THE THIRD MILLENIUM

SOURCEBOOK

RICK DEMIL STUDIO

A dreadful cold war reigns throughout the Third Quadrant of the galaxy Andromak; in the shadows, small groups of missionaries, secretly mandated by the Emperor NotoRiuss, were formed to fight the evil DARK FORCE.

The heavy losses caused by the Battle of Sierra only weakened the Millenian Empire, even though the Dark Army retreated. The evil prince Hillerr now applies to smother the flame of the Millenian Empire and his secret forces have redoubled their efforts to find and annihilate the imperial missionaries.

Somewhere in the Third Quadrant, brave people are preparing for a merciless fight, a shadowy war, against the formidable power of the Dark Force. Even though they are well equipped, these servants of the Good are ridiculously a few, face to the innumerable and relentless

Dark agents.

Only their courage and determination will ensure the advent of the New Era and his messiah, ...

... the one we call ...

Design & development of the universe,
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TABLE OF CONTENTS

THE THIRD MILLENIUM, TTM logo, Millenian Empire, Dark Force, Andromak, LLodas, Universal Great Creator, Orlesia, Omega, Hillerr, Vandalis, Kalaguerr, Stellar Amazon, Plasmasaber, Carrius, Barthelima, Antarius, Tyrania, Gynesia, Cingulum, Calcinera, Tablinea, Frombola, Irona, Hosta, Androgunes, Homocanin, Seniorhott, Silimen, Cavasorix, Millenium Order, Notoriuss, the sentence « In a small galaxy, in another space-time ...", and all brands, logos, sites, names, creatures, species, badges / symbols / logos of species, vehicles, weapons, unities, characters, products, illustrations & pictures from the TTM universe are protected by international copyright laws.
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This document can only be used in the space opera roleplaying game "THE THIRD MILLENIUM".

Introduction

Galaxy Andromak

For more than nineteen centuries of light, the Millenian Empire prospered under the rule of innumerable emperors. For hundreds of generations, the wise priests of the Millennium Order (MO: pronounced *mo*) peacefully administered the peoples of this stellar empire. It was the epoch of a utopia in which good reigned supreme and where the Millenium Gall-Ham, succeeding the no less wise Tark-Ham, spread the just laws of the Great Universal Creator. It was also the time of the wide colonization of the new imperium within the system Omega.

Unfortunately, even in this age of purity and wisdom, there were unscrupulous individuals eager for wealth, power, and dominion. It was then, inexplicably, that a breach – the Anomaly – tore apart the space-time of the small protogalaxy and the forces of Evil invaded the peripheral regions of Omega. Soon, the Obscure Powers took control of characters badly bad to make their first followers. Slowly, seditious corpuscles were organized and began to destabilize the government of the planet Sierra.

The Priest HillHermann, one of the most powerful members of the MO, was the first to surrender his soul to the Obscure Powers and join the Cortex of Darkness. With his new power, he began to build his own dark empire around a paramilitary institution: the Dark Force.

With the help of his friend, the Priest VaderHann, he hunted down and converted the most powerful millenian members of Sierra. The Sirri Senate was corrupt; it is even said that the governor UkeRann would be tied up and bound under the yoke of Darkness ...

Thanks to the brilliant actions of many traitors, the Priest HillHermann, now the obscure Prince Hillerr, was quickly able to build a real war fleet, most of whose spaceships had been “stolen” from the Empire's forces and outrageously rearranged. At the dawn of the 990th year of the second millennium, the 5th Fleet of Imperium Omega had to face Prince Hillerr's armada.

The Imperial Fleet had lost more than fifty percent of its strength, while on Sierra the first evacuations of the civilian populations to Omega's space-time gates had already been organized. It was then the 5th Wing Special Escort, under the command of a certain TomaxBrenn, suddenly changed his tactics of combat and carried out a suicidal offensive towards the center of the Armada of Darkness. In a short time, the F-14 Falcor escortships decimated enemy starfighters, including the first CR-117 Cobra of the Dark Wing, an elite of the personal squadron of warlord Vaderr. In less than an hour the enemy fleet, reduced to a simple combat flotilla, surrendered and Hillerr had to resign himself to ordering the retreat. For him, this bitter defeat was to leave the Millenian Empire on its end, but would serve its next purpose.

The Mercenary mentor TomaxBrenn, along with his teammates, were brought in triumph. Today, these “Battle of Sierra” heroes are part of the 1st Special Escort Wing, made up mostly of new XC-5 Contumax escortships.

