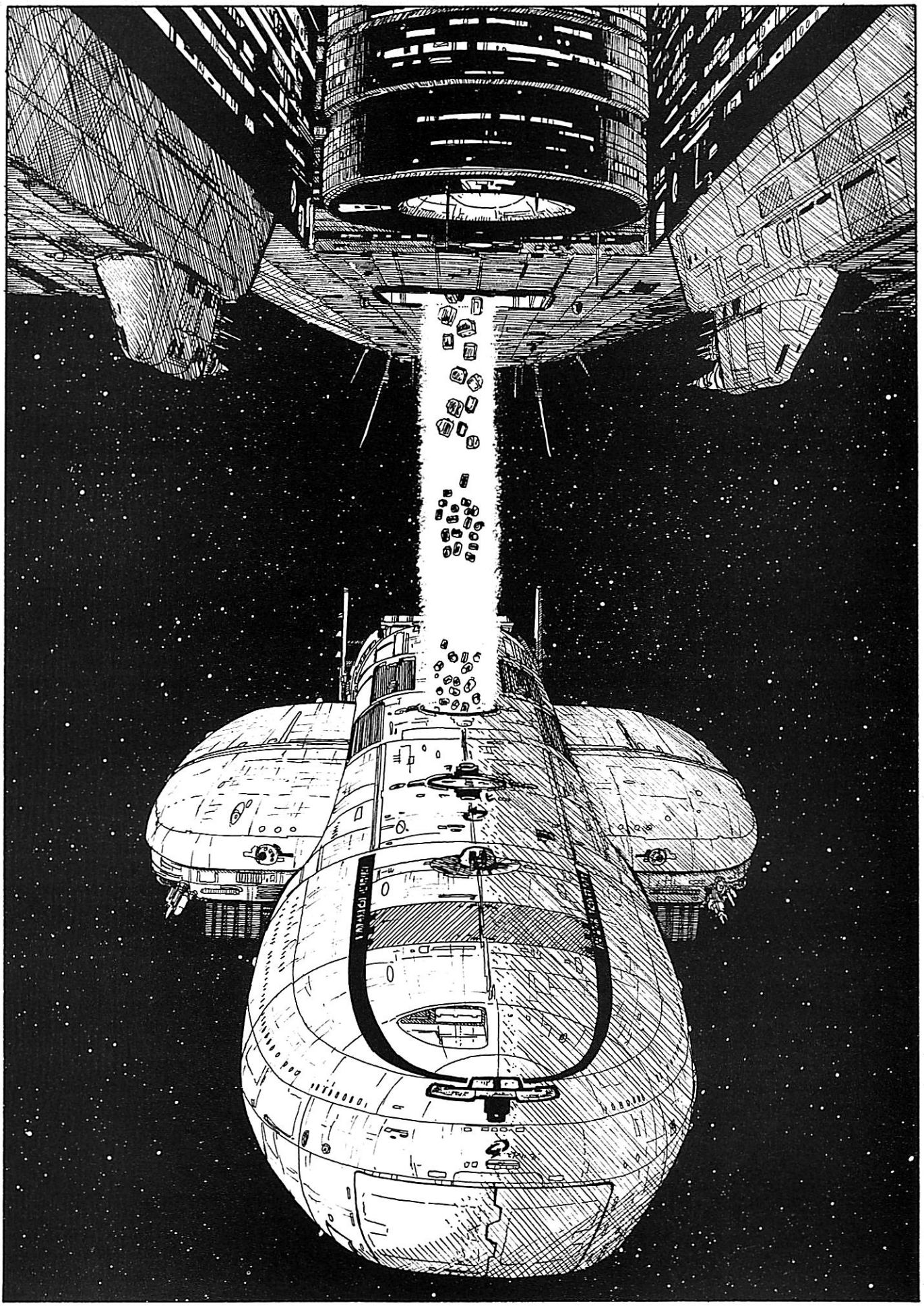
MGE	SERVICES
Xarians (10)	Grade A Di-Tritium
Doltharians (8)	Fencing Operations (8)
Dynecar (3)	Refit (2)
STRUCTURES	**DEFENSES**
Unknown	Fleets (Xarian)
	Ground Defense Bases
	Other Defenses Unknown

XANT E¤-¤¤¤¤-¤¤¤ (HEX: 0407)

No information available.

YELING E¤-¤¤¤¤-¤¤¤ (HEX: 0610)

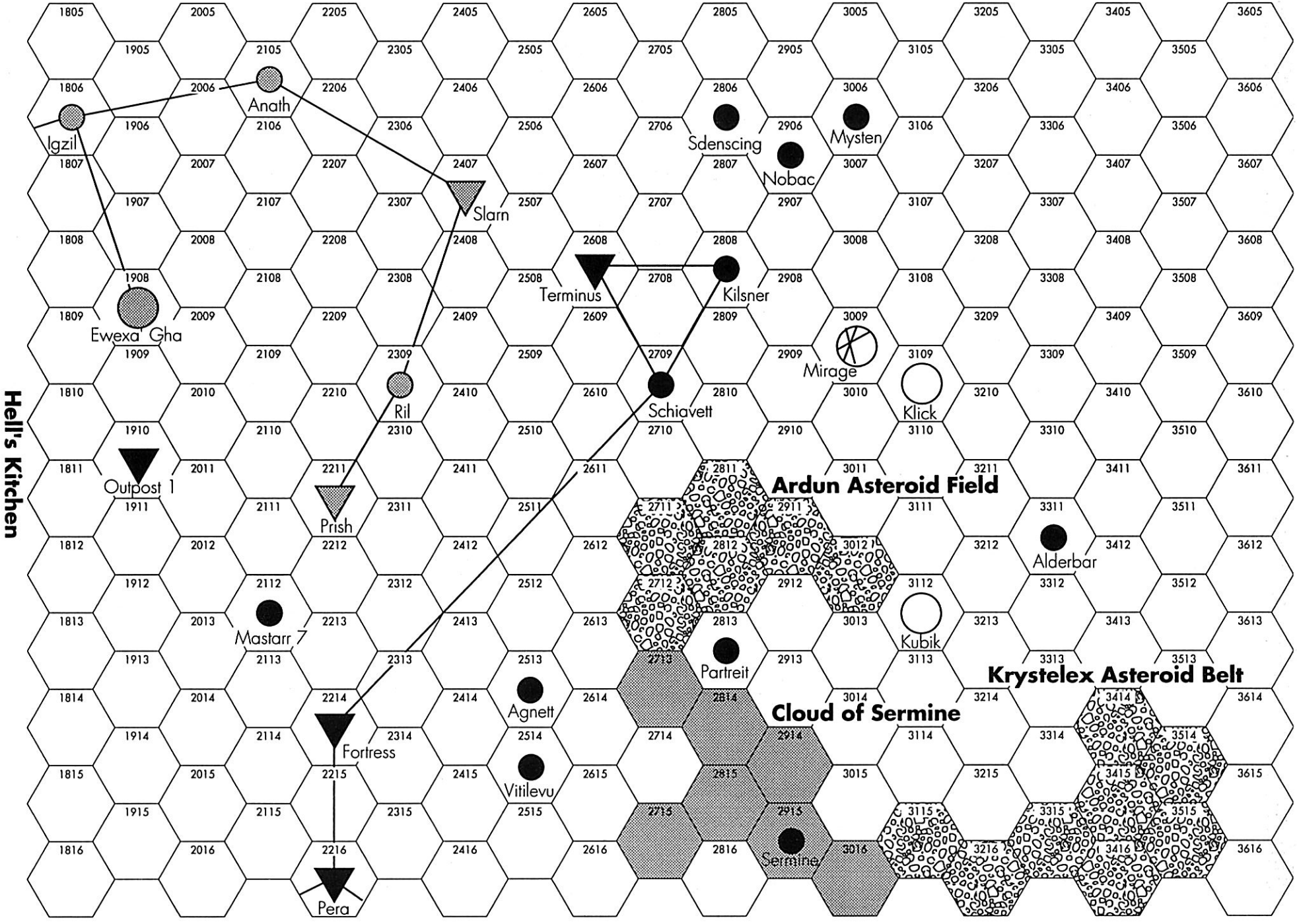
No information available.



THE XARIAN CONFEDERACY
INTERSTELLAR STOCK MARKET TRADE INDEX

Planet	Min	Narc	Man. Goods	Slaves	LGA	A.I.	HGA	Food	Luxury	Water	Tech	Med	Mach	Precious
Fel	0	0	5	0	0	6	0	5	7	7	8	5	0	0
Klar	L6	¤	¤	¤	L8	¤	L10	L1	¤	L3	¤	¤	¤	L8
Radiaa	1	¤	6	¤	3	5	4	3	4	1	7	5	6	2
Verdiage	L11	¤	¤	¤	L8	¤	L14	L9	¤	¤L7	¤	¤	¤	L15
Askert	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Atrin	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Eicxom	7	2	6	0	3	8	6	4	9	3	7	8	6	4
Feli	3	0	0	8	4	7	5	2	0	4	6	0	4	3
Gangesk	2	0	0	8	2	7	4	4	0	6	6	0	7	3
Iptax	4	0	4	7	4	3	5	4	4	2	4	4	5	4
Dwes	0	0	0	9	0	0	8	0	0	0	0	0	0	0
Mkhi	0	0	0	0	8	0	8	0	0	0	9	0	0	0
Klath	4	6	7	5	5	6	6	3	8	3	6	6	5	4
Kull	0	0	0	5	0	0	0	5	0	6	0	4	0	0
Satia	0	0	0	5	0	0	0	5	0	6	0	4	0	0
Lispt	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Madernas	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Madras	5	3	6	2	4	6	5	3	7	2	6	4	5	4
Oklin	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Polu	5	0	5	8	4	4	5	4	4	9	6	4	6	5
Rinth	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Thirn	3	0	5	8	2	7	5	4	0	3	7	5	5	4
Trinza	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Vladmirchae	3	4	5	6	1	5	2	4	5	7	7	4	6	3

KEY TO THE INTERSTELLAR STOCK MARKET TRADE INDEX			
Min=Minerals	Narc=Narcotics	Man. Goods=Manufactured Goods	LGA=Alloys (Low Grade)
A.I.=Artificial Intelligence	HGA=Alloys (High Grade)	Tech=Technology	Med=Medical
Mach=Machinery	Precious=Precious Metals		


Hell's Kitchen
Anath
Igzil
Slarn
Sdenscing
Mysten
Nobac
Terminus
Kilsner
Ewexa' Gha
Mirage
Ril
Schiavett
Klick
Outpost 1
Ardun Asteroid Field
Prish
Alderbar
Mastarr 7
Kubik
Partreit
Krystelex Asteroid Belt
Agnett
Cloud of Sermine
Fortress
Vitilevu
Sermine
Pera

HELL'S KITCHEN

AGNETT A0-000E-C62 (HEX:2513)

Agnett is a hostile world whose atmosphere is 78% sulfur and 9% cyanide by content. The surface wind speed often exceeds 250 kph, and there is much evidence of tectonic activities. A slew of hostile organisms abide here. The value of Agnett is in its pronounced gold reserves. Terel is contemplating robotics techniques to extract the ore.

Agnett is property of the Terel Mining Corporation. However, the expanding mega-corp has forgone commencing operations for the time being, due to the inhospitable atmospheric conditions and the constant threat of attack from the Xarians.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Nil	Nil

ALDERBAR I4-N01D-O58

A group of militant, right wing non-aligned Humans live on this temperate world. The mystery is, how and where did they come from? None of the more than 200,000 people who make their homes on Alderbar are listed with the Galactic Immigrations and Records Directory. Adding to the puzzle is the fact that none of the colony ships are built by any known manufacturer. Investigation of the improprieties and oddities has not been allowed, and Alliance officials are debating further actions. The planet is completely self-sufficient and no trade has been established.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Nil	Nil

ANATH E¤-¤¤¤¤-¤¤¤ (HEX:2105)

No information available on this system.

EWEXA'GHA I6-U54Y-O81 (HEX:1908)

This world, the fifth and last of its system, is a Xarian industrial colony. Enormous mining facilities dot this planets' surface. Billowing clouds of soot and grime ejected from processing stacks fill the air of this grim, dirty world. The Alliance recognizes the sovereignty of the Xarian Confederacy to own Ewexa'gha, and amicable relations exist with both sides being on their best behavior.

An occasional Xarian ore freighter leaves for Alliance ports, carrying only a small crew and a hold full of quality Ti-tritium 305 for sale. Slave trade has been encouraged by the Xarians.

MGE	SERVICES
Xarians (10)	Refit (1) Grade A Ti-Tritium
STRUCTURES	**DEFENSES**
Mines	Complex Battle Array (2) Other Capabilities unknown

FORTRESS A7-H82M-N30 (HEX:2214)

Strategically positioned on the border of the Xarian Confederacy, Fortress is a top secret military installation. Special military authorization is necessary to land here. Violators have been blown out of the sky.

MGE	SERVICES
Galactic Forces	Grade A Ti-Tritium
STRUCTURES	**DEFENSES**
Nil	Fleets (CNN,INE) Other Defenses Unknown

IGZIL E¤-¤¤¤¤-¤¤¤ (HEX:1806)

No information available on this system.

KILSNER A0-N41E-O56 (HEX: 2808)

This tropical paradise is widely unsettled and is a lure to the adventurous. A battle station is being built here, subsidized by the central government. Kilsner is routinely patrolled by company ships to protect it from Xarian attacks, which have occurred recently. The Teledyne corporation is offering land grants to those persons who are willing to sign on for a four year hitch to colonize the planet.

MGE	SERVICES
Nil	Grade A Di-Tritium Refit (1)
STRUCTURES	**DEFENSES**
Nil	Patrols (4/6)

KLICK U¤-¤¤¤¤-¤¤¤-M (HEX:3109)

An access route must have been established to this world, but from where is a mystery. The salvage cruiser Nostrodomous set sail from Transit some 100 years ago on a routine clearing of the Maze of Orion, and was never seen or heard from again. The ship's wreckage appears to be in orbit above the planet. No other information is available on the planet.

KUBIK U¤-¤¤¤¤-¤¤¤-M (HEX:3112)

This shadow world was discovered by professor Daniel Kubik. The coordinates for access have never been revealed. Kubik is a class O world. No other information is available on this planet.

MASTARR-7 A0-080A-O53 (HEX:2112)

The colony world of Mastarr -7 was destroyed during the Battle for Hell's Kitchen by Xarian forces. Some 10,000,000 people perished in the destruction, leaving behind a world rich in minerals.

MGE	SERVICES
Nil	Nil
STRUCTURES	**DEFENSES**
Ruins	Nil

MIRAGE U¤-¤¤¤¤-¤¤¤-G (HEX:3009)

All attempts to reach this Ghost World have failed. Mirage appears to be a class M planet. No other information is available on this system.

MYRIAD U¤-¤¤¤¤-¤¤¤-M (HEX: UNKNOWN)

This planet may only be legend, but is supposed to exist in this subsector. Myriad is said to be a planet of wild psycho-kinetic phenomena and other strange occurrences. Bizarre environments and paradoxical anomalies of time, space, energy, and matter exist side by side in an insane juxtaposition of realities. It is said that anything may happen on Myriad, that even the long dead may walk again. Nightmares and dreams become substantial. Parapsychic entities that melt into reality like snow into a rainbow.

MYSTEN A0-¤8¤¤-O64 (HEX:3006)

Little is known about the deciduous world of Mysten, save to say that it is owned by the Orionus Mercantilist Guild. Settlement of the planet has been forgone in the wake of the Xarian threat. It is also believed to be occupied by Xarian forces, although this has not been confirmed by Rumor Control.

MGE	SERVICES
Xarians (4)	Nil
STRUCTURES	**DEFENSES**
Nil	Automated Defense Systems

NOBAC I3-N82D-O53 (HEX:2906)

The independent, anti-federalist world is the capital of the Nobacaine Cluster. Nobac is a society built by an expatriate grizzly war veteran who, disenfranchised with the internal affairs of the central government, came here to live the dangerous life on the frontier. About a million retired mercenary and ex-military soldiers live on this self-sufficient, arid world nicknamed the OK Corral. The OK Corral has been spared any attacks by Xarians, and many believe that Nobacaines bribe the Xarians with machinery to ensure their safety. Arachnids have been seen mingling freely amongst the populace. Nobac is the staging area for the Black Monday Terrorist movement.

MGE	SERVICES
Black Market (5)	Grade B Di-Tritium
Black Monday (4)	Refit (2)
Mercenaries (4)	DNA Masking (4)
Sheustron (2)	Laundering Services (5)
Xarians (3)	
STRUCTURES	**DEFENSES**
Resort (9)	Layered Array (4)
	Fleets (P)
	Early Warning Systems (5)

OUTPOST 1 A7-H81M-¤¤¤ (HEX:1910)

The existence of this base has never been openly confirmed by the federal government, but long range scanners have detected high amounts of activity in the area. Military transports have been detected entering orbit around the planet, which is protected by an energy sphere. It is widely believed that numerous attacks by the Arachnids have been made against Outpost 1, but that they have so far been unable to destroy it. Restricted trade by authorized personnel only.

It is widely accepted that the renowned Mutzachan energy controller Filgerstan, a 23rd level master of energy manipulation, makes his home here.

MGE	SERVICES
Arachnids (1)	Unknown
Galactic Forces	
STRUCTURES	**DEFENSES**
Unknown	Fleets (CNN,MDC)
	Flux Shield (10)
	Other Abilities Unknown

PARTREIT A0-¤80¤-M53 (HEX:2813)

Little has been cataloged about Partreit, but physicists contend that the planet is experiencing time shifts and distortions in space dilation. Scientific outposts have been set up to investigate what many believe to be a new, and the youngest, tear in the fabric of space and time ever detected. Hostile atmospheric conditions prevented wide scale permanent colonization of this abandoned Eridani colony world.

