This trooper can be identified as an elite zero-gee trooper by his 6mm Instellarms TL 13 accelerator rifle. Specifically designed for zero-gee combat, it fires 5 gram bullets at low velocity, hence low recoil; the bullets then accelerate to 800 mps with internal rocket charges.

His combat armor is assembled from parts of at least two suits, as the arms and torso armor are of a different design from the leg armor. On his right hip he carries a reaction pistol attached by a hose to propellant tanks on his waist. This pistol allows him to maneuver across open areas in zero-gee conditions. On his other hip he carries a snub pistol, another standard low-recoil weapon. The orientation of the pistol butt shows that he is right handed, and that he gets more use out of the reaction pistol. Note that he has had to improvise holsters with buckled straps, as his thigh armor strangely has no holster attachment points.

In his bandolier he is carrying extra accelerator rifle clips and snub pistol cylinders.

The Vigilante trooper illustrated here is typical of the varied and individualistic appearance of starmerc ship's troops. The only concession to uniformity is the tactical ID code on his left shoulder, indicating that he is leader of the 1st Squad. The checkerboard pattern above the "taccode" is the adopted pattern of 1st Squad, which adorns much of their equipment.

His armor's color is a personal choice; this trooper clearly believes he has established a fearsome reputation, which the color enhances. This belief is supported by the kill tallies adorning his breastplate. These marks vary by personal preference, and may signify a pirate kill or a successful mission. The symbol on his right shoulder is a variation on the MSS Vigilante insignia. All of these involve early-industrial TL revolvers, "six-shooters", threatening a pirate "Jolly Roger." Another element is the addition of a red star for each pirate vessel destroyed by Vigilante's crew. It is possible to tell how long a crewmember has been with the ship by the number of stars carried on personal insignia. The trooper illustrated has been with "Vigjie" for at least two pirate ship kills.
This Gazelle-class Close Escort, UPS Covenant, is one of six operated by the Unity of Promise for commerce protection. Styled as "frigates," they are numbered and marked F-11 through F-16. She is an early production model which has been retrofitted with the nose and high-visibility bridge of later production variants. She is finished in the green scheme of the former Promise planetary navy, with several large white and blue UP recognition panels added.

The markings on her drop tanks indicate that she is actually carrying the tanks of her sister Pledge (F-14). Another notable feature is that she has given up her standard equipment 30-ton gig in order to operate the sole remaining RF-128-1C Rampart fighter owned by the UP forces.

This 1000-ton Ramrod-class missile boat depicts one of several of these dangerous craft known to be operated by pirates in the trailing portion of Promise Subsector. Its distinctive slab-sided shape betrays its common heritage with the more familiar 400-ton SDB designs. Both of these types have traded interstellar mobility for enhanced combat characteristics, typically heavy armor. This choice can clearly be seen in the Ramrod's hull lines: the thick armor plating cannot be easily formed into exotic curves, nor can it be too frequently pierced for hatches or cabling without compromising its purpose.

She is shown with a Tamagami-class fighter, also known to be operated in some numbers by Promise's corsairs, in a belly-to-belly dock. The crimson paint scheme is typical of the ostentatious "fierce face" schemes popular among pirates in these lawless times.

This former 600-ton Subsidized Liner has been extensively modified into the fighter-carrying Mercenary Star Ship Vigilante. Her striking paint scheme is a deliberate use of the pirate "fierce face" concept: by being clearly recognizable, a ship with a fearsome reputation can bolster its allies' morale and undermine its enemies'. And Vigilante's reputation has grown to the point where that is a valid capability. The pattern does, however, destroy her formerly useful resemblance to a harmless liner.

The scheme also has tactical value. By differentiating the dorsal and ventral surfaces and marking turret arcs of fire with colored bands and chevrons, visual station-keeping by Vigilante's fighters is made easier, even in the heat of combat.

She is shown with her latest field modification, a static discharge probe for use while skimming fuel.
Looking back on it, you can still remember when you changed your mind. Sure they were desperate, but who wasn't anymore? If you let your heart break every time somebody else told you how hard times had become, you'd've been dead a long time ago, trying to save an empire hell-bent on destroying itself.

When you arrived at the Portmaster's office the scene was chaos. Outside the panoramic window you could see the wands of smoke still rising from the starport flightline. One of them was from the maintenance van that had been parked right next to your ship. Lucky for you, unlucky for them. Why the raiders had strafed the port was still anyone's guess, but if they had hoped to hit every operable starship in the port, they blew it. They missed yours.

When the Portmaster turned to face you, you could tell that she hadn't slept much lately. She told you about the raids, and about how the merchant traffic was drying up because of the danger, and about what would happen if their trade got completely cut off. Already, she said, their schools and medical-facilities had closed as the talented personnel needed to run them fled to safer worlds. You kept your eyes focused on a point a few inches above her head, thinking a few times about how you might finish one of her sentences for her. Somewhere in there she must have asked for your help, but you weren't really paying attention. Suddenly there was a crash as a small boy knocked over a stack of documents to mesh to rush to the side of the Portmaster, his mother. He wanted to know if she could come help him fix some thing or another. But that's not what got you. You never were a sucker for domestic scenes.

As she apologized for the interruption she smiled self-consciously. That's when it happened. It was such a small thing, but then so's everything, eventually. When she smiled, you caught a brief glimpse of her teeth and it hit you that there really weren't any doctors or dentists here anymore. Here she was, in charge of a starport, overseeing the maintenance and repair of starships, and her teeth made you think of those people on those tech 1 worlds it used to be quaint to visit. The people that you used to give those trinkets to, and they'd smile those awful little smiles and you'd think how great it was that you never had to worry about living like that. The image you suddenly had of a hollow civilization crumbling in on itself was hard to shake.

You had a knot in your stomach all the long walk back to your ship. You hadn't noticed it before, but now it hit you how shabby the buildings looked. As you walked up the ramp and down the accessway to the bridge you were flipping all the power-up switches, transferring to internal systems. The comforting rising whine that accompanied your actions told you that the repaired fusion core was in good shape. When you stepped through the security hatch to the bridge, you flicked your eyes across the power telltale to see the green columns surging up to standby levels. Your crews' faces were turned toward you.

"We're taking a job."

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Assignment: Vigilante

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**ASSIGNMENT: VIGILANTE**

Assignment: *Vigilante* functions as both a MegaTraveller adventure and a minisourcebook for adventuring in the Diaspora Sector during the Hard Times era. Referees can use Assignment: *Vigilante* to start a new campaign set in the Diaspora Sector, continue a campaign begun in the Hard Times sourcebook, or continue a campaign that has recently moved to Diaspora.

As a minisourcebook, *A:V* presents further UWP data, both pre- and post-Hard Times, which expands on the subsector data that appears in *Hard Times*. With *Hard Times* and this folio, referees will now have subsector data for three-fourths of the trailing edge of the Diaspora Sector.

Of more interest to campaigns not set in Diaspora is the starship information presented here. Not only is there UCP data for seven new starships, spacecrafts and fighters, but the deckplans and expanded description of the *Admiral Berli/Vigilante*-class allow referees to introduce a new ship design that will be of great interest to players. With its ship's troops, fighter and ship-to-ship combat capability, the *Vigilante* design allows a wide variety of PC crew positions. Two ways to fit such a ship into a campaign include allowing the PCs to sign on as crew of a starmerch of the *Vigilante*-class, or to work to neutralize a viking band using a *Vigilante*-class ship. If the PCs succeed in boarding and capturing the ship, they may be able to press it into service as their own. Referees who own *Hard Times* are encouraged to use the starmerch unit generation rules to create a starmerch unit as a campaign framework, and a *Berli/Vigilante*-class ship can be substituted for a result of 2, 3, 11 or 12 on the Ship Types Table.

**REFEREE'S INTRODUCTION**

Assignment: *Vigilante* is set in the Hard Times era, which started at the end of 1124 and runs until the early 1130s. Possession of the *Hard Times* sourcebook is not required for play of this folio, but familiarity with the concepts introduced in that book will certainly enhance play.

The environment of the Imperium has changed forever following the onset of Hard Times. The wholesale destruction of the Rebellion struck at the heart of Imperial society—the trade between its 11,000 worlds. With the gradual destruction of starports and merchant shipping, the ability to move goods from system to system deteriorated. The result was the inability of worlds to maintain their technology levels without specialized imports, and the rapid growth of unemployment as the inability to export goods led to the closing of industries. Worlds that required technological means to maintain livable environments began to find their futures uncertain. Subsectors once familiar to interstellar travellers are now becoming unrecognizable as starports deteriorate, technology recedes, populations decline and, in the face of this, governments and law levels become more insular and draconian.

Such is the state of the Promise Subsector in late 1128 when Assignment: *Vigilante* is set. During play of these adventures or any campaign in this period, players are only allowed to consult the 1121 UWP data presented on page 16. Any information the PCs desire on current conditions must be gained the hard way, by visiting the worlds and finding out for themselves. This reflects the sensation that should characterize this period for the PCs—feeling like strangers in a place that should be familiar.

The first adventure takes the PCs to the derelict Imperial research station in the Sittahr system to salvage urgently needed electronic equipment. The PCs are set upon by pirates who had been trailing them. But when things look bleak, the tide of battle turns as an unknown force enters the battle on the PCs' side. In the battle's aftermath, the PCs learn that their beneficiaries are the starmerches of the mercenary starship *Vigilante*, a group of pirate hunters fairly well-known in the trailing end of the Diaspora Sector. The PCs also learn that the pirates are on the move in a crucial system, and they are asked to join *Vigilante*'s crew for the upcoming operation.

The second adventure takes the group to the Glory system. Here they find the system's last chance for livelihood against a plot to prevent civilized forces from expanding their protection to undefended worlds. If they win, they will have bought at least a little more time for tens of thousands of people. If they lose, the next Long Night will be that much closer.

**Beginning Play**

Assignment: *Vigilante* can be played as the opening adventure of a new campaign set in *Hard Times*-era Diaspora, as a continuation of a campaign conducted with the *Hard Times* sourcebook (either begun there or transferred to that era), or as a continuation of a campaign that has yet to be transferred to the *Hard Times* era.