But the deceit of Prince Hillerr only strengthened his desire to annihilate the glittering light of the Millenian Empire. Emperor NotoRiuss knew this well and so he decided to form groups of Missionaries whose main task was to infiltrate the various networks of the Dark Force and rot the fruit of evil in his heart. These special recruits now knew how precious their talents were in the eyes of the Imperial Senate, and that the fate of the Third Stellar Quadrant, or even the galaxy as a whole, was in their hands.

If they failed one after the other, and if Omega's imperium was crushed, the last spark of the Light would be extinguished with them ...

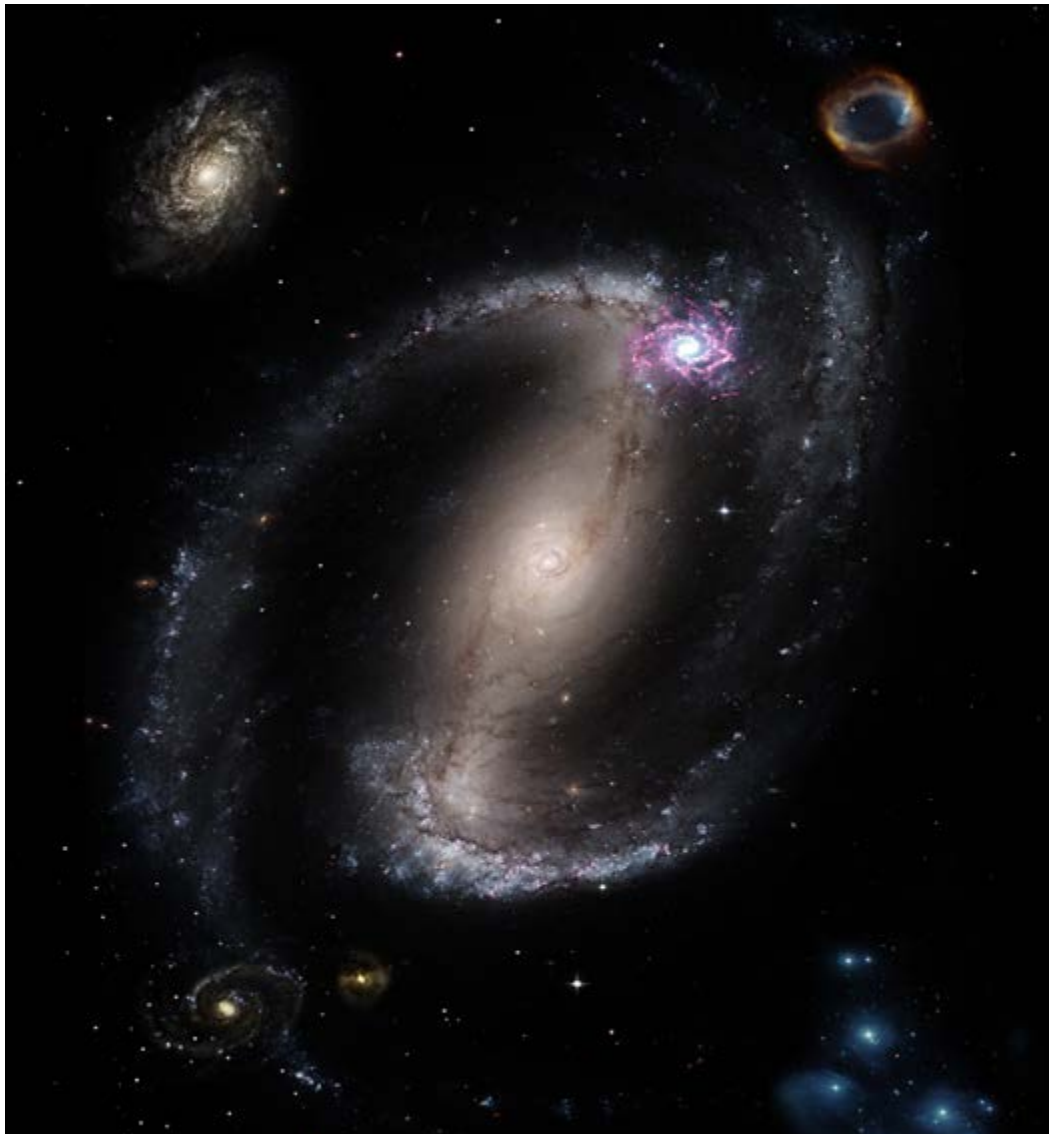
LTM : sourcebook

The universe of the Andromak's Third Quadrant is well diversified and detailed. Intelligent creatures, spaceships, droids, land and air vehicles, sophisticated weapons, heroes and villains are beside in this space opera saga; and this until the advent of the Third Millennium. **LTM: sourcebook** is there to detail the most important elements of this galactic universe.