MGE	SERVICES
Xarians (2)	Nil
STRUCTURES	**DEFENSES**
Nil	Automated Defense Systems

PERA A4-T61M-O5¤ (HEX:2216)

Battle Station Pera was largely destroyed during the last Xarian incursion into this sector. Some 7000 soldiers died in the conflict, which raged for weeks before a ceasefire was obtained through the Xarians. Reconstruction of the heavily damaged station has begun and journeymen are in high demand (triple normal pay). An important note: Xarian patrols routinely intercept and destroy vessels making the "Pera Run", which is as deadly as it is lucrative.

MGE	SERVICES
Galactic Forces	Grade A Di-Tritium
Mentors (all) (1)	Grade B Ti-Tritium
Mercenaries (5)	Refit (1)
	Armor Repair Station (2)
	Weapons Shops (2)
STRUCTURES	**DEFENSES**
Nil	Layered Array (1)
	Battle Station (1)
	Early Warning Systems (2)
	Fleets (CNN)

PRISH E¤-¤¤¤¤-¤¤¤ (HEX:2211)

Xarian Battle Station. Maintains a formidable fleet. No other information available.

RIL E¤-¤¤¤¤-¤¤¤ (HEX:2309)

No information available on this planet.

SCHIAVETT A5-T52E-O55 (HEX:2709)

The Devil's Shipyard produces personal warcruisers at 30% below the average market price, so long as the prospective buyers sign on to fly 20 combat missions against the Arachnids and Xarians. Each crew is guaranteed the discount, and financing for up to another 40% on a personal warcruiser, if they are willing to carry out Hit and Run raids on Xarian shipping. The government employs four Orion owners to subcontract missions to experienced combat teams. Note: Crews operating their own craft can still sign on to fly against the enemy. The shipyard attracts a multitude of workers and opportunists. Much of the planet is unexplored and the Orion Concern, as the local government is called, is offering incentives and land rights to those who are willing to challenge this vast subtropical world. Hostile lifeforms.

MGE	SERVICES
Doltharians (2)	Grade A Di-Tritium
Mercenaries (8)	Grade A-B Ti-Tritium
	Refit (4)
	Armor Repair Station (4)
	Weapons Shop (3)
STRUCTURES	**DEFENSES**
Shipyard (7)	Ground Based Missiles (5)
	Fleets (P)

SDENSCING E¤-H8¤¤-O68 (HEX:2806)

Sdenscing is a swamp world, owned by the Orionus Scientific Syndicate, another Uncle Ernie brain child. It is widely believed that the ARM uses this hostile world as a breeding ground for new and dangerous lifeforms. The Alliance is currently considering attacking this planet, but threats from the Orion government have so far prevented it. Recently, an Alliance police cruiser was fired on and destroyed while spying on the planet. There is a lone settlement at Scottsdale.

MGE	SERVICES
ARM (5)	Grade B Di-Tritium
STRUCTURES	**DEFENSES**
Nil	Unknown

SERMINE I7-U01X-O47 (HEX:2915)

Privately owned by the powerful matrix controller Sermine. Off limits to unauthorized personnel. Violators will be evaporated! (See Cloud of Sermine.)

MGE	SERVICES
Mentors (M) (8)	Grade B Di-Tritium
STRUCTURES	**DEFENSES**
Nil	Unknown

SLARN E¤-¤¤¤¤-¤¤¤ (HEX:2407)

No information is available on this planet.

TERMINUS A6-T01M-O5¤ (HEX:2608)

Battle Station Terminus was recently constructed to combat the Xarian and Arachnid threat. It is the last station on the Eastern edge of the String, as the line of Alliance defensive positions is called. The base commander has authorized a one year, 1,000,000cr signing bonus to all mercs willing to fight the Arachnids. Base annual salary: 500,000cr.

MGE	SERVICES
Doltharians (2)	Grade A Di-Tritium
Galactic Forces	Grade B Ti-Tritium
Mercenaries (8)	Refit (3)
	Armor Repair Station (5)
	Weapons Shop (3)
STRUCTURES	**DEFENSES**
Nil	Layered Array (5)
	Battle Station (5)
	Early Warning Station (6)
	Fleets (CNN)
	Orbital Mines (8)

VITILEVU A0-N81E-O46 (HEX:2514)

Vitilevu is another property owned by the Terel Mining Corporation. This iceworld contains large amounts of iron and cobalt. A single robot operated ore site extracts minerals and alloys at Teus. Few denizens, just a small contingent of one hundred technicians and scientists, oversee operations on Vitilevu. Not of much interest, and grade C fuel is the only "gas" offered.

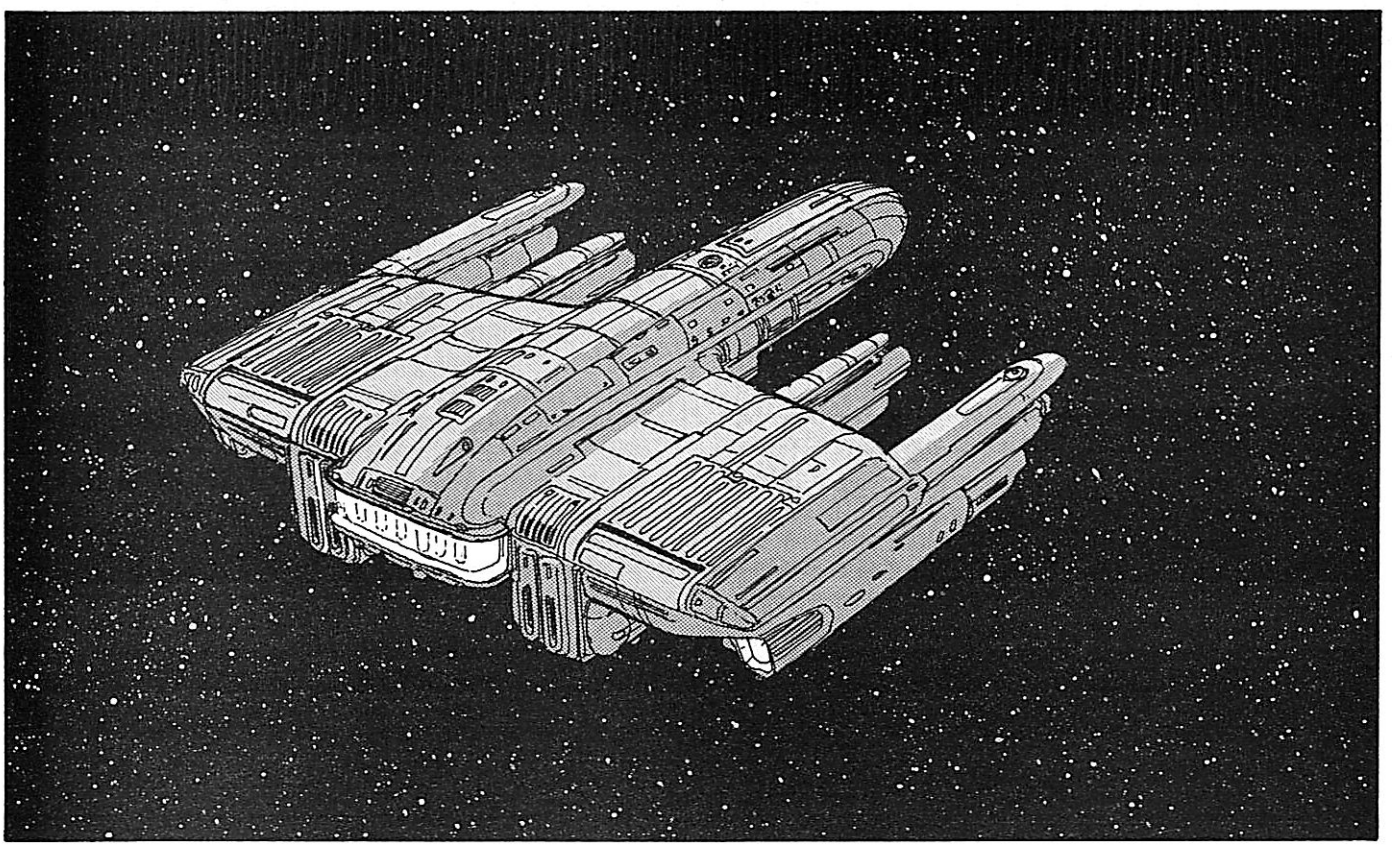
MGE	SERVICES
Nil	Grade C Di-Tritium
STRUCTURES	**DEFENSES**
Mines	Automated Defense Systems
	Early Warning Systems (2)

HELL'S KITCHEN
INTERSTELLAR STOCK MARKET TRADE INDEX

Planet	Min	Narc	Man. Goods	Slaves	LGA	A.I.	HGA	Food	Luxury	Water	Tech	Med	Mach	Precious
Agnett	L10	¤	¤	¤	L8	¤	¤	L14	¤	L10	¤	¤	¤	¤
Alderbar	0	0	0	0	0	0	0	0	0	0	0	0	0	¤
Ewexa'Gha	2	¤	6	2	3	¤	2	¤	¤	¤	5	¤	5	¤
Fortress	4	6	7	0	4	8	6	5	8	5	6	7	7	4
Kilsner I	5	¤	7	¤	6	8	7	3	8	3	9	7	9	0
Mastarr 7	L6	0	0	0	0	0	0	0	0	0	0	0	0	0
Mysten	L7	¤	¤	¤	L9	¤	¤	L1	¤	L1	¤	¤	¤	L10
Nobac	5	6	4	5	6	7	7	4	5	6	8	5	2	4
Outpost 1	7	0	6	0	8	8	8	7	9	7	7	7	7	0
Partreit	L6	¤	¤	¤	¤	¤	L13	L3	¤	L3	¤	¤	¤	¤
Pera	7	0	7	7	8	9	8	7	8	7	8	7	8	0
Schiavett	4	7	7	6	4	9	4	4	7	3	8	4	8	3
Sdenscing	0	2	0	7	0	3	0	4	0	4	7	8	0	0
Sermine	0	0	0	0	0	9	0	0	0	0	9	0	9	0
Terminus	7	7	6	¤	5	3	5	4	0	4	5	8	7	¤
Vitilevu	3	0	0	0	2	7	2	4	0	4	0	0	0	0

KEY TO THE INTERSTELLAR STOCK MARKET TRADE INDEX

Min=Minerals	Narc=Narcotics	Man. Goods=Manufactured Goods	LGA=Alloys (Low Grade)
A.I.=Artificial Intelligence	HGA=Alloys (High Grade)	Tech=Technology	Med=Medical
Mach=Machinery	Precious=Precious Metals		



MULLIGAN'S ROCK A7-N32E-O50 (HEX: 1518)

Greetings sentients! Malachi Armageddon, roving reporter for the Galactic Gazette, here. As always, we here at the Gazette try to bring you the most up-to-date information on hot places to go in the galaxy. Unfortunately, I'm a little '"hot" myself right now, thanks to a tiny misunderstanding with the Galactic Police. One little escape from New Leavenworth, and they act like it's the end of the world! Oh, well. As you can probably guess, having twenty-three bounty hunters (maybe twenty four . . . if so, the new guy is real good) on your tail sort of precludes hanging out at most of the normal vacation spots. You never know when that fat tourist in the tacky floral-print shirt is going to pull out a static pistol and try to blow your head off! Instead, I'm out here in one of the roughest, meanest, downright nastiest parts of Alliance territory: Hell's Kitchen. And while I'm here, I figured I might as well do a write-up on one of my favorite hide-outs. It's a place where you can get anything you want, be it information or goods, or even privacy–but everything has a price. The name of this little Shangri-La? Mulligan's Rock. Come along and see for yourself what it's like . . . but keep one hand on your Savage-B and the other hand on your wallet, 'cause you might need either one of them at a moment's notice!

GENERAL INFORMATION

Mulligan's Rock isn't a real planet; rather, it's a large asteroid, approximately 500 miles in diameter. Definitive sensor readings haven't been taken, but the composition of the Rock is believed to be primarily iron, nickel, and carbon, with trace amounts of other elements. The age of the planetoid is estimated at approximately 9.4 billion years.

The entire inside of Mulligan's Rock is crisscrossed by tunnels and caverns, both natural and unnatural; the latter have been dug by many different hands over the course of the asteroid's long and varied career. The largest of these caverns is approximately 4 miles long by 2.5 miles wide by .7 miles deep; it is home to the largest city on Mulligan's Rock, Gateway. Other major Stone Towns within the planetoid include Boardwalk, a casino complex of tremendous proportions, Hightown, the major center of commerce for Mulligan's Rock, and the Body Shop, a small city dedicated entirely to robotics and cybernetics. Additionally, Mulligan's Rock maintains a sizeable drydock facility, where ships can be repaired or refitted.

While the Rock is too small to sustain a viable atmosphere of its own, sophisticated machinery located deep in the core gives it both an oxygen/nitrogen atmosphere approaching that of Earth (closer to that of Taos, actually, but who's keeping track?), and artificial gravity; this gravity varies as one travels into the station.

Since its acquisition in 2262 by the incredibly wealthy Orion Rogue, Sean "The Bossman" Mulligan, the Rock (formerly called "Wayfarer," a loose translation of the name given by the Orion Bureau of Transit,) has earned a reputation for being the place to go to obtain anything, legal or illegal, or to do business that you'd rather not have anyone else know about. It's expensive as hell–the entrance fee for each person is 1,000Cr, flat up, and that doesn't include lodging, docking fees, or anything else! But most of the clients pay the price without a second thought, for one major reason: Mulligan's Rock claims that they can guarantee complete privacy, a very rare commodity in this age of super-sophisticated information gathering technology. So far, nobody has been able to prove them wrong; the walls of the Rock somehow seem to completely inhibit most surveillance and scanning devices, including natural telepathic capabilities! Nobody knows how Mulligan pulled this off; it may be a natural property of the asteroid, or some sort of experimental technology not available on the current market. Whatever the reason, it's been enough to convince some of the most important people in the galaxies to do their business here. These influential-though-anonymous clients are rumored to include members of most of the major planetary governments, as well as high-ranking Alliance officials. It's even rumored that an Arachnid was seen here talking with several major figures in the Alliance government, but this seems unlikely. It's probably just a rumor to highlight the fact that on any given day, you're likely to see just about anyone walking, flying, and slithering the tunnels of the Rock, from pirates to presidents, and everyone in between! Nobody's sure of the exact population of Mulligan's Rock, because it changes constantly; a rough guess would put the average population at about 1,250,000, with maybe a third of those permanent residents.

The political power of the clients here, as well as Mulligan's own incredible financial clout, have made the Alliance turn a blind eye to the goings-on here. Mulligan's Rock is considered an independent, sovereign nation, recognized by the Alliance as a protectorate; as a result, they have their own military and their own laws. Many wanted individuals (including yours truly!) come here when the heat gets a little too intense, and lose themselves in the tunnels and cities until things cool down; the Alliance tends to look the other way while they're there. As soon as they leave the safety of the planetoid, though, they're fair game. Many a fugitive has been picked up by GalPol right outside the airspace of Mulligan's Rock, and individuals wishing to make a getaway are advised to be very sneaky about it! There are organizations on Mulligan's Rock that can get you past the police, but they charge high prices . . .

Even with the Alliance's unofficial policy of looking the other way, Sean Mulligan is no fool, and his planet isn't without defenses. The Rock is guarded by the best defense technology money can buy, and maintains as much weaponry and defense screens as planets many times its size. Furthermore, anyone planning on blowing it out of the sky will have to find it first . . . Mulligan's Rock moves around every so often, thanks to three linked Wormhole Generators buried deep beneath the surface. Where Mulligan got generators of this power is anybody's guess.

HISTORY

Nobody knows the whole history of Mulligan's Rock; it's changed hands so many times over the millennia that it's not funny, and a lot of records have been lost. But yours truly wasn't about to rest until he knew absolutely everything there was to know about the mysterious origins of Mulligan's Rock, and could bring that information to you, the loyal reader! (Besides, there was a squadron of police frigates in the sector looking for me, so I had to stay an extra week.)

Mulligan's Rock is old. Really old. Dating of the walls has placed the origin of it some 9.4 billion years ago; the best guess is that it was originally a part of an unstable planet that blew up early in its lifespan.

The first records of the planetoid that are available come from the Mutzachans. In 14,702 BC, a Mutzachan survey team charted several asteroids suitable for mining (the Mutzachans don't believe in draining the resources of planets, because it disrupts their ecologies. Instead, they mine asteroids.) Teams of Mutzachan engineers landed on the larger asteroids, and began to tunnel into them, installing sophisticated machines to process the raw materials and maintain life support. They then began the process of extracting valuable minerals and ore. One of these asteroids (Survey Almad-477,) was none other than Mulligan's Rock. This has been confirmed by double-checking the registration numbers of the ancient Mutzachan machinery still present in the modern-day complex. (Can you believe this? The Mutzachans still have serial numbers on file for mining equipment almost 200 centuries old! I have trouble keeping track of phone numbers from last week.)

After removing all valuable resources from the asteroid, the Mutzachans moved on; the exact date is unknown, but it was probably somewhere around 14,550 BC. The life support machinery was left behind; removing and reassembling it would have proved more costly than simply starting over from scratch. Almad-477 was left to drift quietly, through space, deserted and forgotten.