**New Campaign**: Players should generate characters using Sittahr as their homeworld. With the referee's permission, another homeworld in the Promise Subsector may be chosen instead. Either way, the 1121 UWP is used for character generation effects.

All careers are open, although the Scout, Merchant, Navy and Pirate careers will require the referee to work more closely with the character generation procedure. In the case of the first three, this results from the loss of positions in these professions over the course of the *Hard Times*. The gradual reduction in numbers of serviceable ships results in the characters being placed, out of work, on Sittahr. It is strongly recommended that characters mustering out of these three services with four or fewer terms run one additional term in the Army, Marine, Belter, Law Enforcement, Flyer or Sailor careers to simulate their activities after returning to Sittahr.

Pirate careers will require the referee and player to cooperate on establishing how a pirate character ends up involved in an anti-piracy campaign. Perhaps the character was a privateer operating against invading Solomani forces, or was a pirate operating nearby who has turned away from that former life. In the latter case, the referee may rule that the character has some inside or personal knowledge of pirate operations that will come in handy in the coming adventures. However, care should be exercised that this does not unreasonably skew the adventure.

In all cases, the referee should see that all characters receive at least a small number of space skills. The last intrusive way to do this is by counseling in the choice of cascade skills (see *New Gunslingers* on page 8 for useful abilities to suggest).

**Continuing a Hard Times-era Campaign**: This is a simple transition to make. At the end of *Hard Times*, the PCs have just completed the climactic battle against Indro the Lightless at Shareduu (2609/Khavle Subsector). If they have their own ship, the PCs might be encouraged to head down toward Promise by rumors of one of the few remaining good trade routes. If not, perhaps their contacts at Hortalez & Cle might offer them work on an expedition to rimward to see how far Indro's forces have advanced.

**Transplanting a non-Hard Times-era Campaign**: This is the most difficult course, as referees must either finagle their groups across the Imperium to Diaspora and find a way to turn the clock forward to 1128, or else adapt the Assignment: Vigilante adventures to their existing campaign locales. Possibilities include the PCs being captured and placed in low berths, to awaken in Promise when their captor's ship is itself captured, being pursued by factional forces due to some real or imagined transgression, or having to go to Promise to settle family business involving the inheritance of money, land, or a ship.

**Local Knowledge**: For either of the two previously existing
ADVENTURE BACKGROUND

The PCs begin on Sittahr (3129/Promise). Sittahr is a fortunate world by most standards. With a diameter of 11,080 km, a standard atmosphere, a base mean surface temperature of 15°C and plenty of water, the world is about as hospitable to human life as any world could be. However, more than the simple lack of active resistance by the environment is necessary to sustain an established society. Sittahr's history is replete with the rise and fall of interstellar empires. As a nonindustrial world, it could not meet all the manufacturing needs of its society. But as an agricultural world, it could trade its food surplus to nonagricultural worlds to meet its manufacturing shortfalls.

The loss of trade in Hard Times changed all that. Necessary items—from spare parts to keep agricultural equipment running, to educational items for schools, to basic chemicals for medicines—were no longer available, nor was the specialized production know-how readily available on Sittahr. Sittahr began a gradual slide down the technological ladder to its current position at TL8, and it is expected to slide farther unless the situation can be stabilized. Unfortunately, the growth of piracy in the Diaspora Sector in the past few years is aggravating the already bad situation, causing a flight of the most talented professionals to the safer worlds of the independent polities (such as the Unity of Promise three parsecs core-spinward) and away from the exposed worlds that need them the most.

Sittahr's leadership has calculated that interstellar trade has fallen off 30% in the past year alone, down to 18% of pre-Rebellion levels. There are no longer any merchant ships registered out of Sittahr, all having fled to safer worlds or been destroyed. Sittahr was never large enough for a planetary navy; now each additional pirate attack in the system makes Sittahr more of an unacceptable risk to the dwindling number of merchant ships. Healthcare planet-wide is reaching dangerously low levels as the local pathogens once held in check by imported high-tech pharmaceuticals gain the upper hand.

The decision has been made to stabilize, then reestablish Sittahr's trade position by creating an effective antipirate defense around the planet. Since its vast oceans allow cheap electrolytic fuel refining on Sittahr's surface, gas giant refueling becomes unnecessary, allowing visiting traders to jump from 100 diameters off Sittahr rather than having to venture through the outer system. The first necessary step is an orbital defense and early warning network. As a TL13 agricultural world, Sittahr possessed an extensive system of weather satellites, and most of these are still in repairable condition. The sensors on these satellites can be converted to form the basis of an outward-looking network, using parts scavenged from the former class-C starport. However, what is missing is a sophisticated, high-speed command and control system to rapidly coordinate the sensors, along with a neutrino sensor and a high-penetration densitometer. It is known that such systems were installed in the Imperial research station formerly located in Sittahr's outer system (see page 5). Due to Sittahr's almost complete lack of hard currency, it cannot hire out for this job, but must find a homegrown way to pull itself up by its bootstraps, as it were.

It is the PCs' job, using the world's last repairable spaceship, to recover that equipment.

The Job

The PCs are to travel to Imperial Research Station Gamma, located on one of Hamlet's moons. Here they are to explore the station and discover whether the station's neutrino sensor (0.2 kI, 0.995 tons), high-penetration densitometer (7 kI, 1.5 tons), and sensors central control core (12 kI, 3 tons) are still intact. If this is the case, they are to carefully remove these items and bring them back to Sittahr, where they will be repaired for use there. Electronics, Engineering, Sensors and Computer skills are relevant to these operations.

Taking the Job

For campaigns beginning with Assignment: Vigilante, this part is easy. The PCs already have the job. Since the sensor net project was established six months ago, the population of Sittahr has been canvassed for volunteers, who were then screened and tested for suitability. The PC group is the team that was chosen (this is why space skills were specified on page 3). Their payment for the assignment is free training, plus food and housing for them and their equipment. As for the rewards, they are with their station and their status of hero—the public response to the recruiting for this mission was overwhelming, and the PCs are regarded planet-wide as the people's champions. Their folk hero status is confirmed by the fact that wherever they go, they are unable to pay for food, drinks and lodging, as so many citizens compete for this honor. In any case, the motivating force is civic duty, not financial reward.

The PCs' ship is the Yorick, part of the Sittahr system's old tourist trade. Yorick is a former Type A free trader with its jump drive and jump fuel tankage removed to make room for 2G drives and more passenger and observation lounge space. Yorick served as a tour boat that took 52 passengers at a time out on a pleasant, 10-day trip to view Hamlet's surface and take a short tour of the research station. Although lying derelict at the starport for years, she has been refurbished, and the PC group can conduct familiarization "hops" aboard the ship as part of her shake down, carrying technicians to the former weather satellites to perform the necessary repairs. For purposes of sensors and communications systems, Yorick should be treated as a standard Beowulf-class Type A free trader. She is, however, unarmed.

Transplanted PC Groups Owning a Starship: In the case of a pre-existing campaign, there is no homegrown capability to attempt the salvage mission at the research station. All serviceable ships either have departed to safer areas or have been destroyed in recent pirate raids. Upon arriving at Sittahr, the PCs will be asked to take the job.

Sittahr will not be able to offer payment in hard currency. What the government can offer is free refined fuel, repairs and maintenance for their ship (within the ability of Sittahr's starport) in perpetuity. If the PCs press, Sittahr can additionally offer what is, in effect, the Hard Times equivalent of a subsidized trade route contract. If they agree to operate a trade route between Sittahr and Gorky, Davao, Nysorb and Cosenza, carrying Sittahr's agricultural products and returning with the exchanged goods, the PCs will be allowed to keep, for their own use or for speculative trade, a volume of agricultural goods equal to 5% of their cargo space per trip.

PCs with their own interstellar mobility may not see the value in getting involved with this job and might rather simply jump to another system. This is a danger in the Hard Times era, due to the decreasing level of rewards available in this harsh environment. The prologue on page 2 presents one example of how a PC group might respond sympathetically to the job offer, although some may not wish to. The temptation to use a stick to coerce the PCs to take the job is discussed below, and only referees can make final decisions about the balance of sticks and carrots in their campaigns. However, sticks cannot work indefinitely, and the very nature of the Hard Times framework dictates that PCs will have to get used to accepting less elaborate material compensation.

Moral compensation, on the other hand, is another issue altogether. The optional bad karma rule in Hard Times is one example of a stick that referees can begin using as a carrot, which is to say that player groups that consistently behave in a helpful and sympathetic manner will find that some things begin to get easier for them. This is because surviving governments, merchants and private citizens know the importance of cooperation for mutual
survival. Once the PCs gain a reputation in a subsector for helping out when things are tough, they should gain positive DM on reaction rolls with the "forces of civilization." For example, they might get discounts on routine maintenance, repairs and refined fuel from local worlds, and starmer groups and remaining planetary navies will often provide assistance in combat, or in the form of information or emergency repairs.

Player groups with a bent toward empire building will also find this useful, as their counsel or assistance may be sought by planetary governments, and they may be able to gain positions of political or military leadership among the small independent polities.

On occasion, referees may still wish for means to bring PCs to a point where they do not wish to go. One possible solution to this is another of the crucial details of the Hard Times environment, which is the attention to starship systems and maintenance, specifically the new difficulty in obtaining it (See Hard Times Chapter 5 or Imperial Encyclopedia, page 92). Given the current scarcity of high-quality starports, it is more difficult to obtain refined fuel, and misjumps are therefore more common. A misjump to Sittahr could take place anywhere in the Promise Subsector. It is also likely that the PCs' ship will be overdue for proper maintenance, and certain systems may be functioning erratically. The failure of a crucial system while in the Sittahr system will allow the Sittahr authorities to demand the PCs' services for the required repairs. Or the technicians might remove a crucial jump-drive component which will not be returned until the PCs complete the mission. In either case, the residents of Sittahr will fulfill their part of the bargain quickly and fully, and, in the latter case, with an apology and perhaps even a bonus to compensate for the devilish tactic. The PCs should see that the people of Sittahr are not untrustworthy. Rather, they are simply very serious about their need for assistance.