This book, full of illustrations, describes the universe of **THE THIRD MILLENNIUM** as it appears right after the *Battle of Sierra*, around the middle of the 990s of the second millennium (990-2). Omega's imperium is partially corrupted by Evil while Stellar Governor UkeRann attempts to reconstruct his practically decimated combat flotilla. His relations with the Emperor NotoRiuss are somewhat tense because he is suspected of high treason against the Millenian Empire. It is therefore useless to specify that the majority of the missions carried out by the Imperial Missionaries will have for theater of operation the star system Omega.

For game masters (GMs) who use this book as a supplement to the **TTM** roleplaying game, that is, the rulebook, the specific information about the rulebook – such as attributes, skills and all other code-dice – are enclosed in square brackets [] for convenience.

LTM: sourcebook is full of descriptions, explanations, infographic images, diagrams and plans. vessels, weapons, equipment, people and creatures are all at the rendezvous.



Spacecraft systems

Humans were the first to have wanted to leave the confinement of their homeworld, Barthelima, to explore the rest of the star system Orlesia. The achievement of this dream constituted the greatest progress of the Millenian Empire. It is this dream which has allowed the survival of Humans, as well as their growth. Although the sublight flight was quickly discovered by the imperial engineers and allowed them to explore the system Orlesia, the development of the hyperdrive technology was the first step that made possible the expansion of this stellar empire. Today, space travel is part of everyday life. And what initially seemed surprisingly new and fascinating – if not magical – now seems to be routine. Few people – apart from the primitive tribes of the planets colonized by the Millenian Empire – still ask questions about ionic propulsion, sensors, trips through space-time gates, or lifesupport systems for spacecraft. Thus, the unity of the Millenian Empire depends on these “banalities”.

Without the ion cyclotronic technology, travel between two planets would take days or even years. With the advent of the ionic hyperdrive, the trips have gone beyond system Orlesia to the old sun Vega.

At the dawn of the second millennium (imperial calendar), the first human space travelers were plunged into cryogenic hibernation, to join the new system to explore: Omega. In this way, they did not have to face the years of deep trouble that entailed interstellar travel. With the development of space-time gates in the middle of the same millennium, the need for cryogenic hibernation would fall into disuse.

But it was not only ionic propulsion that opened the galaxy wilde; other inventions were also needed to improve the safety of astronauts. Without sensors equiping the smallest spacecraft, sublight speed travel would be too risky and, even more, travel in hyperspace would be suicidal. The development of the imperial industrial economy would not have been possible without the advanced sensors that made it possible to explore the third galactic quadrant and discover large quantities of raw materials that could be exploited quickly.

Lifesupport systems that allow astronauts to live in space are no less essential. When one moves into the sidereal void, one is confronted with an environment that is totally hostile to all life forms, except for the most primitive ones. Fortunately, today's lifesupport systems are so reliable and efficient that travelers rarely consider the consequences of a failure of one of them.

In final analysis, however, it can be said that the **TTM** frame is held in place by the laws of advanced technology and totally different from that used on Earth.

Cyclotrons

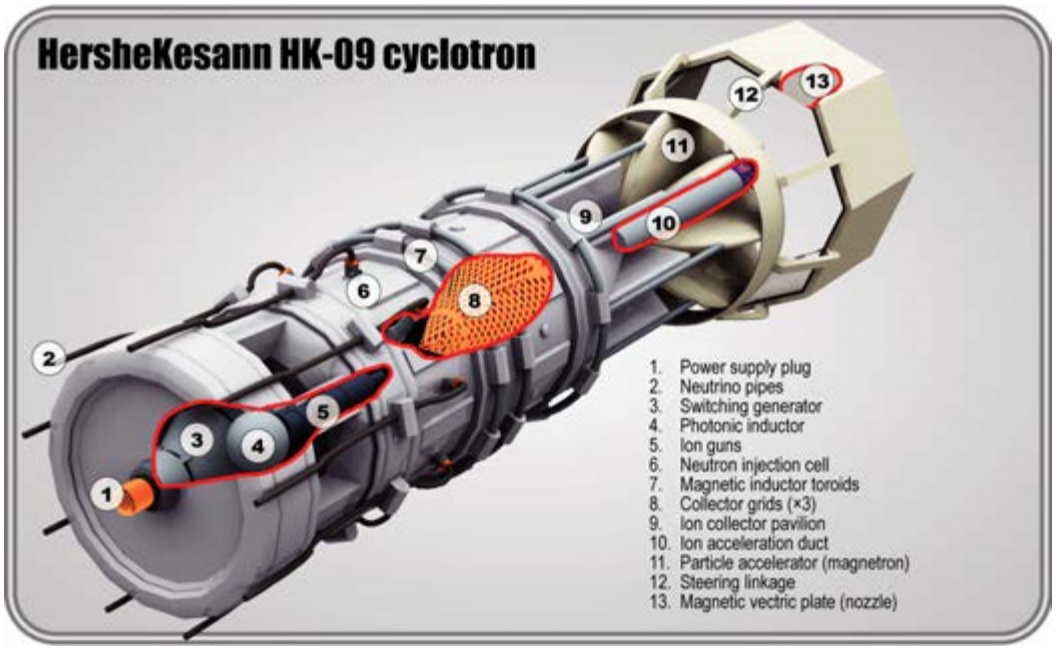
Ionic propulsion is one of the miracles of imperial scientific progress. Cyclotrons, acting as powerful particle accelerators, project spacecraft at speeds close to the light. These sublight propellers allow the spacecraft to move in normal space with dizzying acceleration. These thrusters have existed for a long time and have definitely replaced the nuclear reactors of the early millenium era. The ionic reactor, or *cyclotron*, of the engineer HersheKesann equips today all the spaceships of the Millenian Empire.