The elusive planetoid next came to light in 2120 BC. In the twelve thousand years since the Mutzachans had abandoned their former mining facility, it had drifted into an area of space contested by the Eridani and Phentari. An Eridani patrol discovered the large asteroid and noted the artificial construction within. After assuring themselves that it wasn't some sort of Phentari trap, they relayed the discovery back to the Naval Command. It was decided that the asteroid would be fortified to serve as a watchpoint against Phentari incursions. A full squad of Eridani warships was assigned to the new station, and the task of installing powerful monitor and defense technology began. The old Mutzachan life support machinery was found by the Eridani military engineers, who decided to take advantage of its adaptable nature. Instead of installing their own systems, they repaired and modified the Mutzachan machinery to produce an environment suitable for their needs.

For the next 360 years, Watchpoint Ardicus, as the Eridani named it, served its purpose, driving off several Phentari assaults. Then, in 1770 BC, word came through that Eridine had been decimated by the Phentari and their dishonorable allies, the Orions. All remote stations were called back to defend Eridani space; the watchstation, along with dozens like it, was abandoned, the weaponry and sensor technology stripped to prevent it from falling into enemy hands. Only a few stray scraps of Eridani technology and the Mutzachan life support generators were left behind.

Despite the removal of the weapons technology, though, Watchpoint Ardicus still had value to a certain group of people. The proximity to Eridani space, as well as the pre-existing tunnels and dwellings, made it the perfect place for Orion pirates to take up residence. Nobody's exactly sure when the Crimson Banner clan set up shop, but informed Orion sources guess that it was probably somewhere around 1450 BC. Raids against Eridani vessels started shortly thereafter, usually with fair success. The pirates struck fast, grabbed what they could, and were gone before a response could be initiated. They were also careful to always keep their raids small enough that tracking them down would be more costly than it was worth. For thirty years, they continued their hit-and-run tactics, until finally the Eridani government had had enough. They sent out a massive force of ships with one goal: wipe out the pirates on the border.

The Purification Fleet (as it came to be called) swept through the pirates' territory, catching them unprepared. Clan after clan was decimated with brutal efficiency. The Crimson Banners managed to get advance warning; rather than run, they decided to stay and fight . . . a brave, if futile, decision. They did surprisingly well, holding their base against the attackers for nearly thirty hours. In the end, they had destroyed twice their number of Eridani vessels; only three Crimson Banner members survived to tell the tale. The incident became a rallying point for the Orion nation, something like the Alamo was to Earth.

In 1479 BC, the Accords of Hatil were signed; as part of the Accords, the planetoids which had been Orion "bases of liberation" were ceded to the Orion government. The future Mulligan's Rock was one of these. For the most part, they just sat there . . . nobody really wanted to go see little chunks of rock floating in space, and there wasn't much else to be done with them. So, for the next 3,000 years, give or take, the Rock just sat there, occasionally serving as home to a pirate clan or explorers for a short while . . . until 2262.

What happened in 2262 was a card game between several prominent members of the Orion community. One of these was the up and coming Orion business magnate, Sean Mulligan; another was Corrence Dram, the Minister of Resources. Finally, one hand came down to just the two of them. Well over a billion credits was riding on the outcome. Mulligan grinned over at Dram . . . and doubled his bet. The Minister stared at the chips, dumbfounded, for a moment. Then he looked up, smiling coldly. "You're bluffing," he said, "I call. Full house, aces high." He spread his cards. Sean looked at them for a minute. "Nice hand," he said. Dram grinned in triumph, and reached for the chips, only to be stopped by Mulligan's hand. "Unfortunately for you . . . my hand's better. Royal flush." Mulligan casually dropped the cards on the table, grinning crookedly. "Now, about that billion credits you owe me?"

To make a long story short, Dram paid off. The pot was about a third cash and two-thirds miscellaneous bonds, property deeds, and other odds and ends. One of the deeds was to a chunk of rock in the middle of nowhere, officially named "Wayfarer." For some reason, this tickled Mulligan's Orion heart pink. He liked the idea of owning his very own planet. So what if it was a little smaller than most? He decided to make it into his pet project . . . the ultimate clubhouse.

Sixteen years later, the 'clubhouse' has gotten a lot fancier. Whenever Mulligan or his right-hand man, Big Lou Rosario, finds out about a new cutting-edge widget of some sort, they install it on the Rock. People have set up permanent shop there, forming cities and communities; rumor has it that Mulligan's Rock is a major stronghold of the Picket Fence, the Silk Lamb, or both. What the future will hold for Sean Mulligan and his own private little world, only time will tell . . .

GEOGRAPHY

Mulligan's Rock is a world of tunnels and caverns, basically arranged in three concentric layers, each dedicated to specialized functions. The outer layer, the largest, houses most of the defense systems, the ship docks, the drydock, and the numerous vast hydroponic gardens which provide a large portion of the population's food. The outer layer also houses Gateway, the largest city on Mulligan's Rock, and the small-but-effective prison complex. The outer level maintains a gravity of approximately .7G.

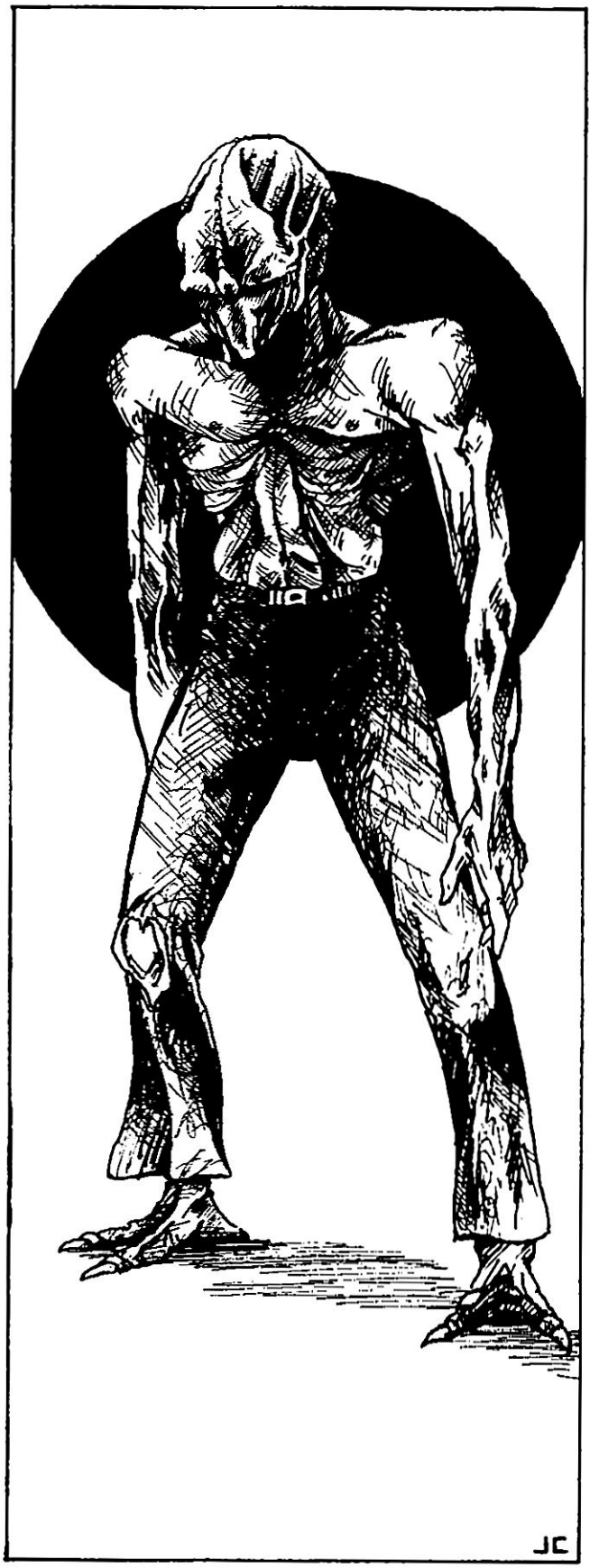
The middle layer of the Rock is where the majority of the cities can be found; in general, each of these cities caters to one specific type of service. The three largest are Hightown, the dwelling-place of those who can afford better than the low-to-middle class lifestyle of Gateway, Boardwalk, a sprawling collection of casinos and gambling houses, and Body Shop, a small city dedicated entirely to the science of cybernetics. In addition, mile after mile of tunnels honeycomb the middle level. Some are charted, others are not. It is known that various people and groups have made the tunnels and some of the smaller caverns their homes. In general, if you leave them alone, they'll leave you alone. If not . . . well, I hope you didn't need that torso. The middle level has a gravity of roughly .9G; most individuals used to Earth gravity won't notice the difference.

The inner level of the planetoid is the command center. Here may be found the machines which really make the station go: the ancient Mutzachan life support system, the primary shield generators, the wormhole generators, and the ultrasophisticated mainframe which controls all this technology. Sean Mulligan's personal quarters are located here, as is the Hub, the nerve center for all security activity on and around the station. This level of the station maintains a gravity of 1.3G, due to close proximity to the gravity-field generator.

Travel within each level is accomplished via skimmers which travel in special, vacuum-maintained transit tubes. The skimmers travel at extremely high speeds along preprogrammed routes; in general, one can get from point A to point B on a level in a maximum of thirty minutes. Travel between levels is only possible at certain guarded stations; those desiring to move from one level to another will have their ID checked and be questioned, a procedure not unlike what someone on Earth might experience while crossing the border between one country and the next. The system is designed this way to make it easy to lock things down and isolate one level in the event of an emergency.

DEFENSES

Despite its small size, Mulligan's Rock has big teeth. This unassuming-looking chunk of rock packs enough firepower to make the average Starbase look puny! The first line of defense is the state-of-the-art early warning system. Remote early warning stations are deployed from Mulligan's Rock every time it "sets up shop;" these can be recalled to safety shortly before the wormhole generators are used to move the planetoid once again. Despite their small size, these sensors are powerful, capable of penetrating even most conventional cloaking technology. This early data is beamed back to the station's defense mainframe, which is totally isolated from the rest of the computer systems to prevent hacking. This defense computer utilizes cutting edge complex battle array algorithms, some of which probably haven't even been declassified by the Alliance military yet.



Vessels approaching Mulligan's Rock with less-than-friendly intentions are likely to have problems. A full array of defense systems will be on-line and waiting to greet any potential attacker. The first of these to engage the enemy will usually be the long-range missile and particle beam systems; Mulligan's Rock maintains multiple batteries of Rossini p-beams and Decompression long range missile systems, in a spread pattern designed to allow at least two of either installation to engage an incoming vessel at any time. Even if the hapless foe does manage to get past this pounding, they'll still have to go ship to ship with a defense force consisting of 4 squadrons of Hellcat advanced superiority fighters, backed up by Rotweiler personal warcruisers. Additionally, Mulligan's Rock mounts a potent combination flux shield/energy screen, capable of surviving all but the most devastating of attacks. Last but not least, the Rock itself is set up to give defending ground forces a sizeable home territory advantage against any invading force. Security on the Rock is well armed, usually wearing Kodiak battle armor and packing multiple weapons systems. The most common of these are the Able 3 Omega cannon, the Gamma 4 laser carbine, and the Vector 3 pulse cannon. Sonic disruptors and other passive restraint systems are also carries. Missiles are not used except in dire emergencies, as Mulligan considers people blowing large holes in his asteroid a Bad Thing!

Overall, there are tougher nuts to crack than Mulligan's Rock . . . but not many of them!

DRAMATIS PERSONAE

A lot of interesting people and things have made Mulligan's Rock their home at one point or another. The following is a brief listing of some of the most prominent.

Sean "The Bossman" Mulligan: The most famous resident of Mulligan's Rock is, of course, its owner, Sean Mulligan. This incredibly wealthy Orion businessman seems to have it all: good looks, charm, great physical conditioning . . . and more money than he could spend in a dozen lifetimes! Of course, rumors of how he got his money run rampant, with whispered links to the Silk Lamb and even more shadowy organizations, but no hard evidence has ever been found to support them. Sean can usually be found either in his private quarters, near the very heart of the station, or touring the Boardwalk, accompanied by a lovely lady or three and a bodyguard or seven.

Big Lou Rosario: Mulligan's right-hand man, Big Lou is the Chief of Security for the Rock. A formidable combatant with almost any personal weapons system, he is also one of the most sought-after designers of security systems in the Alliance. The system on Mulligan's Rock is generally regarded to be his masterwork; most Orions consider him a tremendous spoilsport, because he doesn't leave any loopholes for them to sneak in! Lou is a duly registered Planetary Law Commissioner of the Galactic Police, with full authority to arrest and prosecute those violating the laws of the Rock; his security men are registered Peacekeepers, hand-picked by Rosario for their exceptional skill and loyalty. Rosario is also Mulligan's personal chef; when not supervising security teams from the Hub, or guarding Mulligan, he can often be found relaxing in his expansive kitchen complex, whipping up some incredibly complex meal or other.

Skumbar "Zippy the Second" Thrax: When most people see the Chief of Engineering for Mulligan's Rock for the first time, they do a double take. Many give serious thought to turning around and heading home right then and there. The reason for this is that Skumbar is a Goola-Goola, one of the notorious tinker-race whose 'repairs' often cause more problems than they fix. Unlike most of his kin, though, Skumbar is good. Very good. In fact, he's more knowledgeable about most forms of engineering than a lot of Mutzachan technicians are. He considers his position a sweet deal; he gets to work with lots of great gizmos, has his own spacious workshop to pursue his own projects, and gets free drinks at any bar on the Rock . . . but he only gets drunk when he's off duty, another rarity for a Space Dwarf! He can usually be found either in the depths of the planetoid, making sure the systems are all running at peak efficiency, or at one of the bars. Most regular residents know to steer clear of his table, as he tends to sing loudly (and very badly) when he's drunk.

Betelgen Phyrix: This unassuming looking Chatilian works closely with Lou Rosario; he and his team of Empaths patrol Mulligan's Rock, scanning for potential troublemakers. Phyrix also assists Mulligan in negotiations, which can be downright handy at times; nobody wants to cross you when you've got an emerald-crystal Empath backing you up! In his free time, Phyrix can usually be found in one of the more remote regions of the Rock, enjoying the solitude; he maintains a home in Hightown.

Mad Jax Ridley: Formerly one of the most feared privateers in space, Captain Mad Jax Ridley has settled into a semi-respectable position as the commander of the air defenses for Mulligan's Rock. A crack space pilot, Ridley also has the leadership skills to effectively manage the 120 men who pilot his ships, as well as the service crews which maintain them. He can almost always be found in the command complex near the docks, thinking up ways to make "The Fleet" more effective.

Cannon: Cannon is one of the most deadly beings in known space, a Ram Python bounty hunter who packs more cybernetics than any three average 'borgs. In fact, most of his body is metal at this point. Cannon combines his natural size, strength, and speed with cutting-edge technology and a brutal cunning. If his reputation is to be believed, he has never failed to bring back a bounty. Cannon operates out of Gateway, but can often be found at the Body Shop, undergoing yet another upgrade of his cybernetics.

Deep Blue Funk: A chart-breaking Orion and Human band, Deep Blue Funk is known for innovative lyrics, great music, and an energy level that borders on manic. They've signed a long-term contract with the Fat Chance Casino and Lounge, in Boardwalk, whereby they perform weekly shows in exchange for free lodging, excellent pay, and the freedom to record with whomever they choose. The band consists of Alric Spartus, lead singer, Talia Daye, the backup vocalist and resonator player, Ember Firnian, reputed to be able to play any stringed instrument ever invented, and drummer Kale Shiva, who has had nearly as many arrests as the band has had hit records.


CAUTION

The Collective: A group of brilliant cybernetics scientists and engineers, the Collective have taken things one step further than just working together on projects. Through the use of exceptionally advanced and experimental technology, they've linked themselves mentally, so that ideas can be shared instantly. This has made them incredibly effective at what they do, and the word on the Rock is, "If nobody else can build it, go to the Collective." There are a dozen members of the Collective: four Mutzachans, two Gen-Humans, four Humans, and two Zen Rigeln; each should be considered to have an effective IQ of 150 and at least 15 levels of Cybernetics skills. The Collective runs the largest cybernetics facility in Body Shop.

The Fixer: Nobody knows his real name, and nobody really cares. All that matters is that this short, fat, dumpy-looking Human with the loud shirts and cheap cigars is a veritable treasure trove of black market contacts. If you need it, the Fixer can get it, whether it's information, weapons, contraband, false ID, or whatever. There's a base 95% chance that the Fixer can scrounge up whatever you're looking for, modified downwards for extremely rare items. There's a catch, though. If you want to take advantage of his services, you'd better be prepared to pay through the nose, because the Fixer doesn't come cheap! In general, all costs when going through the Fixer are doubled. In addition, there will usually be a waiting period of from 2 weeks-3 months (2d6 weeks) while the item is located and transported. Speeding this up is possible, but costs extra. Most customers use the time to earn a little extra cash with which to pay their bill! Nobody knows exactly where the Fixer makes his home, but he can usually be found at his favorite restaurant, "Joe's," in Gateway.

"Joker" Wilde: This handsome Orion in his late thirties is always dressed to the nines in the latest fashions. He can afford to be, because he's one of the best gamblers anywhere in Alliance territory. The exploits of the Joker are legendary among card sharks and hustlers, who claim that it's absolutely impossible to stack a deck against him. Just when you're sure you've dealt him a 2, a 4, a 6, an 8, and a jack, of all five different suits, he'll somehow manage to come up with four aces. Nobody's ever been able to catch him cheating, either . . . and as one well-known gambler once put it, "It's not cheating unless you get caught." Joker can be found prowling the tables and pits of Boardwalk, looking for a challenging game. He always carries a deck of custom-made joker cards with him; when he's had what he considers to be a stimulating game, he'll leave one of these with the other player. It's considered a compliment of the highest order to "get carded" by Joker Wilde.