THE SITTahr SYSTEM

The Sittahr system consists of a KO V primary, its companion, an M3 dwarf in the 12th orbit, and six worlds in orbits 0–6 (orbit 1 is vacant). Sittahr occupies orbit 0; orbit 2 contains an airless rock; and 3 through 5 contain gas giants, often used for refuelling by starships passing through the system without paying a call at Sittahr. Hamlet is in orbit 6.

The system retains a slightly higher density of interstellar gas and dust than usual, presumably left over from Hamlet's evolution, but most of this was blasted away during Hamlet's T Tauri stage. It has been suggested that the system was a pre-existing stable system which passed into an interstellar gas and dust cloud—it was this added mass that pushed Hamlet across the boundary into protostar development—but then the process just as abruptly stopped. The "why" is still an open question.

GETTING TO THE RESEARCH STATION

Sittahr is currently 748 million km from Hamlet, its closest annual approach. One-way travel time at full maneuver (constant acceleration to turn-over at midpoint, followed by constant deceleration) is 152 hours at 1G, 107 at 2G, 88 at 3G, 76 at 4G, 68 at 5G, and 62 at 6G.

Rosencrantz is fairly close to Hamlet and will be easy to locate upon arrival in the area. The PCs have accurate maps which show the station's precise location on the surface.

Rosencrantz is quite tectonically active, and its thin tainted atmosphere carries large quantities of sulfur compounds from the numerous volcanoes that cover the surface. Because of these particulate compounds, which endlessly settle out in heavy layers, Imperial Research Station Gamma was built with a large, enclosed, garage-style landing area for Yorick and other visiting vessels. This prevents the accumulation of damaging deposits of the corrosive sulfur compounds on ships during their stay. The PCs have been strongly advised to use this facility to park their vessel, not only to protect it from the fallout, but also because an orbiting vessel will be more readily observable by pirates.

Upon arriving at the station, the PCs will see that quite a lot of sulfurous ash has drifted over the surface features of the station (including the head of the surface access trunk) and across the entrance to the garage. However, the designers allowed for this eventuality by making the entry tunnel to the garage unusually high and broad, and by placing another entrance within the garage itself. There is ample room for the PCs to maneuver their ship into the shelter. They will note the absence of the base's 50-ton modular cutter, used for maintenance of the orbital sensor arrays (this was taken by the raiders in the 1121 raid; see Inside the Station, page 7).

ENTERING THE STATION

Entry to the station proper is a short walk down the access corridor (see map, page 6) which ends at a standard airlock once controlled by an electronic panel responding to magnetic ID cards or keyed commands. However, the panel has been damaged by gunfire, with several access panels removed to expose the wiring. PCs with Electronics-1 or greater will immediately recognize that the mechanism had been overridden with an electronic tool kit. Such a kit is available aboard the PCs' ship.

To open an electronic airlock without authorization:

**Formidable, Electronics, Computer, 30 seconds.**

Refer: Task Is Routine with an electronic tool kit.

Once the PCs have entered the airlock there are no further barriers to entry, although the airlock controls indicate that the atmosphere within the station is at a pressure of only 0.2 standard atmospheres.

**IMPERIAL RESEARCH STATION GAMMA**

This is one of the smallest scientific sites ever given the title "imperial research station." it is more properly thought of as an observation station, as only data collection, rather than basic research, takes place here. The third of Diaspora's four Imperial research stations (Alpha at Quarry/2933, Beta at St. James' 1521 and Delta at Moncton/2125), Gamma was tasked with the observation of Hamlet, the anomalously gas giant in orbit 6 of Sittahr's KO V primary.

Although it had been identified during the time of the First Imperium as a T Tauri protostar, the aptly named body has refused to behave as expected and continue the process of developing into a full-fledged star. The violent outgassing observed by the Vilani scientists which should have immediately preceded fusion ignition is evidenced by the Herbig-Haro objects near the Sittahr system. Yet Hamlet drew back from the threshold of stellar birth to its current over-large brown dwarf state, apparently deciding "not to be." Still massing some 0.08 solar masses, Hamlet appears to have attained at least a temporary equilibrium between its internal heat pressure and its gravitational collapse, previously thought impossible for a body this size. In fact, its diameter fluctuates rather wildly, indicating that this equilibrium may be quite fragile.

Hamlet was once considered one of the wonders of the Diaspora Sector. Aside from its scientific rarity, it was popular as a tourist attraction. It's constantly changing, violent atmosphere glowed with a stunning variety of light and color, and occasionally exploded forth impressive prominences of hot matter, which made quite an unforgettable sight.

Imperial Research Station Gamma was established on Rosencrantz, one of Hamlet's closer moons, to observe this unique phenomenon for stellar evolution research, as well as to provide advance warning to the inhabitants of Sittahr if Hamlet should appear ready to ignite. The station was thought destroyed in 1121 during a clash between Solomani and Imperial forces because it went off the air immediately after the battle and has remained off ever since. And as Hamlet's orbit currently has it on the opposite side of the system from the station's useful gas giants, there has been little reason to go out and check on its status. Now, however, Sittahr's need to rebuild its early warning capability has made it worth sending a crew to see what might be salvaged.
INSIDE THE STATION

The station's interior temperature is 5°C, not uncomfortable, but the thin atmosphere requires vacc suits to be worn, although the helmets may be cracked open. Any PCs who crack their helmets will be aware of a faint unsettling odor. Gravity is 0.2G.

Interior Details

Except where covered with electronic equipment, the walls are natural rock sprayed with grey-blue plastic sealant. All electronic equipment and electrical cabling is easily accessible via removable metal plates, or beneath nonskid rugs and metal grates. The PCs will notice damage to the station, mostly in the form of bullet holes or laser burn marks.

Control Room: The source of the strange odor will be apparent when the PCs advance into the modest control room and see a man's vacc-suited body slumped over a communications console. Examination reveals bullet holes in the back of the neck and shoulders, and several more holes in the wall consoles, showing that he was killed by a spray of automatic fire from behind. The body has clearly been dead for quite some time, apparent from the desiccated nature of the face, but the thin atmosphere and cold have lead to a result closer to mummification than decay.

Although the control room systems are inoperative (tools and parts nearby show that someone has attempted to repair the system), the other systems in the room appear in fine shape, and their power telltale show that the station's geothermal plant is delivering standby power. Any PC can spot the sensor controls, and those with Sensor Ops or Computer skill can pinpoint the location of the sensor equipment and central control core. However, attempts to use the sensors will fail. Many of the antennae are on orbital platforms which are out of alignment, and the downlink transceivers have been damaged by volcanic ash or otherwise failed. Nonetheless, the control equipment the PCs are to retrieve is all in good repair.

Electronics Bay: Here is the bulk of the equipment the PCs have sent for. Although monitored and controlled from the control room, the sensors themselves, including the backup wide-angle densitometer, are shock-mounted in this "room within a room" to prevent vibrations from knocking the instruments out of adjustment. There is no sign of damage here.

Staff Room: This room shows considerable damage from weapons fire, and there are signs of a large bloodstain on the floor. If the PCs examine the room, they will see notebooks and schematic diagrams for emergency low berths laid out.

Geothermal Tap: The geothermal plant is located a short distance from the station in a nearby hot spot of sufficient temperature to provide power generation for the station's needs. The station was built far enough away from such heat sources to prevent damage from geothermal activity. The illustrated column contains power cabling from the geothermal plant and distributes it to systems within the station.

Fusion Booster Plant: Occasional intensive use of active sensors requires surge capabilities of power generation beyond the geothermal capacity. This plant cannot be run when taking neutrino sensor readings, as its neutrino emissions pollute the data. It draws on LHyd tankage connected to piping in the garage, allowing the tank to be topped off by visiting starships.

There was a firefight in this room, indicated by bullet damage and bloodstains, leading in a trail to the low berths.

Quarters Level: This area supports the eight-person staff of the station, including sleeping, lounge, entertainment and food service spaces. This level was reserved for off-duty pursuits; the staff room on the upper level was used for professional purposes.

One of the sleeping quarters has extensive bloodstains on the bed, with a trail in the carpeted floor to the low berths. The dining area is stacked with several weeks' worth of dirty dishes and empty food containers, and several open low berth tech manuals are scattered about.

Emergency Low Berths: Both low berths are occupied when the PCs enter the base. One contains three bloody, clearly wounded persons (one in pajamas). The life-monitors on this berth indicate that one is dead, but the other two are stabilized at low levels. Attempts to revive them without expert medical attention will likely result in their deaths. The other low berth contains one unwounded man, Tasen Gasili, but unless the PCs make it to this area within 15 minutes, he will revive and leave the area, leaving an obviously recently occupied low berth.

These individuals are the remaining staff of the station, caught by a scorched-earth raid in 1121. They resisted long enough to prevent the raiders from destroying the base before being forced to withdraw along with their retreating forces. The last unwounded staff member, Gasili, helped his wounded comrades (including the station medic) into emergency low berths, hid their two snub pistols in the geothermal column, then tried to repair the communications suite, not realizing there was damage to the surface antennae. Falling that, he modified the other low berth for quick, though dangerous, revivification procedures and programmed the base computer to revive him when the airlock was next used. He then entered hibernation. (The last three staff members were killed while on the surface, clearing commo antennae and transceivers. Their bodies are still there, now under several feet of ash fallout.)

Getting to Work

Removing the equipment is handled with concurrent multiple tasks, one PC per task attempt. Each successful completion indicates that one hour of the appropriate job is completed, against the following totals. The control core requires 20 hours, the densitometer 10 hours and the neutrino sensor five hours.

To remove a component of electronic research equipment:
Routine, Electronics, Computer; Sensor Ops (see below), Absolute. Referee: Computer skill is used for the control core, Sensor Ops for the two sensors. Unskilled attempts allowed only if made as Cautious tasks. Exceptional Success indicates two hours of work are accomplished. Superfluous and Minor mishaps have no effect. Major mishap adds one hour back onto the work remaining. Destroyed indicates that a portion of the system is ruined.

The PCs may be interrupted by Gasili, who will be stalking them, unsure if they are friends or foe. He is armed, having retrieved his snub pistols, which are loaded with HEAP rounds.


