



THE
Bastards
OF FOREVEN

BOOK 0
STORIES FROM THE FRONTIER
An introduction to the Bastards of Foreven ATU for Traveller (TM)



Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing

THE *Bastards* OF FOREVEN

Book 0: Stories from the Frontier

An Introduction to the Bastards of Foreven

An Alternate Traveller Universe for Mongoose Traveller

by Donovan Lambertus



Foreven Product Use

Technical Manual 1: Reprieve-class Escape Pod, by DSL Ironworks.

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INTRODUCTION AND FOREWARD

So, you may ask yourself, what is the Bastards of Foreven? As of now, I've heard of several small press publishers looking to do one version of the Foreven sector or another, but over the last year and a half or more, they've pretty much all come and gone for various reasons. I have decided to put out my own version for a couple of reasons, the primary one being to use it as a backdrop for all of the other DSL Ironworks products in the future. I also want to develop it into the kind of 3rd Imperium setting I'd like to see. In this introduction, I'm going to be talking a little bit about the concepts and philosophy behind my version Foreven.

The first question the reader may have is "Why is it called the Bastards of Foreven"? The name originates from one of my earliest endeavours with 3d modelling, which happened to be a 50 ton modular cutter. As I was doing the texture for it, I decided I needed some snappy nose art. After tinkering with a variety of styles ranging from the traditional to downright wierd, I began to get a bit frustrated and decided to slap the traditional pirate skull and crossbones on it as a placeholder until I found something that worked better. It worked better than I had anticipated, and I decided I needed a name for this Sorry Bastard...and it stuck. Over the next couple of weeks, I developed the concept of a pirate band whose ships were all named for variants on the 'bastard' theme - Miserable Bastard, Lazy Bastard, and so on. It never went much further until I actually started developing the sector, and the pirate band evolved into a mercenary company of mixed origin.

Bastard can have several meanings, many of them applicable to this particular project.

1. 'Of mixed origin.' The Foreven of the Traveller universe is certainly of mixed origin - Darrians, Zhodani, Imperial, and more have all staked claims to parts of the region at one point or another, and yet none of them actively control the entire region.

2. 'of a kind similar to but less typical than some standard.' Looking at the canon material available, it became apparent that Foreven was barely mentioned in any of it, unlike (for instance) the Spinward Marches. Information about the Marches is widely available in many versions of Traveller, yet as a preserve for referees, almost

nothing has been written regarding Foreven. Thus, Foreven can be seen as the 'bastard sibling' of the Marches, close by and yet largely ignored.

3. 'a hybrid'. This is certainly the case with the Bastards Foreven; every effort to conform to canon sources (regardless of era, version, or rule set) has been made within the sources I have available. My goal is to make this version of Foreven as compatible as possible with all of the existing data.

4. 'something extremely difficult'. This project certainly falls into this category. 365 worlds, influenced by at least 4 major cultures, vague canon references that need to be reconciled with the new data, and a hundred other details combine to create an enormous amount of information that needs to be collated and checked.

In light of these definitions, the Bastards of Foreven seemed a fitting name.

Later on, the idea expanded to incorporate the idea the group was founded by actual bastards, possibly one or more illegitimate children of nobility who were encouraged to maintain some distance from their parents. That concept expanded a bit further with the notion that the majority of the members identified themselves as outcasts and oddballs that didn't really fit well with a 'polite' society.

As the back story of the Bastards has developed, I found myself wanting to tie it into the OTU as much as possible. Foreven done the right way could be a sector designed for adventurers and mercenaries - small polities (2-3 worlds), lots of competing corporations, minimal 'big brother' government (i.e. the 3rd Imperium), etc. Looking at the existing data from previous incarnations of Traveller, mostly the Imperiallines fanzine, I found a lot there not compatible with the concepts I was looking for. So, I went back to the data supplied in the Mongoose Foreven Devdelopers Pack, and started from scratch. In total, I kept the systems laid out the same as on the Mongoose map and the canon systems therein (4 or 5 total, IIRC), the Zhodani border along the coreward edge, and that's really about it. The rest of it, from planetary stats up, has been completely regenerated.

When I started this project, I initially intended to keep things as simple as possible - standard map, UPP, and descriptions. After rolling up 20 to 30 planets by hand, I decided I'd be better off automating as much of the process as possible. So, I worked up a quickie program to keep track of things and automate the process where ever possible. During the development of this database, I decided on a few other things that might be nice to keep track of - events, other planets in the system, fleets for small polities, armies, factions, animals... and I think you can see where this is heading. These were all of the things that I want to see in a sector sized setting.

Since the setting is the focus, one of the most important aspects of developing Foreven is, of course, the planets themselves. Everything else - politics, economics, history, etc derives from the planets used. To this end, the standard Mongoose world creation rules were used with a few caveats. The basic physical characteristics (size, atmo, and hydro) were rolled strictly by the rules except for the few worlds that already existed in canon. Government, Law, Tech, and Starport were all generated by standard rules as well. The one characteristic I took liberty with was population, for a couple of reasons. In Traveller, it's always been possible to generate planets that can easily break the setting with populations of B or higher, tech levels outside the Imperial maximum, etc. Foreven is described as a frontier area, being settled initially in mid-300. A planet with a population of several billion is going to come to easily dominate it's neighbors, leading to many of the same problems with earlier versions of Foreven. The worst of these problems becomes the existence of a large, powerful political entity that is never mentioned in any other canon materials despite being less than a few jumps away. Most referees can usually explain these phenomena through various means, but it can get tiresome if it happens too often and detracts from the believability of the setting. In order to combat this somewhat, I randomly generated a few other random stats - initial colonization date (350 to 1105), initial colony population (~50 to 2000), and an average 'growth rate'. While generated randomly, these three stats were weighted by the planets physical characteristics as well. A temperate Garden planet is far more attractive to colonize than a frozen iceball, and would realistically be settled sooner

than that frozen iceball. Garden worlds would also attract more colonists, and thus tend to grow faster than less hospitable worlds.

With these in place, I now had a yardstick to measure what was realistically possible as far as population numbers went. In cases where there was a major issue, these numbers generated were used instead to keep things consistent. I also came up with a list of about 140 generic 'events' - changes in government, big infrastructure projects, resource discovery and depletion, cultural changes, natural disasters, etc. Every year, starting with the initial colony date, had a small chance of having an event that year. Any required factions were noted in a general way as well. The bonus of these random events is that I have a basic framework for the history of the planet.

I've always been a fan of the OTU, including the big guns of the Imperium and big ships in general. One of the issues that tend to rear its head occasionally is the small ship universe debate. While I normally tend toward a 'large ship' universe view of things, with this version of Foreven I've decided to steer toward the small ship view. This also helps to create more of a frontier feel to the setting as players aren't bumping into fleet battlewagons on a regular basis.

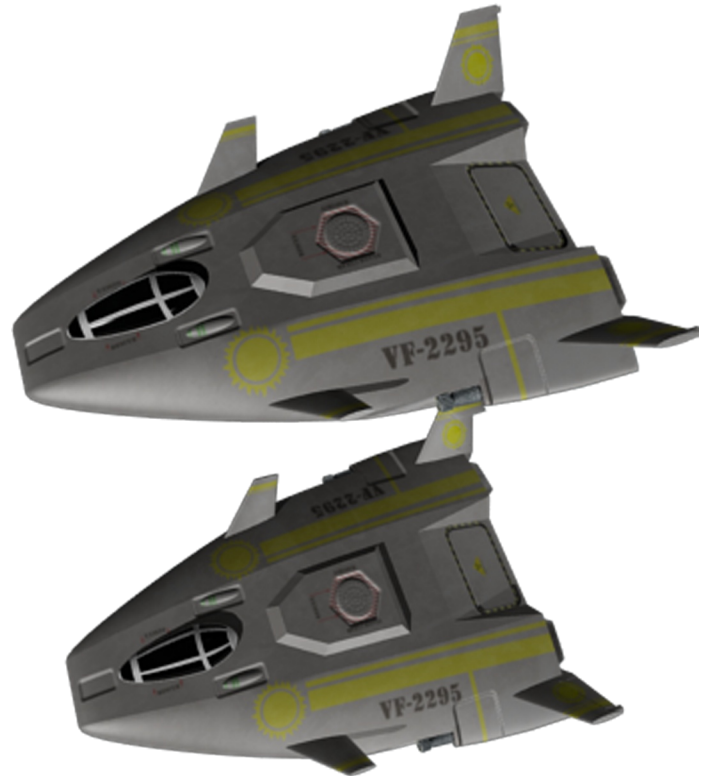
As it turns out, population control is also a good way to encourage a small ship universe, generally limiting ship size to the sub-10,000 ton range by limiting military budgets. As each planet was generated, a rough tax multiplier was generated, representing the money collected for each citizen annually to support the military. This is fairly abstract, but gives some functional numbers to determine the size of each planets' military. For example, let's take at one world in particular - Akadi (Foreven 2938). Akadi is a democratic water-world settled in 885. It currently boasts a population of just over 121,000 and a military budget of about MCr 51 per year.

Let's also take a look at a ship Akadi might have in its inventory - a fairly simple 100 ton police cutter (about MCr 55,000,000 total). Life support, maintenance, and crew salaries come up to about Cr 22,000. If mortgaged, total cost to operate 1 police cutter comes to roughly Cr 250,000 per month, or about MCr 3 per year. That doesn't

include repairs, fuel, bases, support personnel, ammunition, ground troops, boarding troops, or support craft. While earlier versions of Traveller went with the assumption a planet could support a navy up to 10 times its annual budget, my thought has always been that it's a fair bit less. Even a light fighter, if mortgaged, is going to run just short of MCr1 per year.

So, for the sake of argument, let's say Akadi has 6 Serpent-class Police Cutters and a dozen light fighters in its system defenses. That's already MCr 30, over half of its military budget, and still doesn't include anything beyond the ships and crews. More often than not, at least one of the cutters and a flight of fighters are involved in training exercises, and others may be down for maintenance or upgrades. It's no wonder that pirates have built a base in the system, and the government of Akadi hasn't been able to dislodge them. Opportunities for adventure abound - PCs might be hired to take care of the pirates, smuggle something onto (or off of) the planet, or transport a diplomat to a nearby planet with a larger navy to ask for assistance. That's the appeal for me - reasons to adventure, and conditions that allow the PCs to have a major impact when they do. And nothing makes PCs happier than having an NPC walk up to them and start a conversation with "Hey, you guys are that bunch that took out those pirates in the Akadi system a couple of months back? I've got a proposition for you..."

Book 0: Stories of the Frontier is designed to give players and referees a sample of what is to come in the Bastards of Foreven series. In it, you will find new vehicles, starships, a sample planetary system, an introductory adventure, and a host of stories from the people who live in Foreven. We have made every effort to ensure that the Bastards of Foreven avoids obviously contradicting already established canon while (hopefully) creating a fun environment for players and referees alike to let their imaginations roam. It is our hope that your gaming group finds this version of Foreven useful for your gaming sessions, and enjoy playing there as much as we have. Welcome to the Frontier!



THAT WAS ALMOST HIS LAST MISTAKE...

Crewman, Irdonnia Downport, Date Unknown

"...So, this guy, some executive with a big shot trade union, can't stand the fact the Captain told him no smoking aboard the ship. No particular reason, Captain Gruenwald just doesn't like that kind of stink onboard. After three days, this mental giant sneaks down and starts smoking in one of the escape pods, chain smoking like a fiend. The computer registers it as a fire in the pod, and our pilot gets all excited and starts to eject the damn thing...in jump space. The pilot was a new guy, with only a couple of jumps aboard *Serevina*. So anyway, this half-wit starts prepping to eject the pod, just starts bypassing all of the safety interlocks without so much as a howdy-do. Didn't even bother to get on the comm and see if anybody was in the damn thing. All piss and vinegar, wanting to be the hero that saved the ship. Good thing the Captain came on the bridge before he could get it done. I've never seen anybody who launched a pod in jump space, but that's probably because anyone dumb enough to do it is dead. I tell you, passengers are like damn kids, you gotta watch 'em constantly..."

STANDARDS AND ASSUMPTIONS

Every version of Traveller has made certain assumptions about the way things work, and it tends to produce a certain 'feel' to the game. The rules set itself, through the mechanics used, also introduce a different flavor to the game and setting. This line of supplements should not to be seen as any attempt to lock referees into any one version of canon or mechanics; each referee needs to decide what is right for his or her universe.

In order to make sure the reader has a clear understanding of the assumptions used to develop the Bastards of Foreven setting, the most common points of contention will be addressed. Different rule sets can and will produce different results and expectations than the Bastards setting. Adjust accordingly to your specific circumstances.

The Rule Set

The Bastards of Foreven is written with Mon-goose Traveller in mind, specifically those rules available in the Traveller SRD - the Traveller Main Book (TMB), Mercenary (Bk 1), and High Guard (Bk 2). Compatibility with other systems varies widely, so your mileage may vary. Most of the material should be easily ported to Classic Traveller; other systems will require varying levels of conversion.

Jump Drive

Bastards of Foreven assumes that jump drive operates as described in TMB, including the use of the hydrogen bubble, 100 diameter limit, and jump masking. While a much argued over point, TMB makes it explicit that a gravity field will precipitate a ship out of jump around that fields 100 diameter limit. Additionally, HG explicitly states jump drives may not be mounted on any craft less than 100 tons, so no jump torpedoes are present in the setting. Finally, jump flash is considered in this setting, making the stealth jump and fast cycle drive options usable as well.

Stealth

Another contentious issue is the presence of stealth, the ability to hide a ship from enemy sensors. While hard science suggests that stealth in space will be difficult if not impossible, the Mon-goose rules allow for the use of stealth. There are sensor mechanics to handle it and it can make for more interesting stories, so stealth ships are possible in the Bastards setting.

Fighters

Due to the differences between the CT version of High Guard and the MgT version, fighters are an effective force again. In the interest of story, the optional orders rule is assumed to be in play. The

MgT rules for fighters and flights of fighters, plus the addition of sensor rules and stealth, give them a place at the table in space combat. Given the barrage rules that exist for capital ships, however, fighters aren't commonly used against them, although it is certainly a possibility.

Battleships vs Battleriders

MgT rules don't change this particular issue much, as many of the issues remain the same. Given that a rider will have more space for armor, armored bulkheads, and reinforced structures, the rider does gain some tactical advantages. The inability to retreat via jump still gives that advantage to battleships.

Tech Levels

Most of the ships in the Bastards setting are going to be designed from TL9 to TL12, with a few higher tech ships (mostly Imperial and Zhodani) thrown into the mix. In CT HG, the differences in computers tended to make all of the differences in combat. MgTs treatment of computers and definition of sensors does a good job of replicating that feel by giving a definite edge to higher TL sensors. Movement away from TL15 ships also resolves many of the issues that turn into canon wars as well.

By way of comparison, the rough tech levels of systems in Foreven break down as follows (out of a total of 365 planets) -

TL	# of systems
7	33
8	31
9	28
A	38
B	36
C	33
D	23
E	15
F	0

The vast majority of systems will fall into the TL 9 to TL 12 range, have populations that are reasonably sized, and military budgets that don't create massive fleets that should overrun neighboring systems by dint of sheer numbers. We'll also be taking a look at some of the lower tech (7-9) ships that were rarely seen in other versions of Traveller, and look into some of the strategies required on such a diverse playing field.

That should give you at least a basic idea of where the Bastards of Foreven setting is coming from; hopefully you'll find it an interesting and enjoyable place to Travel.

TAS Special Documentary - Bazhians' Bastards
Segment 5-F, 103-1105
Interview with Captain Alexi Kishusraam

Sorry about that. My lungs aren't what they used to be. I took a round from an accelerator rifle back in, what was that, 1046? 1047? Some boarding action in the Halverdi Cluster, if I recall, during one of those corporate trade wars so popular in the period. See, there was this Tukera Mammoth-class freighter and...

What? Oh, Foreven. Well, lessee. In case you haven't studied the history of Foreven, let me hit some of the high points. You Imperials showed up here around 450, 500, pushing past the Marches. The Imperium was already pushing Zho settlements out of the Marches, had been for a couple of centuries. At first, things proceeded peacefully enough, but then Foreven turned into an all out land-grab for both sides. Historians are still arguing about it, but I think that persistent push into two Zhodani sectors around that time contributed to the flare up of the First Frontier War. By 605 or so, most of the Imperial settlements had retreated across the border into Five Sisters, been destroyed, or integrated into the Consulate. Hell, if you look hard enough, you'll still find abandoned outposts from that period.

Things stabilized in Foreven for a while. Meanwhile, the Zho went to work rebuilding their forces and that idiot Plankwell started a civil war in the Imperium. That instability gave the Zhos the bright idea to start the Second Frontier War, and they fought the Impies to a stalemate. The Consulate gained some during the Second, and it took them a fair while to consolidate their new territory and rebuild the fleet yet again.

By that time, Impie corporations were already sneaking across the border into Foreven, setting up shop and joining in the great game of politics. The Darrians' Star Trigger must have spooked the Zhos some, because they never really pushed much beyond their existing borders. I think they decided that war over Foreven was kind of a moot point - both sides had all they could handle squabbling over the Marches. In all

honesty, Foreven doesn't really have much worth fighting for. So, both sat back and turned Foreven into a chess board, fighting proxy and shadow wars through corporations, the colonies that remained, and mercenaries.

For damn near three centuries, Foreven stayed a proxy battlefield where the big boys could poke at each other without starting a full fledged war. Each side poured money into the sector, usually through the megacorps, to establish puppet governments. Any time one of them started to look like it might get strong enough to get some control, the other side would pour money and tech into it's rivals. Take the Avalar Consulate. The Zhos spent a fair bit of effort trying to build up the Avalar, but every time it looked like they might get some traction, the Imperium would contribute some money, some mercs, some 3rd rate warships to it's neighbors. Not enough to just wipe them out, but enough to keep them from getting too strong. It was that way all across the sector, and both sides played the same game. Neither side seemed real committed to spending the blood to take and hold Foreven, so nothing much changed.

When the Third Frontier War kicked off, Foreven still wasn't worth too much effort, so most of the action there was commerce raiding and quick strikes. And it was over relatively quickly, which kept damage in the sector to a minimum. Played hell with the local economy, though. Damn bad time to be a merchie. After that, both sides went back to the status quo antebellum - trade wars, puppet governments, espionage, insurgencies, counter-insurgencies, that kind of thing.

The Fourth Frontier war was little more than a fart in the wind as far as Foreven was concerned. Most of the sector barely even noticed it. For thirty-odd years, not much has changed. Governments rise and fall, the megacorps keep getting richer, alliances shift on a weekly basis, and every tiny tyrant in the sector is trying to gather enough force to hold onto his turf. I can think of a dozen little regimes that have risen and fallen in those three decades. Hell, take those rebels on Kaymeer that gave the Bastards our start. That was back in 985, and I lost count the number of times that ratty little planet has

changed ownership.

Today, Foreven is still a backwater. The major players, the Imperium and the Consulate, are too focused on the Marches to spend much energy on Foreven. The absence of any kind of centralized power has allowed a dozen little empires to form. That same power vacuum gives the megacorps a hell of a lot more freedom, and they're busy exploiting everything that they're able, at least when they're not fighting their own little proxy wars and skirmishes. And let's not forget the gangsters, slavers, and pirates.

I got drunk on Burke's Rock, years ago...what the hell do you mean you've never heard of it? Damn, son, I know you're just a journalist, but have you done any research on Foreven before this? You sit there and babble stupid questions worse than my sisters kids. Burke's Rock - 2934 Foreven, okay? Its a dinky little rock, no atmo, corporate world run by some Impie corporation. Something like sixty thousand people, mostly miners digging lanthanum out of one of the gas giant moons. They also use it as a recreation world for anyone passing through. No law to speak of, so it gets wild.

So anyway, I met this university type passing through, and we get to talking history. He starts prattling on about how Foreven, on every level, is a symbol of the squabble between the Imperium and Consulate. Corporations from both sides fight over the trade routes, dinky empires backed by corps or big empires fight over local planets, and so on. I asked him how mercenaries fit into his little theory - most of us fight for the highest bidder and do our best not to get too involved in the politics of things. He made some smarmy comment about mercs being 'whores with no sense of loyalty or cause worth fighting for'. That's when I shot him. Boy, was he surprised.

One thing can be said for Foreven, though. If you're looking to get away from civilization, Foreven is the place to do it. There's two or three planets in the Marches that have populations almost more than all of the sector. There's plenty of room out there if you're looking to get lost.

HISTORY OF FOREVEN

The Foreven sector has a long and varied history with many players on its stage. Virtually every major race, with the exception of the Hivers and the K'kree have had at least some impact on the area.