The 7-Man Army: A lot of mercenaries operate out of Mulligan's Rock, some long term, some transient. One of the more effective teams of mercs who dwell in Gateway is a motley group called the 7-Man Army. This team, under the command of ex-Marine major Leila Draske, consists of two Ram Pythons, an Orion Rogue, two Gen-Humans (including Draske,) a Mutzachan, and a Zen. All are experts in combat (even the Zen, who uses a web generator with phenomenal accuracy.) Aside from this, they have a wide variety of other training, most of it overlapping so that they aren't too dependent on one person. If you want to get the job done, at a reasonable price, and you don't mind a few big smoking holes blown in the landscape, then the 7-Man Army is for you.

PLACES ON MULLIGAN'S ROCK

OUTER LEVEL

The outer level of the Rock contains mainly large caverns and few tunnels; these were originally natural caverns, enlarged by the Mutzachan miners to serve as living space while they mined the asteroid. Later, they were enlarged again, to serve defensive and docking functions; Mulligan decided to keep them pretty much as-is, since they suited his needs perfectly. The outer level is primarily dedicated to food production and defense; the only major settlement here is Gateway.

THE DOCKS

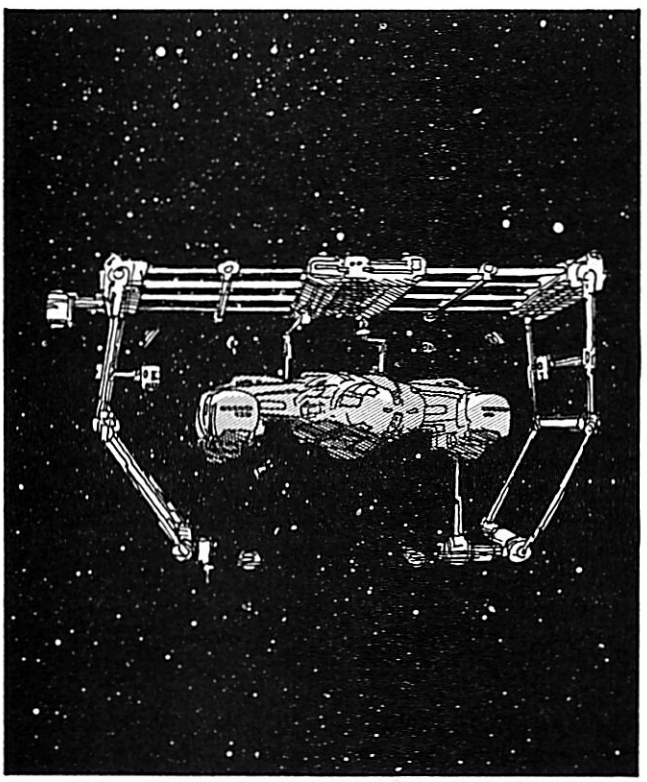
After the rather dull outside of the asteroid, this is the first part of Mulligan's Rock that most travellers will see. (I suppose some Dane might materialize in the middle of Mulligan's bedroom, just to show off, but that doesn't count.) The Docks are huge, taking up most of one face of the asteroid and the caverns inside. They're designed in a honeycomb style, with lots of compartments rather than one big dock; this is so that each section can be sealed off if a ship should so something unpleasant like blow up. Additionally, the design allows privacy to those who insist on remaining anonymous (and there are a LOT of people who insist on remaining anonymous.) The Docks have the capacity to moor up to 70 ships of personal warcruiser size or smaller at once. No larger ships are allowed, mainly because having a Kuma-class Destroyer parked in the front yard is just a little too conspicuous! The restriction on ship size also ensures that nobody will try bringing in something really big under friendly flag and then opening fire; Mulligan's Rock can match the firepower of nearly any small ship easily.

Upon mooring, vessels will be required to undergo customs inspections. These are usually very informal. Generally, a customs inspection consists of the inspector coming on board, asking a few questions, taking a few bribes, and then having the captain of the ship co-sign various forms and documents. Now, everybody knows perfectly well that a lot of these ships are smuggling . . . but it would take a lot of time and effort to track down the smugglers, as well as ruining the Rock's reputation as "THE place to buy or sell anything." After careful consideration, Mulligan and his advisors decided it would be more profitable just to let the contraband in, and make a little cash taking bribes from the captains.

Once the inspection is over, the crew of the vessel is free to unload their cargo; transport robots can be rented, for a small fee. Transportation can also be provided from the Docks to other parts of the station, but a lot of the captains and crew members seem to enjoy spending their time here. The reason? Simple. Where else can you go to see a collection of some of the finest ships in the galaxy, and to hang out and talk shop with some of the best pilots? As a result, the wide catwalks branching between the moorings are usually dotted with small groups strolling this way and that, scoping out the latest models and trading big fish stories. Mooring fees are 1,000Cr per day.

PLACES OF NOTE

Drydock: A separate drydock facility is maintained for extensive overhaul and repair of damaged vessels. This dock is well-maintained, and stocks a huge assortment of parts (those smuggled shipments sometimes include ship parts, after all!) As a result, nearly any repair should be possible here. It's also possible to refit weaponry here, but Mulligan's Rock doesn't sell ship weapons as a regular service. Now, that's not to say SOMEBODY on-planet isn't going to be willing to let you have what you want, for the right price. Drydock fees start at 2,000Cr per day, plus parts (and labor, if necessary.) Mulligan's Rock can handle up to 7 ships in drydock at one time.



The Gas Station: Mulligan's Rock also boasts a full-sized, deluxe refueling station, complete with all grades of Di-and Tri-Tritium, as well as small quantities of a few alien fuels for those unusual guests who pop up from time to time. The Gas Station also sells roadmaps (well, sort of. Actually, they sell sophisticated navigational data, charging 5,000Cr per sector downloaded.) Anyone trying to rob the Station would be well advised to reconsider, because Mulligan's Rock maintains a Reaver particle beam cannon (nicknamed "Abdul," for some strange reason," to take care of such miscreants.

Fiddler's Green: When Anne Fiddler, retired merchant marine captain, noticed the profusion of ships' crewmembers who chose to spend their spare time in the docks, she saw a business opportunity in the making. After a little quick negotiating with the authorities on the Rock, she used part of her savings from her spacefaring career to open a well-stocked bar overlooking the docks. Thus, Fiddler's Green was born. Today, it's one of the most popular bars on the station. Ship captains almost always stop for at least one drink at the Green, as a matter of tradition; many stay to chat with old friends, or new acquaintances. In addition to the "Sea Dogs," one can also find a lot of "Landlubbers" here, hoping to find a really good pilot who's willing to make a spice run in under seven parsecs, or whatever. Fiddler's Green has a staff of two dozen, approximately half on duty at any one time. Security has never been a problem . . . not only is planetary security a press of a button away, but the room is also full of combat-experienced crewmen who aren't going to take kindly to somebody shooting up their favorite watering hole!

Fighter Docks: The Rock's air defense force is kept in a separate, heavily defended docking facility, well removed from the normal docks. Each of the four sub-docks is home to a squadron of twelve Hellcat fighters, plus three Rottweiler personal warcruisers. In this way, the destruction of one dock won't take out the entire response capacity.

GATEWAY

The largest city on Mulligan's Rock, Gateway is a mishmash of everything you could ever imagine, and them some! A lot of Rock personnel live here, as do a huge number of merchants, fences, mercenaries, lunatics, and even more bizarre things! Officially, Gateway earned its name because it's located so near to the Docks; it's the "Gateway" to Mulligan's Rock. People in the know maintain that it's actually called that because, "If the Picket Fence has a gateway, this is it."

Visitors to Gateway pass through an inspection station (detailed above); if someone enters from the Docks without proof of having already paid, a 1,000Cr entry fee is charged. Each individual is allowed to carry one pistol and one melee weapon with them in Gateway, in honor of the age-old privateer clan tradition of always keeping your pistol and cutlass handy. K-sats armed with powerful stunners drift by in the streets from time to time, ensuring that nobody gets any bright ideas about using those traditional weapons for the fun of it. Duels are sanctioned here, and may be registered with the nearest security patrol or K-sat; no interference will be made, in such a case. Vehicles larger than a skimmer-board are not allowed, because otherwise there would be problems with traffic jamming up the narrow streets. Armor is not allowed.

The cavern which Gateway almost completely fills is roughly triangular; the longest leg of the triangle is about 4 miles long. The city is broken up into wedge-shaped districts, something like slices of a triangular pie. In order, clockwise from the tunnels to the Docks, the districts are:

Waterfront: The waterfront district contains what waterfront districts have contained for thousands of years; namely, shipping supplies, taverns, hiring halls where ships take on new crew, and houses of ill repute, where it's rumored you can rent company of any species that walks on two (or sometimes more!) legs.

The Bazaar: A district of constantly shifting streets, ever-changing storefronts, and temporary streetcorner businesses, the Bazaar is never the same twice. Generally speaking, nobody here pays rent, because nobody is here long enough. Those who want to make a quick sale simply move into a currently-unoccupied booth and set up their wares. Every so often, a security patrol will come by to make sure nothing too illegal is going on, and to collect "rental fees" from those who happen to be using the booths at the time. To get around this risk, a lot of vendors don't use the booths at all,

preferring to set up shop in a tent, or sometimes on a blanket on the corner. "After all," as one of them put it, "What's it gonna do, rain?" While in the Bazaar, there is a base 30% chance to find nearly anything that the party is looking for; this search will take from 1-4 hours. Even if they do find what they're looking for, though, there's a fair chance that the item isn't in prime condition . . . caveat emptor! There is also a base 25% chance that someone in the party will be the victim of a pickpocket, and a 20% chance that the Ram Python will spend all his money buying something shiny (like a hunk of aluminum) from one of the vendors.

Commercial: As one reaches the boundaries of the Bazaar, the tents and booths get sparser, and more and more permanent shops begin to appear. The average quality of the merchandise goes up sharply, but so do the prices. It's not easy to say exactly where the Bazaar ends and the main commercial district begins, but it's usually pretty easy to tell which you're in at any given moment. If a weasley little Chatilian in a tack hat is clinging to your sleeve, dripping oil and begging you to come over and take a look at his fine merchandise, you're in the Bazaar. If the only weasley Chatilians you see are scoffing down sliders at a Burger Corp, you're in the commercial district. In general, you can get pretty much anything here that you could get in the mercantile sections of a large city, at comparable prices: expensive, but not outrageous.

Government: The government section is small, since a lot of decisions are handled by the central government. Still, there are some things which the city has to do for itself. The man in charge is Administrator Berell, a Gen-Human with a flair for management who happens to be one of Mulligan's old drinking buddies. He actually runs a fairly clean government . . . as clean as anything on Mulligan's Rock, anyway. It's from the Government district that you can access the transit tubes leading to the middle level of the station; the tubes are located in a guarded complex roughly in the center of the city.

Residential: Where people live! In general, the nicer neighborhoods are up towards the government district, while the areas nearer to Merkville tend to be a bit seedier. In general, though, no real hardcases live here (it's patrolled too often.) They can be found crashing in the Bazaar, Merkville, or down at the Waterfront.

Merkville: Merkville is what it sounds like: a place where all the mercs congregate! Lots of vessels hire mercenaries as extra guards, in case of trouble. Once they hit Mulligan's Rock, the grunts come here, where they can be sure of cheap lodging and lots of employment opportunities. Most of the weapon and armor shops (the official ones, anyway) are also located in this district. Individuals seeking someone to do some wetwork will be able to find them here; there is also a 20% chance of locating a Class 1 bounty hunter in Merkville.

PLACES OF NOTE

Joe's: Located in the commercial district, near the Bazaar, Joe's is a little, hole-in-the-wall greasy spoon, known for serving the worst french fries in recorded history. Still, this place gets a lot of business, mainly people hoping to get an "in" with the Black Market. A number of market agents are known to come here occasionally; the best known of these is the Fixer (see above.) Joe's no fool, and he welcomes the extra business . . . but he keeps a Hussein laser shotgun under the lunch counter, and two Ram Python bouncers on hand, just in case.

Gadget City: Located in the Bazaar, Gadget City claims to be "The Biggest Wholesale Gizmo Liquidation Business In The Sector!" They sell everything, from IR discriminators to Auto-mappers, usually in beat-up cardboard boxes that look about a hundred years old. Gadget City can usually be found under a large bright orange awning. Dozens of tables covered with . . . well, stuff . . . are set up under this awning, and potential customers wander here and there, poking at this doo-dad or that widget. A lot of Goola-Goolas can be found at Gadget City. A small sign behind the cashier's counter states that "Gadget City Can Not Be Responsible For Defective Equipment." Yep, this means what you think it does. Items can be picked up here for 75% of their retail price, but there's a 20% chance that something is wrong with any given item. Would-be buyers are entitled to an Intelligence check at a -40% (no penalty if they have electronics or another appropriate science subskill) to determine whether or not the thingamabob they're considering is going to blow up in their faces two minutes after they leave.

Transdimensional Expedience, Inc.: This small office, located in Waterfront, has a sign over the door which reads, "TEI: We Take You ANYWHERE!" They're not bluffing, either. Transdimensional Expedience maintains three small but very fast ships, and their crack pilots (all experienced smugglers) will transport anything or anybody anywhere, if they can afford the ticket! TEI even has three successful Rift Runs under their belts . . . their pilots are very good, indeed. The base cost to transport one passenger is 100,000 credits; dangerous locales, or long-distance trips, will drive this price much higher.

The Auction Block: Nobody knows exactly where it'll pop up at any given time, or what will be offered for sale. But somewhere in the city, the auction is always going on. Usually, the Auction Block can be found somewhere in the Bazaar, but it has been known to go out of the district. They sell everything from ships to spices to slaves and back again; all of their merchandise is apparently real, because nobody has ever heard of an Auction customer getting cheated. There's a base 10% chance of running into the Auction per hour spent in the Bazaar, and a 1% chance per hour of running into it elsewhere.

Red Jack's Rest: A popular bar in Merkville, Red Jack's Rest has served drinks to some of the finest psycho-killers in the galaxy! Autographed pictures of famous mercenaries adorn the walls, among them "The Black Widow" Karen Shesnowicz, Bluerazor the Mutzachan, Fredd the Ram Python, and many others. Red Jack is known for fair prices, good gossip, and not watering the booze. He also manages to keep brawls from happening, thanks to the top of the line ceiling stunners he's installed. If you want to find yourself some hired muscle without getting your a** shot off, I highly recommend paying a visit to Red Jack's!

The Bloody Ptfaang: This bar, located in the seediest part of Merkville, caters exclusively to Phentari and the occasional Orion visitor. It maintains a methane atmosphere (respirators are available for oxygen-breathers.) Trophies adorn the walls, among them a number of Eridani skulls; station authorities take care to steer the occasional Eridani visitor to the station well away from this bar, to prevent all hell from breaking loose. Human visitors are also advised against travelling to this part of town; I won't point any fingers, but there have been a few disappearances around the Ptfaang, and nobody knows exactly what's in the stew . . .

THE GARDENS

"The Gardens," as they are so charmingly named, are actually huge hydroponics complexes which provide Mulligan's Rock with a majority of its food supply. There are four Gardens, each well over a mile long, and taken up almost entirely by crops. Algae and other good stuff drips off of the walls and roof, and columns extend up from floor to ceiling to provide more growing space. Not an inch is wasted. The only other features of the hydroponics tanks are the small control complexes where the staff of each lives and works. They send out harvester robots to gather the algae, which is then processed into edible food. Every so often, something breaks down, and then one of the human workers has to pull on the hip boots and wade out into the algae personally to fix it. This is not regarded as "choice duty!"

Visitors can get a tour of the Gardens if they want one for some strange reason; otherwise, the hydroponics are off-limits to outsiders, to prevent possible contamination of the food supply. Rumors that something has taken up residence in the Far Side hydroponics garden, and has been responsible for the disappearance of three workers so far, have been empathetically denied.

BATTERY EMPLACEMENTS

Located all along the outer layer of the Rock are the defense installments. Each of these is home to either a missile emplacement or a particle beam cannon, linked into the defense computer, as well as an array of sophisticated tracking and scanning equipment. The batteries are completely off-limits to everyone but planetary security, and each is defended by five guards in heavy armor, packing serious firepower (Battlemaster's discretion as to exact armaments, but they should be big!)

THE HOLE

Some people are too rowdy even for Mulligan's Rock. While the government doesn't go after those who have violated outside laws, those who violate the Rock's laws (usually by doing something stupid like opening fire on station personnel) usually find themselves here. The prison is not large, and is staffed by a small group of highly trained cyborg guards. Still, despite the general nastiness of the prisoners, and the small size of the staff, no attempt at an uprising has ever been made, for one simple reason: the prison contains large airlock doors which open directly out into space. Any uprising will be met with an opening of these doors, ensuring the death of everyone within . . . except the guards, whose cybernetics are designed to allow them to survive in space for up to half an hour, plenty of time to be picked up by a rescue ship. For this reason, anyone considering making a break for freedom is usually quietly "dealt with" by the other prisoners out of self-preservation.

MIDDLE LEVEL

The middle level of the station is crisscrossed with tunnels and smaller caverns; this is where the majority of the Rock's cities are found. Travel between these cities is quickly accomplished by vacuum tube, and visitors are advised not to go into the tunnels alone.