A cyclotron is a reactor that produces its propulsion force by projecting ions charged with pure energy at very high speed towards the rear of the spacecraft.

In a cyclotron, the fuel is not burned but ionized by photon guns. The ions thus released pass through a series of concentric grids heavily loaded with pure energy, an ionic collector and finally a magnetic field particle accelerator. These ions then undergo a great acceleration. The acceleration force of the ions causes a reaction force in the opposite direction: it is the propulsive force of the cyclotron.

It is the cosmic particles of stars that are used as “fuel”. These particles – also called neutrinos – are recovered in space by special panels called cosmic sensors. The energy needed for the ionization of the fuel and the acceleration of the released ions is obtained thanks to these same panels which also capture the stars pure energy. The energy is thus stored in batteries for the general power supply of the

spacecraft. This system allows the spacecraft to draw indefinitely into the cosmic flow of space to recover the fuel they need.



In the atmosphere, the cosmic particles are simply replaced by the atmospheric particles collected by air inlets and sent to the cyclotron after purification. Energy is always recovered by cosmic sensors that also act as solar collectors. On the other hand, the efficiency of the atmospheric particles is lower, resulting in reduced speeds.

At the exit of the particle accelerator, a magnetic nozzle directs the ion flux to change direction. Cyclotrons are therefore vector-driven reactors, very practical in space and very common in atmospheric flight.

The flexibility of use of the HersheKesann cyclotron (HK) makes this type of reactor is used by all spacecraft at different scales. A standard version of this thruster, the most widespread, is thus used in starfighters. Large spacecraft and cruisers are equipped with real ionic power plants allowing them to move easily in space despite their large tonnage.

As the use of ionic thrusters is widespread in the Millenian Empire, astrotechnicians are familiar with the “HK” and it is not difficult to find a repairer in case of failure. It is just as easy to find spare parts for starfighter or shuttle cyclotrons. On the other hand, in the case of large spacecraft, it may be necessary to find these same parts only in specialized stores. As it has no moving parts (except the plates of the magnetic nozzle), however, the cyclotron rarely breaks down. Nevertheless, to operate at full capacity, its intake cells and energy guns must be periodically adjusted and synchronized. If this maintenance is neglected too long, the cyclotron can lose its effectiveness or even be permanently out of service.

In basic version, the cyclotron **HK** allows the spacecraft to evolve in normal space at speeds lower than the light. On the other hand, its flexibility of use allows it to be used as well in the space as in any type of known atmosphere today (except liquid environment).

The ionic flux coming out of a cyclotron disperses rapidly and its ionized particles disintegrate after their progressive energy discharge. However, it is still dangerous to be right behind a cyclotron in full thrust because its ionic flux – characterized by a cone of bluish light – crosses anybody and can cause serious lesions in the organic tissues; like carcinogenic degenerations. Conservative astrotechnicians use special suits to protect themselves from this type of radiation.

HYPERDRIVE

Ionic hyper-reactors are modified **HK** cyclotrons. The latter are equipped with plasma breeders, a gas raised to a very high temperature. The plasma is injected into the ionization chamber and mixes with neutrinos to create highly energetic molecules. These ionized particules can acquire a thousand times higher kinetic energy. This results in a greater reaction thrust. Cyclotrons equipped with hyper-spatial breeder reactors have a different structure so that the ionization chamber supports the heat released by the plasma. A standard cyclotron fitted to a breeder

reactor has a lifetime divided by two, due to the thermal erosion of ion grids caused by plasma.