-300,000 Imperial

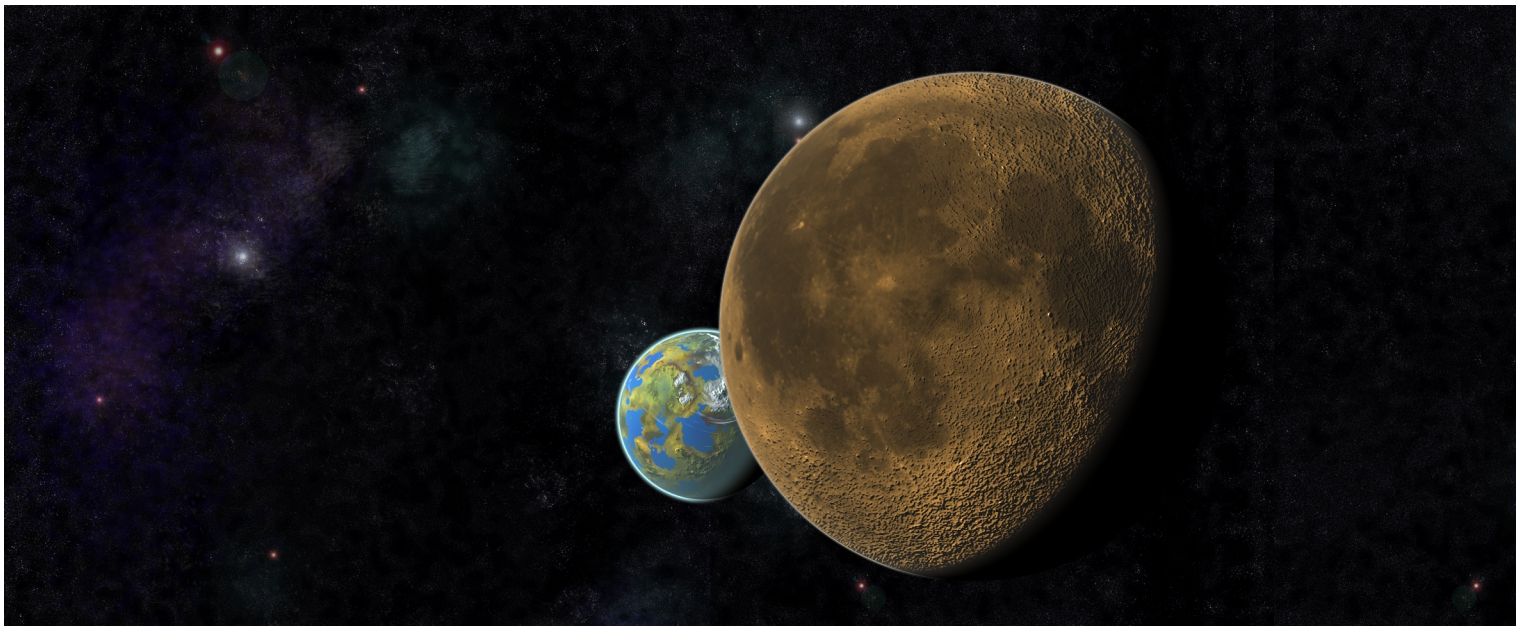
The first (probable) exploration of Foreven occurred by the Ancients roughly 300,00 years ago. The Ancients were wide-ranging, reaching sites deep within the Zhodani Consulate, across the worlds of the 3rd Imperium and Vargr extents, and as far away as the Aslan Hierate and Solomani Rim. Statistical analysis of the frequency of Ancient sites shows that much of their activity was centered on the Spinward Marches, putting Foreven firmly in the back yard of the Ancients. Although some Ancient sites have been discovered in Foreven, its status as a frontier still leaves many places for additional sites to be found.

-2500 Imperial

The next explorers of the region were the Zhodani, expanding outward from Zhodane. This occurred over a long period around -2500 Imperial, and their explorations eventually led to contact with Vilani traders and first contact with the Vargr. The Consulate reached its present size in roughly -1000, establishing its borders along the coreward edge of the sector. Zhodani expansion beyond their border was focused toward the Gvurrdon, Provence, and Corridor sectors, bypassing much of Foreven in the process. What consolidation and exploration did occur was slow and steady. In Foreven, many worlds were set aside for settlement at a later date.

-1350 Imperial

The Darrians began exploration into Foreven around -1350, eventually exploring a region roughly 20 parsecs out from Darrian. This area included the rimward/trailing subsectors of Foreven, and the Darrians left their mark in those subsectors. The Maghiz (-924) led to the collapse of Darrian society and halted any subsequent exploration and colonization. The few settlements in Foreven died out, their people returning home on some of the last functioning starships or simply being abandoned with no hope of resupply or support. The Darrians had little if any further contact with Foreven until at least -275.



50 Imperial

First contact between the Zhodani and 3rd Imperium came in the year 50 Imperial, when the Zhodani encountered Imperial traders in the Spinward Marches. Imperial colonization began in the Marches began within the following decade, with explorers pushing out into parts of Foreven. It would take another two centuries of development to consolidate Imperial holdings and establish the Marches as the next stepping stone for expansion. As always, there were those who sought to escape established space, and some of these began reaching into Foreven to do so. Traders and megacorporations began expanding into Foreven as well, searching for new markets, products, and resources. Many of the earliest colonies in the sector were established to support developing trade networks and resource collection. Although Imperial presence in Foreven was minimal, these early colonies laid the groundwork for those to follow.

50-390 Imperial

The intervening years after first contact between the Imperium and Zhodani were relatively quiet as both sides slowly learned about each other and continued exploring Foreven. Even at this point, tensions were building between the two powers. There are records of numerous border incidents and 'accidental' destruction of ships by both sides. Despite all of that, Foreven was rapidly becoming a popular destination for would-be colonists from many surrounding sectors. Some of the earliest settlements sprang up during this time period, such

as Khulair (2320), Ikusun (3215), Rabbadaen (0236), and Zumangald (2230). Despite early settlement, many of these worlds have fared poorly over the years, and more than a few have vanished. At least 24 systems were settled before 400; only a third of them have grown or developed enough to have a serious presence in space.

390-500 Imperial

The early 400s saw the return of Darrian ships to Foreven; the recovery from the Maghiz had been long and difficult. The discovery of pre-Maghiz ships in 390 led to a resurgence of interest in the sector, further aided by the creation of the Special Arm in 450. Unknown to most of the major powers, this interest served a secret purpose - to find a viable system in which to test the Star Trigger. In 489, the Star Trigger was demonstrated in the Nilarem system (3124 Foreven), just across the border from Stern-Stern in the Confederation. Nilarems primary star is still unstable, and the system remains uninhabitable. A small base in the outer system is manned by a small contingent of Special Arm troops to monitor the system.

The rest of the sector saw continued and even accelerated growth as more systems were settled by both sides. Incidents between the two continued to rise as well, especially over trade routes running across the sector. The Zhodani had made contact with the Aslan in the Trojan Reaches, and the Imperials were extending trade routes toward the Far Frontiers sector. The two routes crossed in the rimward and trailing quadrant of the sector (sub-sectors K, L, O, and P). Such incidents took the

form of trade wars and corporate proxy wars between megacorporations on both sides. Both sides were busy establishing puppet governments on space-capable worlds as well. The pace of Imperial expansion was increasing, putting enormous pressure on the Zhodani Consulate in both the Marches and Foreven. Tensions continued to climb.

500-604 Imperial

For another century, both empires continued pressing into the Foreven sector, neither quite willing to escalate the situation to that of an open war. Behind the scenes, the Imperials and Zhodani were scrambling to help secure their power in the region, with money, weapons, aid, and ships flowing to client states and puppet governments. Most of the sector was a hotbed of politics, bribes, blackmail, and spying.

Trade wars and small unit merc operations were commonplace, usually stopping just short of an honest war. Occasional wars between client states broke out, but the major powers stayed out of most of the direct action. Everyone could see the inevitable waiting to happen, but neither side was willing to back off. In 589, the First Frontier War began, started by the Zhodani.

Over the course of the fifteen year conflict, the Zhodani pushed out most of the Imperial presence in the sector. In most cases, the client states of each side stuck to their own small wars while the major powers fought it out, and many managed to survive through the war. Intense fighting in the Marches kept both fleets occupied there, so overall damage in Foreven was considerably less. Despite losing control in Foreven, the armistice granted the Imperium concessions in the Marches, and was declared an Imperial victory.

604-800 Imperial

Immediately after the armistice, Grand Admiral Olav hault-Plankwell launched an expedition to Core to take the Iridium Throne, igniting the Imperial Civil War. The Zhodani spent a dozen years or so consolidating their holdings and rebuilding their fleets. In 615, the Zhodani formed the Second Outworld Coalition and struck while the Imperium was still embroiled in the midst of the civil war. The Imperium, unprepared for a

second war so quickly, fought a holding action until sufficient forces could be gathered to force a stalemate. Arbellatra Alkhalikoi, the Imperial commander on the scene, ceded more territory to the Zhodani and established a tentative peace that lasted three and a half centuries. As with the First Frontier War, the vast majority of the fighting took place in the Marches rather than Foreven. This was reinforced by the discovery (in 616) that the Darrians planned to deploy Star Triggers as a deterrent. The Zhodani chose to withdraw from Darrian space, including a significant portion of the Foreven sector. With the focus firmly to trailing, both sides continued supporting their client states, and little changed on the Frontier.

Nobles in the Zhodani leadership argued for peace with the Imperium, believing that such wars placed undue strain on the economy of the Consulate. In addition, the Zhodani were preparing for the 7th Core Expedition, and most agreed that continued war would divert resources from these preparations.

The Imperium needed time to recover as well, and time began to heal some of the old wounds from the last war. Cultural exchanges resumed, and peace continued.

The megacorporations, never inclined to pass up a chance at profit, once again began creeping across the borders in support of trade routes to Far Frontiers and the Trojan Reaches. This was made possible by the deployment of the Star Triggers and subsequent Consulate withdrawal. Outposts and colonies were rebuilt, and the shadow war resumed in Foreven. Neither side had the resources or will to press the issue, instead supporting the local polities in their endeavours. When a single world would begin to dominate the areas around it, one side or the other would give aid, ships, and weapons to that world's rivals. The rising power would be beaten down by the rivals, and the balance of power would be maintained.

800-879 Imperial

It was hoped by the Zhodani that psionics institutes could be a bridge between the empires, and they supported Imperial institutes extensively, perhaps a little too well. During the latter

half of the 700s, a series of scandals among the psionic institutes broke, and turned Imperial sentiment against psionics in general. Over 26 years, most Institutes were shut down, their leaders jailed, and restrictive laws put into place to control psionics. This, combined with open conflict on some worlds, shocked and stunned the Zhodani. The Imperium was revealed to be the barbarians that many Zhodani believed them to be. The pacifists among the Consulate leadership were overruled, and the Consulate determined to strike first in an effort to keep the Imperium off balance and their expansion in check.

879-986 Imperial

Planning began in 960 for the next war, the Zhodani leadership having gained support for a limited conflict. Even so, the century before planning began was filled with skirmishes. In 979, the Third Frontier War began. Rather than massive fleet movements and planetary sieges, the Zhodani kept the war limited to commerce raiding and quick strikes. The Imperium had neither the will nor support to escalate the war, and retaliated in kind. Both sides suffered severe disruption of their economies, an outcome the Zhodani had been prepared for and willing to accept. Commercial and noble interests in the Imperium, however, weren't prepared to accept such losses, and public outcry eventually led Emperor Styryx to sign an armistice that heavily favored the Zhodani.

The majority of combat took place in the Marches, leaving Foreven relatively undisturbed. The sector remained a hotbed of intrigue, but neither side was willing to commit the blood and treasure required to take Foreven. In all honesty, neither felt there was much there worth the effort. The threat of the Darian Star Trigger remained as well, hindering the Zhodani efforts to the trailing part of the sector.

986-1105

While tensions between the major powers remained high, the Fourth Frontier War was sparked by a border incident and the fighting was over before the leadership on either side had time to find out there was a war on. In Foreven, however, things are quickly heating up. Many of the client states on both sides have conflicts going on concerning new sites for colonies, resources, and trade routes. Moreover, many of these client states are starting to form various alliances with like-

minded states. The Imperium and the Consulate unwittingly continue to add fuel to the flames by contributing aid and equipment, as well as their own subterfuge. The trade routes built up by the corporations are beginning to bear fruit, and competition is quickly becoming cut-throat. In addition, lack of any kind of a central authority outside the Consulate has given criminals, pirates, and slavers a prime area to stake a claim. While Foreven has always been dangerous, the Consulate and Imperium have always maintained some balance of power. To those who can see the big picture, however, it is becoming apparent that the entire sector is building towards critical mass.

Worse still, rumors of another war between the Imperium and Consulate continue to crop up. While such things affect the average citizen little in their daily lives, another frontier war could well be the match that sparks the conflagration.

GUN RUNNERS

Captain Devlin Iruushia, CCS *Fallen Angel*

Sure, there's plenty of money out there for the taking in Foreven. Running weapons is damn lucrative right now, and it's always easy to find somewhere to do it. You basically need three things. The first is an oppressive, authoritarian society or government. The second is a populace that has had enough oppression and has a growing problem with dissidents. The third, of course, is access to the types of weapons that are in demand on a given world. Once you have those, you're in business. If things work out for you, you'll find a nice world where you can buy guns without a lot of hassle close to one with a big demand for them.

Take Uenkfae, for example. You can get just about anything you want from the vargr, no questions asked. Decent technical base as well. Then take a look at what's close - Bayard, Kirshem, Paradisio, and Neverwind. Those worlds are all very restrictive, and most of them have internal problems of one kind or another. The whole cluster around Damrajan is preparing for war, so there are enough opportunities to go around.

If you're really brave or especially stupid, I hear there are some groups in the Zhodani Consulate looking to buy top notch arms. Running the Zho border, though, that takes some skill and a whole lot of planning. Now, if you'll excuse me, the *Angel* lifts in an hour, and I've got to run.

MINOR POWERS OF THE FOREVEN SECTOR

Aside from the Imperium and the Consulate, Foreven is home to several rising powers, mostly single worlds only recently expanding into space. A few have expanded to other systems, creating small pocket empires, and several more have claimed other systems for future expansion. In many cases, these claims have led to conflict between those worlds due to the fact most habitable systems have already been settled. This section will introduce these minor powers and briefly discuss the political situations in play across the sector.

Antanz (2611 Foreven)

Despite being immediately across the Zhodani border in free space, Antanz survived the Zhodani purges by keeping a low profile and establishing a favorable trade relationship with several worlds just across the border. Two types of plants on Antanz are key components for the production of some psi drugs, and it was this trade that convinced the Zhodani the people of Antanz weren't barbarians like their Imperial cousins. As a result, psionics are openly tolerated on Antanz. Antanz is currently supporting a Delgado owned mining operation in an adjacent star cluster, much to the chagrin of the government of Ganak.

Ashmeus (3034 Foreven)

Settled by a group of very wealthy families from Baaish (2634 Foreven) to escape a famine on that world, Ashmeus has since grown considerably, although the government is still entirely controlled by descendents of the original ruling colonists. The Ashmean ruling council currently claims Arlia (2835

Foreven) for settlement, which has brought them into direct conflict with the Irdonnian government.

Avalar (1636 Foreven)

Established by Zhodani traders as early as -130, Avalar quickly became an outpost supporting exploration further to rimward, and eventually a major trade route in that direction as well. Boosted by expanding trade with the Consulate, the Avalar have grown to control most of their cluster and are rapidly beginning to consolidate their hold on it. Only Iirgadar remains independent, and many believe it is only a matter of time before Avalar makes a move to change that. A significant portion of Avalars' resources are committed to a long-running dispute with the Imperial backed worlds of Hirion and Iirgadar, with both sides contesting several local worlds.

Barmagir (3214 Foreven)

Barmagir was resettled after the Imperial colony was abandoned in 602. Returning colonists discovered vast mineral reserves in the system, bringing about a local 'gold rush'. Colonists and miners flooded the system, quickly rebuilding what was lost from the original colony and surpassing it. The discovery of more mineral resources in a pair of nearby systems have brought the government of Barmagir into competition with Ikusun. Many believe Barmagir is also receiving aid from Ling Standard Products, who have also taken interest in those systems.

Bayard (1725 Foreven)

A charismatic dictatorship at the center of the sec-

Exerpt from *Xenobiology in Foreven*
by Dr. Viirlaue Anderton

When one thinks of Foreven, most tend to think of the sector in purely humanocentric terms, usually the Zhodani Consulate and 3rd Imperium. That is a gross over simplification, as the Foreven sector is as diverse, if not more diverse, than many in either the Imperium or Consulate. Only the Hiver and K'kree aren't well represented this far to coreward.

The vargr are very common in the sector, including at least five worlds with vargr majority populations. Uenkfae is the most populous of these in Foreven.

The aslan are also represented, although there are no aslan majority worlds. In many cases, ihatei have settled on several worlds after serving as mercenaries there. The current political situation in Foreven is conducive to aslan mercenaries, and they may be regularly found operating in various theaters of conflict.

The droyne worlds of Andor and Candory are just across the border in the Five Sisters subsector, and there are two additional droyne worlds in Foreven as well (both are in Zhodani space) Yaskstay (3003 Foreven) and Rimpoy (0412), Neither is a major population center, but droyne settlements can be found scattered throughout the sector, especially in Zhodani space.

tor, Bayards biggest threat comes from Damrajan (1628). A single parsec from Bayard is the system 881-726, which supports a lush garden world with a large, low tech indigenous population. Bayard scientists have discovered a variety of useful products in the biosphere of 881-726, and have invited SuSAG to assist them in the development and exploitation of those products. To that end, SuSAG has established a base at 881-724, just to coreward. Should Damrajan continue to expand, it will bring them into direct conflict with Bayard.

Colleda (2532 Foreven)

Namesake of the Colleda Cluster, Colleda is home to Khoensaeger Industries, a growing corporation specializing in ship construction. Khoensaeger currently has an operational shipyard in orbit above Colleda. A lack of competition in the cluster has allowed Colleda to rise to some power much more quickly, and they are capitalizing on that fact as they expand out into the rest of the cluster.

Damrajan (1628 Foreven)

Capital of the Holy Empire of Damrajan, this world is ruled by His Most Majestic Lord Dawean Tallis, a charismatic dictator in the Kirshem Cluster. Tallis is the son of Lord Tureean Tallis, founder of the Enlightened Crusade. The Enlightened Crusade has coopted two planets in the cluster so far - its neighbor Kirshem and Paradiso, a garden planet 2 parsecs away. Several of the other worlds in the cluster are concerned that the Crusades rapid expansion will soon swallow them as well. Several of these smaller worlds are actively seeking mercs to help in any potential conflict.

Ekeskho (2739 Foreven)

Refugees fleeing the Sword Worlds in 384 settled Ekeskho in the Halverdi Cluster. Although separated from the Sword Worlds for almost 8 centuries, the Ekeskhian retain a fair bit of aggressiveness, and are currently in conflict with Irdonnia over the world of Trambenor (3037). There are rumors that a Sword Worlds corporation, New Frontier Trading Partners, has made contact with Ekeskho and are establishing a new base of operations within the Foreven sector.

Gammaradon (2214 Foreven)

Originally an independent colony, Gammaradon was built on a small, nearly airless world 422. The population is ruled by a small group of nobles des-

cended from the original colonists referred to as the Starborn. The Starborn are much loved by most of the population, despite the fact they rule with an iron fist by necessity - the population is growing out of control, food is scarce, water has to be imported, and the systems economy is a shambles. The Starborn are pressing for expansion to the stars and other worlds, whipping up an almost religious frenzy. To expedite this, Gamaradons shipyards are turning out colony ships, merchant ships, and a rapidly growing fleet of warships. Experts on the region say that it is only a matter of time before this expansionistic view will bring Gamaradon into conflict with neighboring planets.

Ganack (2311 Foreven)

A relatively low-tech contender just across the Zhodani border, Ganack is currently requesting technical aid and support from the Consulate. Though it's navy is only TL 9, they are busily working to annex the worlds of the local cluster. It will take some time before Ganack becomes a threat outside its cluster, although there is some tension with Antanz over that systems support of the corporate world 882-309 (owned by Delgado Trading, LIC).

Hirion (2236 Foreven)

One of the few Imperial colonies to remain in Foreven after the First Frontier War, Hirion has long been supported by the Imperium as a force to offset the Zhodani-backed Avarar. The two have clashed several times over trade routes in the area, and both sides have supported mercenary actions in nearby star systems. Hirion is currently in the process of upgrading their technology, thanks to covert imports from the Imperial government.