Gasili is suffering from revival sickness, a result of reprogramming the low berth to revive him too quickly. His stats reflect 1D hits. He is disoriented and suffers from nervous trembling, and his skin is temporarily gray and wrinkled. All this will make him look frightening if glimpsed lurking in the shadows. Although confused and uncertain about how to deal with the PCs, he is lucid and acting judiciously, under the circumstances. He will act to prevent the PCs from reviving his wounded comrades. He is wearing a respirator and will return to his quarters to get warm clothes. He knows the station well and can use ducting systems to sneak past or hide from intruders. He will listen to reason and can be persuaded to join the PCs.

Rude Interruption

About 20 hours after the PCs' arrival, a pirate-operated Ramrod-class missile boat (page 14) lands at the entrance to the garage and disgorges 20 troopers. With their ship under cover and the station's sensors out of operation, the PCs will be unaware of this until they hear the clatter of the pirates at the airlock.

There are no weapons in the station (except Gasili's). Y'okik's ship's locker contains two autoshotguns, two 7mm rifles, one laser carbine, one 7mm auto rifle and four 9mm autopistols.

The pirates come in shooting. They are addressed in TL12 vacc suits, armed with autoshotguns and 5mm assault rifles. They fire with a skill level of 2. If the PCs have not met Gasili yet, he will fight with them against the pirates, attacking by surprise, then retreating to cover to reappear elsewhere.
ARRIVAL: VIGILANTE

Meanwhile, outside, a Raptor-class lander sets down behind a ridge while Kestrel-class fighters hold down the grounded pirate ship. With over half its crew away with the assault troops, the Ramrod cannot lift off or fight back. Within minutes, troops from the Raptor have used shaped charges to blast through a vulnerable hatchway, and their 13 crew against the Ramrod’s remaining four, quickly take the pirate vessel.

The Cavalry

Moments later, the troops storm into the research station, just as things look bleakest for the PCs. These are Vigilante’s squads 1 and 2. As they fall on the pirates’ rear, the PCs hear, beyond the gunfire, a strident, wailing sound. Any PC who rolls 3D beneath Education recognizes the sound as bagpipes. The PCs notice that the pirates are distracted by the noise to their rear and begin to panic. (Referee: Apply -1 to pirate skills from this point on.)

With the surprise of Vigilante’s troops (stats on page 12), the battle should end quickly. Reasoning that the enemies of the pirates are their friends, they will offer to assist the PCs, particularly with medical help to stabilize wounded PCs until they can be brought to Vigilante’s surgeon. (Medical-4, Dex 9). The PCs cannot return to their ship, as preparations are being made for Vigilante’s landing.

The troops converse freely with the PCs about “Viggy,” as they call her; all PCs rolling 8+ on 2D will have heard of Vigilante, in favorable terms. Viggy had been trailing the pirates, from a distance. The troop-carrying Raptor, with its smaller signature, kept a sensor track of the pirates, and masqueraded information back to the mothership. When the Ramrod set down and deployed troops, the Raptor and its escorting Kestrels went to the attack, while calling in “the big stick.”

Once Vigilante is down, the PCs will be ushered aboard to be debriefed about the pirate attack.

Welcome Aboard

Wounded PCs (plus Gasili) receive immediate medical treatment; the rest are taken to the lower deck mess area to eat. The bulkheads are decorated with photos and unit crests of the crewmembers’ former units, and souvenirs from many victories. The focal point of the display is Vigilante’s “kill board,” spotting red silhouettes of the six pirate ships she has destroyed, and a tally of small skulls—black for pirates killed and white for prisoners. One trooper is painting new skulls onto these tallies, while others argue the decor and history. The rest are taken to Sittahr and their ship returned to them in perfect working order.

The PCs cannot leave the area. “Security,” they are told.

Meet the Skipper

Two hours later, the PCs are taken to the main deck mess area, which has been set up for an interview. They are seated at a table and introduced to Col. Rivera, Lt. Col. Marlene and Lt. Kirsidju, seated at another table facing theirs. Here they are questioned on the events leading to this meeting. Rivera explains that Marlene is psionic and will be checking their thoughts during the questioning to ensure they have no hidden motivations. Marlene will rarely speak during the interview, merely intently watching the PCs, in deep concentration. Armed guards stand behind the PCs.

Marlene is not psionic, but Rivera, Marlene and Kirsidju have developed an effective interrogation technique by introducing that element of uncertainty into the subjects’ minds. Subjects usually respond with visible nervousness if they are hiding something, glance tellingly at each other in attempts to “synchronize their story,” or simply break down and talk all. The interrogators have no reason to suspect the PCs other than simple prudence during these times, and they are mostly interested in gaining any scraps of data the PCs can provide on the pirates’ operations. When the PCs mention their mission for Sittahr, Rivera orders an officer to contact that planet’s government (which takes 42 minutes at this range), to which Rivera and Vigilante are well-known, and confirm the PCs’ identities. After an 84-minute delay, these will be confirmed. As the interview ends, the Vigilante officers’ cool reserve eases, and they warmly welcome the PCs aboard, explaining that they are satisfied with their story but that nowadays one must always be “vigilant.”

GAMBLE AT GORKY

The PCs are told that there are still arrangements to be made before they can leave the moon. They are invited to remain aboard Vigilante, but can return to their ship (which remains blocked into the garage) if they prefer.

New Gunslingers

A few hours later, the PCs are invited to another meeting with Rivera, Marlene and “Piper” Kirsidju. The pirate prisoners (actually members of a more organized type of pirate band known to the starmasses as “vikings”) have revealed an operation about to take place at Gorky, and a counter-operation must be begun immediately.

While the Ramrod was dropped off by jump shuttle to survey Sittahr for a new base, other pirates from the same band moved to Gorky to ambush that world’s small fleet of Roughneck fuel harvesters (page 14). Gorky, poor in natural resources, has invested its small remaining capital in these “wildcatter rigs” to obtain petrochemicals from its system’s gas giants (see Hard Times, Chapter 7; for more information), which will permit its industries to keep turning out the precision, highly specialized zero-G manufactured components on which Gorky had built its trade. These parts are almost useless on Gorky itself; this program is a gamble to gain admission to the UP on the strength of its value as a trading partner. Without the protection of the UP, Gorky is doomed to fall to pirates.

The pirates have been hired by a group from Diaspora’s rimward end, presumably Solomani, to wreck Gorky’s industrial plan by eliminating the wildcatter fleet. This group believes that Gorky’s plan might succeed, and it wishes to forestall any further UP expansion into the area. The wildcatter fleet will arrive at the gas giant in a week for the new “season,” and it will be a vulnerable target, thought of as not worth a pirate attack.

Rivera needs the PCs to join Vigilante’s crew, at least temporarily. They will be paid well (1.5 times the appropriate rate in cash as listed in the Imperial Encyclopedia, page 93, until they are returned to Rosencrantz, normal rates thereafter). He will see that their cargo is taken to Sittahr and their ship returned to them in perfect working order.

A portion of Vigilante’s crew will be left to crew the captured Ramrod to greet following pirate forces as a Trojan horse. (See the Ramrod’s listing for required crew—these will be drawn from Vigilante’s ship’s company, ship’s troops and flight crews. Base this on the positions the PCs will be able to cover). This leaves Viggy shorthanded, and the PCs are needed to fill these roles for Vigilante’s urgent mission to Gorky.

The PCs are offered positions (according to their abilities) as gunners (Viggy’s laser turret), engineers, fighter pilots and gunners, bridge crew and ship’s troops. If several join as ship’s troops, the senior PC will be appointed as squad leader of his fellow PCs, and Vigilante troopers will be added to bring the squad up to eight. By the same token, if three PCs fill the qualifications for a Kestrel or Raptor crew, they can be given command of one for the coming operations.

ONCE MORE UNTO THE BREACH, DEAR FRIENDS

Vigilante procedure calls for refueling immediately upon arrival in-system. This allows her fuel purifier to start “chewing on” the fuel as quickly as possible (this takes just over 2½ days) in order to be ready for quick departure. She is, therefore, ready to go once the PCs have signed aboard. Posse, the re-named Ramrod missile boat, has taken orbit around Hamlet, and her crew has established recognition signals with Vigilante so that neither will be "reverse traders." When Vigilante returns to her base world, Vigilante’s 1G drives require 15 hours to reach 100 diameters from Hamlet, and during this time, the planning for the upcoming operation begins. The first decision to be made is the arrival point at the end of the jump. The choices are two: 100 diameters from Bubu to get in quickly, or a point to intercept and join the wildcatter group on its way to the gas giant.
Gorky System Astrography

Information available to the crew includes the current UWP and the following:

Gorky, in orbit 3 of its G1 V system, is dependent on access to complex hydrocarbons which it obtains from the outer system gas giants in orbits 6 to 8. Once a year, Gorky passes as close as 628 million km to the nearest of these, Bubo, so it has been chosen as the site of the wildcatting operations conducted by Gorky's fleet of six Roughneck-class wildcat rigs (page 14) and their mother ship, a converted Type XT express boat tender (see Hard Times page 81 for standard configuration UCP).

It is here that the pirates ambush the fleet. They will attempt to capture the Roughnecks so that they can profit by converting them to other purposes or selling them, but they will be paid whether they capture or simply destroy them. The pirates have established a base with a handful of prefab modules on Bubo's third moon (airless, with 0.3G) orbiting at 456,000 km. This moon is tidally locked, with one side always facing the gas giant. This is all that Veggie's crew knows, although they can calculate that once in geosynchronous orbit, the mother ship, orbiting at 90,400 km, will come within 365,000 km of the moon each time the moon passes overhead.

The Best-Laid Schemes

Unless the PCs push for another plan (this can be roleplayed or rolled as a difficult confrontation task vs. Rivera and Kirsigdu using Persuasion and Tactics skills), Vigilante will jump to intercept the incoming wildcatting and mingle with them. This will conceal Vigilante's signature until she gets close to Bubo and hides herself in ambush beneath the cloud deck. The Raptor and Kestrel can then be launched from the tender's sensor shadow to hit the moon base from only 365,000 km. Such attacks from within the pirates' perimeter should take them by surprise.