When the cyclotron breeder reactors are activated, an energy circuit of deviation is engaged in the spacecraft to ensure a sufficient and stable supply. Thus propelled, the spacecraft reaches the lightspeed and then passes what is called the “bar” of hyperspace, dimension of space-time that is automatically accessed at this speed. The theory and realities of hyperspace travel are understood by only a few astroscientists, and even they admit that certain details still elude them, especially at speeds beyond the light.

Some elements are however clearly established. Thus, hyperspace is “nested” in normal space: each point of normal space is associated with a single point of hyperspace, and adjacent points in normal space are also associated with hyperspace. In other words, if we move to the “North” in normal space, we also move to the “North” in hyperspace. In this fourth dimension, a “shadow” is associated with each object of the normal space. That is, there is a star (or any stellar body) in hyperspace, in the same place as in normal space. This represents a certain danger for those traveling in hyperdrive.

This is the reason why space navigation is so important and that is why Navocomputors are compulsorily installed aboard ships equipped with hyperdrive cyclotrons. To prevent a device traveling in hyperspace from colliding with a planet or a star, careful calculations must be made. If you do not have updated cosmographic records or a functioning Navocomputor, you really have to be desperate – or unconscious – to attempt a hyperspace “jump” under such conditions.

Nevertheless, any regulatory ship of the Millenian Empire capable of traveling in lightspeed, thus in hyperspace, is equipped with a Navocomputor with updated databanks. In addition, both colonized systems are very well indexed and performing a hyperspace jump under such conditions is relatively easy and without any notorious dangers.

The interstellar cruisers have on board powerful Navocomputors capable of calculating any jump. They keep in memory the hyperspace coordinates of almost all the space sectors and stellar bodies listed by the Millenian Empire within the known Third Quadrant.

But even with sophisticated space navigation instruments, mistakes are not uncommon. The Third Quadrant has hundreds of stars and thousands of unexplored planets (not to mention asteroids and other “wandering bodies”). Moreover, space is not immutable, and what was a safe trajectory a few months ago, can now be blocked by stellar bodies. The scientific authorities of the Millenian Empire consider moreover that the location of more than 70 % of the stellar bodies of the Third Galactic Quadrant are unknown to them! It will be understood in these conditions that even the most powerful and sophisticated Navocomputors, handled by the most experienced navigators, can not calculate hyperspace flight plans outside the known solar systems, without the slightest error.

However, interplanetary space is essentially composed of void. Hundreds of jumps are made daily, and few people fail.

Armament and Shield

Since the advent of evil forces in galaxy Andromak, there are other dangers inherent in space travel, as well as the natural phenomena already mentioned. From now on, Spacejackers and Dark Force Smugglers (see the **Rule Book**) are lurking along spaceways, especially in the corrupt Imperium Omega. The defensive armament of the Millenian Empire has therefore experienced an evolution directly proportionate to the threat, as well as the design of offensive weapons.

The most common offensive and defensive weapons of the Empire and Drak Force Armories are presented further. The names and descriptions provided are those usually used by the Imperial Fleet and the Army of Darkness.

TURBOLASERS

Turbolasers are plasma laser cannons that can be of varying powers. Some are derived from models used by ground units (which usually means that they have

been equipped with a sophisticated aiming system as an attack sensor). Others are specific versions intended solely for military spacecraft. The spectrogram below shows how to identify a type of laser according to the color of its light ray.

The Turbolasers which equip starfighters and turrets of most warships are in fact embedded versions of the famous **Broninn 2L55** laser cannon which is normally equipped with the Imperial Troops infantry. They are able to shoot fast, but tend to overheat. The laser beam emitted by a Turbolaser of this type is yellow, which means that its power is around 30,000 tronics (76,200 watts: see the table in the chapter **Elementary physics**).

The **TL**-type Turbolasers that equip escorts and combat shuttles have a lower firing rate and require a relatively large energy amount. This is why these Turbolasers are equipped with energy sequencers to optimally manage the firing and cooling phases of lasers. In addition, these weapons are connected to energy cells that effectively provide their power without affecting the batteries of the ship. **TL** Turbolasers usually emit a laser beam whose light spectrum is that of the green wave, which means that their power is between 36,000 and 42,000 tronics.