Irigadar (1539 Foreven)

An Imperial colony reestablished in 660, Irigadar is the last planet in the local cluster that hasn't bowed to the Avarar Consulate. Many feel its time is limited; although officially a client state of the Imperium, and heavily supported by both the Imperial government and various megacorporations, its position makes it difficult for aid to reach this small ocean world. The people of Irigadar are determined to remain free of Avarar control, however, so a fight is almost inevitable. To support this, they are currently building warships up to cruiser size.

Ikusun (3215 Foreven)

Ruled by the Council of Seven, Ikusun was originally settled by Zhodani in 359. It prospered for many years after the colony was founded. The First Frontier war drove out any local competition, and the planet continued to grow slowly and steadily. In 876, large lanthanum deposits were discovered in the nearby Barmagir system by Imperial colonists. The "Barmagir Boom" brought many imperials to the cluster, allowing Barmagir to reach parity with Ikusun in just a few decades. Further discovery of rich metal deposits in systems 855-144 and 855-145 have brought the two systems in conflict over control of those deposits. Ling Standard products also has an interest in those systems, and has been employing mercenaries against Ikusun shipping in those two systems.

Irdonnia (2836 Foreven)

Originally colonized by refugees from the Corridor sector, Irdonnia is one of three powers in the Halverdi cluster - Ekeskho, Irdonnia, and Ashmeus. The most technologically advanced of the three, Irdonnia sits between the other two and has disputes with both over settlement rights to the worlds of Arlia (2835) and Trambenor (3037).

Khulair (2320 Foreven)

Settled in 356, Khulair is another old colony. Its early years were hampered greatly by several consecutive plagues caused by a local virus which makes other diseases more readily transmitted. This virus was discovered in the local food chain which led to various famines until a cure was found in 547. Shortly thereafter, the planet was attacked by Zhodani forces during the First Frontier war. The attack fractured the government and triggered a civil war that lasted a decade or more, resulting in no less than five independent nations. Since then, each nation has worked on building up its space forces and expanding off Khulair. Two nearby worlds have been claimed by different nations, and it appears a second world war may be ready to ignite.

Kirshem (1528 Foreven)

Kirshem is the second world controlled by the Enlightened Crusade, and was actually settled before Damrajan. Suffering from a famine in 870, the Kirshem were struggling with survival until the arrival of the Damrajan. An agricultural world, Damrajan contributed huge amounts of food aid to the

starving people of Kirshem, under agreements that eventually gave Damrajan control of the the government. Since then, the Enlightened Crusade has placed many high ranking members of that organization in controlling positions of the Kirshem government. Despite the almost oppressive level of control, the Damrajan government is fairly popular.

Laur (1317 Foreven)

Originally a Zhodani colony, the world of Laur suffered from a variety of problems from the start. Still unincorporated into the Consulate, it has been the target of various covert operations intended to destabilize the government. Various criminal organizations and Imperial megacorporations have provided aid to dissidents, fomented a short-lived religious revolt against psionics, and finally toppled the original government. That government was replaced by a Zhodani installed military governor in an effort to clamp down on the continuing problems that plague Laur. He has, thus far, been less than successful at getting the system under control. It is rumored that the Consulate is preparing to step up action, possibly by deploying ground forces to take direct control.

Natasett (3021 Foreven)

Sharing a star cluster with Nihnil, Natasett is a single world democracy settled by Imperials in 383, making it one of the oldest colonies in Foreven. Proximity to the Darrian Confederation kept Natasett from becoming a target of Zhodani aggression during the First Frontier War, although that has also made the world a hotbed of intrigue with Imperial, Zhodani, and Darrian interests in the system for a variety of reasons. Although peaceful, Natasett maintains a reasonably sized navy to keep the peace and to help control less savory elements interested in smuggling contraband into the system.

Neverwind (1620 Foreven)

Just five parsecs from the Zhodani border, Neverwind was colonized by a misjumped colony ship originally headed out towards the Far Frontiers in 400. The ship, *Alowine Summer*, carried 1000 colonists in low berths, and its jump drive was slagged by the misjump. The system they found themselves in had a (barely) habitable world with a very thin atmosphere. Its uniform temperature and slow rotation produce very little wind, hence its name. The colonists slowly built up habitats to survive the cold and began exploring the world; they

were contacted in 580 by a Zhodani megacorp exploring the system to set up a base supporting trade routes to rimward. Since then, Zhodani imports have given Neverwind a huge boost, technologically and economically. As a deterrent against raiders from nearby Uenkfae, Neverwind has recently started building up a fleet of fairly large warships, including a few pocket carriers and cruisers.

Nihnil (2820 Foreven)

Nihnil is a waterworld just across the border from Darrian space, and is in fact a remnant of a pre-Maghiz colony. After the Maghiz, the population here dropped as the colonists tried to adapt to the loss of any kind of supply chain from the Confederation. Adapt they did, however, and managed to maintain a significant portion of their infrastructure. The 'hands off' approach adapted by the Zhodani kept them isolated until they were contacted by Darrian scouts in 525. Since then, the Nihnil have continued to steer their own course, although increased trade with the Confederation has brought the local tech level back up to spacefaring. The Nihnil have been exploring the local cluster, and have a developing trade rivalry with Natasset (3021). Although relations between the two worlds have been good, there have been incidents. Many think this may develop into a full blown trade war in the next few years.

Shakiirs' Folly (1815 Foreven)

In 415, an Imperial corporation called Frontier Development, LLC started a colony on this waterworld, and its proximity to Zhodani space earned it the name Shakiirs' Folly, after the then-chairman of the corporation. Shakiirs Folly was one of the first Imperial leaning worlds the Zhodani attacked during the First Frontier War. With a significant amount of space to cover, the Zhodani fleet settled for orbital bombardment and earmarked the world for later development. While this attack was considered a success, the inhabitants of Shakiirs Folly managed to survive and rebuild. For one reason or another, the planet was missed by followup missions, and the colony was left in peace for some time. Since that time, the inhabitants have worked very hard to reestablish a space presence while harboring a very deep-seated grudge against the Zhodani. In the last 100 years or so, they have expanded to two other worlds- Havilway (1915) and Turgishii (1816). The world currently has a large navy, and continues to expand it rapidly.

Uenkfae (1523 Foreven)

Settled by vargr refugees with assistance from the Zhodani Consulate, Uenkfaes' population has been exploding over the last several decades. It has become a popular destination for vargr renegades and outcasts, as well as various criminal groups in the sector. Part of the reason for this is Uenkfaes position in the center of the sector. It also serves as a major trade hub at the intersection of two popular trade routes - the route from the Vetsus cluster trailing toward the Marches, and the primary Zhodani route rimward through Bayard to Avalar. The low law level, combined with high levels of both corporate and independent shipping, have turned Uenkfae into hotbed of pirate and criminal activity. Corporate shipping is usually escorted by mercenary vessels, and the Zhodani Navy tends to 'show the flag' often in order to keep pirate activity down. Although the Uenkfae government openly condemns piracy and organized crime, it is also known for turning a blind eye to it.

Vayadir (0223 Foreven)

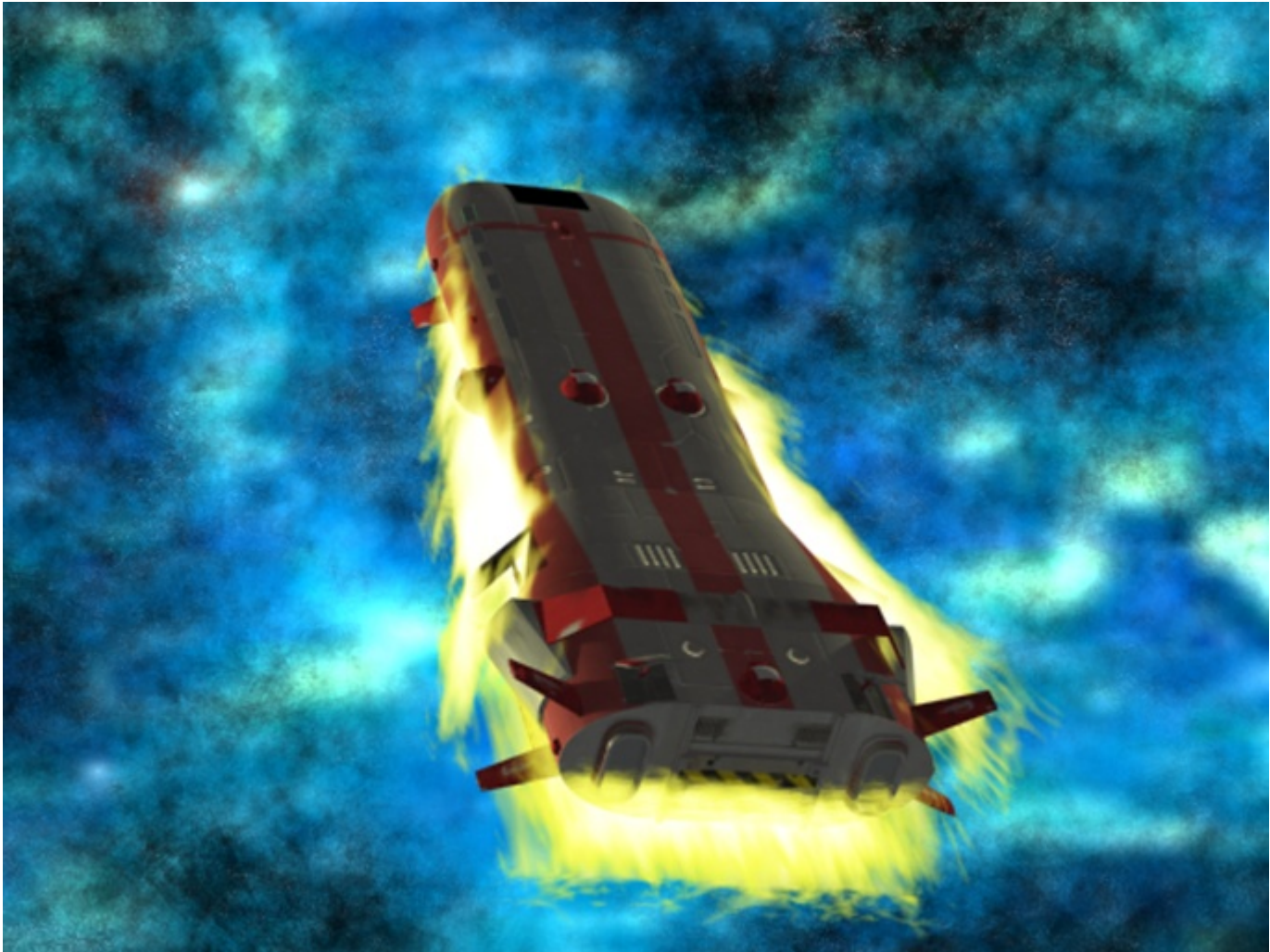
Colonized by a sleeper-ship of genetic Solomani from Reavers Deep, Vayadir was a rather poor choice of a world to inhabit. With only a trace atmosphere, the population lives mostly in underground arcologies or orbital habitats. They have recently opened negotiations with the Zhodani for rights to set up an advance base to support patrols of the frontier. As part of the bargain, the Consulate have been slowly building up the technology of Vayadir to support the base. The Zhodani have also helped support an effort to colonize Vayashtal, a neighboring planet.

Vetsus (1224 Foreven)

A technocracy colonized by a group of scientists around 550, Vetsus was settled as a scientific outpost and technocratic utopia away from Imperial paranoia regarding robotics and AI. Over the last 500 years, Vetsus has become a haven of sorts for those interested in such research, and it has grown rapidly despite its somewhat remote location. To date, it has expanded to one other world (1124 Sargami). For those looking for robots and drones, Vetsus is highly regarded for their sophisticated systems. None of the usual Imperial paranoia toward artificials is present, and robots are a very common sight in habitats there. While the Vetsusians lack a major industrial base, they are quite productive due to the number of robotic systems

available, which have replaced most menial labor. Several megacorporations are in negotiations with the Vetsusians to acquire their products, and these deals are bringing a great deal of wealth to the twin worlds. Unfortunately, the nearby outlaw haven of Uenkfae is becoming a major stumbling block; many shipments out of the Vetsus system are attacked or captured, leaving the producers unable to meet demand. They are rumored to be building a fleet of advanced escorts with squadrons of drone fighters to protect their shipping interests. For the time being, however, the Vetsusians are

forced to rely on hired star mercs to protect their shipping, and pay handsomely for ships and crews willing to face raiders. While they are still at least a year away from deploying these drones, their deployment may cause a significant power shift in the local region. That shift, however, is going to depend greatly on how well the drones perform and their usefulness in combat. If they perform well, Vetsus may rapidly become an ascendant power, outgunning all of its rivals and competitors. Such a situation is sure to make the world a target for all of its neighbors.



COMING TO UENKFAE

Captain Talia Vemenis, ICS *Astoria*

The problem isn't with Uenkfae, exactly, that's the easiest part of the run. The pirates never hit you there. They'll come at you in the systems you have to cross to get there, and most of them are low-pop and unpatrolled. If they are patrolled, it will most likely be by the Zho, and that gets to be another level of irritation. A few years ago, I was ferrying a Ling-Standard representative out to Vetsus for negotiations. We jumped into one system, 1426 I think it was. We were headed into the gas giant to refuel. About halfway in, two ships came up from the gas giant and two more had been laying in wait at the 100D, cold and dark to cut off our retreat. No fuel, too deep to jump anyway. So, we poured on the G's. Poor bastards didn't realize the *Astoria* had been refitted with particle beams for that run. We shot the crap out of the two rising to meet us in one pass, got in, got the fuel, and came out on a vector perpendicular to the ecliptic. The two chasing us never even got off a shot. But it's almost never that easy.

INFLUENTIAL GROUPS OF FOREVEN

Aside from the minor polities of the Foreven sector, there are a number of other groups that have some influence in the sector. These are broadly broken down into four categories - megacorps, criminal gangs, pirates, and mercenaries. Some of these are outlined below; this is not an exhaustive list, including only some of the most well known or influential.

Megacorporations

As in Imperial space, megacorporations are far reaching and hold a fair amount of both political and financial power. Most of the large Imperial megacorps have some operations on some level in Foreven, and some are heavily invested in the sector.

Ling Standard Products operates primarily in the Halverdi Cluster, having established several bases to support trade operations further to spinward, mostly with the Mnemosyne Principality and other polities in the Far Frontiers sector. Although trade volumes aren't huge, LSP still sees Foreven as a potential market in the future.

Priantqilovr Drafr is a Zhodani corporation that is focused on transport and passenger service. Based in Chronor, it is very active in the coreward and trailing quadrant of the sector. It has also taken the lead on providing service along the central corridor to the Avalar Consulate, using its armed ships as escorts around the trouble areas (most notably Uenkfae).

Iadria Vlovl is another subsidized line based in the Zhodani Consulate, specializing in transport services between high population worlds both in and outside of Zhodani space.

InStarSpec is a mining and exploitation company based along the trailing edge of the sector. The company maintains a mining operation in the Alen-zar system, and is currently working towards more mining operations within the sector.

SuSAG is also extensively involved in the Foreven sector, although their operations tend to be a bit more conservative and low key. They are currently involved with Bayard, setting up a base on 881-724 for pharmaceutical research.

Criminal Gangs

Anywhere one finds laws, one is going to find people willing to break them. These are criminal gangs that have expanded their power base far beyond a single world to the stars, and the strongest are quickly getting rich and relatively powerful. In an unstable sector like Foreven, there are always a myriad of ways for morally questionable individuals to make money - running guns, drugs, and slaves are the three most popular.

The Siinakan ("Wayward Sons") are a gang based on the world of Khulair, and have gained a reputation as ruthless, efficient, and greedy. The Wayward started as a rather small street gang in the capital city of the nation of Sindakian, starting with a very efficient protection racket. As they expanded into new territories, other gangs were quickly absorbed and integrated, along with the business structures of those gangs. This allowed them to diversify and expand rapidly; as expansion brought them into competition with more gangs, the same tactic was employed. As a result, they have started working outward from Khulair, establishing some sort of presence on most worlds with eight or ten parsecs of Khulair.

The Nigau ("Unseen") are a group of slavers that work in and around the Halverdi Cluster, especially around Baaish. The massive population, low tech level, and lack of central control means all a Nigau ship has to do is land near a village, subdue the population, and round up all of the desirable slaves for export. Few of these slaves are ever seen again, and thus far, no one has been able to ferret out where they go after leaving Baaish.

A group of expat Sword Worlders known as the Vamtounn (the Confederates) operate a fairly large drug and smuggling ring around the Halverdi Cluster. Specializing in the sale of narcotics and smuggling, it is rumored that the Vamtounn have some ties to Ekeskho. These ties, if they exist at all, are strictly rumors, although there have been reports of known Vamtounn ships bypassing customs inspections in Ekeskhian space. Vamtounn ships range across Foreven and the neighboring sectors, looking to acquire the latest popular drugs. The exact size of the organization is unknown, but rumors put the groups core at about 150 members.

Pirate Bands

With no Imperial or Consulate control centralized in large parts of the sector, pirates tend to be a bit more common than in more settled sectors of space. They tend to strike mostly in less settled systems used for wilderness refuelling, especially along active trade routes. While many of the main routes are patrolled by either corporate or local naval assets, the vast majority of the smaller feed routes are less patrolled.

One of the most successful pirate organizations in Foreven is the Roegzaaer, a vargr corsair band that operates as many as a dozen ships, of which almost half are ex military ships taken by the band in the past. The largest of these is a 2000 ton pocket carrier captured from the Enlightened Crusade on Damrajan after it misjumped. The Roegzaaer operate in the central areas of the sector, more often than not along the trade route to Vetsus. Rumors persist that they have a hidden base in the Damrajan cluster, but to date, repeated patrols in the frontier regions have not turned up any leads.

A mutinied escort ship from one of the nations of Khulair, the *Lirile*, operates all over the trailing portion of the sector, but is most often reported around Khulair. At 800 tons, the *Lirile* is a smaller escort, but heavily armed. A large reward has been offered for its capture and return.

An unknown group of pirates operates in portions of the Halverdi Cluster, operating between two and four ships. Given the current tensions in that cluster between Irdonnia, Ashmeus, and Ekeskho, it is more than likely these pirates are backed and supported by one of those three polities. If that is the case, they have yet to tip their hand and reveal themselves. The ships used by this group are standard imperial designs, and include a patrol cruiser, a scout/courier, and at least one far trader.

There are persistent stories about a renegade Zhodani ship working along the border near the Antanz cluster. While the ship is a Zhodani design, the markings are far different from standard Zho identification. Given that the vast majority of its attacks have been on Imperial shipping (especially Delgado vessels working in the cluster), some have speculated it is actually a Zho ship operating covertly. Locals refer to it as 'the Spectre'.

Mercenaries

Mercenaries are a dime a dozen in Foreven; virtually any group able to scrape together some equipment and transport is able to find work of some kind, from standard security tickets to cadre missions, all the way up to full scale assault tickets. While planetary invasions are fairly rare, there are always ongoing conflicts to fuel merc business, and star mercs are especially prized.

Bhazians' Bastards are one of the most well known such merc armies in Foreven, with well over a century of work under their belt. While not the largest or best equipped, the Bastards have a reputation for getting the job done, even under the most difficult circumstances. The Bastards have nearly a thousand members, as well as a small fleet of ships and support vehicles to use during operations. They are organized into three oversized companies of 192 men each, plus nearly 200 starship crew and an additional 200 support troops scattered around the sector (recruiters, agents, brokers, and supply, for the most part). Starships include a pair of 1000 ton jump carriers, 800 ton subsidized merchant, a pair of 400 ton corvettes, and a variety of smaller ships and small craft, as well as AFVs, ATVs, grav vehicles, and other support craft.

Another company operating in the region is known as Vendetta Inc, a company sized unit from the Imperium. Vendetta Inc has earned a reputation for brutality, and tends to work for some of the most brutal regimes in the sector. Equipped to TL 12, they specialize in counter-insurgency, cadre, and security missions. This is due in large part to the fact that they lack organic transport elements. They typically hire merchants for transport to and from tickets.

Along the Zho border one can contact the Velchants Atezh, a relatively new organization formed as an experiment by the Consulate government. Comprised of mostly Zhodani citizens, it is unique in that the members are, by Zho standards, insane and incapable of reeducation. This is seen as an experiment to give those who have problems living in Zhodani society an outlet yet still serve a useful function beyond the Consulate borders. So far, the Velchants Atezh has seen little action, but they are in negotiation with the military governor of Laur, to help quell the continuing problems there.