The strike on the moon base will be conducted by the Raptor, escorted by two Kestrels. Their speed and small signatures make detection less likely. The 13 troops aboard the Raptor will include those PCs serving as troops, equipped as Vigilante troopers with laser rifles (page 12), with the senior PC trooper holding the position of on-scene ground commander. The attack must be a careful room-to-room assault rather than a simple strafing; valuable intelligence must not be lost.

Vigilante, holding the other Kestrels in reserve (not all of which will be crewed, depending upon decisions made in New Gunslingers), will meanwhile lurk beneath the tenders while the Roughnecks begin their work.

Gang aft a gale

The pirate base is on side of the moon that faces the gas giant, necessitated by the prefab modules’ power needs. Each is powered by photovoltaic panels, requiring placement on the “bright side” to catch the light reflected off Bubo’s swirling surface. There are two identical modules; one is illustrated on page 6. There is also a Type P corsair grounded beside them. If the starmercs approach from Bubo, there is a 4+ chance on 2D to take the pirates by surprise. If they come in from the open space side, this chance increases to 5+. There are 18 pirates, six each in the modules and ship. If surprised, they will not respond until the PCs or starmercs initiate combat. Then roll 1D per pirate for the number of minutes needed to respond. The ship can lift off once the last pirate crewmember has so responded; those in the modules will don TL12 vac suits and engage with laser rifles.

The PCs have been instructed in the use of shaped charges to blow their way into the modules or starship.

To blow an entry hole in a vacuum module with a shaped charge:
Routine, Vacc Suit, Dexterity, 4 seconds, Hazardous.
Referee: Demolition skill may replace Vacc Suit skill, if possessed.
Task becomes Formidable if attempting to blow the hole in a starship.

If surprise is not obtained, the corsair will lift off and engage the fighters, while working toward the tender's position.

The crew aboard Vigilante, meanwhile, will be waiting for the pirates to arrive. Suddenly, their sensors show an explosion in the tender's cryogenic fuel storage area, and they are asked to come alongside to render assistance. There is a large hole in the tender venting cryogenic fuel, and as Vigilante comes in close to get a better look, several objects dart toward her and clanking is heard through her hull.

The pirates have a fail-safe component to their plan. Twenty-five pirates were smuggled onto the tender at Gorky in storage canisters, waiting to arrive at Bubo before taking over the ship. From that position, they could capture each Roughneck individually as it came alongside to transfer its load, or strike by surprise in case of emergency as they have here. Isolated in their canisters, they were unaware of Vigilante's presence until they took over and were, therefore, unable to warn the moon base. Now, 20 pirates in EVA gear clamber over Vigilante's hull planting shaped charges to blow boarding entrances (use skill level 2 and Dex 8 for the task above).

Because they are at battle stations, all crewmembers are fortunately in their vacci suits with sidearms, but there are no more than eight of Veggie's troopers aboard to meet the threat.

The pirates will only be able to enter Vigilante through holes blown in the top of the jump and main decks or the gooseneck, because other areas have U-Hyd storage beneath them which spews out to prevent entry and which would freeze any person immersed in it. The PC operating the laser turret will have the opportunity to engage the assaulting pirates, although care must be taken not to hit friendly forces who may decide to counterattack from the gooseneck or jump deck airlocks.

With Vigilante busy, the corsair dives into Bubo's atmosphere and begins hunting for the six Roughnecks, although the dense atmosphere provides protection by raising all sensor and weapons fire tasks by one level of difficulty. The PCs' Raptor and Kestrel force should be pacing the corsair, and can pursue the corsair into the cloud deck and maintain sensor contact, or assist Vigilante.

Triumph

Vigilante will not emerge unscathed from this encounter. She will presumably require patches to her fuel tanks and probably replacements to her crew. Patching can be done by the crew with materials stored in the hold over a period of several days, but the danger of being attacked while vulnerable will require constant Kestrel patrols. On the strength of their recent performance, the PCs will earn offers of permanent crew status from Rivera. Whether they accept or not, the next order of business will be to return to Rosencrantz and Sittahr to deliver the electronic equipment (and perhaps Yorick, who is the property of Sittahr) and perhaps return the PCs to their ship. If the PCs offer to join Rivera's Vigilante as operators of their own independent ship, this will have to be worked out with the referee, although Rivera will be favorably inclined to the possibility.

Variations

Depending on the plans that were agreed upon earlier and the players' decisions, a number of variations on the above events can take place. The following time-distance table will assist the referee in tracking the events.

<table>
<thead>
<tr>
<th>PC</th>
<th>Gas Giant</th>
<th>Wildcat Tender</th>
<th>Moon</th>
<th>Cloud Deck</th>
</tr>
</thead>
<tbody>
<tr>
<td>G</td>
<td>(628 km)</td>
<td>(365,000 km)</td>
<td>(13.6 km)</td>
<td>(90,400 km)</td>
</tr>
<tr>
<td>1</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
</tr>
<tr>
<td>2</td>
<td>0.7</td>
<td>0.7</td>
<td>0.7</td>
<td>0.7</td>
</tr>
<tr>
<td>3</td>
<td>1.1</td>
<td>1.1</td>
<td>1.1</td>
<td>1.1</td>
</tr>
<tr>
<td>4</td>
<td>1.5</td>
<td>1.5</td>
<td>1.5</td>
<td>1.5</td>
</tr>
<tr>
<td>5</td>
<td>1.9</td>
<td>1.9</td>
<td>1.9</td>
<td>1.9</td>
</tr>
</tbody>
</table>

Times reflect arrival at zero net vector. To pass through that point at maximum thrust, multiply listed time by 0.7. Listing for 3.45G is the average of Raptor and Kestrel performance; the referee may use this one figure for both, for ease of play.
FURTHER ADVENTURES ABOARD VIGILANTE

The encounters presented above are only the briefest of introductions to Vigilante’s missions in Promise Subsector. Below are guidelines for further campaign activities, including day-to-day starmerc operations.

Starmerc Tickets

The primary source of income for starmerc units like Rivera's Vigilante is hiring on as escort for merchant convoys on dangerous trade routes or providing troops for “dirtside” operations on planetary surfaces. This section presents an abbreviated version of the fuller discussion available in Hard Times.

The starmerc fee for escorting a merchant convoy for one jump (starport departure to starport arrival) is Cr750 per starmerc crewmember plus Cr 30 per kiloliter of cargo held of the escorted merchant vessels. Thus Vigilante’s rate with a full crew of 78 would be Cr 58,500 plus the fee for the escorted cargo capacity. In the example of four Type A free traders, the fee would be 58,500+ (30 x[4x1107])=Cr191,340. Out of this fee come the formidable costs for payroll for Vigilante's crew, plus funds for maintenance, supplies, training, and the replacement and repair of equipment (including Vigilante herself) placed at constant risk in combat. However, as merchants usually use the 100 tons of starmerc per 400 tons of merchant rule, Vigilante's size makes her rather expensive for groups of small ships.

Dirtside missions pay differently, as they are based on the number of troops available, not on the starmerc ship or crew. In the years before the Rebellion, it was considered typical for a merc unit to get at least Cr 12,000 per troop per month. In the Hard Times environment, that kind of money doesn't exist anymore. Payment will only be a fraction of that scale, and is often offered in trade, services or salvage rights to the defeated enemy's equipment.

Recruiting

Casualties among Vigilante's crew or her ship's troops will require the recruiting of replacements. This is an important activity and can be time-consuming, considering the importance of obtaining the right people for the right jobs. It is also quite a promising area for roleplaying, as the PCs will wish to interview some of their NPCs and shipmates to determine their suitability. This presents numerous opportunities for the referee to play the role of the NPC job applicant who seems to have something to hide or who appears to be too good to be true. The PCs can attempt to check into the background of such individuals, creating more chances for adventure.

When recruiting a new crew, the key factors are the world's UWP population digit and the quality of the personnel being sought. Treat personnel quality as falling into four different classes as indicated in the table below (see Referee's Companion, Large-Scale Combat for further discussion of troop quality and morale).

<table>
<thead>
<tr>
<th>Troop Quality</th>
<th>Number of Dice for Applicants</th>
<th>Terms (Age)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recruit</td>
<td>UWP Pop Digit -4 (-5 Space)</td>
<td>0-1 terms (18-22)</td>
</tr>
<tr>
<td>Regular</td>
<td>UWP Pop Digit -6 (-6 Space)</td>
<td>2-3 terms (23-30)</td>
</tr>
<tr>
<td>Veteran</td>
<td>UWP Pop Digit -6 (-7 Space)</td>
<td>4+ terms (34 enh gen)</td>
</tr>
<tr>
<td>Elite</td>
<td>UWP Pop Digit -7 (-7 Space)</td>
<td>4+ terms enhanced gen</td>
</tr>
</tbody>
</table>

DMs (per die rolled): +2 Gov't 7, +3 Law 0, +2 Law 1-2, +1 Law 3-4, -1 Law 7-8, -2 Law 9-11, -1 TL6-8, +2 TL 10-12, +1 TL 13+

(Space only: +1 Starport C, +2 Starport B, +3 Starport A.) DMs also allowed for recruiting; see below.

The Number of Dice for Applicants column indicates the number of six-sided dice thrown for number of applicants per recruiting period. The main number is for ground troops, and the number in parenthesis is for starship crew applicants. Quality classes are rolled separately. Each recruiting period lasts one week, and only one recruiting attempt can be made per month per planet. Recruiting skill allows the PCs to add to each die rolled. For each PC (or Vigilante ship's company NPC with Recruiting-1, add one to the rolls for recruits. For each with Recruiting-2, add one to each die rolled for recruits and regulars. Each with Recruiting-3 adds 1 to each die rolled for all classes, Recruiting-4 adds 2 to each die for all classes, and so on.

The Terms of Service (Age) column is a guide for the referee when generating the applicants responding to the recruiting efforts. The "enhanced generation" notation for Veterans and Elites indicates characters generated by the enhanced mercenary characters procedure (or enhanced Naval, Scout or Merchant Prince characters for space recruits). All others are from the Basic Character Generation Tables for Army, Marine, Law Enforcement and Hunter (or Navy, Scouts, Merchants, Belters, and Pirates for space recruits) characters. In all cases, the referee should allow the PCs to see only the applicants' resumes when interviewing, and not their UPPs or skills.