Heavy **GTL**-type Turbolasers – more commonly known as Megalasers – that equip cruisers, require enormous energy amounts to pass through the armor of large military aircraft, or to penetrate the defenses of a space base. This is why the Megalasers, which are actually nuclear fission plants emitting high-density incandescent plasma, are equipped with independent energy cells and special capacitors, intended to supply and accumulate the energy required for emission of a very powerful laser discharge. Since energy accumulation takes a long time, **GTL** Megalasers usually have a much lower firing rate than standard Turbolasers, but they are much more powerful. The blue color of the light spectrum emitted by the energy of this weapons indicates that its power easily exceeds 480,000 tronics, and beyond ...

ION CANNON

When a captain wishes to paralyze an enemy, rather than destroy it directly, he resorts to ionic weapons. Ionized energy particles, similar to those emitted by cyclotrons, if they are fired with sufficient power, can indeed produce terrible ravages on the photonic systems and flight controls of spacecraft. These weapons are mainly used against large-scale warships, which must first be destroyed by the powerful energy shielding before being finished with conventional weapons. Pirate ships have ionic weapons to capture Imperial spacecraft without damaging their structure.

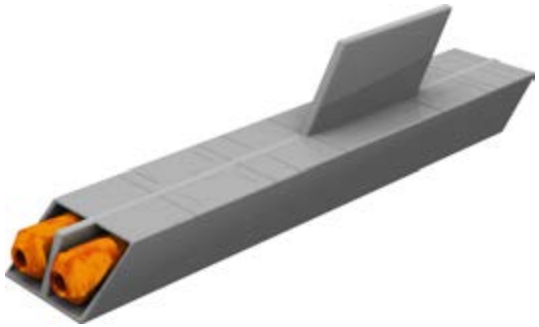
SPECIAL RULES

A ship that has undergone fire of this type of weapon must succeed in a Hull Point [HP] roll or be totally inoperative until a Repair roll is made. Ionization is possible only on the same size spacecraft category or a lower level. Thus, a space shuttle with an ion weapon can paralyze another shuttle but not a sloop. On the other hand, a sloop can ionise another sloop as well as a shuttle ... The ionized spacecraft drifts in space and can not do anything anymore. The lifesupport systems are also down ...

PROTON HOWITZERS

Proton shell guns have recently been developed by the Dark Force engineers and they alone, for the moment, hold the manufacturing secrets. The proton howitzer is a weapon that fires plasma balls that, on impact, release big destructive proton

energy. The proton howitzer currently equips the infamous Cobra starfighters of the Fleet of Darkness.



SPECIAL RULES

In game terms, the damage caused by proton shells is similar to missile damage. Thus, the damage code-dice is to be removed directly from the Hull Points and Shield Points.

NUCLEIC MISSILES

Nucleic missiles are self-propelled projectiles by a Microtron (miniature cyclotron) whose warhead is armed with an antimatter charge. The body of the missile is full of sensors to ensure its trajectory towards its target previously designated by the spacecraft launcher. The nucleic warhead is intended to explode close to the target in order to cause maximum damage, passing the energy shielding thereof.

Within the Imperial Fleet, there are mainly two kinds of nucleic missiles: the anti-fighter **MAC-10** and the anti-cruiser **MAC-50**.

SPECIAL RULES

By their antimatter nature, missile warheads are nucleic explosives regulated in the Rule book. Thus, the damage of a nucleic missile affects both the Hull and the Shield of the target, without the score of the dice being reduced by the latter code. To launch a missile, simply designate the target and roll the damage. A missile automatically hits its target. This is why a missile has no code of [ACCUrate].

SPACE MINES

Space mines are autonomous military charges dropped from starfighters or low tonnage war spaceships whose mission is reconnaissance in enemy area.

Dark Fleet escortships and Amazon starfighters use nucleic charge mines. Once released, the mine wanders in the space void. Its detection sensors, connected to the detonators of the antimatter charge, are then put into action. Any stellar object entering a radius of 30 meters detonates the mine. This archaic weapon has some sensors limited in quality and therefore does not know the difference between an asteroid and a combat spacecraft. But this space mine has the advantage of being cheap and therefore exists in very large quantities within the Dark Force market.