SAMPLE WORLD: AKADI (2938 FOREVEN)

The world of Akadi is a largish water world in the Halverdi Cluster, strategically placed mid-way between the rival worlds of Ekeskho and Irdonnia. Caught between two much larger powers, the people of Akadi struggle to remain independent.

The Akadi system

Akadi orbits an M0 red dwarf in hex 2938. This is the primary star of a binary pair, with a white dwarf orbiting it at roughly 76 AU. The primary system consists of 5 rock/ice core planets, 2 gas giants, and an asteroid belt.

Orbit	UPP	Notes
.35 Au	B72A520-A	Main world
.81 Au	XA8A000-0	Claimed by Irdonnia
.92 Au	D203286-9	Mining colony
1.57 Au	Medium Gas Giant	
3.14 Au	C8B1210-A	Corporate station
4.47 Au	Asteroid belt	
8 Au	Large Gas Giant	
22.7 Au	X8B2000-0	Uninhabited

The second world, known to the locals as Tivaron, is claimed by Irdonnia for future expansion. The third planet is the site of a small colony of miners operating under license from the Akadi government. The fifth planet has a small orbital starport operated by an independent corporation, Way Stations Inc, which operate small, quality starports that cater to trade ships working the Halverdi main.

Planetology

Akadi has a diameter of 11,035 km and a surface gravity of .95 G standard. It's atmosphere is very thin, roughly .38 atmospheres, as well as tainted by sulfur compounds. The surface is over 95 % covered by high concentration salt water, which for the most part remains liquid despite the average temperature of -15 degrees C. The large volume of surface water helps regulate the overall temperature, although Akadi does have several massive warm and cool currents that generate moderately active weather systems. One of the major dangers on Akadi is the possibility of tsunami; the planets close proximity to the primary star tends to put it in the direct path of comets and asteroids, and strikes of varying sizes are not uncommon. Very large storms such as hurricanes or cyclones are rare; the atmosphere generally lacks enough energy to

power such storms. When they do occur, they tend to be smaller, less intense, and of far shorter duration than on worlds with thicker atmospheres.

Population

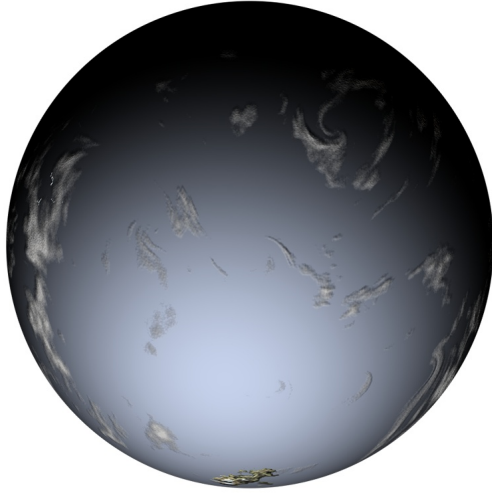
The population of Akadi is currently 121,472. Of these, roughly 67% are of Vilani stock and 19% are of Solomani or mixed descent. The remainder are a mixed bag, including Zhodani renegades, vargr, a few aslan, and a very small number of other races. Akadi was first settled by Imperials returning after the First Frontier War in 885, and growth has been steady but relatively slow.

Government

Akadi is ruled by a participating democracy. All executive duties are handled by the Prime Council, a six man panel elected for 1 year terms from among the leadership of the individual settlements. As a participating democracy, all decisions are voted on by citizens age 15 and up, with a simple majority required on local issues and a 2/3 majority vote required for any issue off-world. All citizens are equipped with a hand-held computer tied to a satellite based communications infrastructure; any time a new issue is raised, it is made available for the citizens to review, debate, and vote on. The legal system on Akadi is next to non-existent, with a very open attitude towards almost everything. Local police forces are very small, mostly to ensure that visitors understand how things work, respond to emergencies, and provide guidance if needed. Many of the citizens go armed and there is an informal system of dueling in place, although most disputes don't go quite nearly so far. The one issue that has caused growing concern on Akadi is the increase of piracy in the system, and the government has recently purchased a flight of patrol craft from Irdonnia to help keep it in check.

Military and Police Forces

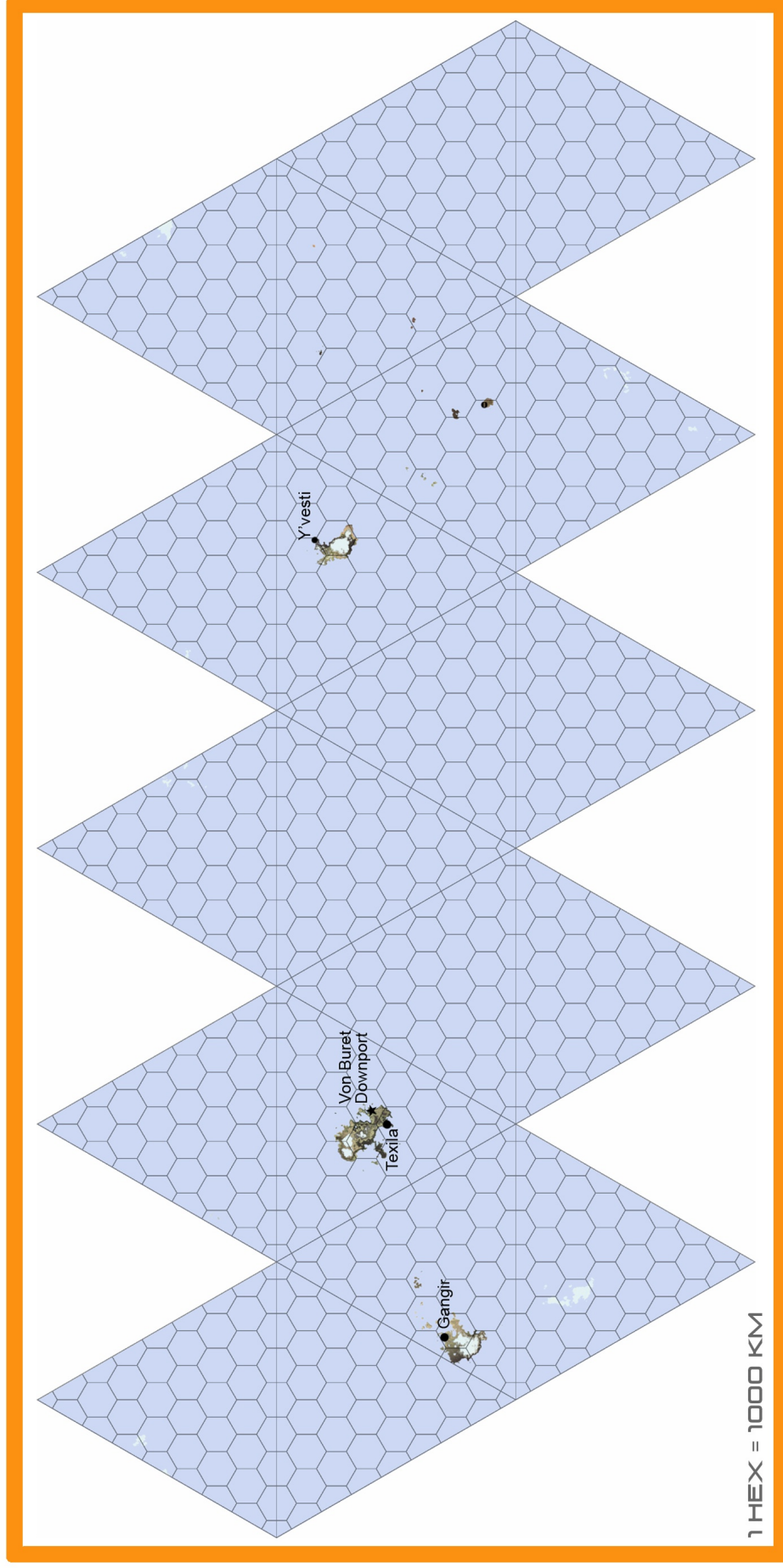
Compared to most worlds, Akadi is woefully short of both police and military. With a total military budget of just MCr 51 per year, the planet simply cannot maintain a large military. In addition to ten companies of military police (for security and tactical response), the Akadi maintain a total of six small police cutters and twelve light fighters, mostly for patrol and system defense. They also maintain a tiny fleet of watercraft for search and rescue.



AKADI (2938 FOREVEN) B72A520-A NIN, UJA

The world of Akadi is a largish water world in the Halverdi Cluster, strategically placed midway between the rival worlds of Ekeskho and Irdonna. Caught between two much larger powers, the people of Akadi struggle to remain independent. Despite the low population of the world, Akadi still generates a significant amount of trade, consisting mostly of seafood and locally produced cold-weather gear. Profits from the trade of these local foodstuffs and the flavor-enhancing spice steshonni have contributed a significant amount of financial backing to the local class B port. The people of Akadi are hardy and stoic, and are firm believers in minding ones own business and look down on whining and complaining. Travelers should be warned, the Akadi do tend to go armed, and use duels to settle disputes.

22



Biosphere

Despite the frigid cold of the oceans, Akadi has a thriving, diverse biosphere that includes several varieties of kelp, plankton, and fish. Several ocean species are very large and quite dangerous. One of the most notable creatures is called a Geddy-back, an 800 kg slime that can project streams of acid several meters. There is also a 3000 kg siren called deep reapers that use chemical and optical camouflage to appear as a harmless coral bank to feed on schools of fish known as skitterfish. Akadi, however, is best known for a coral/sponge type of formation called steshween. This fast reproducing organism is collected, dried, and processed with a closely held technique into a sweet, highly nutritious food spice. It is rumored that recent exports of this spice, steshoni, are the reason for the recent uptick in pirate activity in the system. Many of the most recent attacks were on free traders carrying shipments of steshoni.

Trade and Production

In addition to exports of steshoni, Akadi also trades a variety of luxury foodstuffs. These range from shellfish and mollusks to various types of fish. Several varieties of species from Akadi are gaining popularity as pets or display animals. An example of this is the gallowglow, a highly bioluminescent coral analog. Several very wealthy individuals in the Halverdi cluster have had gallowglow transplanted into pools, spas, and fountains, using the natural luminescence as an architectural highlight.

Other exports include highly refined sea salt, used as a seasoning and produced as a by product of desalination for drinking water. Beyond that, Akadi has precious little worth the effort of exporting.

As far as production, Akadi lacks any industrial base worth speaking of. The locals manage to make most everything they need without large scale imports from other worlds. By and large, the ocean provides them with everything they need. The one thing that may grow into an export is local Akadi cold weather gear, which is made from local materials and has a reputation for being light, easy to move in, and significantly warmer than cold weather gear of other worlds with similar tech.

Mineral resources are mined on the islands, and include most common ores. The available supply is sufficient to meet local needs, but not enough to generate an export commodity.

Cities and Settlements

There are only four major land-based settlements on Akadi, and contain about a third of the total world population. These cities are built on the few islands above the surface; the rest of the people live in floating cities that drift where the ocean takes them. These cities are called Texila, Gangir, Y'Vesti, and the Von Buret Downport. Each city with the exception of the downport is a large town built on the coast of the island and protected by sea walls grown by a form of coral, then hardened with a special polymer to increase strength and durability. Each houses roughly 20,000 people, and an estimated 10,000 live and work around the Von Buret downport.

The floating cities lack formal names but are well known to locals by common nicknames. There are currently 17 floating settlements, each home to about 2000 people. The remainder spend the majority of their time on the sea in ships and boats.

Society and Customs

Akadi is a somewhat diverse world with a few customs that seem odd to outsiders. The first is the informal duelling code. Duels are allowed in cases where compromise is impossible. Challenge may be refused with a corresponding loss of respect, and are to whatever terms are dictated by the challenger. Typically, duels are fought to first blood, although to the death is certainly allowed. The challenged party is usually accorded the choice of weapons used in the fight.

Another trait among the Akadi is the firm belief that each person should mind their own business. Gossip, rumor, and innuendo are all looked down upon. It is very bad form to ask prying questions, and strangers doing so may find such met with open hostility, sarcasm, or violence. Akadi have made minding ones own business almost an art form.

The Akadi are also a stoic people, a trait encouraged by the harsh conditions of their world. As such, complainers and whiners tend to get short shrift. The people of Akadi simply won't tolerate it and don't have time for it. A common local insult is that one is 'whining like a blatsal', which is a local mammal found on beaches that makes a loud, wailing screech that trails off over several minutes. This trait has led to the blatsal being heavily hunted near any settlement.

Timeline - Major Events

885

Colony foundation by almost 1,000 colonists from the Trojan Reaches.

913

Early on in the settlement of Akadi, a small group of pirates known as the Muazi (Vilani for 'forgotten') tried to take control of the fledgling colony for use as a permanent base. The Akadi played along for some time, until the Muazi got complacent and let their guard down. They promptly took their ship and executed the pirates that survived the attack. The ship (a rust-bucket free trader named *Shunkuin*) still sits beside what is now the main gate to the starport as a warning to others who would try the same. It has been stripped of useful parts, and now remains essentially an empty hull.

942

A passing trade explorer picked up several tons of cargo (mostly food and spices) for export; they proved surprisingly popular, triggering a substantial immigration boom as offworlders came to Akadi to learn how to harvest these commodities.

956

A large asteroid, nearly a kilometer across, slammed into the ocean 4,000 km south-west of the Y'Vesti settlement. Luckily, the city's position was across the island from the point of impact, but the resulting tsunami still caused some damage to the city. The impact also increased cloud cover, warming the planet by 1 degree C.

969

Using the profits reaped from offworld trade, the Akadi government set up a world-wide comm grid to help keep outlying communities involved in the governance of the planet.

1003

A major solar flare damaged several of the comm relay satellites orbiting the planet. A survey team from Irdonnia was asked for assistance, and the satellites were repaired within a few weeks. This opened a diplomatic door between the two worlds, but the independent Akadi people did not move the relationship further than trade and the exchanging of ambassadors. The Irdonnians expressed some interest in expanding their relationship, but Akadi decided to remain unfettered. The tension between Irdonna and Ekeskho served to impede

the process as well. The people of Akadi realize that they are in a somewhat precarious position, and strive to remain neutral in most situations.

1037

A volcanic eruption 6,000 km southwest of Y'Vesti started the formation of a new island chain. While Akadi is relatively quiet geologically, the resultant eruption indicates the world may be entering a more active phase.

1095

The trade of Akadi luxury foods expanded greatly, with more worlds in the Halverdi Cluster opening up to interstellar trade. Ekeskho, especially, became a major source of revenue when the local skitterfish became quite popular for its nutritional content and salty flavors.

1098

Increases in local trade volumes, combined with very relaxed law enforcement, lead to a spate of piracy. Pirate attacks increase exponentially within the space of three years, forcing the Akadi government to take steps to control the situation. As a result, the world has purchased a small fleet of patrol craft and fighters, as well as technical support and spares, from Irdonnia. The fledgling Navy has yet to capture any pirates.

DINNER ON AKADI

Engineer Rolfingo Tamarak, ICV *Summersong*

We'd stopped on Akadi to pick up a load of that fish that they love so much on Ekeskho, skitterfish, I think. The head of the family we were buying from asked us to join him for dinner. The captain agreed, so we met the seller on one of those floating towns. Turns out he was hosting a taste party for prospective buyers, featuring the local delicacies.

I don't know what they did to that skitterfish, but it was horribly salty, fishy tasting, and about the same consistency as an airlock hatch gasket. He said that's the way they like it on Ekeskho, but I'll pass on that. This other stuff, steshoni I think he called it, I liked that just fine. It sure isn't cheap, but it has a flavor that is hard to describe. It is sweet, to some extent, but it seems to act like a flavor enhancer. I tried some stuff without the steshoni on it, then again with it. They taste the same, but the steshoni brings out subtleties in the flavor you can't taste in the plain versions. The Captain and I went in, half each, on a ton...

SAMPLE VEHICLE: TL 10 VERIDION-CLASS ATV

The Veridion-class All Terrain Vehicle is a fairly common version in the Foreven sector, produced by Khoensaeger Industries on Colleda. Displacing roughly 10 tons, it is designed to transport a fair number of passengers through rough terrain and hostile environments in relative comfort. It is built using TL 10 components for compatibility on the lower-tech worlds of Foreven.

It measures roughly 10 meters long, 5 meters wide, and 2.3 meters tall. The 6 independently driven wheels are 1.5 meters in diameter and .56 meters across. Power is provided by either a pair of fuel cells burning hydrogren or paired hydrocarbon power plants running on local fuels. Some variants replace the power plants with battery banks, allowing recharging from a fusion power plant.

The Veridion is available in three basic models - passenger, expedition, and combat. All three use the same basic frame, drivetrain, and power plants; the variation lies in the passenger accomodations and accessories.

Basic Structure and Design

The Veridion is, for all intents and purposes, a box with a slightly sloped front and protruding, high visibility driver station. The square shape and lack of projections ensure that it makes the most out of the space used to store it. Several small craft in Foreven (for example the Bushmaster pinnacle), has a cargo hold specifically designed to carry Veridion class ATVs.

The frame is a crystaliron composite designed for strength and durability. The outer skin consists of laminated sheets of crystairon and ceramics, giving good resistance to hostile atmospheres. Its six wheels are made of a special rubber compound reinforced with metallic fibers for maximum durability.

The vehicle is accessed through an airlock on the aft centerline. A small cargo bay that can double as an airlock sits directly to port, and has its own hatch with fold down step. The twin engine compartments sit above the rear wheel pairs, and can be accessed via panels on the upper surface of the ATV.

Inside the centerline airlock, there are doors to port and starboard. The port door leads into the cargo bay/airlock, and the starboard door leads into the small fresher. Forward leads into the main compartment and drivers station at the very front of the vehicle.

The Passenger Variant

Typically used for short-term runs between facilities, many refer to this version as the 'cattle car', putting in as many seats as possible to maximize efficiency per trip. Features include short term life support for 20 for 1 day, 20 cramped passenger seats, and cargo/locker space for some passenger luggage. In this configuration, seating is very cramped, walking aisles are narrow, and the life support has been known to have difficulty removing excess humidity from the air.

The Expedition Variant

Unlike the cattle car, the expedition is designed to carry a small group long distances in comfort, with access to a small galley, space to walk around, and even modular bunks to sleep in. Originally designed for long-term expeditions, it has proven popular with many groups for its comfort and flexibility.

On the expedition type, the main area is much more open. Coming from the airlock, the hall is flanked on either side by a pair of modular bunk units stacked three high. Each unit provides a total space of 2.4 meters and 1 meter wide; each bunk has approximately .6 meters of clearance from mattress to the bottom of the next bunk, and each is equipped with individual temperature controls, entertainment system, and computer access, as well as reading lights, etc. Typically, they are shared in rotating shifts among the vehicle crew ('hot bunking').

Other features include seating for six, a small galley for food preparation, and more open space to move around and store gear in. Long term life support for ten will last for 90 days, although up to double that can survive up to a month.

The Combat Variant

The combat variant includes seating for four fully armed troops next to the aft airlock, adds a gunner position in the center of the main compartment, as well as a commanders station and observer seat behind the driver. A small turret is mounted on the roof of the ATV, and typically mounts machine guns, autocannon, lasers, or tactical missiles. The combat variant is typically used as a light recon or command and control vehicle by poorer merc units; the lack of upgraded armor makes it vulnerable to heavy weapons, and is unsuitable as an armored combat vehicle.

Veridion-class ATV, Passenger Variant (Cr 331,500)

Vehicle	TL	Skill	Agility	Speed	Range	Crew	Cargo	Open	Hull	Structure	Cost	Size
ATV	10	Drive	0	135 kph	500 km	1 +20	2 dton	No	10	10	Varies	10 dton

Armor by Location

Location	Armor
Front	4
Right	4
Left	4
Back	4
Top	4
Bottom	4

Other Equipment

Adv. Controls, 2 Extra Wheels + Off Road, Aquatic Drive, 1 Airlock, Corrosive Environment Protection, Airlock, Fresher, Standard Nav System, Distant Comms, High Capacity Seating for 20.