Pirate Operations in the Promise Subsector

If intending to conduct a long-term campaign in Promise and the surrounding subsectors of Diaspora, the referee should consider obtaining Hard Times. The referee can then use the rules for generating raider bands to populate the campaign area with a balanced "ecosystem" of ripper, corsair and viking bands, each with its own base and "hunting territory." However, the referee can conduct adventures using the guidelines below.

Trade Routes: Pirates operate where there is plunder to be had—more specifically, where there is low-risk plunder to be had. Nothing draws pirates like a trade route active enough to offer regular targets but not so well-used as to be heavily defended. For this reason, pirate activity in Promise is lowest among the six worlds of the Unity of Promise, as these are protected by the UN Navy (Library Data, page 11).

Outside the UP, the heaviest (hence, most lucrative, by pirate and therefore, starmerc standards) traffic runs from Tazmania to Iljwa and Tenmet, from Execute to Exeter and Poznan, between Amoy and the Blight Subsector to spinward, and between Muni and Daaliisa and Lot.

Pirate Bands: From his base at Campobello (2714/Pasdaruu, immediately to coreward of Promise), Indro the Lightless (see Hard Times) has been attempting to topple the Khavie Accordment. But recent reversals have caused him to look rimward to the Promise Subsector, where he has probed into Seagull, Orsk, Tenmet and Asena. Further expansion is only a matter of time.

However, Promise already has its own ambitious raider band, the viking alliance of ex-Col. (Sir) Cymon Milligan, based at Lekhaana and Sligo. This was the group that Vigilante tangled with at Sittahr and Gorky, thwarting initial attempts to expand its influence deeper into Diaspora. This formidable group of two allied bands has two powerful but jump-inecapable Ramrod-class missile boats (a third was captured by Vigilante at Sittahr) which must be ferried from system to system by Milligan's two irreplaceable 600-ton jump shuttles. Additional forces consist of a Type PCSair9seen at Gorky) and two A2 freighters. Milligan is currently torn between expanding rimward toward Sittahr or spinward to Tazmania. Should he learn of Indro's forays, Milligan will fight ferociously to prevent any intrusions onto "his turf."

Milligan's sponsor for the operations at Gorky will continue to be active, through Milligan's forces or other as yet undiscovered agents.
Falling Worlds: These are worlds where a delicate equilibrium has been achieved between the demands of survival and the limited means to maintain it. The people can survive with hard work, but there are few resources for anything else, and anything depends on simple luck.

Unity of Promise (UP): This organization was established in 1125 in response to the need for unified authority in the lawless subsector. The six member worlds hope to push back the surrounding tides of anarchy, and to this end they maintain a credible fleet and retain a large number of starmerch units for eventualities. As an island of Outland surrounded by Wilds areas, the UP is quite a powerhouse by subsector standards; in fact, it is one of the more powerful of Diaspora’s independent polities. However, being the closest of these to the Solomani Frontier is quite a handicap.

Given its cash-poor circumstances, the UP government pays its starmerch contractors in trade when possible, in the form of starship maintenance and repair at Promise’s TL13 yards. Since there are no class-A starports among the UP worlds, new starships in Promi sector come mostly from Remington (1820/Diaspora). The UP fleet consists of six Gazelle-class close escorts, Assurance (F-11), Covenant (F-12), Oath (F-13), Pledge (F-14), Warrant (F-15) and Bond (F-16); six Sentry-class SDBs (one at each UP member world); four armed Type A2 frigates; three Type T patrol cruisers; one armed Type Y yacht; one Type C mercenary cruiser; and a captured Type P corsair. Small craft include a dozen each of Termagant- and Kestrel-class fighters, and 30-some pinnaces, ship’s boats and cutters used for customs and inspection duties. An additional force of seven starmerch vessels, including Vigilante, are kept on reserve status and are frequently hired for missions outside UP territory.

While small, this is a considerable force by post-Rebellion standards.
ABOARD VIGILANTE

A tour of Vigilante's interior is a telling study of the different philosophies of mercantile and military naval architecture. Vigilante began as a Stellar-class subsidized liner, but was left incomplete at Exeter following the collapse of the commercial shipbuilding market in the early 1120s. Although taken in hand once in 1123 for completion as the warship Admiral Berti for the Promise Planetary Navy, lack of funds curtailed this after the installation of some TL13 systems.

By late 1125, it was clear that additional military vessels were necessary to control the rising incidence of piracy in the Promise Subsector. The Exeter shipyards prepared several studies on the refitting of merchant hulls for military service. Among these were two Type M conversion schemes, the Admiral Berti fighter-carrying commerce protection ship and the Angkor Wat, which traded the small craft for greater power and laser armament. These plans were distributed throughout the Diaspora Sector as the Extemporized Mercantile-to-Military Conversion (EMMC) designs. These designs were ideal as templates for the completion of existing incomplete hulls, and Admiral Berti was again taken in hand to be completed as the first EMMC vessel. Although Exeter's locally sustainable tech level was eroding (from 9 to 8.2), the TL13 systems installed during 1123 allowed Berti's completion to TL13 standards.

In 1126, the new Unity of Promise government announced that subsidized completion of EMMC vessels would be offered to starmerc units that would agree to accept mobilization duties in the UP fleet. The first unit to take advantage of this program was Col. Robert Rivera's unit Rivera's Vigilante, which took delivery of Admiral Berti on 217-1127, promptly renaming her Vigilante.

VIGILANTE'S CREW

Vigilante's crew exhibits several clear traits. One is the prevalence of Solomani names in the Diaspora Sector. The others are a result of Hard Times conditions. First, crewmembers have a more heterogeneous mix of skills than was typical of pre-Rebellion individuals. This is a result of the upheavals of the Rebellion and Hard Times, which forced people to adapt to changing situations instead of becoming experts in the more carefully delineated and separated roles of peaceful times.

Second, there are many family ties among the crew. The uncertain and violent nature of the times requires people to travel light and not leave hostages to fortune behind on inadequately defended worlds. When recruiting, Col. Rivera and Lt. Cdr. Marlene take efforts to not split family bonds when work can be found aboard. At the same time, the intimacies of common cause and shared danger cemented by family ties among the crew. This is a result of the upheavals of the Rebellion and Hard Times, which forced people to adapt to changing situations instead of becoming experts in the more carefully delineated and separated roles of peaceful times.

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Bob Rivera is the commanding officer of the Rivera's Vigilantes starmer unit, and captain of Vigilante, although he retains the traditional colonel rank of merc COs. He is well-liked by his crew and is known for his considered intelligence rather than the "hell for leather" reputation coveted by many starmerc captains. He prides himself on his crew's low casualty rate. He is a native of Daalissa, and Vigilante makes numerous patrols there, providing what help it can to the population of that falling world. He is married to Vigilante's navigator, Lisa Marlene.

Rivera maintains close ties to the Unity of Promise government, cemented by Vigilante's frequent operations as an auxiliary member of the UP Navy. He uses this position to continuously press home his belief that the UP should work to expand its influence and protection to rimward and trailing to the undefended worlds of the subsector.


Lt. Cdr. Marlene is Vigilante's navigator and recruiting officer. She has been with the unit since its creation in 1122. She has an interest in antique firearms and Terran "cowboys," it was she who designed the unit's distinctive patch with its antique revolvers threatening a pirate skull.

Marlene is also the ship's chief interrogator. She is a shrewd judge of human nature, and can usually get the information she wants through questioning and observation. However, if circumstances are sufficiently dire, or her contempt for a pirate prisoner sufficiently strong, she can use physical intimidation and coercion.

Col. Rivera is Marlene's husband.


Although of absolutely no Solomani descent, Kirsdig has decided he wants to be Scottish, at least for the begpipes. If the PCs ask, he'll explain, "I have a theory, which is my own. The pipes bug people. Bug the delights out of 'em. But it's a funny thing about the pipes. If you're playing them in your pajamas, you bug the hearer and tougher. But if they're the other guy's pipes, they bug you into screwing up." Thanks to Kirsdig's theory, Vigilante's troopers often go into battle blaring "Scotland the Brave," "Blue Bonnets O' the Border" or "The Siege of Delhi" (Kirsdig's favorite) from portable speakers.

Many times decorated in Imperial service, Kirsdig is rather old for a lieutenant. For ditiradse cadre ops, he uses the rank of Major, a title more appropriate with his age and experience.

Ship's Troops

All ship's troops are identified on their combat armor by tactical codes ("taccodes"), indicated below. The 43 troops are divided into five squads of eight, plus three command personnel (troop leader, assistant troop leader, and two noncommissioned officers, taccodes 01 to 03). The first section (four troops) of each squad is equipped and trained for zero-G combat with accelerator or laser rifles and snub pistols. The remainder are armed with a mix of ACRs and assault rifles. Currently all troops are equipped with combat armor, although with a wide variety of captured, salvaged and scrounged mix of bits and pieces ranging from TL11-14.

Each squad has a squad leader (SL), whose taccodes end in 1, and an assistant SL, whose taccodes end in 5. The five squads are each identified by a colored pattern painted on their armor and equipment in addition to their taccodes, as follows. 1st: Black and white checkboard, taccodes 11-18. 2nd: Blue and green tartan plaid, taccodes 21-28. 3rd: Orange and yellow striped, taccodes 31-38. 4th: Blue and yellow "racing stripe," taccodes 41-48. 5th: Red and white "barber pole" pattern, taccodes 51-58. Vigilante is currently operating understrength, without a fifth squad.

Three members of each squad (SL, ASL and one other) should be treated as having a skill level of 3 in their weapon; all others have 2. All troops have at least Vacc Suit-1. Zero-G section members have Vacc Suit-2 and Zero-G Environment-1, (2 if the SL). Each SL additionally has Tactics-1. Two members of each squad have at least Medical-1, though no more than level 2.