The Millenian Empire, meanwhile, left the nucleic mines in disuse, for the design of a new generation of space mines. Indeed, recently, Imperial engineers have developed a magnetic field mine whose principle of its “charge” is the repulsion-attraction of destructive metal shrapnels. This revolutionary weapon consists of a photomagnetic core whose heart houses a tactical computer. Full hyper-sophisticated sensors, the magnetic mine is able to detect and identify any spacecraft passing in its detection field (radius: 1 kilometer) thanks to its **SIC** (Signal-Identification Code: a radio signal automatic emitted by a spaceship and which informs, among other things, whether it is friend or foe). All imperial spaceships are thus protected from these mines by sending them their identity; which blocks the mechanism of the magnetic detonator. Any device that does not emit a “friendly” SIC and passes into the action field of the magnetic mine (radius: 100 meters [SHORT RANGE]) is riddled with metal fragments made of a crystallized tantalium alloy. Energy shield is totally ineffective against this type of aggression, the hull, which is covered only with a thin sheet of metal, is really torn by the “explosion” of the mine. Immediately afterwards, the deadly fragments return to gravitate around the magnetic core and the mine is still operational.

The photomagnetic mines, which are considered perpetual weapons, endow the Contumax escortships within the Imperial Fleet.

SPECIAL RULES

In game terms, the damage caused by a spatial (nucleic or photomagnetic) mine is similar to a missile damage. Thus, the score of the code-die of the weapon is to be withdrawn directly to the Hull Points of the target, as well as to its Shield Points.

MAGNETOLASER

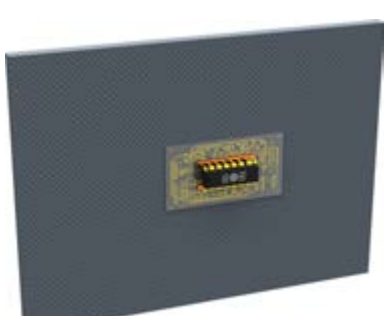
Magnetolasers or tractor beams, which were originally commercial use handling instruments have recently become very effective weapons. Today, military Magnetolasers are mostly used by the Dark Force's warships and are powerful enough to stop and capture the spacecraft in flight.

The power of a Magnetolaser depends on the size of the energy generator that powers it. That is to say that the bigger the ship, the more effective is its tractor beam. However, some technical towing shuttles, which are used to recover wrecks of all sizes, are equipped with extremely powerful Magnetolasers.

The Doctrine of the Dark Force headquarters want Magnetolasers to be used to immobilize enemy ships, to allow more accurate shots. Nevertheless, it is extremely difficult to “lock” a tractor beam on a high-speed target, and a small spacecraft can free itself from its grip if it manages to get out of range [Escape under Piloting].

ENERGY SHIELD

Shield of the Empire Forces spacecraft, as well as most of those of the Dark Force, is energetic [SP]. Energy absorption / dispersion plates cover almost the entire hull and protect it from all laser weapons. But this type of shielding proves ineffective against a nucleic explosion or stellar particles (asteroids, meteorites, etc ...).



Recently, the Dark Force has reportedly developed particle shields protecting against all types of weapons, as well as space debris; but must be disconnected so that the ship can make its own shots, or drop and dock other spacecraft. Nevertheless, the common armor of all spacecraft flying in space is the hull itself, of which the metal used, tantalium (see chapter **Elementary physics**), is extremely hard, resistant and light, thus protecting against shocks caused by stellar debris encountered on space routes.

Sensors

The term “sensors” refers to all kinds of complex instruments capable of detecting and analyzing various things: energy, radio and photomagnetic emissions, sounds, movements, vibrations, heat, pressure, chemicals ... And even other sensors. In fact, anything that increases an individual's ability to obtain information about their environment – from Holosensors to photomagnetic flux detectors, to topographic scanners and radars – is a sensor.

Although the majority of the Imperial Fleet's spacecraft used sensors only for defensive and peaceful purposes – navigation, collision avoidance, search and exploitation – the advent of Darkness and the resurgence of attacks against the interests of the Millenian Empire, have forced the staff of the Forces equipping them with new detection and attack sensors or to modify those they had to adapt them to combat conditions.

The detection of spacecraft is the most important function – and so far – military sensors. The warship's armament is so powerful that the first shot often decides the winner of a combat. To find the opponent, we must use sensors which detect ionic and photomagnetic energies, gravitational disturbances, movements, radio waves, refraction and many more.

Many sensors analyze a wide variety of information provided by various detectors. Others, on the other hand, are limited to particular types of energies or objects. The effective range of the sensors (specified in the characteristics of the spacecraft presented in this document) varies from a few hundred meters to thousands of kilometers. Specialty models usually have the longest ranges. For reasons of

arrangement, and because of the limitations of their Computors, starfighters generally have to be satisfied with multifunctional sensors, while larger spacecraft have many specialized sensors.

Although this seems to give a big advantage to large spaceships, things are not so simple. Big devices are larger targets: they radiate more energy, reflect more light and cause very large gravitational disturbances.