Veridion-class ATV, Expedition Variant (Cr 394,100)

Vehicle	TL	Skill	Agility	Speed	Range	Crew	Cargo	Open	Hull	Structure	Cost	Size
ATV	10	Drive	0	135 kph	500 km	1 +9	1.5 dton	No	10	10	Varies	10 dton

Armor by Location

Location	Armor
Front	4
Right	4
Left	4
Back	4
Top	4
Bottom	4

Other Equipment

Adv. Controls, 2 Extra Wheels + Off Road, Aquatic Drive, 1 Airlock, Corrosive Environment Protection, Airlock, Fresher, Standard Nav System, Distant Comms, Mini-Galley, Bunks for 6, 6 Passenger Seats

Veridion-class ATV, Passenger Variant (Cr 370,000)

Vehicle	TL	Skill	Agility	Speed	Range	Crew	Cargo	Open	Hull	Structure	Cost	Size
ATV	10	Drive	0	135 kph	500 km	2 +6	1.5 dton	No	10	10	Varies	10 dton

Armor by Location

Location	Armor
Front	4
Right	4
Left	4
Back	4
Top	4
Bottom	4

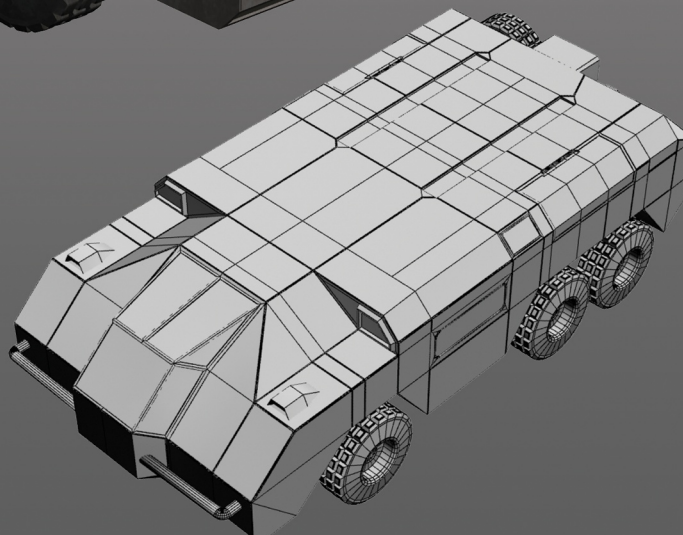
Other Equipment

Adv. Controls, 2 Extra Wheels + Off Road, Aquatic Drive, 1 Airlock, Corrosive Environment protection, Airlock, Fresher, Standard Nav System, Distant Comms, Small Turret (3 spaces), 6 Passenger Seats.

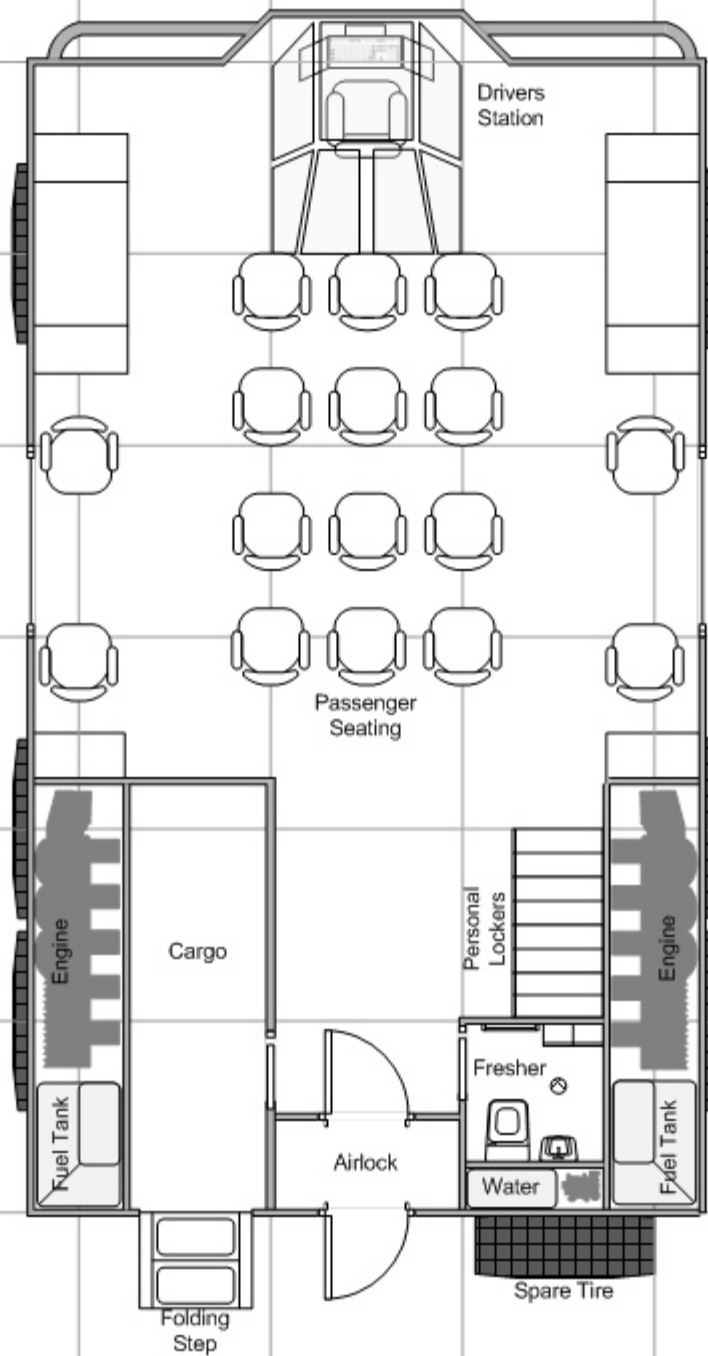


"Veridion"-class All Terrain Vehicle
 Built by Khoensaeger Industries, LLC
 TL 10, 10 displacement tons
 Available in 3 variants -
 Passenger (max capacity = 20)
 Expeditionary (long term support for 8)
 Military (lightly armored recon/C&C)

6 Wheel All Terrain Vehicle
 Fuel Cell or local Hydrocarbon engine
 Full life support
 Includes air lock, fresher, basic sensors
 and basic navigation systems.



Veridion-class All Terrain Vehicle (Passenger Variant)



Scale in Meters: 1 inch = 1.5 meters

3.0

1.5

0

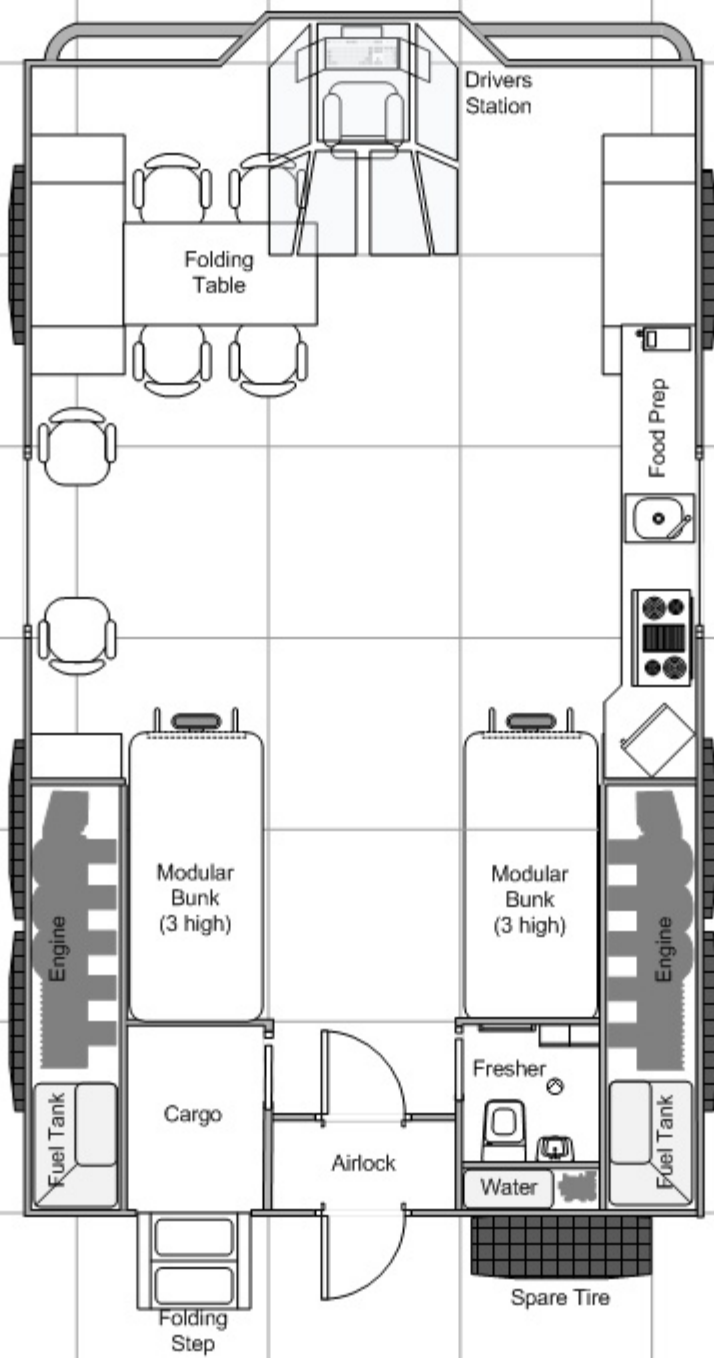
.75

1.5

3.0



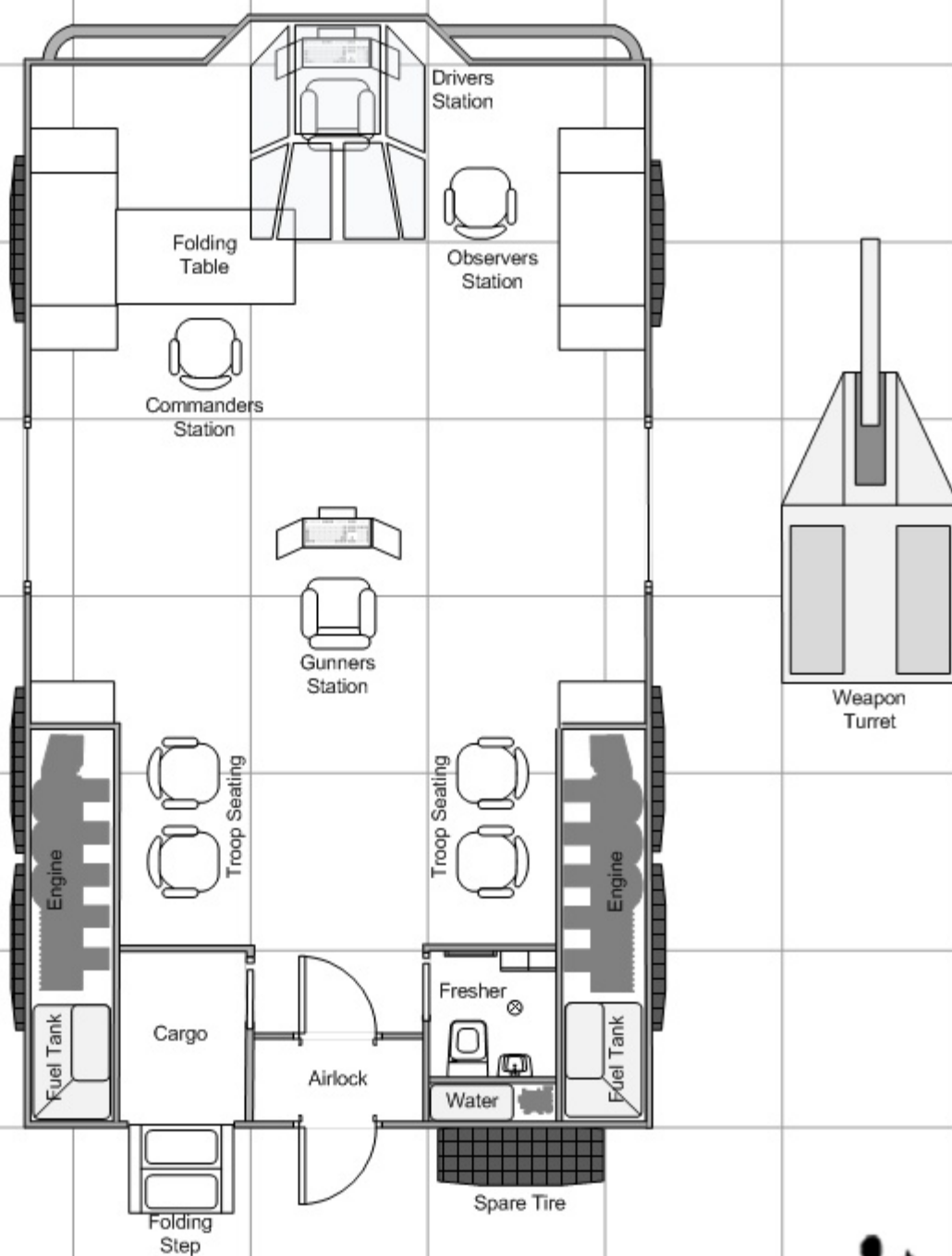
Veridion-class All Terrain Vehicle (Expedition Variant)



Scale in Meters: 1 inch = 1.5 meters



Veridion-class All Terrain Vehicle (Armed Variant)



Scale in Meters: 1 inch = 1.5 meters

3.0 1.5 0 .75 1.5 3.0

The Bastards started with a losing battle and a bad joke. Let's see, that was back in 985, towards the end of the Third Frontier War. I was a snot-nosed punk back then, with a company called the Black Wind Rangers. We were all young and dumb, including the Captain. The Rangers specialized in counter insurgency ops - cadre for local forces, hunting guerillas, rebels, and terrorists.

We'd taken a ticket on Kaymeer, this vacc world across the border from the Five Sisters. An absolute shithole - three million people crammed into six underground habitats, all run by some half baked little tin-pot dictator. He wasn't exactly popular with a good number of the populace, and had an issue with some new 'revolutionary' stirring the pot. It was turning into a bad situation - the dictator had been cracking down hard, and the revolutionaries were turning terrorist. We were there to help round up the terrorists and get things calmed down.

Captain Haldressi didn't realize what a cluster we were walking into. Hell, none of us did. Like I said, young and dumb. I have to admit, though, we were good at what we did. We set up base in a little used cargo area adjacent to what passed for a port. Spent a month getting the lay of the land and learning who all of the players were, spreading money around for intel, training the local troops, that kind of thing. We were getting some really good leads and contacts built up when the rebels realized they might have a problem. They tried to assassinate the dictator by blowing up his personal residence; unfortunately for them, he was off-world inspecting a new orbital station. The rebels managed to kill most of his family, though, and a dozen Rangers in the process as well.

Our employer snapped, I think. Maybe losing his family was too much. Understandable, I guess, but what followed was inexcusable. Once he got back on planet, he demanded that we use whatever intel we had and round up everyone even remotely connected to the rebels. So we did. For a week we ran damn near non-stop, and in the end rounded up something like a hundred rebels that we had solid intel on, and another fifty or so the info was spotty about. Not bad work for our little company. We turned them over to the local troops and kept going.

At the end of the week, we were taking a much needed R&R day when the Tri-V came on. This crazy sonofabitch had these rebels lined up in a cargo airlock. He'd been busy indeed, apparently gathering his own intel. Men, women, even a few of the older kids we'd caught, all looked like they'd spent time under torture. He went on to talk about how his victory over the rebels was approaching, thanks to his 'offworld friends'. He all but said we'd done the torturing, and made it plain that it was going to continue until the rebellion stopped. Then he hit the switch and blew them out into vacuum.

The Captain stood there in shock, realizing the odds of surviving this ticket just went out the airlock with them. I was already gearing up when the comms started screeching with contact reports from the sentries. They said people were pouring out of buildings and headed toward the port and adjacent palace cavern. Thousands, from what they said. The Captain finally snapped out of it and started getting his kit together. "Six days, Corporal. We've got to hold for six days." he said to me, and it took me a minute to figure out what he meant. The merchant ship Garavajio was due back in six days. We'd bought passage aboard Garavajio to get there, and contracted a supply run for six weeks later. As it stood, that was pretty much the only way we were getting off that rock. God knows there wasn't a hell of a lot of other traffic to hitch a ride on, and even if there was, it was doubtful those folks hitting our line would back off long enough for us to withdraw in any kind of orderly fashion.

So, for six days, one hundred and eleven Black Wind Rangers held off an enraged mob of thousands. Our employer and his troops lasted three days before they surrendered. They were promptly executed.

Captain Haldressi got in touch with the rebels over comms, and started trying to negotiate our repatriation. Rebel commanders agreed to a face to face meeting; when the Captain and his bodyguards arrived, they were captured and executed as well. We didn't bother trying to surrender after that. We fought like demons, holding our small part of the port, hoping against hope the Garavajio would arrive. They killed us in ones and twos; we killed them by the dozens withstanding wave attacks and mass assaults. Luckily, we'd come prepared for six weeks of hard fighting, assuming no reliance on the locals.

Good thing, too. That stockpile of supplies kept us alive, along with a few creative dirty tricks. Any time a position was about to be overrun, our guys would set off the decompression alarms, and the people would haul for the nearest airlock. We stayed in suits, ready to button up in no time. They caught wise to that, and after the third or fourth time, decided we were bluffing with the alarms. Bad deal for them, but they backed us into a corner, so we ended up spacing a bunch one time when they had almost taken the main entrance. After that, they got sneaky, and started suiting up to come at us through ventilation and access tunnels. Our numbers dwindled; one squad got cut off and butchered while patrolling a series of those tunnels. After that, we just started mining and booby trapping the hell out of those tunnels. That kept them busy for a while. By the end of the fifth day, they'd gotten control of the main atmo controls, so that trick didn't work any more, and it was back to the wave attacks.

I wept when one of our commo specialists picked up the signal from Garavajio. The last squad leader we had, a lieutenant named Bhazian, gave the order to fall back on the landing pad and set up a perimeter. We did so, in full HEV suits, pulling back under constant fire. I didn't get really scared until the Garavajio touched down; I didn't want to die in sight of rescue. That fat merchie was the promise of life, you understand? Bhazian sounded the general retreat and we collapsed on the ship as her laser turrets covered the entrances. In vaccuum we piled into the cargo hold, and she began to lift even before the hatches had closed.

In a daze, I collapsed against a container, waiting for the hold to pressurize as I endured the worst case of the shakes I've ever had. As Garavajio broke orbit and headed for the gas giant to refuel, I finally got my helmet off and looked around to see who had survived, doing a quick head count. Eleven. I counted again. Still eleven. We'd taken 90% casualties in six days of fighting. And those of us that were left were in pretty damn bad shape. I didn't realize it until I took my suit off, but somewhere in the retreat, I'd broken an ankle and didn't even notice.

The ships medic was top-notch, and she took care of our wounded as we entered jump space. Gathered in the passenger lounge the second day in jump, I found out who we had left. Bhazian was the only remaining officer. Three sergeants, all battle hardened veteratans - Minsky, Nashtadlieqr, and Tradova. Two corporals beside me - Collee and Khashimgii. Four privates - Kaaramsun, Sikri, Margru, and Ruhael. I didn't really know any of them very well; this was my first and apparently last ticket with the Rangers.

The captain of the Garavajio was a little slip of a woman named Gretchen Elizabeth Gray. She sat listening quietly as we talked for a while, each of us telling our story so we could all fill in the blanks. When we were done, she gave us a grim little smile. "You are definitely the hardest bastards I've ever had aboard my ship."

Lt. Bhazian looked at her and shrugged. "The universe is a tough place, and you have to be a hard bastard to make it." That was how it started. In spirit, at least, we were all bastards because we had survived. We found out later that most of us were bastards by birth as well. Once we reached Ashmeus, we spent a week sitting on pristine beaches getting very, very drunk. During one evening, Bhazian stated his intent to start a new merc company, and wanted us all to be a part of it. Turns out, he was actually the bastard son of some nobleman in Five Sisters, and had a significant amount of cash tucked away to get us refitted and rearmed. And that was how it began...

SAMPLE STARSHIP: TL 11 PRINCE G'VARE-CLASS YACHT

The Prince G'vare-class yacht is a TL 11, 100 dton starship produced by the shipyard in Irdonnia. Designed as a luxury transport for the ruling family, the Prince G'vare is capable of carrying four crew and five passengers in comfort, while providing some security. A total of six have been built for use by the Irdonnian government, with a total of nearly a dozen sold to other groups and individuals. When carrying members of the Irdonnian ruling family, a Prince G'vare is usually escorted by a few Irdonnian warships.

The hull is built as a 40 meter tapered cylinder with a raised bridge and several aerofins for extra maneuverability in atmosphere. Fuel scoops are integrated into the main drive protrusions on either side, with fuel processors immediately behind them. The main turret rests on platform beneath the extended nose of the ship. The nose of the ship mounts 4 additional aerofins as well as the primary sensor systems for the ship.

The ship is entered through the cargo bay hatch, aft between the primary maneuver drive radiators. The cargo bay is small, three meters wide and just over seven meters long. The aft end of the bay holds several lockers for suits, tools, damage control, and medical supplies. While there is plenty of room for luggage and other small cargo, the Prince G'vare is ill-suited to carrying any kind of containerized or bulk cargo due to the size of the hatch. At the forward end of the bay are three doors - the doors to port and starboard lead to the engineering compartments, and the door forward leads into the main passage of the ship.