BOARDWALK

Boardwalk is the second largest city on Mulligan's Rock, a sprawling complex of casinos, nightclubs, and other betting establishments. Bright lights in a thousand different colors beckon visitors into the different establishments, urging them to try their luck and tempting them with dreams of a fast and easy fortune. Occasionally, somebody does strike it big here--but like most casino towns, far more leave with their wallet a lot flatter. And those are the lucky ones. In the dimly lit side streets leading off of the main boulevards, one can find the underbelly of this gambler's paradise: the pawnshops, flophouses, blood banks, and other industries designed to squeeze a little bit more out of the poor fools who've already thrown all their money away. A fair number of the menial laborers here were once customers, who managed to spend more than they had and are now working it off. Others get desperate and decide to try to make back what they've lost at gunpoint. This usually doesn't work, but every once in a while a body will be found in one of the alleyways with its wallet gone.

Still, for those who stick to the brightly lit main streets, Boardwalk is a safe place to have a little fun and spend a little (or a lot of) money. Most of the casinos run clean tables; at house odds, they can afford to! But that doesn't mean that the occasional pit boss or dealer is above skimming a little off the top, and to cover for that, they may stack the odds a little more in the House's favor. Most of these dishonest types are very good at what they do, and it'll take a level 12 or better Gambling check even to notice that somehting dishonest is going on. They're also very good at noticing cheating themselves. Any player who wants to even the odds out a little had better have a really good plan, because it's going to take a level 13 check to pull the wool over the eyes of the average casino troubleshooter!

PLACES OF NOTE

The Fat Chance Casino Hotel: The largest casino in Boardwalk. The Fat Chance runs hundreds of different games of skill, luck, and chance, from poker to Antarean Blob-Races, all in a ritzy atmosphere that caters to the wealthy. The Fat Chance aims to keep its clients happy, and sees to all their comforts while quietly bleeding them dry. Table stakes here run a minimum bet of 1,000Cr; it's not unusual to see games where a million credits or more are riding on the outcome. The best of the best come here to gamble, and those in the know will be able to pick out some of the living legends of the gambling set among the crowds here.

Odd's End: Not as big as the Fat Chance, or as fancy, Odd's End is located in one of the more out-of-the-way sections of Boardwalk, and not too many casual visitors make it here. The place has a steady stream of clients, though, coming for the one thing Odd's End offers: the chance to play for the ultimate stakes, life or death.

While Odd's End officially offers only the usual games, those who know the secret passwords can enter the underground levels, where gladiatorial games can be watched and bet upon. Real thrillseekers (or people with a death-wish) can enter these duels themselves; they come in all flavors, from human vs. human to unknown alien species vs. unknown alien species, armed or unarmed. Other games of death can also be played, mostly variations on Russian roulette. No matter what happens, though, the house profits . . . losers in these games usually turn up in medical labs or organ banks the morning after their luck runs out.

The House of Numbers: A specialized firm of Chatilians who claim that they can make anybody into a winner. These super number-crunchers use a powerful computer system to figure the odds on any given race or game, and which bets are most likely to win. They then sell this advice to hopeful gamblers for roughly 500Cr. As they put it, "It takes money to make money." Persons using the House of Numbers' services will have their chances of winning increased to 125% of what they would normally be.

The Kolliseum: This huge, gleaming white sports arena stands in the center of Boardwalk, and is the site of all major sporting events on Mulligan's Rock. The Kolliseum is adaptible to a variety of different events, including Cyball, races . . . almost anything that can be imagined, just as long as somebody somewhere is willing to bet on it! Tickets to most events cost under 100Cr . . . the Kolliseum makes its money on house bets and overpriced concession stand foods. Expect to pay 50Cr for your ticket and 150Cr for a greasy burger and a liter of Jum!

HIGHTOWN

Hightown is the ritzy part of Mulligan's Rock, the "good neighborhood." There's no one thing that you can put your finger on . . . the buildings are a little fancier, the streets a little wider, the clothes a little better. Lots of little details, all of which add up to one thing: wealth.

The population of Hightown is a bizarre blend of individuals from all walks of life, with one thing in common: money, and lots of it. Upper level planet bureaucrats rub shoulders with mercenaries done good, and retired pirate captains borrow the hedge-clipper equivalents from their next door neighbor, the brown-robed Mutzachan! Security here is a lot tighter than in Gateway, and the guards don't turn a blind eye. It's very simple: Gateway is a place for doing business, while Hightown is supposed to be a nice place to live. Three-man peacekeeping patrols cruise the streets in small but heavily armed skimmers; in the event of a fight, from 1-4 other skimmers will be on the scene within a minute of the initial call. Each security patrol consists of two guards in Kodiak and a matrix controller of not less than 8th level as backup.

PLACES OF NOTE

Master Tran's School: This school is run by Tran, a Zen who is also gifted with Empathic powers (both at the 16th level of experience.) He offers instruction to promising students, teaching them how to unify action of mind and body to achieve a harmonious whole. Characters with Empathic or Healer powers who demonstrate an enlightened point of view may be invited to stay on as students; learning from Tran will take 10% less time than normal, and cost half as much.

The Regatta: "Need a ship fast? Looking for something you just can't find? Come on down and take any one of over three hundred fine vessels for a test cruise!" The Regatta is a space vessel dealership, selling both new and used ships. No, they don't actually keep three hundred ships on hand! Instead, potential customers enter a sophisticated flight simulator, and go on a virtual tour of the ship. If they decide to buy it, it's flown out from a nearby planet within a week. The Regatta accepts most major credit cards.

Ydrai's Curios: A small shop located in one of the upscale business districts, Ydrai sells artifacts to those seeking status symbols. Most of these are fairly useless, serving only decorative purposes; for example, a gem which continually sends forth beams of rainbow-colored light. But a smart shopper who knows his merchandise (Ydrai himself doesn't know what half of the objects here really do) can sometimes find something of real use among the singing statues and flowers that grow in reverse.

Reynaldo's: This is without a doubt the best restaurant on Mulligan's Rock! Reynaldo's maintains a staff of the finest chefs, capable of preparing foods enjoyed by dozens of races to perfection. The price is high, but worth it. Reynaldo's also maintains a Pitt, where bloodthirsty patrons can go to watch their meal killed and cooked before their eyes in gladiatorial combat.

THE BODY SHOP

Smaller than Hightown or Boardwalk, the Body Shop has only about five hundred permanant residents, most of them research scientists. The majority of the people here are visitors, hoping to take advantage of Body Shop's specialty . . . the entire city is basically one giant cybernetics facility! The different businesses here sometimes compete for customers, but most of them fill a specialized niche, servicing one particular facet of a customer's cybernetics. This prevents overcompetitiveness; cooperation in research efforts is the norm here.

PLACES OF INTEREST

The Cybernetics Research Collective (CRC): CRC is the largest cybernetics facility in body shop. Run by the Collective (see above,) it specializes in cutting edge state of the art systems. Cybernetics purchased her cost twice normal, but have all capabilities increased by 10%.

New You: This small business specializes in cosmetic surgery. Patrons here receive a 10% discount on cosmetic surgery to cover cybernetics. A full makeover, complete with alteration of fingerprints and voice, can also be had here, for the low low price of only 20,000 credits!

Chrome, Inc.: "More chrome for less green!" Chrome, Inc. is a cybernetics wholesale business. Cybernetics purchased here cost 10% less than normal, but there's a 2% chance that your purchase was damaged in transit. Chrome, Inc. has a no refunds policy, and about 20 cyborged Ram Python guards to back it up.

Magitech: "We make tomorrow's technology look like yesterday's news." Magitech is a small research facility which cutsom-builds experimental systems. These prototypes can be purchased for fairly low amounts of money (comparable to standard cybernetic

systems.) This is because Magitech is in the business of field-testing their inventions and then releasing them to the general public. Sounds good, huh? Well, there are a few catches. The systems usually have "undocumented features." In other words, bugs! Magitech requires that all customers sign multiple liability waivers prior to purchase, so you can't blame them if something goes wrong. Additionally, Magitech requires that you agree to send them reports on the performance of the systems on a bi-monthly basis. Those who neglect to send the reports tend to wake up and discover that their nifty cyber-gizmos have been fused into so much expensive slag . . .

THE TUNNELS

The government of the Rock warns people away from them, but you just know some inquisitive soul is going to go poking around in the tunnels which crisscross most of this level of the asteroid. Well, there are lots of things to run into. Small groups of squatters have taken up residence in some of the tunnels; a few of these are friendly, but most shoot first and don't bother to ask questions at all. To make matters worse, something's prowling the tunnels out near Body Shop. Nobody's sure exactly what, but it was probably left behind by the ARM representative who got turned down when he tried to buy from Magitech. Several people have disappeared so far, including a patrol which was sent in to deal with the problem.

Still, the tunnels are tempting, and not just for the curiosity value. Rumor has it that there's a major cache of pirate treasure still holed up in one of the tiny caverns of the Rock; nobody's been able to scan for it, because of the interference with monitoring equipment. So every so often, a new group of intrepid souls sets out, pick-equivalents in hand, to seek the "X" that marks the spot!

INNER LEVEL

The one entrance to the heart of the Rock is located in Hightown, and guarded with enough firepower to take out an Arachnid tank division. Nobody gets in here without an invitation, and so far, nobody's been stupid enough to try crashing the gates. The inner level is much smaller than either of the other levels. Only 5 major caverns exist here, with vacuum tunnels providing transit. Security here is so tight it's obscene.

THE HUB

This is the nerve center for Mulligan's Rock. From here, the planetary defenses are controlled, security teams are coordinated, and traffic into and out of the Rock is monitored. Only the very best, brightest,and most loyal of Lou Rosario's hand-picked security force ever make it in here. The security mainframe is hardened electronically, and has so many redundant security systems that even the best of hackers would blanch at the thought of trying to crack it. It's a level 22 check just to get unauthorized access to the mainframe, and that's without making any changes!

XANADU

This cavern houses the smallest of the 'cities' of Mulligan's Rock . . . more like a resort, actually. Xanadu is Sean's personal retreat, and only he and a very few close friends live here. Xanadu drips luxury . . . the very best which Sean's considerable money can buy. No definite descriptions are available, as none of the people who live here have ever given a description. It is known that a small spaceport is also maintained here; in case of an emergency, escape vessels can be launched directly from the center of the Rock, passing through a miniature wormhole to wind up approximately 2 light years from the planet.

THE ENGINE ROOM

Almost at the very center of the Rock is the cavern which makes it all possible. The residents have termed it "The Engine Room." This is where the massive, ancient Mutzachan life support generators, now modified almost beyond recognition, still hum quietly away. This is also the origin point of the flux shield, and the location of the wormhole generators. There's enough technology in this one cavern to make any Mutzachan or Goola-Goola go absolutely orgasmic!

. . . and that concludes our tour of beautiful scenic Mulligan's Rock. I'd love to stay and show you some more of the sights, but there's a Phentari who keeps giving me pointed looks and fingering his Ptfaang. I think I may have just met that twenty-fourth bounty hunter . . . so until next time, this is Malachi Armageddon, signing off. Oh, yeah, one other thing . . . if you happen to have a fast ship, and be in the vicinity of Mulligan's Rock, I could use a lift . . . like now!

MGE	SERVICES
Arms Dealers (2)	Armor Station (2)
Black Market (8)	Assassination Services (2)
Doltharians (1)	Cybernetic Repair (5)
Drug Dealers (7)	DNA Masking (3)
Mentors (all) (4)	Fencing Operations (5)
Silk Lambs (7)	Government Networks (2)
Smugglers (5)	ID Change (6)
	Laundering Services (7)
	Legal Networks (4)
	Refit (4)
	Grade A-C Di-Tritium
	Grade A-C Ti-Tritium
	Rent-A-Skill
	Robotics Repair (3)
STRUCTURES	**DEFENSES**
Stone Towns	Early Warning Systems (8)
	Complex Battle Array (6)
	2 Small Fighter Bases (P)
	Electronic Def. Screen (3)
	Flux Shield (3)
	Ground Particle Beam (10)
	Ground Missile Bases (9)

RUMOR CONTROL

Your enterprising adventurer is looking to make himself a name, to build a reputation, and become rich, famous and powerful. No one wants to spend their entire life climbing the corporate ladder to success one rung at a time. It just takes far too long. Almost every mercenary type hopes and prays that he will find himself at the crux of some moment in time where the effect of his actions will have dire consequences to the future. Of course he prevails, and wins himself a place in the annuls of history.

The following rumors are clues of possible missions worthy of a famous Battlelord such as yourself. Or choice B!!! These are missions that if you mess up . . . Well then you may be asking that terrible question "Does anyone know where my dice are, I have to roll up another character!"

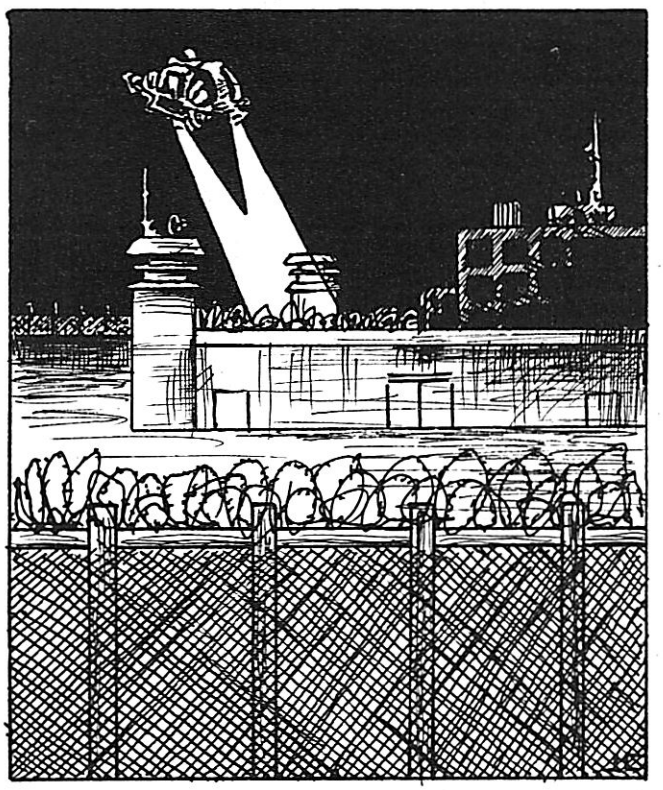
1) Jessabel McSorland, Orion treasure hunter extraordinaire, recently has smuggled out a message that she has located the whereabouts of the Pile of Zrentil,a huge hoard of treasure stolen from the Nurdei, an artifact preserve in the Denderon Hemisphere, some dozen years ago. The reputed value of the treasure is 10,000,000cr, not including the numerous artifacts rumored to be stolen as well. McSorland is currently diagnosed with White Leprosy, an incurable disease that rots the body. Many believe that she contacted the disease while searching for clues to the treasure's whereabouts on the jungle planet Nonouti, a quarantined world whose inhabitants all have incurable diseases. Scientists chose Nonouti for a quarantine world because of the peculiar airborne viruses which inhabit the atmosphere, microbes known to render environmental containment useless in a short period of time, thus preventing people from rescuing comrades.

Rumors persist that a ship known as the Wandering Gem carrying the treasure made port at Kasarin, capital of the Gyran Republic, before setting out for Nonouti. The treasure was either buried on Nonouti itself, or transferred to the abandoned Stone Town known as Regal. McSorland is offering to share half of the treasure with anyone who is willing to get her off the planet.

2) Avron Corporation is believed to be responsible for the rash of new sabotages that have occurred at the planet's orbiting station known as Port Moresby. Numerous incidents in the last dozen years have seen spacecraft produced at the Wellington spaceplant become incapacitated or destroyed shortly after setting sail on their maiden voyage. Officials quietly pursue leads that Avron Corporation is deliberately sabotaging vessels in this area of the subsector because it has plans to build its own plant at Rapiris. The conspiracy points toward Eridi-Corp, who stands to gain its own private materials processing plant and some ten new warships in exchange for partially funding the project and military protection.

3) Military officials suspect that Intel-Science Corporation and the Artificial Intelligence Group are exporting top secret Alliance technology to the Xarians by way of Surat, a prominent Mutzachan scientist and matrix controller, who is currently employed on the planet Patgur as part of a group known as the Braintrust. There is much speculation that the Braintrust is directly involved itself. Officials are reluctant to make overt accusations because of the groups close ties to the Mutzachan government, but some speculate that the Intel-Conspiracy, as it is called, is only further proof that the Mutzachans are traitors to the Alliance.

Evidence suggests that Orion pirates, working in conjunction with the Phentari left wing extremists, are somehow managing to smuggle top secret documents concerning surveillance technology out of the military installation known as Outpost 1, then transporting them to Surat on Patgur. The ships themselves are believed to originate at the Devil's Shipyard on Schivaett. Jorkun Quickhands, card dealer at the Trumpt Hotel on Gavan, has also been linked to the technology theft and is believed to be the laundering connection for monies obtained during the transfer.



4) Alliance officials are constantly trying to reestablish diplomatic relations with Antres. Rumors persist that vital Alliance research projects were being conducted on-planet, and were left there when the Xarians expelled the Alliance. However, nobody can say for certain what these projects are, or whether the Xarians have possession of them. All that is known is that most of the research here was genetic in nature.

5) Undercover rogue Zen scientists have infiltrated Aqak in order to produce Benjari and Cashou capable of independent thought. This is condemned by the Phentari government as an act of sabotage designed to undermine their economy. Many believe that the perpetrators of these crimes are doctors employed at the School of the Hunt, but no conclusive evidence has been garnered. While the Zen government officially condemns these actions, they have

done little to deal with the problem. The Phentari government has been seriously considering banning non-Phentari from the slave world, and rumor has it that only the intercession of the Silk Lamb has prevented them from doing so.