VIGILANTE SYSTEMS AND OPERATIONS

Vigilante's streamlined hull allows her to conduct gas giant refuelling. Although she is capable of take-off and landing within planetary atmospheres, the gooseneck that joins the forward disk to the main hull is considered to be a structural weak spot that would be endangered by too much atmospheric maneuvering. Therefore atmospheric operations are avoided when possible, leaving the landing of troops or attacking of surface targets to the fighters and lander.

Entry Points: Three airlocks allow routine personnel entry and exit. One is on the dorsal surface of the gooseneck, accessed by an elevator, and the other two are at the forward end of the jump deck on either side.

There are three other specialized entrances. Two, on the dorsal
surface, are the matched flight deck doors, illustrated on the outboard bow view in an opening position. When conducting fighter launch and recovery operations, the door is raised to a fully vertical position. Either or both doors can be used for the launch and recovery of Kestrel and Raptor craft, requiring that the main deck be depressurized forward to the gooseneck and aft to the forward engineering bulkhead.

The third specialized entrance, on the ventral surface, is the lowered position of the cargo lift; it is here that Vigilante is loaded and unloaded when she lands on planetary surfaces. Cargo is normally brought aboard by the Raptor and is unloaded to the lift's upper position on the flight deck. The lift can also be extended to its landed position in space, but this requires the depressurization of the cargo hold and flight deck.

**Internal Layout**

The main internal difference between Vigilante as completed and her Stellar-class origins is the rationalization of the Stellar's split-level deck configuration. Rather than having an upper quarters and lower hold deck with an intermediate-level passenger deck wrapped around the two, Vigilante has her fuel storage pushed into the outer wrap-around area so that the upper main deck can be extended laterally to house the fighters. The former hold deck has been rebuilt as a quarters deck to house 50 crew. Because of the tremendous space required by the fighter complement, the bridge and additional quarters have been located in the former passenger lounge in the forward disk.

The accompanying deck plans have been color-coded to allow easier use.

**Control Systems (Yellow):** These comprise the four bridge positions and the four diagnostic and monitoring positions in the engineering spaces. Only two crew are required to operate the ship under routine conditions, usually both in the bridge. However, at battle stations, there are personnel sufficient to man each of the eight consoles. In the bridge are the two bridge crew, one gunner and the CO. The engineer, XO and two remaining command personnel man the engineering systems.

**Weapons Systems (Orange):** Although the ship's weapons can be controlled centrally from the bridge by the two gunners, there are five consoles for local turret control (one each, except only one console for both tail stingers together) alongside each turret. Also located contiguously with each missile and sandcaster turret are magazine spaces for additional missiles and sand cannisters.

The sandcaster turrets are almost never manned; their placement allows optimal dispersion of sand and chafl by computer. The three missile turrets are usually controlled centrally by one gunner from the starboard console of the bridge, while the other gunner operates the laser turret under local control. While there are safety interlocks to prevent the turrets from firing other parts of the ship, the interlocks for the laser turret can be overridden. This is an antihijacking contingency, in keeping with the citadel concept of the forward disk. The turret's arc of fire allows it to fire past the shuttered former bridge dome at the two airlocks on either side of the jump deck, and also directly at the gooseneck airlock. The turret can also fire at anytthing entering or leaving via the flight deck doors. Thus, the only entry to the ship not under the protection of the laser turret are magazine cans.

**Sensors (Purple):** Vigilante's sensors are located in three main locations. The active and passive EMS arrays are installed in a conformal array around the forward disk and in rear-arc scanners on either side of the stinger turret stack aft. The former bridge dome, retained as a dummy, has been transformed into a sensors and communications turret, housing the high-penetration densitometer, and the laser and maser commo systems.

**Life-Support Systems (Light Blue):** Because of the separation of the forward disk and main hull, and the problems of running too many systems through the cramped and vulnerable gooseneck, Vigilante has two independent life-support systems, one each for the disk and main hull. The main hull system operates from ducting behind the outboard bulkheads on either side of the lower deck, and is controlled from the bridge or, alternately, from the main deck engineering compartment. The portion of the system responsible for depressurizing and repressurizing the flight deck, including air compressors and storage tanks, is located on the starboard side aft, by the machine shop.

The disk's life-support system can only be operated from the bridge, as an antihijack precaution. This allows the disk to function as the citadel where the crew can hold out even if the rest of the ship is taken. The life-support systems there include a small auxiliary fusion generator on the starboard side forward. As the disk contains part of the ship's fuel tankage, it can hold out for quite some time.

**Accommodations (Light Brown):** Staterooms in the disk accommodate 28 crewmembers: two bridge crew, both gunners, four command and the 18 fighter crew. The engineering quarters abaft (aft of the flight deck house the engineer and the ship's steward. All 28 of these mess in the main disk galley in the disk forward.

The lower deck contains 13 staterooms (one dual and 12 quad occupancy) which house the 43 ship's troops, six fighter maintenance personnel and the ship's medic, who shares the double compartment across from the sickbay. The lower deck has its own galley which serves the 50 personnel berthed here. The sickbay at the aft end contains four beds, each of which doubles as a low berth.

**Engineering and Drive Systems (Red):** The aft end of the lower deck contains the fuel purifiers and fuel pumps that supply the fusion power plant directly above. The main deck fusion plant supplies the power needs of every system in the ship save the jump drive and supports the twin maneuver units immediately abaft it. The main fusion plant is also connected by a row of three power columns to the jump drive fusion core immediately overhead. This allows the main fusion plant to draw from the fuel lines that feed directly into the jump fusion core from the dorsal spine in the event of damage to the main fuel pumps.

**Fuel (Green):** Fuel tankage is mostly wrapped around the lateral and ventral portions of the main hull, although there is also some tankage stop and beneath the forward disk. The main hull fuel is fed through the pumps on the lower deck aft, and the disk fuel passes through conduits in the dorsal spine.

**Embarked Fighters (Blue):** In order to fit into the cramped flight deck, the Kestrel and Raptor craft have folding atmospheric control surfaces. The wings flick out from slots in the fuselage, and the vertical surfaces—the rudder and wing fences—swing up from their flat folded positions.

**Miscellaneous Facilities (Gray):** The aft end of the lower deck provides 352 cubic meters (26 tons) of cargo space, serviced by a lift which runs up to the flight deck and can extend all the way to the ground when the ship is landed. The lift, when in its up position at the flight deck, creates an airtight seal to isolate the flight deck. When at its two lower positions, lower deck and landed, the fight deck and cargo hold become one continuous compartment for purposes of pressurization.

The armoury, containing all the weapons used by Vigilante’s troop contingent, is just forward of the cargo area, protected by heavy locked doors.

The flight deck, which constitutes most of the main deck, is accessed by two large doors which hinge at the ship's spine. The lift allows cargo to be moved between the cargo hold and the fighters and landers.

The gooseneck between the main hull and the disk houses Vigilante’s EVA (extra-vehicular activity) facility, with an elevator that leads to the dorsal airlock and a closet storing a wide selection of vac suits.

Connecting the main hull to the forward disk is the dorsal spine, running down the centerline, exterior to and above the flight deck. This spine carries power cables and fuel pipes from the engineering spaces aft across the gooseneck and into the disk forward. The equipment packing the spine has made vision through the former dorsal bridge dome impossible, allowing conversion of the dome into a sensors and commo turret.
**SHIPS USED IN THESE ADVENTURES**

**Lanrusa in Roughneck-Class Frontier Fuel Harvester**
- **CraftID:** Roughneck-Class VTOL Frontier Fuel Harvester, Type (2) TP, TL6, MCr103.497
- **Hull:** 1800, Disp=2000, armor=35L, VTOL, Arm-408, Unloaded=2937.9, Loaded=3885.9 (Customary take-off Load=2835)
- **Power:** 3/6, ImplIntCmbt=18Mw, Duration=2/6
- **Loco:** 12/24, HiPerFrtk=1/17,4020Tm, Duration=20Min, Top=1000kph, Cruise=750kph, NOE=n/a
- **Comm:** 2xradio=FarOrb
- **Sensors:** Radar=Regional, Alwthv, Actrv, PassAud, ActvAud, EnvSngr, MagSngr;
  2xRadsncr, ActvObjScan=Rou, ActvObjPin=Rou
- **Off:** None (2 hardpoints)
- **Def:** None
- **Control:** Computer=2bisx3, CPU=Electronicx1700, Envrcn=BascEnv, Bscls, Extlx, 2xAirlock
- **Accom:** Crew=6 (Bridge=1, Eng=1, Fuel=2, Fuel=3), BttyRnds=5, 10 Bunk
- **Other:** Cargo/Fuel Storage tanks=650 Kl, Cargo=25.6 KL

The Roughneck is a low-tech spacecraft of unusual design. Its purpose is to collect complex hydrocarbons from the atmospheres of large gas giants. The Roughneck looks like a squashed sphere. It customarily begins its mission with an empty fuel storage cargo hold, reducing takeoff weight to 2835 tons. Therefore, lift-off acceleration is giant. Speed is of the essence, since the power plant burns the same precious hydrocarbons that do not allow it to use a lift-assisted take-off. The envelope through the same conduit that is later used to replenish and its lift envelope (also called the 'air bag”) is connected. The lift envelope provides 3321 tons of lift—more than enough to support craft or space station, where its cryogenic rocket fuel is stored. This makes the construction unusually useful as the Roughneck descends into the gas giant's atmosphere, it begins to collect hydrogen in its scoops to inflate the envelope. The hydrogen is pumped into the envelope through the same conduit that is later used as the run-off collection funnel to help fill the Roughneck's collection tanks. The lift envelope is useless at these higher altitudes, but becomes increasingly useful as the Roughneck descends into the gas giant's cloud layer where the atmosphere is denser. If full inflation, the lift envelope provides 3321 tons of lift—more than enough to keep the Roughneck from sinking further. At this point, the ship begins moving toward areas where "propane rain" is anticipated. Run-off vents and folds in the top of the lift envelope gather more fuel into the main rocket tanks. Small tenders remove these drop tanks, pump cryogenic fuel into the main rocket tanks and emplace new drop tanks. The tenders then take the full tanks back up to orbit.