The engineering compartments are elevated from the cargo bay deck by over a meter, and short stairs inside the doors lead up. At the top of the stairs are a tool locker, and each compartment has an individual workstation. The jump drives are built along the inner bulkheads, with the maneuver drives to aft and the power plants toward the outer bulkheads.

The main corridor runs the length of the ship. Just inside the hatch from the cargo bay is a ceiling mounted iris valve with ladder rungs built into the wall. This hatch leads to the upper deck, bridge, and VIP suite. The aft end of the corridor leads to the four crew staterooms, generally less desirable

due to the proximity of the engineering spaces. The two furthest aft are typically reserved for the captain and engineer; the two forward cabins are typically occupied by the gunner and steward. The cabins on each side of the corridor share a fresher. Forward of the crew cabins are a pair of alcoves that house the ships galley and laundry facilities. While small and somewhat cramped, both are very complete and utilitarian.

Further forward leads to the two passenger staterooms, each with its own fresher facility, double bunks, and computer access. When carrying VIPs, these staterooms are typically occupied by staff or assistants. While not as luxurious as the VIP suite, they are far more comfortable than standard staterooms aboard most ships.

The main corridor terminates in the library, which doubles as a dining room, lounge, meeting room, or whatever function it needs to serve at a given time. It is luxuriously appointed, with hardwood floors and paneling, decorative lighting, and very comfortable furniture. Typically, various artwork is displayed here as well. Eating and serving utensils are stored in a large cabinet against the forward bulkhead; next to it is a concealed access panel that leads into the turret machinery and sandcaster magazine. The main sensor array in the nose is only accessible from the outside.

The upper deck is entered through the main iris inside the main passage, and comes up at the aft end of the bridge, next to the fresher unit there. The bridge is fairly spacious, with three workstations and three additional seats typically used by observers. The forward station is occupied by the pilot/captain. Behind him, the gunner and engineer sit back to back, the gunner station to port and the engineering station to starboard.

Aft of the bridge is a small office used by either the captain or reserved for use by the VIP aboard. Finally, the VIP suite and escape pod occupy the very aft end of the deck. The suite features a full size bed instead of a bunk, two couches and chairs for relaxation or discussions, a standard fresher unit, and a large armoire for storage. It is lavishly furnished, typically in a style that reflects the personality of the VIP aboard. Many purchasers further customize the fittings in this suite.



Prince G'vare-class Yacht (TL: 11)

Component	Notes	Tonnage	Cost
Standard	100 tons, Streamlined, Aerofins	0	2.7
Armor: Crystaliron	2 points	2.5	.2
Jump Drive A	Rating=2, Jump-2	10	10
Maneuver Drive A	Rating=2, 2-G acceleration	2	4
Power Plant A	Rating=2	4	8
Small Bridge		10	.5
Civillian Electronics	DM-2	1	.05
Model/2 Computer	Rating=10	0	.16
Staterooms - Single	x4: Captain, Engineer, Gunner, Steward	16	4
Staterooms - Double	x2: 4 passengers	8	2
2 Staterooms - Suite	x1: VIP Suite	8	1
Fuel Tankage	1x Jump-2, 4 weeks endurance	24	0
Fuel Processor	28.8 hours to process	1	0.05
Fuel Scoops	Integral with hull	0	1
Luxuries	2 dtons	2	2
Triple Turret		1	1
Beam Laser	x2	0	2
Sandcaster	x1	0	0.25
Sand Magazine	20 barrels	1	0.01
Library/Lounge		4	4
Escape Pod	x1 (VIP Suite)	.5	.1
Cargo		5	0

Totals

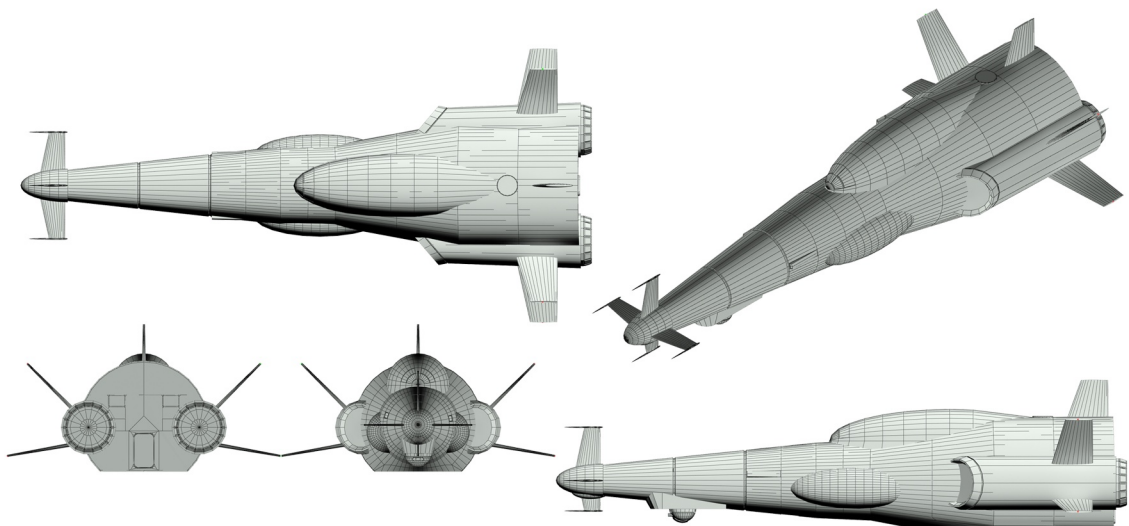
100

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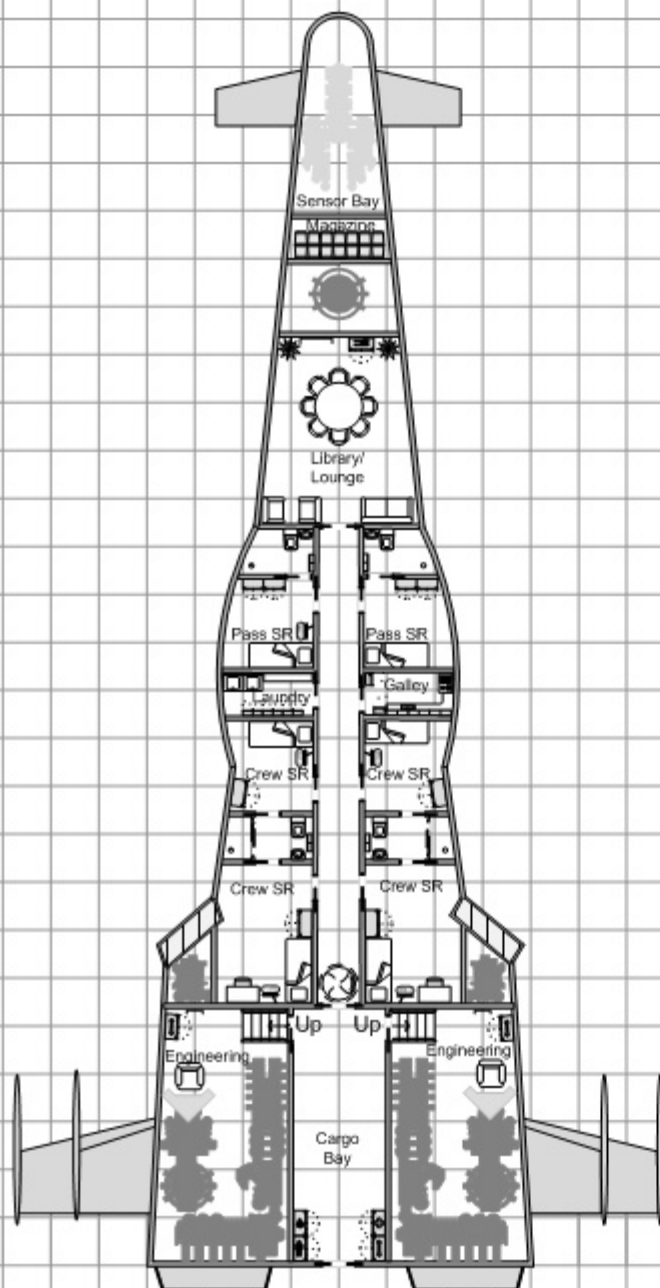
Prince G'vare-class Yacht



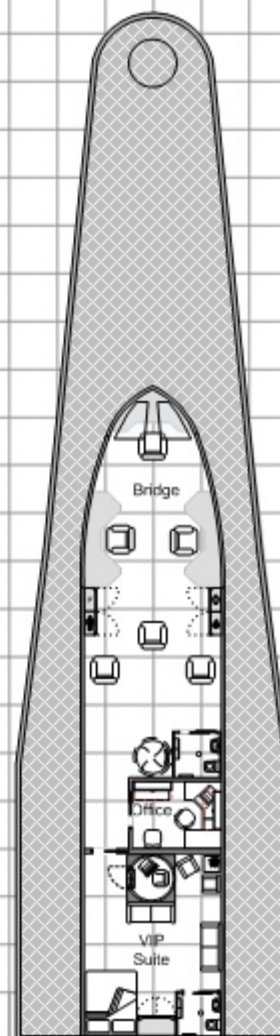
Prince G'vare-class Yacht (TL10)
100 displacement tons
Crew: 4 + 5 passengers
5 tons cargo
Triple Turret with Beam Laser x2, Sand
4 dton Lounge, 1 Escape Pod, 2 ton luxuries
Jump-2, 2-G Acceleration
Fuel for 1x J-2, and 4 weeks of operation



Prince G'vare-class Yacht



Lower Deck



Upper Deck

Scale in Meters: .25 inches = 1.5 meters

For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
 For 25/28 mm, Tile Scale = 400%, overlap = .05
 For 20 mm, Tile Scale = 320%, overlap = .05
 For 15 mm, Tile Scale = 240%, overlap = .05

SAMPLE ADVENTURE: LAST FLIGHT OF THE JUNYO

REFEREES BACKGROUND AND SYNOPSIS

This sample adventure, *Last Flight of the Junyo*, is designed to give referees and players a brief introduction to the Bastards of Foreven setting and get the ball rolling for those new to the Foreven sector. Set in the Halverdi Cluster (subsector P of the Foreven sector), the story revolves around the party discovering the lifeless hulk of an Irdonnian diplomatic ship and the mystery of its death.

Irdonnia is currently involved in not one, but two disputes over settlement rights on nearby worlds. One parsec from Irdonnia lies the world Arlia, a desert world with a standard atmosphere that is also claimed by the government of Ashmeus. Two parsecs away is the world of Trambenor, another habitable world with significant resources; ownership is currently claimed by both Irdonnia and Ekeskho. Irdonnia finds itself in a tenuous position, caught between two potential adversaries who both outnumber it. Negotiations have been underway with both Ekeskho and Ashmeus to resolve the situation, but the Ashmean situation has soured of late. The Ashmean government has been pushing the issue, sending military ships into the Arlia system in a deliberate attempt to provoke an 'incident'. Ekeskho, on the other hand, has shown some willingness to consider joint settlement.

The world of Akadi sits in a similar, tenuous position midway between Ekeskho and Irdonnia. Its position makes it strategically important for both worlds; Akadi is also neighbor to the world of Trambenor, making it a vital stop for the jump-1 ships of Ekeskho headed there. Further complicating matters are trade issues. A significant portion of Akadian export goods go to the burgeoning markets on Ekeskho, while the Akadi government has also started purchasing ships and technical support from Irdonnia. Should war break out between the two, Akadi stands to lose much - trade, technical support, and even its sovereignty should one of the worlds decide to take the system.

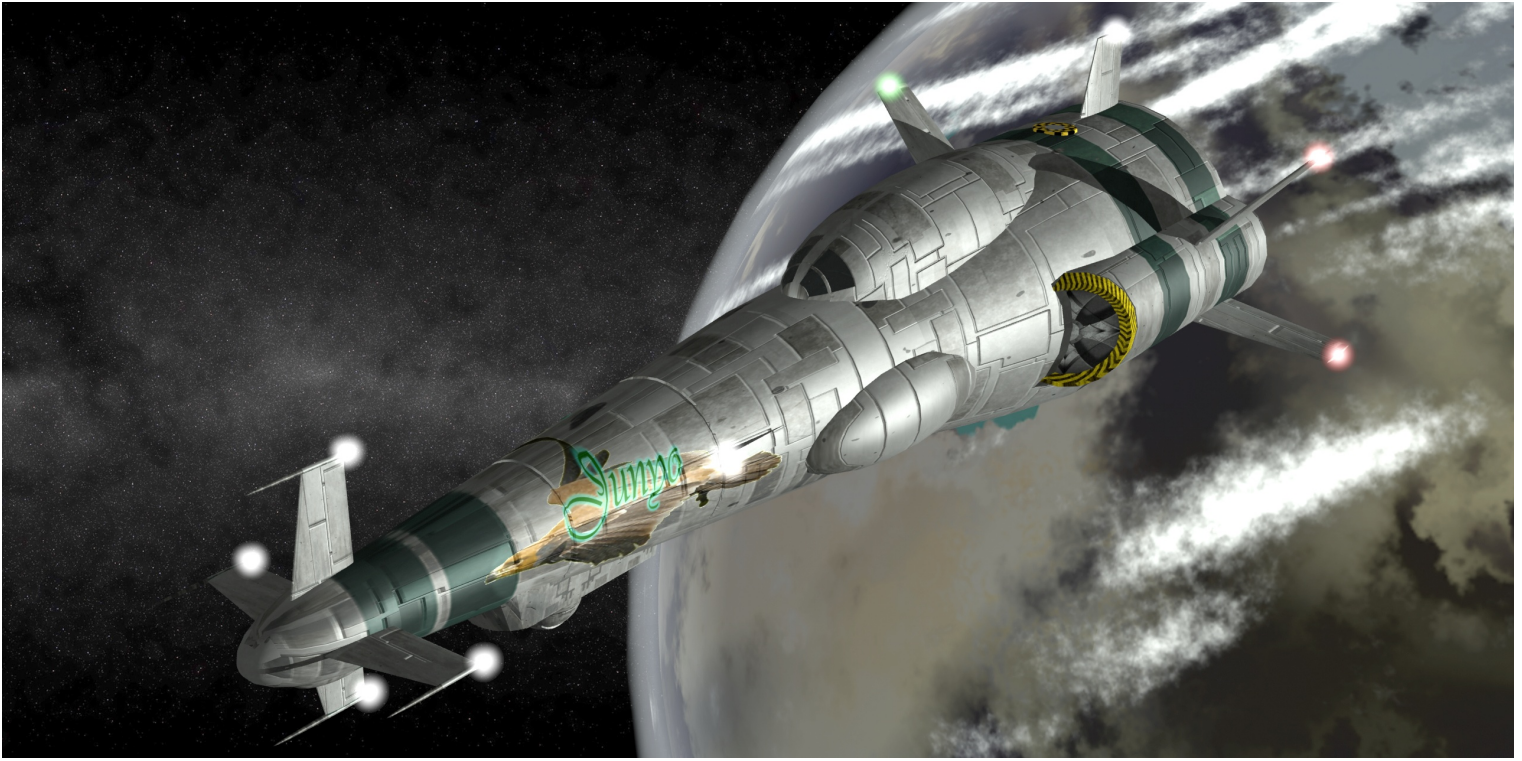
An ambassador was dispatched by the Irdonnian government for negotiations with Ekeskho, with a short good-will stop planned on Akadi. The ambassador's ship, the *Junyo*, made it into Akadi, where it was attacked by an apparent pirate ship (in actuality, a hijacked Ekeshian ship crewed by factors from Ashmeus) and boarded. After a short, pitched battle between the raiders and the crew of the *Junyo*, the Ambassador was able to escape in the yacht's escape pod and make her way to the surface of Akadi. After securing the yacht, the merc crew planted sufficient evidence to make it appear that the ship was actually attacked by a military ship from Ekeskho, then went looking for the ambassador on Akadi. The Ashmeans hope to derail the negotiations for Trambenor and spark a war that will keep Irdonnia occupied long enough to allow Ashmeus to take control of Arlia.

This short adventure details the discovery of the ambassador's ship and investigation of the incident aboard her. It is intended as a springboard to further adventures, and a variety of options for expanding the story are provided as well.

TNS REPORT, 225-1105.

Alia Bermeris, Halverdi Cluster Correspondent

Several military craft belonging to the Ashmean Royal Navy once again clashed with the Irdonnian Patrol in the Arlia system. Although no shots were exchanged, the incident highlights the tension between the two systems over settlement rights to Arlia. Although lightly populated by Imperial standards, the population of the Halverdi Cluster has been growing rapidly in recent years, and many worlds are looking towards future expansion. A similar situation exists between Irdonnia and Ekeskho over the world of Trambenor, although rumors from within the Irdonnian government persist that an accord may be in the works. Indeed, Ambassador Tavia has been dispatched to Ekeskho to begin negotiations...



DISCOVERY OF THE JUNYO

Location: Akadi system (2938 Foreven)

Date: 241-1105

Players: 2 to 6

Required Equipment: Vacc suits, tools

Required Skills: Pilot (Ships boat)

While it is assumed that the player group will have access to a ship, one is not required for this adventure. Should the group not have access to a ship, the group can be laid over on Akadi while the ship they are travelling on is being refuelled and loaded.

Introduction (without a ship)

The group is passing through the Akadi system, either on a tramp freighter or small liner. It is what passes for summer on Akadi, with temperatures rising to almost -5 degrees C. The Von Buret downport is currently almost empty, currently between the late summer fishing season and the early fall steshoni harvest. Only one other ship is in port, a battered free trader down for repairs to its maneuver drive.

As the group passes through customs, they are approached by an older man wearing the uniform common to downport personell, with a name tag designating him as Calbin Voorish, Port Traffic Control and Safety officer. He has a somewhat tense expression on his face as he makes his way over to the group. In accented Anglic, he intro-

duces himself and welcomes everyone to Akadi. After just a minute or two of small talk, he sighs and comes straight to his point. In somewhat stilted fashion, he explains that they were expecting the arrival of an ambassador from Irdonnia almost a week ago aboard her personal yacht. When she didn't arrive, it was assumed that perhaps her ship had developed technical problems and had been delayed.

Over the last three weeks, traffic control has been struggling with several satellite problems, and for much of that time, had been almost completely blind. The parts needed to repair the system arrived on the same ship as the group. During the landing approach, their transport picked up the transponder from the ambassadors ship the *Junyo*. Voorish is concerned, because the Junyo departed for Ekeskho almost a week ago. It is currently not maneuvering and not responding to communications. Normally, one of the Akadi patrol ships would be sent out to investigate, but most of the small fleet is tracking a pirate base in the Kuiper belt.

The port has a 30 ton search and rescue boat available, but the crew is unavailable. Voorish asks if the party would be willing to help check on the *Junyo*, and offers Cr 10,000 in compensation for their time and effort. If pressed, he will go as high as Cr 20,000.

Introduction (with a starship)

Irdonnia makes an excellent jumping off point for the group. If the group is shipping out with any free cargo space, they are contacted by an Irdonnian government official with a lucrative offer - deliver 3 dtons of repair parts to the starport on Akadi as soon as possible, for triple the standard freight rate (Cr 9,000 total). The cargo ships in three standard 1 dton containers.

As the players ship exits jump near Akadis' 100D limit and begins in toward the planet, traffic control requests identification. Once the group properly identifies itself and requests flight path instructions, the controller brings his supervisor on. Over the comm, the supervisor identifies himself as Calbin Voorish, Port Traffic Control and Safety officer. In accented Anglic, he puts forth a formal request for assistance investigating a possibly damaged ship.

Normally, elements of the Akadi customs fleet would handle search and rescue operations, but the majority of the fleet is occupied hunting pirates in the Kuiper belt and unavailable. Voorish also notes that the ship was only recently detected by a landing free trader, due to technical problems with the traffic control satellites that have been on-going for the last three weeks - they have had no working sensors, and spotty communications.

While ships are expected to offer assistance by custom and tradition, if the group presses for payment, Voorish will offer a full load of refined fuel, complete life support recharge, and assistance in finding a lucrative cargo. He also mentions the possibility of salvage rights if pressed further, although salvaging a diplomatic ship may prove very challenging from a legal standpoint. Certainly, the Irdonnian government would be very resistant to such an idea.