6) Intense speculation concerning Eridani activities has arisen from the eradication of the population of Lhoren. Many feel that this was clearly an act of war on the part of the Xarians, and that they should be hunted and exterminated with the same energy as Arachnids. Others feel that it wasn't done by the Xarians at all, but was instead a purely internal affair. They cite as evidence the fact that the toxin used was most likely a derivative of El-ki-shu, a naturally-occurring substance found almost exclusively on Eridani worlds. Furthermore, there is evidence placing Jaskol-Idan, Field Marshal of the Fourth House of Eridine and Raskor-Idan's third in command, in the immediate vicinity of Lhoren immediately prior to the disaster. Jaskol-idan's affiliation with the Eradication Movement, which maintains that the Xarians should be destroyed along with the Arachnids, is well known. Some have speculated that the Lhoren incident was an attempt by the Eradicationists to spur the Alliance into declaring war on the Xarians. Little is known for certain, though, and the matter is made more complicated by Jaskol-Idan's disappearance. The Eridani government has denounced the accusations as a Phentari plot to discredit a major House of Eridine, in retaliation for numerous past incidents. Raskor-Idan is known to be quietly seeking his missing Marshal, although his whereabouts are unknown.

7) The exploration ship Peristroika, which vanished in the Crab Nebula in 2275, was discovered adrift in the Ardun Asteroid Field by a salvage crew two months ago. No trace was found of the ship's crew, and their final fate, as well as how the ship came to be so far from its original destination, remains an enigma. Most baffling of all are the bizarre anomalies exhibited by the ship. According to the most advanced instruments known to the Alliance, the ship and everything in it are over two billion years old!

8) A shadow world has apparently shifted permanently into our universe, and taken up stable orbit around a star on the edge of the Pendulask Storm, near Heimdall. This world, roughly twice the size of Earth, is home to a sentient and extremely hostile spacefaring race which utilizes a technology unknown to the Alliance. Intelligence reports are fragmentary at best, but indicate that all of the technology utilized by this species is apparently alive, including their ships. This unknown enemy has already made numerous forays against neighboring systems, causing severe damage. A contingent of two Alliance destroyers, 4 frigates, and numerous smaller support vessels dispatched to the area was repelled with one destroyer and 2 frigates totally destroyed, and all ships badly damaged. The seventh Eridani fleet is enroute to the area with orders to assess and engage the enemy.

9) Jaquassarious Phentari was recently sighted in Hell's Kitchen, on the planet Mysten, a known Arachnid haven. Then again, Jaquassarious Phentari was also recently sighted at the local Q-Mart in downtown New Washington, buying dish soap and tampons.

10) Information linked to the disappearance of the Human freighter Militant Scry suggests that the ship actually crashed in the forbidding inferno that makes up the surface of the planet Beresh. Militant Scry is believed to have been transporting a cargo of stolen Ti-Tritium, worth some 25,000,000cr. Sources claim that officials on Beresh were paid to forget that the ship had ever landed there at all, and attempts to recover the cargo have so far been futile. It is believed that the ship's original destination was that of the Mantauck Asteroid field where AMC officials could claim that it had been discovered in one of their mines, then sold for profit on the open market.

11) Dazil Suractis, leader of the Kimyaruk on Gavan, was recently found murdered. The perpetrators of the crime tortured Suractis about information used to produce the anti-weapon known as Chido, a device which drains the powerpack of energy based weapons (SEE No Man's Land pg: 30). An informant working at the Trumpt Plaza on Gavan claims that the technology was handed over to scientists at the Intel-Science Corporation on Patgur, where Arachnid scientists are using the technology to produce much more powerful versions of the anti-weapon weapon. The Chatilian, named Fuzzeku Masceir, was recently found murdered on Mysten in the Hell's Kitchen Fornax galaxy.

12) Reports from unidentified sources within Teledyne Syndicates confirm that corpses of Arachnid and Xarian Coalition origin have been discovered on Mastarr. Efforts by mercenaries to retrieve the bodies have failed. Both groups dispatched from Kilsner have disappeared without a trace, although one claimed to have found the body of an Arachnid priest. Arachnid warrior corpses fetch some 200,000cr apiece, while a well preserved priest's body might be worth as much as 10,000,000cr. Teledyne has down played the find within its own ranks in an effort to prevent the further loss of company personnel.

13) Disaffected employees working for the Terel Corporation have confirmed theories that large deposits of rare minerals have been abandoned in the mine at Wind Cavern on the planet Agnett of Hell's Kitchen. Only automated defense systems and a possible Arachnid or three prevent wholesale extraction of the deposits, which are believed to be in excess of 200,000,000cr. (A well fitted mercenary team with proper heavy equipment and tools could extract approximately 1,000,000cr per month, assuming that no Sau-Baus come to interrupt the party.)

14) Space Systems Development Corporation, hoping to win favor with the government in the up and coming auction of Mastarr-7, is quietly hiring mercenaries to infiltrate the planet Ewexa'gha of the Xarian Confederacy. SSDC intends to use advanced DNA masking and skin grafting to conceal the identities of its spies, by changing their appearance to resemble that of Cashou, Benjari, and other slaves which the Xarians are currently importing onto the planet. The team's primary mission is to bring back data concerning military disposition of troops, and planetary operations. The operation's pay has been undisclosed.

15) Unidentified sources from the Chatilian Interest Firm have confirmed that the federal government is trying to hide the fact that a top military advisor has defected to the Xarian Confederacy. Jarmoc Fedoran, a Chatilian counter-espionage spy working for the Central Intelligence Division, apparently defected to the planet Igzil last month. Operatives are being hired for one of two

purposes; Infiltrate the planet under the cover of being a spy and find out more about Igzil, or infiltrate the planet and extract Jarmoc. Sources close to the investigation claim that Jarmoc is in direct contact with the Arachnids.

16) Reports indicate that a Hemarean known simply as the Brain has mathematically proven an equation that when plotted into a ship's navigational computer will allow that vessel to enter into the alternate time stream of an adjacent universe. The universe in question is home to the Ghost and Shade Worlds, specter planets that haunt our current universe. Normally, these types of planets can be seen in our universe, yet cannot be interacted with. Brains formula would allow ships to pass as easily as jumping into hyperspace, yet into an alternative hyperspace universe. It is unknown as to whether a formula that allows one to jump into an alternative universe allows one to jump back. Others still question the validity of the statement. Yet none dispute the fact that Hemareans don't lie.

The Brain has disappeared while travelling the lecture circuit trying to explain to others his discovery. He was last seen at the Algorithm Mathematics Servile Center giving a dissertation about his new find. Many think he was kidnapped by the government. Others believe he was assassinated by a right wing extremist group of Mutzachans called Technical Pride. This terrorist organization advocates technological non-proliferation. Mutzachan technology should be reserved for Mutzachans. The lesser, underdeveloped races should be prevented from learning specific technologies, in order to prevent them from causing unwarranted disaster. Technical Pride supports the use of violence to prevent the spreading of technologies. Evidence is inconclusive, but members of Technical Pride were spotted by federal agents just before the lecture.

17) A waitress working at the Greeting Swill Bar and Grill on the planet Rapture claims to have overheard Phentari mercenaries discussing a load of slaves that they had obtained from a less than honorable group of pirates. The Phentari, unaware that the woman was fluent in Phentari equatorial dialect, continued to speak as she listened in on the conversation from her work station. She claims that the Phentari have built a small base on the planet Sdenscing. The Phentari base is moderately fortified. They claim that their cargo was worth 10,000,000cr on the open market.

18) The whereabouts of the infamous gunfighter Macallus Urp are no longer a mystery. Sources close to the outlaw have verified that Urp has taken up a new identity, and now operates under the name of Jolian Cansersal. Cansersal is currently employed as a bodyguard for Kalas Jerone, Orion Mafia big man, who makes the Trumpt Plaza on the planet Gavan his home. Urp is wanted for the murders of some 123 innocent people, slain in 14 different Alliance systems. There is a 1,000,000cr reward for his capture, or his pointed-eared head.

19) Unsubstantiated reports claim that a joint operation between the Arachnid forces and the Anarchist Rebellion Movement are presently being carried out to produce a larger and more dangerous version of the Scavernauk Juggernaut (SEE Uncle Ernie's Minions of Doom). The improved version of this deadly creature is nearly twice the size and far more deadly. The Scavernauk J, as it has been called, is a true shape changer, and can manipulate its form so as to become fluid at will. If this is true, then the Arachnid threat to



the Alliance has been greatly increased, for two reasons. First, the Scavernauk J would pose problems for planetary security, able to circumvent detection. Worse still, an alliance between Uncle Ernie and the Arachnids would be tantamount to disaster.

The informant who provided the information was recently found diced into small pieces in his apartment in the city of Bloody Health, on the planet Nobac of the Nobacaine cluster of Hell's Kitchen. Leads point to a connection known as the Chameleon, a "Human" outlaw rumored to be able to change form at will, and the Black Monday terrorist group, both of which can be found perusing the Head Hunter's Bar and Grill on the planet Nobac. Evidence suggests that the ARM have set up a breeding laboratory on the abandoned planet Ril on the Xarian border. Freighters smuggle the prototype warriors back into Alliance territory via Starbase 486.

20) Leftist Phentari government officials from the planet Aqak have sent out feelers for assistance to uncover and breakup a Cuontol assassination ring operating out of the relative safety of Kasarin, capital of the Gyran Republic. Reports indicate that the Eridani version of the Ninja have eliminated almost two dozen planetary officials, and terminated nearly 2000 slaves in the last year alone. Outwardly, the Phentari government categorically denies that any such threat exists, claiming that no officials have been killed. These officers of the Phentari government merely have been transferred to other posts or moved on with their lives. The Leftist coalition, under the auspices of their minority leader, Klittorrius Phentari, have made it known that they seek an end to the bloodshed, and are more than willing to pay whatever it takes to get the job done. The majority of the government would never admit to being outsmarted by Eridani, for fear of losing respect in the eyes of their planetary neighbors. Furthermore, any persons

found to be carrying out covert operations on Phentari soil would be deemed treasonous, and meddling in internal affairs, the sentence of which is death (stealing a twinkie equivalent is considered treasonous as well).

21) Sources have uncovered a drug dealing ring, operating out of the Mantauk Asteroid Field of the Ivory Coast subsector. Lepeisan, a powerful and extremely addictive amphetamine, is being exported to Andula, of the Rapiris star systems, where the Eridani government is attempting to rebuild its once prosperous mines. The mining facilities were destroyed in the war between Rapiris and Aansalon. While Lepeisan produces enhanced physical states, allowing the user to work for extended periods of time, prolonged use causes non-reversible psychosis. Vax mine cartels have lobbied intensely for the increased use of this drug, sighting the tremendous increase in mineral and alloy exports. Monies derived from mine profits are being funneled into the renewed war effort as the Eridani attempt to recover from and renew the war between themselves and Aansalon. Conservatives, whose identities are unknown at this time, claim that the introduction of Lepeisan into Andula has resulted in the deaths of over 300 Buddon elite.

The group, seeking to avoid the further loss of life, hopes to neutralize the problem by uncovering and liquidating those who produce the drug. Experts believe that the drugs are being smuggled in on freighters, inside boxes labeled as mining equipment.

22) Right wing Phentari officials on the planet Aansalon, aware of the Eridani's desire to rebuild their war machine on Rapiris and Anulac, hope to cause a breach in the ceasefire in an effort to drag the Swordsaints back into the war. The Phentari home government, hoping to improve relations in this sector, has forbade any aggressive act that might set off a conflict between Eridani and the Phentari. Feelers are being put out for groups willing to help with the problem, or possibly to kill the left wing.

23) Officials from the planet Deimos are quietly, yet persistently trying to recover over a billion credits swindled from the World Bank in a commercial loan scandal that has rocked the planet. Top ranking government officials were to be indicted in a recent investigation that turned up evidence that members of Congress had conspired to defraud banks by setting up phony corporations, and then having corrupt bank officials offer loans to these fraudulent businesses. Key state witnesses who were to testify against these corporations mysteriously disappeared just before they were to testify to a grand jury. Newspapers and the police conclude that foul play was to blame but have yet to solve the greatest white collar crime that the planet has witnessed, with some two dozen members of the country's top legislative body, as well as three bank CEOs, facing long jail terms. Many contend that the police were actually involved in the conspiracy and are directly involved in the crime. Since the cover up, officials have gone to great lengths to minimize and down play what has come to be known as the Dead Buildings Scandal.

Private organizations, hoping to expose political corruption, are quietly looking for a group of urban experts to unravel the cover-up. Teams must be able to operate in the metropolitan atmosphere, avoiding direct combat at all costs. The sponsors first seek to rescue or discover what happened to the two witnesses, then continue with the investigation, without bloodshed. However, it should be noted that officials linked to the crime are ruthless, and will do just about anything to prevent the resolution of this conspiracy. They have access to mafia style hit teams, and maintain connections with Phentari assassins.

24) High ranking government officials are looking to employ bodyguards to protect Mishil Losiethan, a low ranking Chatilian delegate who will hold counsel with Markus Dupree, the hardline governor in control of the planet Ipsen of the Gyran Republic. Dupree hopes to acquire high ranking security and counter-espionage experts from the Chatilian government in an effort to quell civil unrest and quash subversive activities of agitators operating in the anonymity of the general populace. Negotiations are sure to center around the operations restrictions that will be placed on the Chatilian operatives, and the protection of these agents. It is widely believed that terrorist groups, allied with the opposition and political factions, are planning to assassinate the delegate at the meeting, which is to meet at the Federal Consul in the capital city of Pre-Ev. The delegate is to tour the planet, stopping at no less than a dozen major cities during his stay.

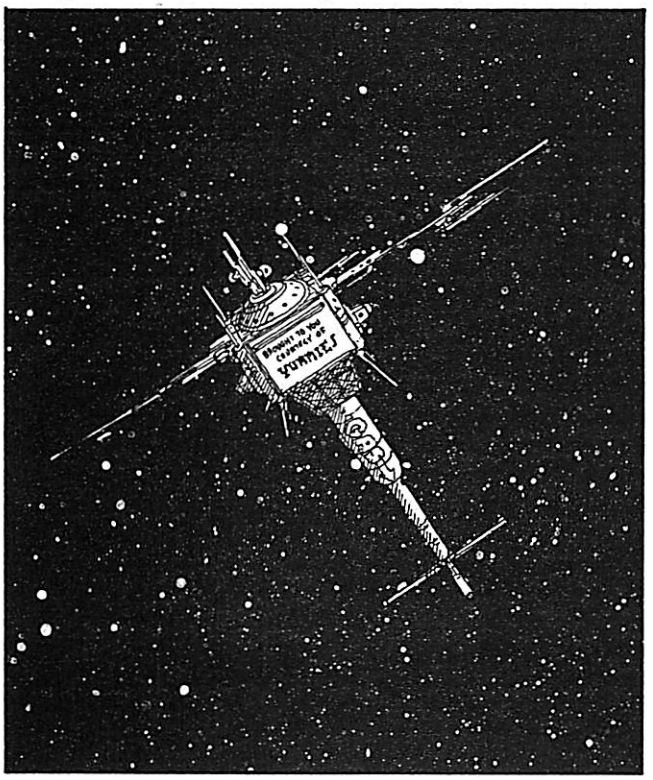
25) Allegations have surfaced during the continued investigation into reports that fuel is being purposefully tainted at the Torega Shipyard in order to cause spacecraft making the jump from Talens to misjump or to have problems, forcing them to make for Beresh. Beresh is one of the most dangerous ports to land at with planetary winds whipping at speeds in excess of 200km per hour. Ships often crash in the desert waste and are unrecoverable, as the planet suffers from persistent sand and acid storms. When rescuers finally manage to reach the wreckage, the ships have been looted and the survivors kidnapped. Reports claim that slaves are often sold at auction on Oerrest. Efforts to investigate these activities have been submarined by planetary officials there. The current focus of the investigations centers around crew chiefs at the Talens spaceports, including several Goola-Goola technicians.

26) Jandor McDain, a brilliant bio-geneticist in charge of a project known as the Geneva Consensus, has disappeared. It is widely believed that McDain was working with others of his kind on producing a super-warrior, a being capable of surviving in almost any environment and under any condition. It is believed that the being was to be the result of splicing together the superior genes of Mutzachan, Human, and Ram Python, with that of a captured Arachnid warrior, in order to produce the ultimate killing machine. The federal government strictly regulates genetic research of this type, and this operation was functioning outside the boundaries of the law. Mercenaries are being sought to unravel the mysterious disappearance.

27) SSDC officials are searching for volunteers to infiltrate the Gentaris Alcatraz, top security prison. Political prisoners such as terrorists, dissidents, fallen kings, etc. represent the only inmates in the population of some 20,000. An SSDC operative has been sentenced to life imprisonment on the desolate iceworld for her part in the killing of a top ranking AMC officials at the annual Frontier Explorations Conference, held on the planet Gavan in 75. She is believed to still be in possession of critical information concerning the leasing of mining rights by the Eridani government on the devastated planet Anulac. The operative, Susan Sweetland, was arrested in the independent star system Nobac. SSDC success-

fully prevented the extradition of Ms. Sweetland back to the Alliance Core Worlds, where a variety of torture and brainwashing methods could have been used to obtain information about Space Systems Development Corporation's illegal activities. Intelligence confirms reports that Sweetland remained silent, and with her advanced mental resistance training, has said little to authorities.

Reports verify that Cuontol operating out of the Obsidian star system have been dispatched by the Asteroid Mining Consortium to extract the criminal. SSDC hopes to plant company mercenaries in the past of the Eridani and prevent events from happening. Finally, the insertion team is to get Sweetland out themselves.