The primary danger in a wildcatter's occupation is the need to locate the ship, which can be a risky proposition. Another common source of danger are the titanic lightning storms that occur in the atmospheres of large gas giants; a single bolt can disable the ship and ignite its fuel stocks. The Roughneck utilizes a TL7 VTOL hull and TL7 control components. This makes the construction of each craft a painstaking effort for TL6 worlds, which have to fabricate special, purpose-built architectures for each model.

The statistics for the lift envelope are:
- Inflated Displacement: 20000
- Inflated Volume: 4.05 million kl
- Net Lift: 3321 tons
- Weight: 2025 tons
- Deflated Volume: 25730 kl
- Top Speed: 150kph
- Cruise: 750 kph, NOE=150 kph

**Termagent-Class Fighter**
- **CraftID:** Termagent-Class Fighter, TL11, MCr31.33
- **Hull:** 18/45, Disp=20, Config=4SL, Armor=40E,
- **Loaded:** 454.7, Unloaded=445.0
- **Loco:** 3/6, Fusion=270Mw, Dur=29/67
- **Power:** 3/6, Maneuver=5, Agility=1, Topspeed=1000 kph
- **Comm:** Radio=System, Laser=System, Maser=System
- **Sensors:** EMM, EMS(Act)=FarOrbit, EMS(Pass)=Interplanetary, ActObjScan=Rout, ActObjPin=Rout, PassEnScan=Rout
- **Off:** Hardpoints=1
- **Def:** Batt 1, Bear 1

**Ramrod-Class Missile Boat**
- **CraftID:** Ramrod Missile Boat, TL13, MCr75.5
- **Hull:** 900/2250, Disp=1000, Config=2SL, Armor=40E,
- **Loaded:** 15885, Unloaded=16582
- **Power:** 97/194, Fusion=13050Mw, Dur=34/102
- **Loco:** 1,39305, Maneuver=5, Agility=0, NOE=170 Kph
- **Comm:** Radio=System, Laser=System, Maser=System
- **Sensors:** EMS Actv=FarOrbit, EMS Passive=Interstellar, High Pen Densitometer (100m), Neutrino Sensor (100kw) ActObjScan=Routine, ActObjPin=Routine, PassObjScan=Diff, PassObjPin=Diff, PassEnScan=Routine,
- **Off:** Hardpoints=10
- **Def:** Batt 1, Bear 1

**Sentry-Class System Defense Boat**
- **CraftID:** Sentry-Class SDB, TL11, MCr426
- **Hull:** 360/900, Disp=40, Config=4SL, Armor=52E,
- **Loaded:** 11763, Unloaded=11520
- **Power:** 831/65, Fusion=7425Mw, Duration=29/67
- **Comm:** Radio=System, Laser=System, Maser=System

The Termagent is a long-endurance fighter built by a consortium of the independent contractors on Cumber (0532/Diaspora), although the design also sees widespread use in other sectors. It can be operated by a single crewmember, but usually carries two on long-duration patrol missions. This requires double occupancy accommodations and results in a high sociability rating as a requirement for prospective Termagent crewpersons.

A mainstay of various home defense fleets throughout Solomani space and Imperial frontier regions, these cheap, mass-produced, single-purpose craft are often carried into combat by larger vessels. Pirates, needing greater flexibility, often reduce the missile storage to 300 Kly (BttyRnds=60) and convert the remaining space to accommodations where seven ship's troops are carried (or as many as 14 by "hot bunking").
The Vigilante (originally Admiral Bellti) is a specially modified Type M liner. Though Vigilante's internal arrangement is unique, the Admiral Bellti name has been given to a number of Type M conversions that have been made throughout the Diaspora Sector. As all of these vessels were made individually to the same overall plans, they conform closely to the figures above, but all have variations in internal layout and equipment due to local availability and conditions.

The upgrade to a Model 7 computer reduces the required operating crew to two. The small TL13 fuel purifier indicated is unique to Vigilante, and purifies 229 kI of fuel per hour, or 61.4 hours for the full load. Power allocation is such that the lasers cannot be operated at the same time as the grav plates and the inertial compensator.

The cost given includes the price of the six landers, although Vigilante is equipped with five Kestrel-class fighters and one Raptor-class lander.

**Admiral Bellti-Class Modified Type M (Starmerc)**

**CraftID:** Vigilante, TL13, MG606.8

**Hull:** 540/1350, Disp=606, Config=3L, Armor=40F, Load=1022, Unloaded=3912

**Power:** 14/28, Fusion=1800Mw, Duration=30/90

**Loco:** 1/122, Maneuver=2, 22/44, Jump=3, NOE=40 kph, Cruise=750 kph, Max=1000 kph, Agility=0

**Comm:** Radio-System, Laser-System, Maser-System

**Sensors:** EMS Active(Planetary), EMS Passive(Substellar), Neutrino Sensor (100kW), HighPenDensitometer (100m), ActObjScan=Rout, ActObjPin=Rout, PassObjScan=Diff, PassObjPin=Diff, PassEnScan=Rout, PassEnPin=Diff

**Off:** Hardpoints=6, Missiles=x03, BLaser=x04

**Def:** DM+8, SandCaster=x04

**Control:** Computer=7x3, 2xHeadsUpDisplay

**Accom:** Crew=76, 2 Bridge, 1 Medic, 1 Engineer, 24 Flight, 43 Troops including troop command, 4 Command including CO and XO, 2 Gunner, 1 Steward, Statrooms=60, Env=BacEnv, BacRs, ExtLas, GrvPtls, IntrComp

**Other:** Fuel=2340 kI, Fuel Purifier=90 kI, Cargo=337kI (251), BttyRnds=90, Fuel Scoops, ObjSize=Average, EmLevel= Moderate

The Vigilante (originally Admiral Bellti) is a specially modified Type M liner. Although Vigilante's internal arrangement is unique, the Admiral Bellti name has been given to a number of Type M conversions that have been made throughout the Diaspora Sector. As all of these vessels were made individually to the same overall plans, they conform closely to the figures above, but all have variations in internal layout and equipment due to local availability and conditions.

The upgrade to a Model 7 computer reduces the required operating crew to two. The small TL13 fuel purifier indicated is unique to Vigilante, and purifies 229 kI of fuel per hour, or 61.4 hours for the full load. Power allocation is such that the lasers cannot be operated at the same time as the grav plates and the inertial compensator.

The cost given includes the price of the six landers, although Vigilante is equipped with five Kestrel-class fighters and one Raptor-class lander.

**Raptor-Class Combat Lander (Starmerc Subcraft)**

**CraftID:** Raptor Combat Lander, TL13, MC75.5

**Hull:** 19/48, Disp=20, Config=1AF-turret, Armor=60F, Load=1018.4, Unloaded=1014.4

**Power:** 5/10, Fusion=576Mw, Dur=36hrs

**Loco:** 7/14, StdGrav=4500 kph, Max Speed=3090 kph, Cruise=2317 kph, NOE=170 kph, MaxAccel=3.4G, Agility=0

**Comm:** Radio-System, Laser-System, Maser-System

**Sensors:** EMM, EMS Active(Planetary), EMS Jammer(Planetary), EMS Passive(Substellar), LowPen Densitometer(50m), Neutrino Sensor(100kW), ActObjScan=Diff, ActObjPin=Diff, PassObjScan=Diff, PassObjPin=Diff, PassEnScan=Rout, PassEnPin=Diff

**Off:** Hardpoints=1, Missiles=x03

**Def:** DM+4, Defense Targeting for Laser

**Control:** Comp=3x3, Hololink=40

**Accom:** Crew=3, Commander, Gunner, Pilot, Seats=Roomy=x3, Bunks=2, Env=BacEnv, BacRs, ExtLas, GrvPtls, IntrComp

**Other:** Fuel=27 kI, ObjSize=Avg, EmLevel= Moderate

The Raptor is another IDP design, essentially an enlarged Kestrel, which serves as a multifunction vehicle. Capable of performing as a space or atmospheric fighter, it is also equipped to land a squad of 12 infantrymen. Endurance was sacrificed to provide the other desired operating features. The Raptor carries a space-rated triple missile turret, as well as a remote-operated, 100Mw pulse laser in a belly turret.
Promise Subsector (L/Diaspora Sector) as of 001-1121

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Alg (Allegiance): Li: Lucan’s Imperium So: Solomani Confederation. Sp (Special Indicator): RsG: Diaspora Sector’s Imperial Research Station Gamma Muni: Muni owns this world Prom: Promise owns this world.

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**Roughneck-Class**

**Frontier Fuel Harvester**

- Lift Envelope Deployed
- Collection Run-off Funnel
- Support/Control Cables
- Collection Channels
- Top View Lift Envelope

- Collection Scoops
- Removable Petrochemical Tanks (3)
- Cable Attachment Track Cover (shown in closed position)
- (Side View)
- (Front View)
IN THE WAKE of the Rebellion, chaos rules over the once proud Imperium. Bands of corsairs stalk the spaceways, crippling the trade that had linked over 11,000 worlds. Without some force to permit the safe passage of trade, interstellar society cannot help but collapse.

Even in these dark times, people can still be found to shoulder the burdens of civilization. Among these are the crew of the starship Vigilante. A fighter-carrying mercenary ship, its dedicated crew of starmercs specializes in the eradication of pirate forces wherever they may be found.

Live the excitement of life aboard the Vigilante, battling pirates around the threatened worlds of the Diaspora Sector, infiltrating the ranks of deadly raiders, or fighting to the death inside a massive gas giant.

ASSIGNMENT: VIGILANTE

Two tense scenarios pull the players into the struggle for the spacelanes of Promise Subsector. First, a search-and-retrieval job turns deadly, then the future of a small world requires an inside job to thwart an elaborate pirate plot.

Included in the Assignment: Vigilante Campaign Folio are:
- Full-color two-page deck plans of the starship Vigilante
- Detailed color diagram of Starmerc trooper equipment
- Full-color starship recognition chart
- 16-page campaign booklet containing background information to join the adventures into a full campaign set in the Promise Subsector of Diaspora. Features seven new MegaTraveller ship designs and up-to-date UWP information for Promise Subsector.