Interception

The Junyo lies at the edge of the 100 diameter limit, roughly a million km from the planet. If the players ship arrives at the 100D limit, they may (at the referees discretion) find themselves fairly close to the drifting *Junyo*. Players using the S&R boat and coming from Akadi will need about two hours to intercept the *Junyo* at 6-G. Either way, Voorish will provide a pre-plotted intercept course, details on the transponder code, and the current course and speed of the *Junyo*.

Initial Inspection

Upon rendezvous, sensor scans will give a good preliminary idea of the ships condition. At a range of 50,000 km, visual and active radar/ladar will give enough information to identify the ship as a Prince G'vare-class yacht, massing 100 tons. Thermal and EM scans will show the ship is relatively cold and quiet. The ship is also in a relatively slow tumble and leaking fuel, apparently unable to maneuver.

Closer inspections will reveal more details about the current state of the *Junyo*. At roughly 1000 km, visual and thermal sensors will show enough detail to see the damage to the ship, and reveal that she has obviously been in a fight, and lost. One of the maneuver drive nacelles looks very badly damaged, the hull is holed in at least two other places, and it looks like the bridge has taken a couple of hits as well. Thermal reveals that the power plant is most likely damaged, and operating in standby mode. Most significantly, the escape pod aft of the bridge has obviously been ejected, meaning there is a chance someone aboard escaped.

Getting Aboard

There are two primary means by which the group can board the *Junyo* - docking or crossing in vacc suits. Both are complicated by the complex tumble that Junyo suffers from.

Docking with Junyo (Pilot): 1-6 minutes, Dexterity or Intelligence, Difficult (-2).

Suit crossing (Zero-G): 1-6 minutes, Dexterity, Average (0).

Once attached to the *Junyo*, the group can begin working their way inside the ship. The most obvious entry points are through the cargo bay airlock, the outer turret access panel or the escape pod socket. If the players ship docked with the *Junyo*, it can be easily stabilized and accessed through the cargo bay airlock. In the event the crossing was made in suits, it will take a bit more work to get inside. The yacht is currently without power, so airlock hatches will have to be opened manually.

Manually opening an airlock hatch (Mechanic): 10-60 minutes, Strength or Intelligence, Average (0).

Exploring the Junyo

The interior of the ship is dark, without gravity or life support. Some residual atmosphere remains, but the pressure is low enough that suits are still required. As the group explores the damaged ship, any one of several hazards may be encountered.

Interior fuel leak: Damage to a fuel tank is leaking hydrogen into the living areas of the ship. While the atmospheric pressure is low, there is enough oxygen to cause a flash fire or even explosion in confined areas. If using cutting torches or explosives, roll 2d6. On a 12, an explosion is triggered, causing 2d6 damage within that compartment. If an explosion is triggered, roll 2d6 for each adjoining compartment to see if an explosion occurs there as well. Secondary detonations roll for adjacent compartments as well, unless isolated by a closed hatch or door. This danger can be averted by venting the ship to full vacuum.

Sharp edges: As with any wreck, the chance for a serious suit malfunction or damage exists. A vacc suit roll is required every 15 minutes aboard to prevent accidents, unless some form of armored suit (hostile environment suit, combat armor, or battle-dress) is worn. Failure results in some type of suit damage, depending on the effect of the failure.

Avoid suit damage (Vacc Suit): 1-6 seconds, Dexterity or Intelligence, Routine (+2)

Suit Repair (Vacc Suit): 10-60 seconds, Dexterity or Intelligence, Routine (+2)

Power surge: Even though the power is in standby mode, several systems utilizing large capacitors may still be functional. Some dangling cables may still have power, and produce a rather good jolt (1d6 damage, though vacc suits are somewhat insulated and provide half armor value).

Spot hot wiring (Engineering): 1-6 seconds, Education, Routine (+2).

Booby traps: Depending on the referee, the attackers may have left behind several makeshift traps to hamper recovery efforts. Possibilities can include gas storage tanks rigged to explode, small explosive devices, or other forms of traps. The specifics of these are left to the individual referee, although all outside devices should point to use or manufacture by Ekeskho.

Ship Areas

As the group explores the ship, the descriptions of each compartment contain several additional details. Major clues to what happened aboard the ship are denoted by **bold** letters; items in *italics* are details for the referee that can be used as hooks for future adventures.

The Cargo Hold

Once the airlock hatch is opened, salvagers can see that a firefight took place here - bullet impacts are visible around the main airlock hatch and the hatch leading to the main access corridor, as if several people traded fire between the two for some time. There is also a significant quantity of blood around the corridor hatch, as if someone was wounded in the fight.

The cargo hold itself is mostly empty except for a half dozen suitcases secured by cargo nets to the starboard bulkhead just forward of the equipment lockers. These contain the Ambassadors excess luggage, mostly clothing and personal effects.

The Port Engine Room

The port engine room was hit during the attack and is open to space, the hull peppered by high velocity missile shrapnel. The maneuver drive is completely wrecked, and the power plant and jump drive inoperable without significant repairs. There was also a radiation leak from the power plant, but the hazard has dropped to acceptable levels. The corpse of a middle aged man dead from explosive decompression floats in the forward corner. Wedged in between the main workstation and equipment locker, he wears the standard work jumpsuit common to the Irdonnian government. His insignia reads "Irdonnia Diplomatic Services, Chief Engineer Zuvia".

The Starboard Engine Room

The other engine room is largely undamaged, but the door is wedged half open. The drives within are undamaged, but inoperable without a cold restart of the power plant. The power plant on this side scrambled when the port plant was hit; the system can be brought back to operation with some work. Minimal power, enough for lights, gravity, and life support, can be restored by doing the following:

Decouple secondary plant (Engineering - Power): 1-6 minutes, Education, Routine (+2).

Restart Power Plant (Engineering - Power): 10-60 minutes, Education, Routine (+2).

Switch to local control (Engineering - Life Support): 1-6 minutes, Education, Easy (+4).

Once these three tasks are completed, the power plant will come online, restoring lights, gravity, and atmosphere if the hull is sealed or damaged compartments are isolated. The remaining maneuver drive can be brought online as well, possibly allowing the ship to be limped back to orbit around Akadi. Damage to the hull and second maneuver drive will preclude landing, however.

The Main Access Corridor

The main corridor running the length of the lower deck shows signs of significant combat as well. Several loose pieces of equipment and debris float freely. **One item floating among the debris is an accelerator rifle used by Ekeskhian Marines, and stamped with the Ekeshian seal.**

Port Crew Staterooms

These two staterooms, connected by a shared fresher, are mostly undamaged. Shared by the navigator and gunner, there is little of value in the room beyond personal effects. The larger cabin to aft was occupied by the pilot/navigator, and in the desk there is a data slate. *While most of the information on it is personal and fairly trivial, there is a directory of data labeled "Survey data, Baaish 1045". Within that directory are several seismic surveys of the Caldaran Basin on Baaish that show some kind of possible structures beneath the surface. These are circled, with a single question mark beside each.*

Starboard Crew Staterooms

These were occupied by the engineer and captain of the ship, with the engineer in the smaller stateroom forward and the captain in the larger to aft. The door to the aft cabin is smeared with blood, and inside floats the vacc-suited corpse of an older, gray haired woman. The cause of death is apparent in a pair of wounds to the upper torso that would appear to be from an accelerator rifle. The insignia on her suit reads "Pilot L'Isurin". She still clutches an empty snub pistol in her right hand.

Galley

The small galley forward of the starboard crew cabins is in disarray, with blobs of exploded meal packs floating splattering the walls, vacuum frozen.

It appears that the galley may have been in use when the initial attack happened as many utensils and equipment aren't racked for normal storage.

Laundry

The laundry alcove forward of the port crew cabin is open, but the interior looks as though a bomb exploded in it. Close examination will reveal that an explosion did occur, but the lack of burn marks and fire would indicate that it happened after the ship was already in vacuum. An Irdonnian marine, wearing a boarding vacc suit, is dead inside from a grenade. His helmet is badly damaged, although it looks like the camera unit on the side is functional. **The memory chip is intact, although the data seems corrupted. It has thirty seconds of low quality video, showing his engagement with a half dozen Ekeskhian Marines in their standard gear. The video ends with a grenade being tossed into the laundry alcove where he had taken shelter.**

Port Passenger Stateroom

The port side stateroom forward of the laundry was occupied by a pair of Irdonnian marines tasked as the Ambassadors body guard. Their personal effects are all neatly stowed, with a second bunk installed over the normally single bunk.

Starboard Passenger Stateroom

The stateroom across the hall from the bodyguards belonged to the Ambassadors steward and personal assistant. His personal effects are stowed, and his personal vacc suit is still hanging in the locker. *A stack of papers relating to the trip to Ekeskho are scattered about the room, including an itinerary, travel plans, and dossiers on various members of the Ekeskhian negotiators. One of the dossiers contains information that points to a leading diplomats connections to the Vamtounn, a smuggling ring well known around the Halverdi cluster. It includes enough information to blackmail the diplomat, either for cash or favors from the Vamtounn.*

Library/Lounge

The hatch to the main lounge is badly damaged by gunfire, and warped enough that it would have to be forced open. Many of the interior fixtures are damaged as well. The body of a man in his mid-thirties wearing an emergency vacc suit is wedged beneath the main dining table, his death

caused by multiple bullet wounds. The name on the suit tag reads Killevane. He was the Ambassador's personal steward and assistant.

Turret Access

The access panel from the lounge is still closed, and the turret mechanism inside undamaged. The sandcaster magazine is empty, but the remaining weapons are functional if power can be restored.

The Bridge

The bridge on the upper deck is badly damaged, having taken several hits from a particle beam weapon. Two crewmen are present, both strapped into their workstations without vac suits; the causes of death were very obviously explosive decompression and radiation. The jumpsuit of the man in the pilot's station names him Captain Jarvinn Defresne'; the woman in the port gunnery station bears an identification card in her ship suit that makes her Gunner Alivia Curvant.

The passage leading back to the office and VIP suite bear the marks of a protracted firefight, as does the hatch leading into the suite.

The Office

The hatch to the office is somewhat battered by gunfire, but still functional. The interior of the office is by and large destroyed, having taken a direct hit in the initial barrage. The ship's safe, built into the floor bulkhead, has survived. It remains unlocked, and contains a fair amount of money in various local currencies for ship's expenses, the ship's papers, and an encrypted datachip. *This datachip contains several encryption code sets, relating to both the government and military of Irdonnia. The codes on this chip could be worth a small fortune to intelligence agencies on Ashmeus and Ekeskho. Should its existence be discovered, the Irdonnian government would go to great lengths to recover it as well.*

The VIP Suite

The hatch to the VIP suite is wedged open, badly damaged by gunfire. The suite itself is massively damaged as well, likely by multiple grenade detonations. The hatch to the escape pod is closed and sealed, but the area is still in vacuum due to the hits to the bridge and office. No sign of the missing Ambassador is to be found; it can be safely assumed she managed to make it into the escape pod and eject. The events that followed her flight

are unknown.

The body of her other marine guard lies just inside the doorway, his boarding suit riddled with grenade fragments and bullet wounds. At least three of those wounds are hastily patched, indicating they occurred sometime during the firefight. Near the body is a badly damaged accelerator rifle, several empty magazines, and a magazine pouch with two loaded magazines remaining. It appears he put up a determined fight until he was taken down with grenades or other explosives.

The camera mounted on his helmet is still intact, although non functional due to drained batteries. The data chip contains thirty minutes of video tied into the local comms just after the attack began. It details the confusion among the crew as they fought for their lives, the disabling of the ship, and the defense of the *Junyo* as it was boarded. The video ends with the marine begging the ambassador to get into the escape pod, her ejection, and his frenzied last stand.



MISHIMII'S LAST STAND

From "The Last Flight of the Junyo", by Historian Jakob Sklarr

The port passenger cabin was already dark, the gravity gone as Mishimii checked his accelerator rifle. Private Velewess was struggling into his boarding suit, cursing loudly in the dim emergency light. Mishimii growled "Move your ass, private." as he opened the hatch to the main corridor. Switching on his helmet light, he pushed off out into the corridor, aft toward the hatch up to the bridge and the suite of Ambassador Tavia. Moving with the cold efficiency of long training, he activated his comm. "Bridge, what the hell is going on?"

Captain Defresne' sounded scared, which was a bad sign. A six year combat veteran aboard an Irdonian frigate, Defresne' was unlikely to be rattled easily. "I don't know. We got comms from the *Rising Hope*, an Ekeshian corvette, saying they were our escort due to the recent piracy problems in the Akadi system. Their ID codes checked out, and they fell into formation with us, about a thousand kilometers off our stern. For some reason, they just started shooting at us. That bang you felt was a particle beam blowing the hell out of the port maneuver drive and probably power plant. Aux power and life support are still up, but the drives are offline." There was a rhythmic 'thump' running through the ship every minute or so, and it took Mishimii a moment to figure out what it was - the sandcaster mounted in the ships single turret, providing what cover it could.

Velewess joined the comm circuit finally as Mishimii floated beneath the hatch to the upper deck. "Vel, go check engineering, see how bad we're hit. I'm going to get the Ambassador suited up." he said, pushing the hatch up and swimming through to the upper deck and the aft end of the bridge. Using the zero G rails mounted on the bulkheads and ceiling, Mishimii moved gracefully to the end of the short passage, banging a gloved fist on the Ambassadors door. It opened a moment later, and the face of Madame Ambassador Ginia Tavia shot him a nervous smile. "Corporal" was all she said, motioning him inside. She was already mostly suited, her gloves tucked into the helmet that floated nearby. "How bad is it?" she asked, sliding on her gloves and helmet. As Mishimii checked the suit carefully, he shrugged. "Bad enough. Looks like Ekeskho is ready to declare war on us already."

She shook her head, stray red hairs floating inside the helmet. "That can't be. Most of the settlement rights have already been agreed on, and signing the papers is just a formality. Why go through six months of negotiations, then waste that work attacking the ambassador?" she asked,

The ship shuddered again as fire filled the passage behind Mishimii. The flames were short lived as the distinctive fading whistle of explosive decompression followed the automated alarms. Mishimii held onto a zero G rail until it passed, then glanced at the Ambassador. "Stay here." he said, kicking off and gliding back toward the bridge, pushing aside chunks of debris and wreckage. Defresne' and Curvant were both dead, and the starboard side of the bridge had a half dozen largish holes in it, the edges of the metal still glowing. Muttering curses under his breath, he retreated to the suite, closing the hatch.

"Velewess, report." the corporal called over the comm, glancing at the ambassador and then pointedly at the escape pod hatch. She shook her head.

"L'Isurin and I are just getting the port engineering hatch open. Pretty damaged in there and ... awww, shit, Chief Zuvia is out of it. What was that last bang, we get hit again?" Velewess' voice was getting high and just a bit panicky.

Pilot L'Isurin cut in on the channel. "I think I can get us power back, and maybe get the drive limping along, but I can't get the bridge to respond. Looks like life support is off-line, and the grav plates are going to stay down. The main power feed to them is junked." She paused, then said "Starboard plant is still running and maneuver two is still functional, but I need to decouple power one and reroute a few

things to get us moving again. Give me ten minutes, I'll see what I can do. Velewess, there's a stash of spare parts in the turret access compartment, be a good lad and go fetch me a T-448 coupler and one of those bypass rigs."

Velewess muttered assent and went quiet except for the sound of his breathing. "Killebane, is that you?" he asked, then said "Hey, I found Killebane, he had to get into an emergency suit and the comm in it crapped out. You okay? Good, c'mon and give me a hand." More than likely, the two were communicating by touching their helmets together. "Yeah, that too. Just pull all of that other stuff out here while I run these back to L'Isurin, okay?"

Mishimii and the Ambassador waited in the VIP suite, floating in the darkness as they listened to the work going on in the engineering bay. There was another thud that reverberated through the hull, this one less menacing than the impact on the bridge. Mishimii took a deep breath, his face resigned. It was a sound he was very familiar with, that of a ship mating with an airlock. They were being boarded. "Velewess, L'Isurin, watch your backs. I think we're about to have company." In the VIP suite, the two waited in silence for several minutes. Pilot L'Isurin was the first to speak. "Hey, what the hell are you guys doing? Wait, we're a diplomatic envoy ship and" she said, then grunted in pain. The grunt turned into a scream as the suit mic picked up the whistle of escaping air.

Velewess was swearing, low and non stop. "Sir, they just killed L'Isurin, shot the crap out of her as she was coming out of the cargo hatch. Six of them, looks like, accelerator rifles, dressed like Ekeskhan marines. Engaging." What followed was a long stream of expletives directed at the boarders, broken by Velewess' breathing and rueful laughter. "One dead, one wounded for sure. I..." The transmission cut off sudden, punctuated by another powerful vibration Mishimii felt through the zero G rail.

"Alright, Ambassador, into the pod." the corporal grunted, opening the hatch and eyeing his protectee.

"Not without you." she replied, sliding a magazine into a snub pistol. "It'll take two."

"Like hell it will." the marine growled. "Get in that pod, close the hatch, and get the hell out of here. You know as well as I do it won't take two. There's barely enough room for one in there, and if you're going to get it to the surface of Akadi, you don't need me screwing up the landing."

"I'm not leaving you here to die." she scowled.

Mishimii grabbed her, using his superior zero-g skills to wrestle her into the escape pod despite her protests. "You stay here, you die for sure. And the negotiations go with you. In the pod, you can make for Akadi and have a chance. Get on the ground, find someplace to hide, and then try to make your way home. You might be able to fix this screwed up situation yet, but you can't do it if you die here with me." he finished, tucking a last leg into the hatch and shutting it firmly. He banged twice on the hatch, then spun around so he was floating upside down, using the hatch header for cover as he laid his accelerator rifle over it.

A figure down the short passage stuck his head around the corner, and Mishimii opened fire, his accelerator rifle spitting out small rockets. After just a few feet, each rocket ignited a solid propellant motor, accelerating them to bullet speeds. His fire was returned, the rockets slamming into the bulkhead around the hatch; one passed through the crystaliron and grazed his suit, producing a slow leak. Swearing, growling, and grunting, Mishimii fought like a madman, laying down a steady stream of fire, pausing only to slam home a new magazine. He kept waiting, wondering if the pod had malfunctioned, until finally his prayer was answered - the thump of the explosive charges blowing the pods outer hatch, a second as the pod ejected. He fed in a new magazine, then noticed a pair of small metal objects bouncing through the hatch. The marine paid them no mind, finger on the trigger until they exploded...

Continuing the Adventure...

From here, the adventure can go a variety of directions, depending on what direction the players choose. The most obvious course of action is to assist with the recovery of the *Junyo*, possibly limping the crippled ship back into orbit around Akadi, then start looking for the escape pods emergency beacon and the ambassador. Finding her on Akadi could be difficult if she's gone to ground; asking questions on a planet full of people intent on mind-ing their own business can present a variety of difficulties while looking for someone. If she can be found in time, she may request that the group escort her to Ekeskho to continue the negotiations before full scale war breaks out.

One complication is that, as far as the evidence shows, Ekeskho was behind the attack. Perhaps finding the *Rising Hope* and interrogating some of the crew could shed some light on the actual factors behind the attack. There is a good chance the crew of the *Rising Hope* has already departed the Halverdi Cluster, or is laying low in one of many relatively low population systems in the subsector.

Perhaps the Ambassador herself is an Ashmean agent or turncoat. Her job was to infiltrate the negotiations, make a number of concessions that are obviously damaging to the Irdonnian position. The attack on the *Junyo* was a convenient way to cover up the extraction of a skilled agent without raising suspicion or need of an elaborate cover story.

It is also possible the escape pod never made it to Akadi and was picked up by the ship claiming to be the *Rising Hope*. If the ship's destination can be discovered, a desperate rescue mission could be launched to recover the ambassador. While the ship and crew were mercenaries in the pay of the Ashmean government, it may be they also have ties to the Vamtounn smugglers and Ekeskhian diplomat mentioned in the dossiers from the stewards cabin.

Those same papers could launch the party on a mission to blackmail or leverage that same diplomat, either for their own profit or to assist Irdonnia with the remaining negotiations. Short of outright blackmail, this contact could also provide the group with their own contacts in the Vamtounn, in the hopes of picking up work or finding a reliable fence for hot goods.

Should the group have a more exploratory bent, the mysterious underground structures on Baaish could present a challenge. Baaish is a small desert world, a failed colony suffering from over-population and a lack of resources. It is slowly slipping toward extinction, its people starving. Mounting an expedition to such a world would be worthy of a campaign in itself - unknown structures underground, possibly alien in origin, hostile and desperate low tech natives, and the constant threat of slavers and pirates.