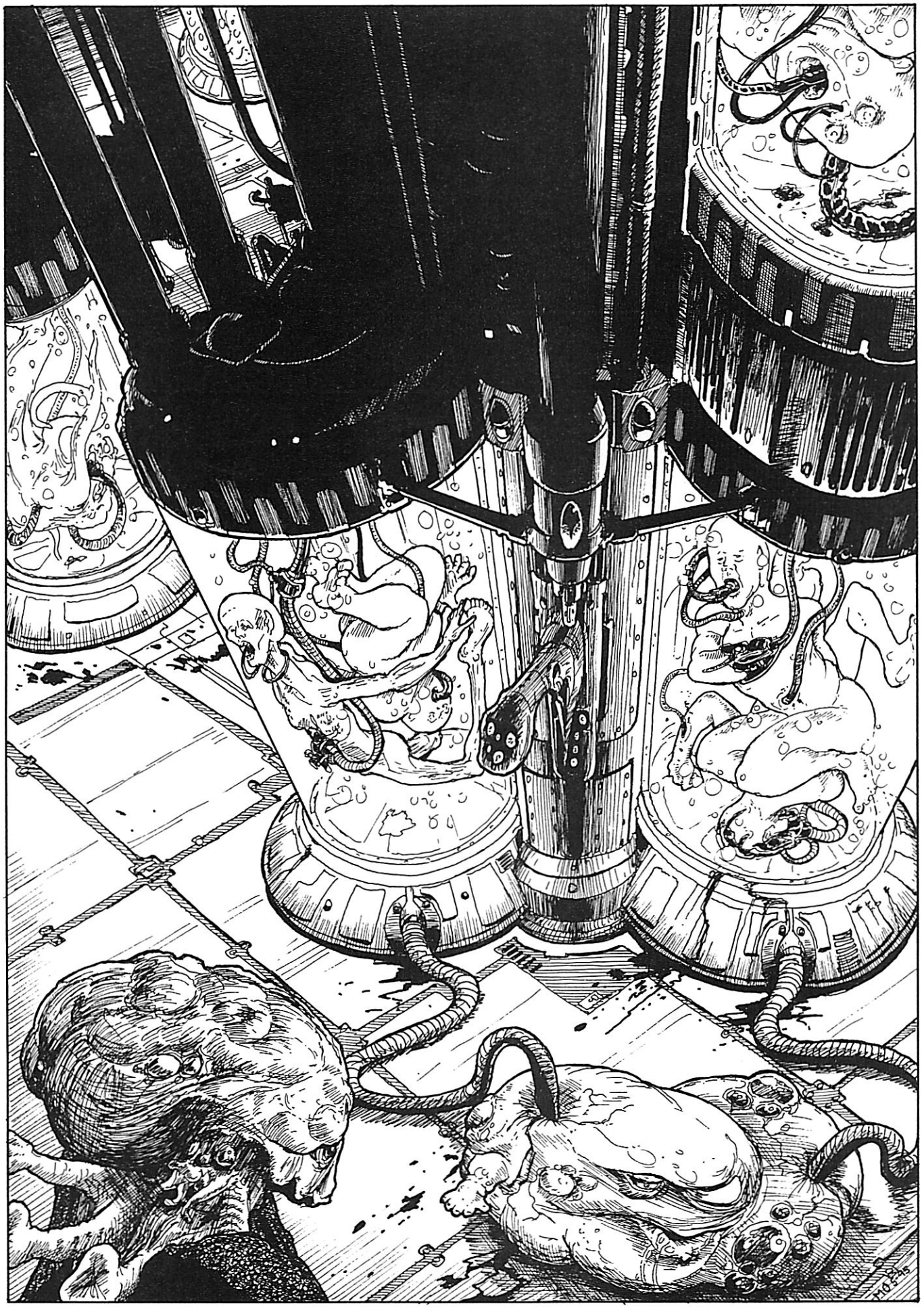


28) SSDC officials believe that the Asteroid Mining Consortium is presently seeking to establish diplomatic relations with the Xarian government, and ultimately with the Arachnids themselves. Company officials have tentatively scheduled a meeting with high level Xarian officials on Iptax, the capital of the confederacy and focal point of the Xarian/Alliance debate. AMC intends to turn over secret information about the disposition of Alliance forces in this sector for the following: Arachnid and Xarian officials agree not to attack AMC installations in the event of an Arachnid incursion into this part of the sector. Second: The Xarians will open up dialogue concerning the disposition of Atrin, a star system widely believed to be rich in Ti-Tritium deposits. AMC hopes to obtain mining rights to the territory.

SSDC is looking for volunteers to infiltrate Xarian territory, and make sure that the meeting never occurs, or that they secure evidence of its happening. Teams will be given their own spacecraft so that they may smuggle water and slaves to the Xarians, commodities which are not illegal, but require special permits. The slaves can be purchased from the Phentari slave farms in the Aqak star system. Once trade has been established, the insertion team is to improve relations, and if possible offer to mediate discussions, since Xarian language is completely alien to anyone other than Mazians. Rent-A-Skill chip will allow for the processing of Xarian conversation and communication.

29) Freighter operators and combat teams are wanted to smuggle "slightly" illegal materials to non-combative factions of the Xarian Confederacy. The pay is excellent and the work dangerous. If you get caught by the government, you will probably be executed or spend the rest of your life on Gentaris Alcatraz. All applicants will be subject to intense interrogation and scrutiny to ensure that they don't have ulterior motives of their own. Those found to be less than noble will be summarily executed.

30) A pathway to the shade world Kubik may have been established. Scientists from the Deep Star Design Platform working in conjunction with SSDC have allegedly found a conduit through this universe into the time parallel universe known by mercenaries as "There". A quasi-stable wormhole appears to connect the planet Slarn in the Xarian Confederacy to Kubik in There. Further exploration into this universe has been impeded by the fact that Slarn is positioned within the Xarian Confederacy. Initial exploration into the wormhole, a tear in the fabric of the Motaran Rift, revealed that it was possible to access the alternate universe, and ships sent into the wormhole subsequently emerged within a dozen parsecs of Kubik. Efforts to contact an alien lifeform living on the planet revealed that the inhabitants of the planet, called the U-Takan, were a technologically advanced civilization, far beyond that of Alliance subjects. Apparently, the U-takan were quick to offer weapons technology in exchange for information about how to maneuver within the wormhole.



APPENDIX

ARACHNIDS

Xarian Confederacy	Iptax	(1210)
Xarian Confederacy	Kull	(1219)
Xarian Confederacy	Lispt	(0114)
Xarian Confederacy	Madernas	(1711)
Xarian Confederacy	Polu	(1311)
Xarian Confederacy	Trinza	(1616)
Gyran Republic	Antres 1	(1217)
Gyran Republic	Patgur	(1320)
Ivory Coast	Troxsin	(1817)
Hell's Kitchen	Outpost 1	(1910)

ARM

Xarian Confederacy	Klath	(0910)
Gyran Republic	None	
Ivory Coast	None	
Hell's Kitchen	Sdenscing	(2806)

ARMS DEALERS

Xarian Confederacy	Madras	(1515)
Gyran Republic	Rapiris	(0525)
Ivory Coast	Oerrest	(2720)
Hell's Kitchen	None	

BLACK MONDAY

Xarian Confederacy	Madras	(1515)
Gyran Republic	None	
Ivory Coast	None	
Hell's Kitchen	Nobac	(2906)

BOUNTY HUNTERS

Xarian Confederacy	None	
Gyran Republic	Aqak	(1423)
Ivory Coast	Obsidian	(3325)
Hell's Kitchen	None	

CUONTOL

Xarian Confederacy	None	
Gyran Republic	Kasarin	(1421)
Ivory Coast	Obsidian	(3325)
Ivory Coast	Racio	(3017)
Hell's Kitchen	None	

DOLTHARIANS

Xarian Confederacy	Klath	(0910)
Xarian Confederacy	Madras	(1515)
Xarian Confederacy	Vladmirchae	(0616)
Gyran Republic	Transit	(1425)
Ivory Coast	Sinjin	(1818)
Hell's Kitchen	Schiavett	(2709)
Hell's Kitchen	Terminus	(2608)

DRUG DEALERS

Xarian Confederacy	Madras	(1515)
Gyran Republic	None	
Ivory Coast	Gavan	(3423)
Ivory Coast	Steward	(2517)
Hell's Kitchen	None	

DYNECAR

Xarian Confederacy	Vladmirchae	(0616)
Gyran Republic	None	
Ivory Coast	None	
Hell's Kitchen	None	

KIMYARUK

Xarian Confederacy	None	
Gyran Republic	None	
Ivory Coast	Gavan	(3423)
Hell's Kitchen	None	

KIZMETOR

Xarian Confederacy	None	
Gyran Republic	Kasarin	(1421)
Ivory Coast	Oerrest	(2720)
Hell's Kitchen	None	

KRAKEDS

Xarian Confederacy	Polu	(1311)
Xarian Confederacy	Trinza	(1616)
Gyran Republic	None	
Ivory Coast	None	
Hell's Kitchen	None	

MENTORS (CHATILIAN)

Xarian Confederacy	None	
Gyran Republic	Deimos	(0322)
Gyran Republic	Transit	(1425)
Ivory Coast	Torh	(2918)
Ivory Coast	Ulithi	(2220)
Hell's Kitchen	Pera	(2216)

MENTORS (MUTZACHAN)

Xarian Confederacy	None	
Gyran Republic	Deimos	(0322)
Gyran Republic	Rompte	(1121)
Gyran Republic	Transit	(1425)
Ivory Coast	Gavan	(3423)

Hell's Kitchen	Pera	(2216)
Hell's Kitchen	Sermine	(2915)

MENTORS (ZEN)

Xarian Confederacy	None	
Gyran Republic	Deimos	(0322)
Gyran Republic	Transit	(1425)
Ivory Coast	Phoenix	(1926)
Hell's Kitchen	Pera	(2216)

MERCENARIES

Xarian Confederacy	None	
Gyran Republic	Ceylon V	(1617)
Gyran Republic	Ensra	(1226)
Gyran Republic	Heimdall	(0117)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Normandy	(1417)
Gyran Republic	Rapiris	(0525)
Gyran Republic	Transit	(1425)
Ivory Coast	Gavan	(3423)
Ivory Coast	Obsidian	(3325)
Ivory Coast	Racio	(3017)
Ivory Coast	Serag	(2324)
Ivory Coast	Torh	(2918)
Hell's Kitchen	Nobac	(2906)
Hell's Kitchen	Pera	(2216)
Hell's Kitchen	Schiavett	(2709)
Hell's Kitchen	Terminus	(2608)

NAM

Xarian Confederacy	None	
Gyran Republic	None	
Ivory Coast	Malneos	(2723)
Ivory Coast	Torh	(2918)
Hell's Kitchen	None	

PIRATES

Xarian Confederacy	Klath	(0910)
Gyran Republic	Freedom	(0318)
Gyran Republic	Kasarin	(1421)
Ivory Coast	Mantauk Asteroid Field	(2623)
Ivory Coast	Oerrest	(2720)
Ivory Coast	Silen	(1927)
Ivory Coast	Steward	(2517)
Hell's Kitchen	None	

SHEPHERDS

Xarian Confederacy	None	
Gyran Republic	Freedom	(0318)
Gyran Republic	Kasarin	(1421)
Ivory Coast	Torh	(2918)
Hell's Kitchen	None	

SILK LAMBS

Xarian Confederacy	Klath	(0910)
Gyran Republic	Aqak	(1423)
Gyran Republic	Kasarin	(1421)
Ivory Coast	Gavan	(3423)
Hell's Kitchen	None	

SMUGGLERS

Xarian Confederacy	Eicxom	(1510)
Xarian Confederacy	Madras	(1515)
Gyran Republic	None	
Ivory Coast	Sinjin	(1818)
Hell's Kitchen	None	

XARIANS

Xarian Confederacy	Radiaa	(0414)
Xarian Confederacy	Askert	(1011)
Xarian Confederacy	Atrin	(0711)
Xarian Confederacy	Feli	(0708)
Xarian Confederacy	Gangesk	(0312)
Xarian Confederacy	Iptax	(1210)
Xarian Confederacy	Kull	(1215)
Xarian Confederacy	Lispt	(0114)
Xarian Confederacy	Madernas	(1711)
Xarian Confederacy	Madras	(1515)
Xarian Confederacy	Oklin	(1416)
Xarian Confederacy	Polu	(1311)
Xarian Confederacy	Rinth	(1305)
Xarian Confederacy	Thirn	(0308)
Xarian Confederacy	Trinza	(1616)
Xarian Confederacy	Vladmirchae	(0616)
Gyran Republic	Antres 1	(1217)
Gyran Republic	Patgur	(1320)
Ivory Coast	Sinjin	(1818)
Ivory Coast	Troxsin	(1817)
Hell's Kitchen	Ewexa'Gha	(1908)
Hell's Kitchen	Mysten	(3006)
Hell's Kitchen	Nobac	(2906)
Hell's Kitchen	Partreit	(2813)

YONTACHA

Xarian Confederacy	None	
Gyran Republic	None	
Ivory Coast	Phoenix	(1926)
Hell's Kitchen	None	

GRADE A DI-TRITIUM

Xarian Confederacy	Fel	(0915)
Xarian Confederacy	Gangesk	(0312)
Xarian Confederacy	Vladmirchae	(0616)
Gyran Republic	Antres 1	(1217)
Gyran Republic	Aqak	(1423)

→ ROOMS C5 PER NIGHT
→ OR C.25 PER HOUR
NO QUESTIONS ASKED

NO LOITERING

MOTEL

MOG'S

FINE CUISINE, BOOZE, & BABES

NO BLASTERS NO THROWIN' UP
NO BLEEDIN' NO CREDIT
NO DYIN' NO PANTS, NO SERVI

ENTER

ZEPHYR 2008

Gyran Republic	Ceylon V	(1617)
Gyran Republic	Deimos	(0322)
Gyran Republic	Freedom	(0318)
Gyran Republic	Heimdall	(0117)
Gyran Republic	Ipsen	(1426)
Gyran Republic	Jerusalem	(0224)
Gyran Republic	Karmana	(1118)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Normandy	(1417)
Gyran Republic	Nu Mars	(1427)
Gyran Republic	Shegnes	(0220)
Gyran Republic	Transit	(1425)
Ivory Coast	Mantauk Asteroid Field	(2623)
Ivory Coast	Gavan	(3423)
Ivory Coast	Gentaris Alcatraz	(2424)
Ivory Coast	Greesak	(3128)
Ivory Coast	Malneos Khadash	(2723)
Ivory Coast	Nefrean	(3419)
Ivory Coast	Racio	(3017)
Ivory Coast	Salvation	(3517)
Ivory Coast	Serag	(2324)
Ivory Coast	Silen	(1927)
Ivory Coast	Sinjin	(1818)
Ivory Coast	Steward	(2517)
Ivory Coast	Talens	(3025)
Ivory Coast	Torh	(2918)
Ivory Coast	Ulithi	(2220)
Hell's Kitchen	Kilsner	(2808)
Hell's Kitchen	Pera	(2216)
Hell's Kitchen	Schiavett	(2709)
Hell's Kitchen	Terminus	(2608)

GRADE B DI-TRITIUM

Xarian Confederacy	Fel	(0915)
Xarian Confederacy	Radiaa	(0414)
Xarian Confederacy	Feli	(0708)
Xarian Confederacy	Iptax	(1210)
Xarian Confederacy	Klath	(0910)
Xarian Confederacy	Kull	(1215)
Xarian Confederacy	Satia	(1215)
Xarian Confederacy	Madras	(1515)
Xarian Confederacy	Polu	(1311)
Xarian Confederacy	Trinza	(1616)
Gyran Republic	Aansalon	(0723)
Gyran Republic	Ceylon V	(1617)
Gyran Republic	Deimos	(0322)
Gyran Republic	Freedom	(0318)
Gyran Republic	Hillenboro	(0927)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Nonouti	(0925)
Gyran Republic	Normandy	(1417)
Gyran Republic	Patgur	(1320)
Gyran Republic	Rapiris	(0525)
Gyran Republic	Shegnes	(0220)
Gyran Republic	Transit	(1425)
Ivory Coast	Beresh	(2627)
Ivory Coast	Digetia	(2623)
Ivory Coast	Mantauk Asteroid Field	(2623)
Ivory Coast	Gavan	(3423)
Ivory Coast	Phoenix	(1926)
Ivory Coast	Torh	(2918)
Hell's Kitchen	Nobac	(2906)
Hell's Kitchen	Sdenscing	(2806)
Hell's Kitchen	Sermine	(2915)

GRADE C DI-TRITIUM

Xarian Confederacy	Eicxom	(1510)
Xarian Confederacy	Dwes	(1210)
Xarian Confederacy	Thirn	(0308)
Gyran Republic	Deimos	(0322)
Gyran Republic	Ensra	(1226)
Gyran Republic	Freedom	(0318)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Lhoren	(1621)
Gyran Republic	Sappore	(0018)
Gyran Republic	Shegnes	(0220)
Gyran Republic	Transit	(1425)
Gyran Republic	Well	(0617)
Ivory Coast	Mantauk Asteroid Field	(2623)
Ivory Coast	Janasine	(3119)
Ivory Coast	Malneos Emerice	(2723)
Ivory Coast	Torh	(2918)
Hell's Kitchen	Vitilevu	(2514)

GRADE A TI-TRITIUM

Xarian Confederacy	None	
Gyran Republic	Antres 1	(1217)
Gyran Republic	Ceylon V	(1617)
Gyran Republic	Freedom	(0318)
Gyran Republic	Heimdall	(0117)
Gyran Republic	Karmana	(1118)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Shegnes	(0220)
Gyran Republic	Transit	(1425)
Ivory Coast	Mantauk Asteroid Field	(2623)
Ivory Coast	Gavan	(3423)
Ivory Coast	Greesak	(3128)
Ivory Coast	Sinjin	(1818)
Ivory Coast	Steward	(2517)
Ivory Coast	Torh	(2918)
Hell's Kitchen	Ewexa'Gha	(1908)
Hell's Kitchen	Fortress	(2214)
Hell's Kitchen	Schiavett	(2709)

GRADE B TI-TRITIUM

Xarian Confederacy	Madras	(1515)
Gyran Republic	Ceylon V	(1617)
Gyran Republic	Deimos	(0322)
Gyran Republic	Freedom	(0318)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Shegnes	(0220)
Gyran Republic	Transit	(1425)
Ivory Coast	Beresh	(2627)
Ivory Coast	Digetia	(2623)
Ivory Coast	Mantauk Asteroid Field	(2623)
Ivory Coast	Gavan	(3423)
Ivory Coast	Phoenix	(1926)
Ivory Coast	Torh	(2918)
Hell's Kitchen	Pera	(2216)
Hell's Kitchen	Schiavett	(2709)
Hell's Kitchen	Terminus	(2608)

GRADE C TI-TRITIUM

Xarian Confederacy	None	
Gyran Republic	Deimos	(0322)
Gyran Republic	Freedom	(0318)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Rapiris	(0525)
Gyran Republic	Shegnes	(0220)
Gyran Republic	Transit	(1425)
Ivory Coast	Mantauk Asteroid Field	(2623)
Ivory Coast	Torh	(2918)
Hell's Kitchen	None	

REFIT

Xarian Confederacy	Radiaa	(0414)
Xarian Confederacy	Iptax	(1210)
Xarian Confederacy	Satia	(1215)
Xarian Confederacy	Vladmirchae	(0616)
Gyran Republic	Aansalon	(0723)
Gyran Republic	Freedom	(0318)
Gyran Republic	Heimdall	(0117)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Nu Mars	(1427)
Gyran Republic	Patgur	(1320)
Gyran Republic	Transit	(1425)
Ivory Coast	Gavan	(3423)
Ivory Coast	Nefrean	(3419)
Ivory Coast	Oerrest	(2720)
Ivory Coast	Racio	(3017)
Ivory Coast	Salvation	(3517)
Ivory Coast	Sinjin	(1818)
Ivory Coast	Talens	(3025)
Ivory Coast	Torh	(2918)
Hell's Kitchen	Ewexa'Gha	(1908)
Hell's Kitchen	Kilsner	(2808)
Hell's Kitchen	Nobac	(2906)
Hell's Kitchen	Pera	(2216)
Hell's Kitchen	Schiavett	(2709)
Hell's Kitchen	Terminus	(2608)

ARMOR REPAIR STATIONS

Xarian Confederacy	Madras	(1515)
Gyran Republic	Ceylon V	(1617)
Gyran Republic	Heimdall	(0117)
Gyran Republic	Normandy	(1417)
Gyran Republic	Transit	(1425)
Ivory Coast	Gavan	(3423)
Ivory Coast	Obsidian	(3325)
Ivory Coast	Racio	(3017)
Ivory Coast	Serag	(2324)
Ivory Coast	Sinjin	(1818)
Ivory Coast	Torh	(2918)
Hell's Kitchen	Pera	(2216)
Hell's Kitchen	Schiavett	(2709)
Hell's Kitchen	Terminus	(2608)

CLONIC PRODUCTION

Xarian Confederacy	None	
Gyran Republic	Deimos	(0322)
Gyran Republic	Kasarin	(1421)
Ivory Coast	Phoenix	(1926)
Hell's Kitchen	None	

CYBERNETICS REPAIR STATION

Xarian Confederacy	None	
Gyran Republic	Nu Mars	(1427)
Gyran Republic	Transit	(1425)
Ivory Coast	Phoenix	(1926)
Ivory Coast	Serag	(2324)
Hell's Kitchen	None	

DNA MASKING

Xarian Confederacy	Madras	(1515)
Gyran Republic	Kasarin	(1421)
Ivory Coast	Mantauck Asteroid Field	(2623)
Ivory Coast	Phoenix	(1926)
Hell's Kitchen	Nobac	(2906)

FENCING OPERATIONS

Xarian Confederacy	Klath	(0910)
Xarian Confederacy	Vladmirchae	(0616)
Gyran Republic	Freedom	(0318)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Sappore	(0018)
Ivory Coast	None	
Hell's Kitchen	None	

GOVERNMENT NETWORKS

Xarian Confederacy	None	
Gyran Republic	Deimos	(0322)
Gyran Republic	Transit	(1425)
Ivory Coast	Sinjin	(1818)
Hell's Kitchen	None	

HYPER TRAINING

Xarian Confederacy	None	
Gyran Republic	Aqak	(1423)
Gyran Republic	Ceylon V	(1617)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Normandy	(1417)
Gyran Republic	Shegnes	(0220)
Gyran Republic	Transit	(1425)
Ivory Coast	Serag	(2324)
Hell's Kitchen	None	

IDENTIFICATION CHANGE

Xarian Confederacy	Klath	(0910)
Xarian Confederacy	Madras	(1515)
Gyran Republic	None	
Ivory Coast	Mantauck Asteroid Field	(2623)
Ivory Coast	Gavan	(3423)
Hell's Kitchen	None	

LAUNDERING SERVICES

Xarian Confederacy	Klath	(0910)
Gyran Republic	Freedom	(0318)
Gyran Republic	Kasarin	(1421)
Ivory Coast	Mantauck Asteroid Field	(2623)
Ivory Coast	Gavan	(3423)
Hell's Kitchen	Nobac	(2906)

LEGAL NETWORKS

Xarian Confederacy	None	
Gyran Republic	Deimos	(0322)
Gyran Republic	Kasarin	(1421)
Gyran Republic	Transit	(1425)
Ivory Coast	Gavan	(3423)
Ivory Coast	Sinjin	(1818)
Hell's Kitchen	None	

RENT-A-SKILL

Xarian Confederacy	None	
Gyran Republic	Kasarin	(1421)
Gyran Republic	Transit	(1425)
Ivory Coast	Torh	(2918)
Hell's Kitchen	None	

ROBOTICS REPAIR STATION

Xarian Confederacy	None	
Gyran Republic	Transit	(1425)
Ivory Coast	Sinjin	(1818)
Hell's Kitchen	None	

WEAPONS STATION

Xarian Confederacy	Madras	(1515)
Gyran Republic	Ceylon V	(1617)
Gyran Republic	Normandy	(1417)
Gyran Republic	Transit	(1425)
Ivory Coast	Gavan	(3423)
Ivory Coast	Obsidian	(3325)
Ivory Coast	Racio	(3017)
Ivory Coast	Serag	(2324)
Ivory Coast	Sinjin	(1818)
Ivory Coast	Torh	(2918)
Hell's Kitchen	Pera	(2216)
Hell's Kitchen	Schiavett	(2709)
Hell's Kitchen	Terminus	(2608)

MEDICAL RESEARCH CENTER

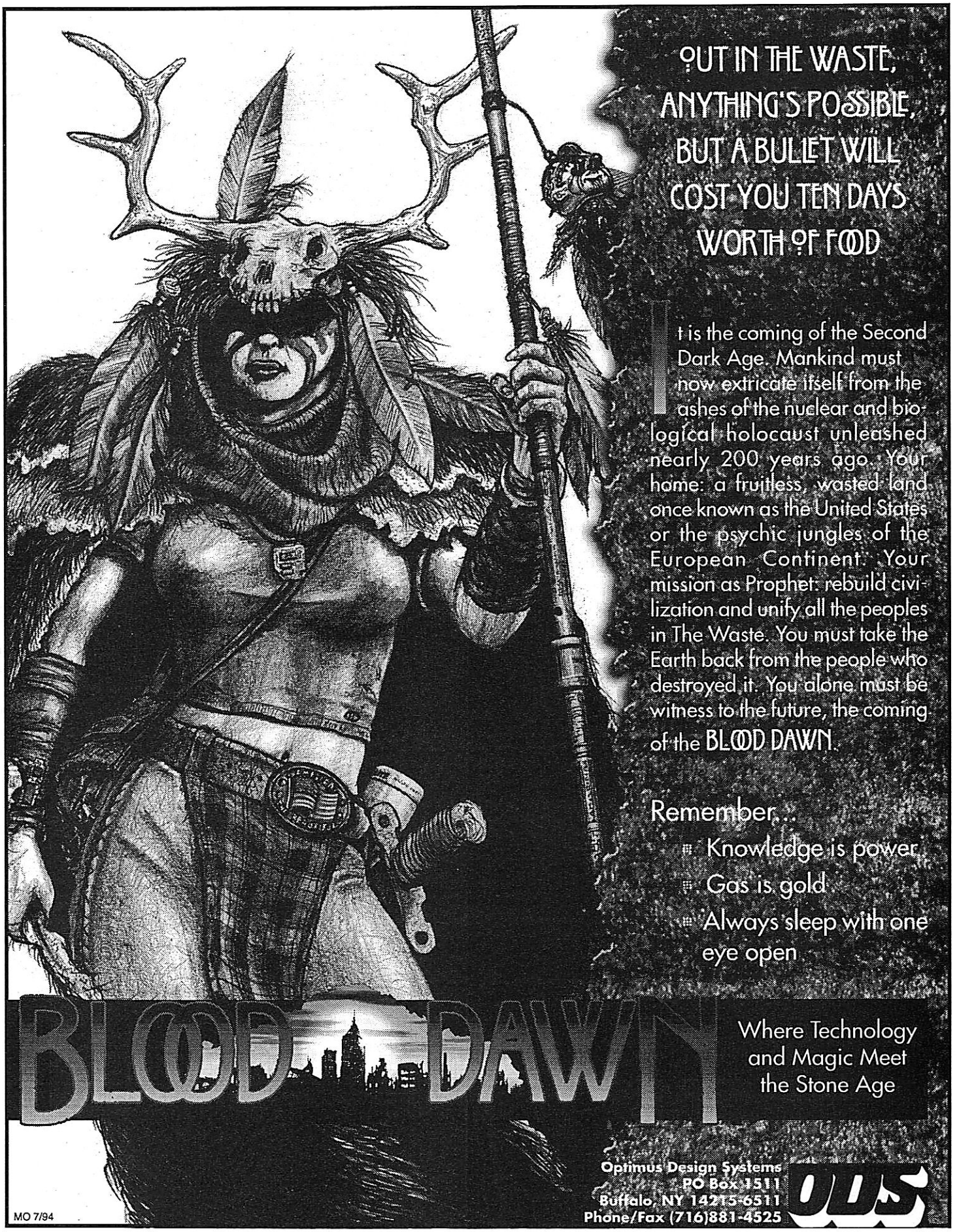
Xarian Confederacy	None	
Gyran Republic	None	
Ivory Coast	Phoenix	(1926)
Hell's Kitchen	None	

PRISONS

Xarian Confederacy	None	
Gyran Republic	Brighton	(0023)
Ivory Coast	Gentaris Alcatraz	(2424)
Hell's Kitchen	None	

SHIPYARDS

Xarian Confederacy	None	
Gyran Republic	Freedom	(0318)
Gyran Republic	Transit	(1425)
Ivory Coast	Torh	(2918)
Hell's Kitchen	Schiavett	(2709)


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Miniatures

- **Eridani:** This bulked up sword-saint is modeled after the illustration on p.134 of the Battlelords rule book, complete with arm rockets! Price: $3.50
- **Cizerack:** This female warrior cat is on the prowl in full battle gear, including look-and-shoot body mounted laser rifle. Price: $3.50
- **Phentari:** The Bi-pedal squid bounty hunter showing his ominous mandibles, with tentacles wrapped around sword and firearm. Price: $3.50
- **Ram Python:** The 23rd Century's greatest hack-n-slasher, towers above the rest of the player character line up with cybernetic eye, tail-spikes and a really big gun. Price: $5.50
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- **Gemini:** Featured in the Galactic Underground II, the space druid stands as tall as a Ram Python and carries a big stick! Peace, love and a Kronk! $5.50

Smoke poured from the control console. Kyriel cursed and grabbed a hand fire extinguisher from the overhead compartment to deal with the flames. Over the intercom, she could hear a confused babble of voices from all over the ship, all wanting to know what had just happened. She stumbled over to the com panel and hit the button. Her voice rasped harshly from the smoke in the cabin as she spoke.

"This is Captain Kyriel. I don't know what just hit us, but we've got to get up and running before it hits us again. I want damage reports from all decks. Georly, I want a full nav scan, as broad as you can make it. Find out what we ran into, and if it's coming back. Dierbuss, how are the engines holding up? Dierbuss!" She cursed softly under her breath and spoke again. "Somebody from sickbay get down to Engineering, Dierbuss isn't answering." Behind her, Georly Enidari, her chief navigator, hit one more button and stared at his display screen.

"Kyriel? I... I think you'd better come take a look at this."

Kyriel whirled and crossed the shambles which up until five minutes ago had been the main bridge. Miraculously, the nav console still appeared to be fully functional... but one glance at the numbers on the display told her it couldn't possibly be. "Georly, according to this, we're... "

"Fourteen thousand parsecs from where we just were. I know, I know. Give me a second, and I think I can get us a visual... " The main viewscreen flickered into life, and the navigator stared, ashen-faced. Following his gaze, Kyriel looked up at the main viewscreen... and her jaw dropped.

The vista outside the ship was something totally alien to her experience. Space seemed to swirl and eddy like some ebon liquid, and everything looked distorted. Arcs of violet fire danced from one pool to another, vanishing as quickly as they had appeared. Her reverie was broken by Georly's soft whisper.

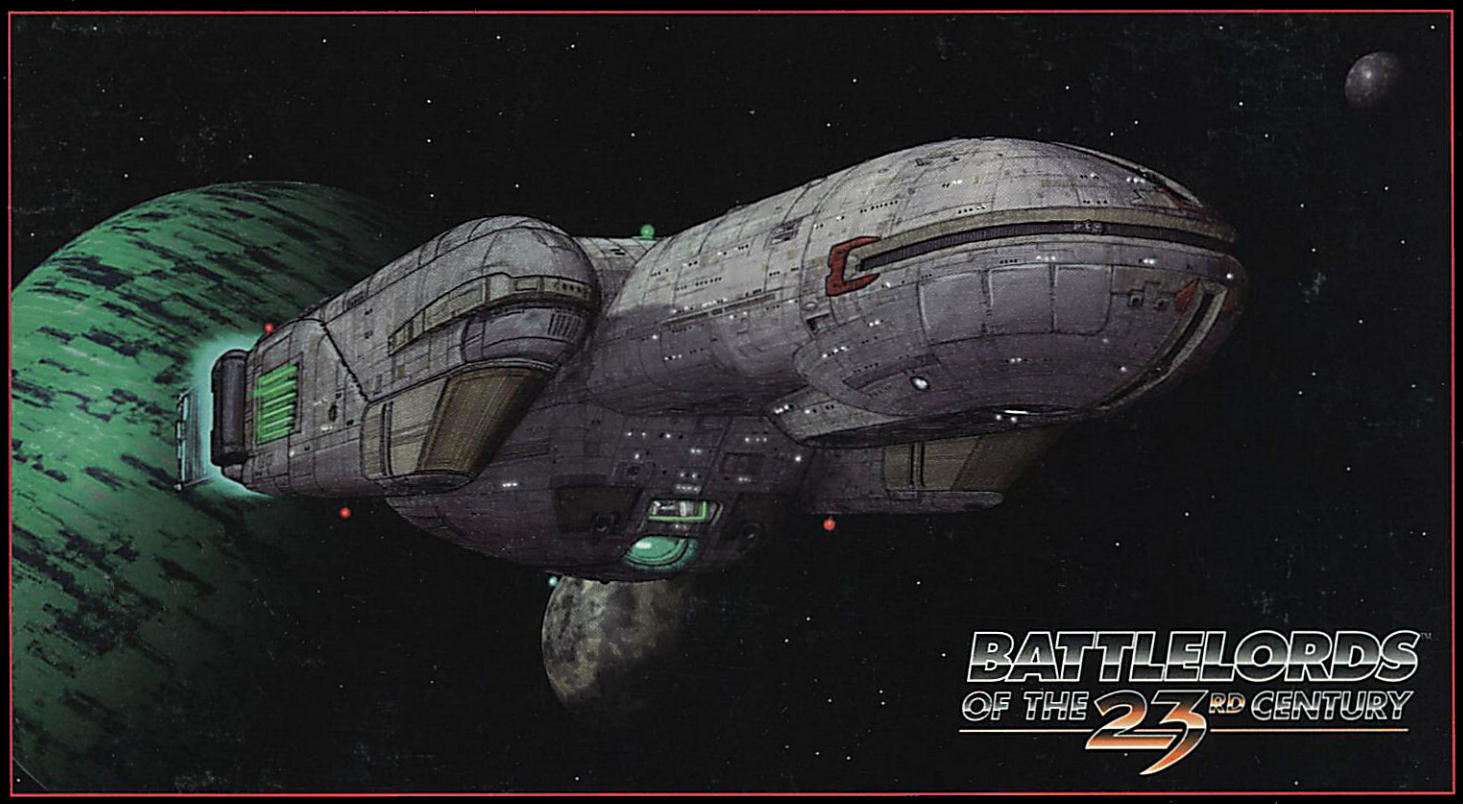
"Captain...? W-where the hell ARE we?"

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