The datachip with the Irdonnian encryption codes presents another hook to jump start an adventure. The group would need to find a buyer from either Ekeskho or Ashmeus, arrange a meeting, and deliver the chip, all while making sure that Irdonnian intelligence doesn't find out about the sale. It could also be that the chip is a fake, planted by Irdonnian intelligence to smoke out traitors and turncoats. This could put the group in hot water with all three factions, ensuring a lively time for all.

The point is, situations in Foreven are almost never what they seem, and sometimes even the simplest jobs can lead to adventures with many subtle layers and shifting currents. Little in Foreven happens without some relation to other events, and sometimes even the smallest events can have an impact that has far reaching implications.

The referee is encouraged to take this nugget of an adventure and tailor it to his or her particular players, giving them the chance to follow their own destinies without railroading them from point a to point b. Even though the players may be small fish in a big pond, their actions can have profound effects on the entire sector.

SAMPLE SUBSECTOR: THE HALVERDI CLUSTER (P)

The Halverdi Cluster was one of the first areas settled by colonists from the Third Imperium, and one of the most active currently. It is composed of 27 systems, and inhabited by roughly 1.168 billion people. The highest tech level is E (14) at Colleda, which is a major shipbuilding world just outside the Cluster. There are a total of four independent, space-faring planets - Colleda, Irdonnia, Ashmeus, and Ekeskho. Six worlds are run by various megacorporations - Halverdi, Burke's Rock, Letkenglen, Asherah, Gaviin's Belt, and Kaltsing.

Compared to a typical subsector within the Spinward Marches, the overall population of the Halverdi Cluster is fairly sparse. Zhodani efforts to drive out Imperials during the Frontier Wars were moderately successful, and it is only within the last century or so that traffic has begun to increase. One of the major driving factors are the development of trade routes to spinward by Imperial megacorporations, especially with the Far Frontiers sector. These trade routes have spurred development of several corporate worlds along the main trade route running from Kaltsing to Liluri and beyond.

Tensions in the Cluster are always on the high side, and are thought to be rising. Two major disputes are currently the source of the problem, both regarding future settlement rights of worlds in the Cluster. The desert world Arlia is claimed by both Irdonnia and Ashmeus; the world of Trambenor is claimed by Irdonnia and Ekeskho. Irdonnia sits in a precarious position, possibly facing a two front war should hostilities break out. The Irdonnian navy is smaller, but enjoys a significant technological advantage over its neighbors.

Hex	World	UPP	T	Trade Codes	Notes
2532	Colleda	A729789-E		Ht Wa	Major shipbuilder.
2537	Liluri	A683378-C		Lo Ht	Joint corporate venture.
2632	Austerin	E100736-6		nAg Va	Vacc world.
2634	Baaish	X1508B9-4	A	nAg Lt Po	Failed colony, starving.
2731	Atropos	C653499-7	A	nIn Po	Possible pirate base.
2736	Shaimke	BAEA599-B		nIn Wa	Irdonnian colony.
2739	Ekeskho	A7487B4-9		In Ga	Minor power, shipyard
2740	Letkenglen	D835513-6		nIn	Corporate mining world.
2833	Kaymeer	E1006A5-8	A	nAg nIn Va	Vacc world, dictatorship.
2834	Woebegotten	X130000-0		Be De	Uninhabited.
2835	Arlia	X160000-0		Be De	Contested world.
2836	Irdonnia	A7827A0-B		Ri	Minor power, shipyard.
2838	Vanstiir	X478830-7		Ga Wa	Water world, colony.
2934	Burke's Rock	D304410-8		Ic nIn Va	Corporate world.
2935	Halverdi	BA9A410-B		nIn Wa	Corporate world.
2937	Khadali Belt	C000525-9		As nIn Va	Asteroid belt.
2938	Akadi	B72A520-A		nIn Wa	Water world.
2940	Kirelvagg	X100000-0		Be Va	Uninhabited.
3034	Ashmeus	A888634-9		nIn Ri Wa Ga	Minor power, shipyard.
3035	Naraka	E8DA589-9		FI nIn Wa	Independent colony.
3037	Trambenor	X546374-7		Lo nIn	Contested world.
3131	Asherah	A95A616-D		nIn Wa Ht	Corporate world.
3134	Gaviins' Belt	C000312-A		As Lo Va	Corporate world.
3135	Mershadam	E000647-8		As nAg nIn Va	Independent colony.
3232	Kaaltsing	D8A8512-8		FI nIn	Corporate world.
3236	Stopover	C256300-C		Lo Ht	Independent colony.
3238	Otsetsi	X3756B8-5			Failed colony.

2532 Colleda

A large water world, Colleda is the home of Khoensaeger Industries, one of the leading shipbuilding firms in the Foreven sector. Popular exports include a dazzling array of seafoods, biochemicals, and the spice Telea.

2537 Liluri

Only recently established, Liluri is home to 3 corporations who have set up support and repair bases around an independent starport. The three rival corporations all use the facility to support trade missions further spinward.

2632 Austerin

A small, low-tech mining world 1 parsec from Colleda, Austerin is inhabited by 31.5 million people. The population lives in 6 city-sized habitats and numerous smaller habitats located close to mining complexes.

2634 Baaish

Sitting between the trade routes to Colleda and Liluri, Baaish was a one-time Imperial colony that is quickly failing. With little water or food production, it is rapidly turning into a humanitarian crisis of daunting proportions.

2731 Atropos

Two parsecs off a main trade route has somewhat isolated Atropos, making it an unusual port of call. The world has been courting outside aid backing in an effort to establish an alternate route through Atropos.

2736 Shaimke

A massive water world near Irdonnia, Shaimke is a colony of that world. Due to the thin, low atmosphere, all of the population lives at or below sea level. Altitudes higher than 300 meters are near vacuum.

2739 Ekeskho

Originally settled by refugees from the Sword Worlds in 384, Ekeskho is developing into a power in the Halverdi Cluster. Though still a lower tech world, Ekeskho is rapidly expanding and is at war with Irdonnia.

2740 Letkenglen

Letkenglen is a large frozen world 1 parsec rimward of Ekeskho. It is owned by Treysta

Industries, a corporation based on Ekeskho. It is currently used as a mining colony on one island and is being surveyed for further colonization.

2833 Kaymeer

Kaymeer is a vacuum world in the Halverdi Cluster. Inhabited by 3.5 million people living in underground habitats, Kaymeer seems constantly wracked by strife, the fractured population almost making a sport of regime change.

2834 Woebegotten

Site of a failed Imperial colony, Woebegotten remains an unsettled world. Despite the thin, frozen atmosphere, both Irdonnia and Ashmeus have begun mapping the system, leading to several political incidents.

2835 Arlia

Arlia is a world prime for colonization, aside from the lack of water. Both Irdonnia and Ashmeus have explored the system for future settlement, although Irdonnia has laid claim to it, increasing hostilities with Ashmeus.

2836 Irdonnia

One of the more influential worlds in the Halverdi Cluster, Irdonnia is a largish hot world ruled by a benevolent dictator. Irdonnia is currently engaged with Ekeskho and Ashmeus over future settlement rights.

2838 Vanstiir

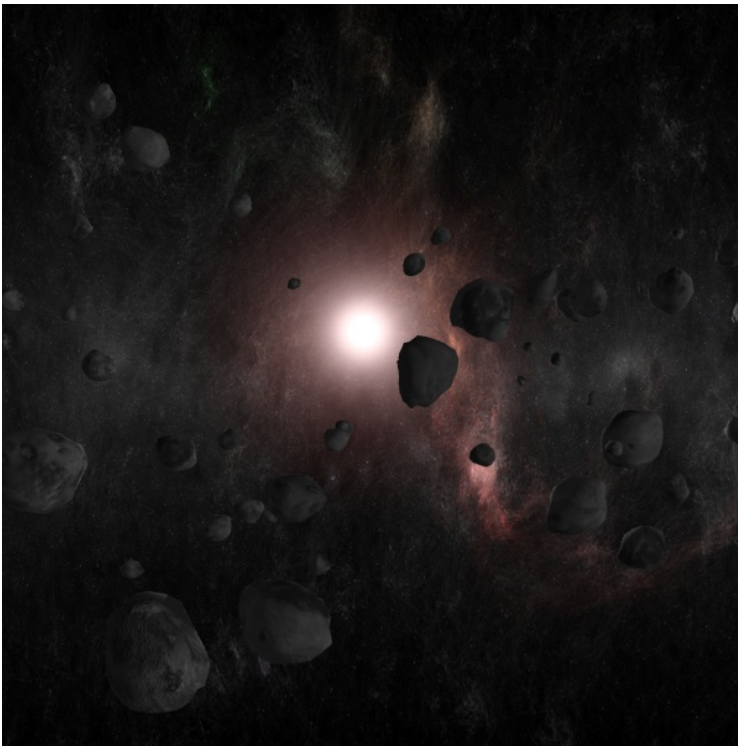
Originally a mining colony for Ekeskho, this largish water world has turned out to be the home of a psionic 'colony organism'. Its discovery has excited xenobiologists in the sector, bringing increased traffic.

2934 Burke's Rock

Owned by Transworld Mining LLC, Burkes Rock is, on the surface, a standard mining operation. Due to its relative isolation, it has extensive 'recreation' facilities for the miners that are open to the public at large.

2935 Halverdi

Namesake of the Halverdi Cluster, Halverdi is now owned by Schauffenburg-Grafton, LLC. Originally colonized in 199, Halverdi is the site of several colonies that have failed over the years, giving it a reputation as cursed.



2937 Khadali Belt

Just one parsec from Irdonnia, the Khadali Belt is home to a large independent mining collective working the main belt. They struggle to remain independent despite constant interference by their neighbors.

2938 Akadi

Akadi is a strategically important system, lying midway between Irdonnia and Ekeskho. A mid-sized water world, Akadi is a relatively low population democracy caught between two larger, richer powers vying for control.

2940 Kirelvagg

A barren system on the rimward border of the subsector, the three airless planets and single gas giant are the only things of interest in the system. Many long range ships use the worlds gas giant as a refueling point.

3034 Ashmeus

The third space-faring power in the Halverdi Cluster, Ashmeus is ruled by an oligarchy of the richest citizens. Though late comers to the expansion in the Cluster, the Ashmeans are proving to be very expansionistic.

3035 Naraka

An independent world one parsec rimward of Ashmeus, Naraka is a small colony world with

roughly half a million people. The dense atmosphere makes life at sea level difficult, so the people live atop the island mountains.

3037 Trambenor

Trambenor is a world hotly contested by the governments of Irdonnia and Ekeskho. Both have established colonies there and both claim ownership. It has the potential to be a very productive ag world with vast resources.

3131 Asherah

Called by some "the gateway to Foreven", Asherah is a large water world close to Raschev. Many corporate lines use it to connect to the Halverdi Cluster. The world is controlled by Vendenor Endeavours, Inc.

3134 Gaviins' Belt

Gavins Belt is a small asteroid settlement at the trailing end of the Halverdi Cluster. It is controlled by Steelhead Enterprises. Most of the population works mining ice in the Kuiper belt to supply fuel to the port.

3135 Mershadam

Off the beaten path, Mershadam has a long standing colony of miners working the main belt. The population swelled in the 800s when several rich strikes were discovered. Lately a variety of problems have plagued the colony.

3232 Kaaltsing

Just across the border from Emape (0133 Spinward Marches), Kaaltsing is the other primary route into the subsector from the Imperium. It is a corporate world owned by InStarSpec, who has a mining facility here.

3236 Stopover

Stopover got its name from the fact that, from the Foreven side of the border, it is an easy Stopover on the way to the interdicted worlds of Andor and Candory. It is also frequently used by Droyne leaving those systems.

3238 Otsetsi

Originally colonized in 387, Otsetsi was once a colony for a group that rejected most technology. The populace continue to live that way, and Otsetsi has become something of a tourist attraction because of it.

REIDAN

HIRION

MARRAKESH

FIVE SISTERS

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Colleda
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Austerin
E100736-5
2633

Baaish
X1508B9-4
2635

Woebegotten
X130000-0
2835

Halverdi
E8DA589-9
2936

Naraka
3036

C256300-C
Stopover
3237

X3759B8-5
Otsetsi
3239

Atropos
C653499-7
2731

Kaymeer
E1006A5-8
2833

D304410-8
Burkes' Rock
2934

Ashmeus
A888634-9
3034

Gaviins' Belt
C000312-A
3135

D8A8512-8
Kaaltsing
3233

Letkenglen
D835513-6
2740

Kirelvagg
X100000-0
2940

Shaimke
BAEA599-D
2737

Irdonnia
A7827A0-B
2837

Vanstiir
X478830-0
2839

Akadi
B72A520-A
2939

Trambenor
X546374-7
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Mershadam
E000647-8
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C000525-9
Khadali Belt
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The map displays a hexagonal grid with the following labels and coordinates:

- Top Row:** 2531, 2731, 2931, 3131, 3231
- Second Row:** 2631, 2831, 3031, 3232
- Third Row:** 2532, 2632, 2832, 3032, 3233
- Fourth Row:** 2533, 2633, 2833, 3033, 3234
- Fifth Row:** 2534, 2734, 2934, 3134, 3235
- Sixth Row:** 2535, 2735, 2935, 3135, 3236
- Seventh Row:** 2536, 2736, 2936, 3136, 3237
- Eighth Row:** 2537, 2737, 2937, 3137, 3238
- Ninth Row:** 2538, 2738, 2938, 3138, 3239
- Tenth Row:** 2539, 2739, 2939, 3139, 3240
- Eleventh Row:** 2540, 2740, 2940, 3140

Key locations and their details:

- Colleda (A729789-E, 2533):** Red hexagon, blue circle, black ring.
- C653499-7 (2731):** Yellow circle, black ring.
- A95A616-D (3131):** Purple hexagon, blue circle, black ring.
- D8A8512-8 (3232):** Blue circle, black ring.
- C000312-A (3134):** White circle, black ring.
- A888634-9 (3034):** Blue hexagon, green circle, black ring.
- A7827A0-B (2836):** Green hexagon, red circle, black ring.
- A7487B4-9 (2739):** Orange hexagon, green circle, black ring.
- D835513-6 (2740):** Yellow circle, black ring.
- Atropos (2732):** White circle, black ring.
- Kaymeer (2834):** White circle, black ring.
- Burkes' Rock (2935):** White circle, black ring.
- Halverdi (2936):** White circle, black ring.
- Naraka (3036):** Blue circle, black ring.
- Trambenor (3038):** Green circle, black ring.
- Kirelvagg (2940):** Yellow circle, black ring.
- Letkenglen (2740):** White circle, black ring.

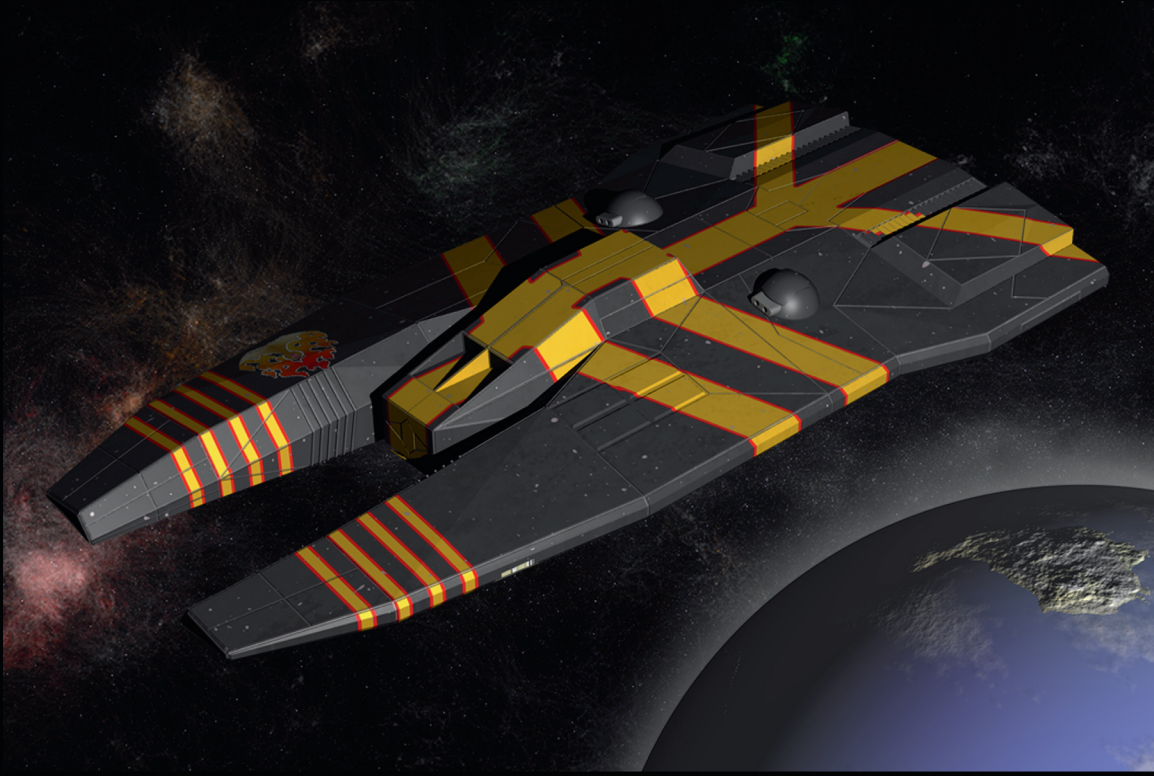
The map displays a hexagonal grid with the following labels and coordinates:

- Top Row:** 2531, 2731, 2931, 3131, 3231
- Row 2:** 2631, 2831, 3031, 3232
- Row 3:** 2532, 2632, 2732, 2832, 2932, 3032, 3132, 3233
- Row 4:** 2533, 2633, 2733, 2833, 2933, 3033, 3133, 3234
- Row 5:** 2534, 2634, 2734, 2834, 2934, 3034, 3134, 3235
- Row 6:** 2535, 2635, 2735, 2835, 2935, 3035, 3135, 3236
- Row 7:** 2536, 2636, 2736, 2836, 2936, 3036, 3136, 3237
- Row 8:** 2537, 2637, 2737, 2837, 2937, 3037, 3137, 3238
- Row 9:** 2538, 2638, 2738, 2838, 2938, 3038, 3138, 3239
- Row 10:** 2539, 2639, 2739, 2839, 2939, 3039, 3139, 3240
- Bottom Row:** 2540, 2740, 2940, 3140

Key locations and celestial bodies include:

- Colleda (2532):** A729789-E, A (blue circle), I (black square), planet icon.
- C653499-7 (2731):** C (white circle), planet icon.
- Atropos (2732):** Planet icon.
- E100736-5 (2632):** E (gray circle), planet icon.
- Austerin (2633):** Planet icon.
- X1508B9-4 (2634):** X (orange circle), planet icon.
- Baaish (2635):** Planet icon.
- E1006A5-8 (2833):** E (gray circle), planet icon.
- Kaymeer (2834):** X (gray circle), planet icon.
- X130000-0 (2835):** X (gray circle), planet icon.
- Woebegotten (2835):** Planet icon.
- Burkes' Rock (2935):** D304410-8 (white circle), planet icon.
- Ashmeus (3034):** A888634-9 (green circle), A (blue circle), I (black square), planet icon.
- Gaviins' Belt (3135):** C000312-A (white circle), planet icon.
- D8A8512-8 (3232):** D8A8512-8 (blue circle), planet icon.
- Kaaltsing (3233):** Planet icon.
- E000647-8 (3136):** E (gray circle), planet icon.
- Mershadam (3136):** Planet icon.
- C256300-C (3237):** C (green circle), planet icon.
- Stopover (3237):** Planet icon.
- A683378-C (2537):** A683378-C (red circle), A (blue circle), I (black square), planet icon.
- Liluri (2538):** Planet icon.
- BAEA599-D (2636):** B (blue circle), planet icon.
- Shaimke (2737):** Planet icon.
- A7827A0-B (2836):** A7827A0-B (red circle), A (blue circle), planet icon.
- Irdonnia (2837):** Planet icon.
- C000525-9 (2937):** C (white circle), planet icon.
- Khadali Belt (2938):** Planet icon.
- X546374-7 (3037):** X (green circle), planet icon.
- Trambenor (3038):** Planet icon.
- B72A520-A (2939):** B (blue circle), planet icon.
- Akadi (2939):** Planet icon.
- X478830-0 (2839):** X (blue circle), planet icon.
- Vanstiir (2839):** Planet icon.
- A7487B4-9 (2739):** A7487B4-9 (green circle), A (blue circle), planet icon.
- Ekeskho (2740):** Planet icon.
- D835513-6 (2740):** D835513-6 (white circle), planet icon.
- Letkenglen (2740):** Planet icon.
- X100000-0 (2940):** X (gray circle), planet icon.
- Kirelvagg (2940):** Planet icon.

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