COMMON TYPES OF MILITARY SENSORS

There are hundreds of different sensors. Some are naturally more efficient than others, but none are perfect, and even the best sensors may not detect what they should, or perceive a “ghost” image that does not correspond to anything real. Solar radiation, cosmic clouds, asteroid fields, and gravitational wells can cause interference or even the normal operation of sensors. Obviously, deliberate interference can also reduce their vigilance somewhat.

Here is a non-exhaustive list of the most commonly used sensor types in the Imperial Fleet and the Dark Force.

Opto-photonic receiver (OPR)

These are the simplest sensors. They combine information provided by advanced optical sensors with common light, ultraviolet (UV) and infrared (IR), to form composite and holographic images. Most sighting devices with which Turbolasers are equipped use **OPR**.

Spectral transceivers (ST)

They are often called “universal sensors” because they use various detectors to find all kinds of objects, energies and waves. They are not exceptionally sensitive. Their effectiveness depends in fact on the size of their receptors; their dish antenna must be large to make accurate or long-range detections. Most civil spacecraft are equipped with **ST** only.

Energy receivers (ER)

These sensors detect any photomagnetic emission occurring in their range of action, be it transmissions, navigation beacons, cyclotrons, laser firing, etc. The effectiveness of **ER** depends essentially on their operator's skill, whether it is a crew member or a Computor. Indeed, as they detect all energy emissions, it is essential to distinguish between important information and those that have no interest. Thus, a bad operator will be able to confuse an isolated cosmic radiation with a brief foe signal, whereas an expert will be able to spot through a fog of parasites the trace of a spacecraft progressing with discretion. **ER** are the main passive detection instruments used by military vessels.

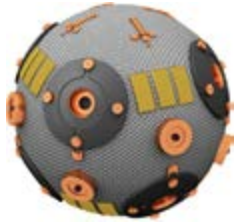
Crystals gravitational field scanner (CGFS)

These expensive sensors use natural crystal cells to detect gravitational field fluctuations. **CGFS** of good quality can record and identify such fluctuations within a radius of several thousand kilometers. The operation of the **CGFS** can be jammed by the presence of a big mass. Thus, for example, a sensor of this type will detect an adjacent asteroid very well, but can not locate a spacecraft in orbit on the hidden surface.

Hyperspace signal interceptors (HSI)

These sensors detect the hyperspace fluctuations. When a spacecraft enters or leaves this dimension space-time, the local hyperspace field undergoes a disturbance commensurate with its size and light speed. Devices equipped with **HSI** nearby, can then detect this disturbance. These instruments, however, are not

able to determine the origin or destination of a spacecraft, but they can instead locate a point of entry or exit of hyperspace. In addition to locating devices that enter or leave hyperspace, **HSI** can also capture hyperspace radio wave (HRW) transmissions. These last ones constitute one of the best kept secrets of the Dark Force. They make it possible to transmit messages at exceeding light speeds by causing slight fluctuations in the hyperspace energy field. **HSI** can detect, and sometimes even interpret, broadband radio transmissions (decoding these messages is however another story ...)



Bioenergy indicators (BI)

This is not, strictly speaking, “sensors”. **BI** is a complex software which analyzes the data provided by other sensors to determine the potential presence of a bioenergy life form (the majority of living things in the Andromak galaxy) and, if so, to clarify its nature. Thus, for example, a **TS** sensor will detect aboard a spacecraft the presence of mobile energy sources weighing 70 kilograms evolving in an atmosphere containing trioxin, and that the gravity on board the aircraft is 1 per compared to normal one (Barthelima). A **BI** software can then analyze these data and deduce that the ship is probably Humans home. The effectiveness of the **BI** of a spacecraft always depends on the sensitivity of its sensors and the power of its Computor.

SENSOR COUNTERMEASURES

Jamming sensors

Jamming is the most commonly used sensor countermeasure (SCM) in the Imperial Fleet. Powerful generators can spill a flood of parasites and random signals over vast areas of space, to frenzy and “blind” foe sensors. The disadvantage with this technique is that if the spacecraft which performs the jamming can hide behind it, it signals at the same time its approximate position to all those who are in neighborhood. In addition, a **SCM** jamming affects everyone, friends as well as foes.

Sensor decoys

A spacecraft can deceive the foe's sensors by dropping “drones”, small autonomous droids, that emit the same signals as a large aircraft. Only exceptionally sensitive sensors can make the difference between a good decoy and a real spaceship.

Sensor furtivity

By intentionally reducing all its emissions, a spacecraft can always decrease in large proportions the risks of being spotted. The first and best technique to avoid being discovered is often to stop the cyclotrons and let them drift. A device that drifts using its energy batteries is much less likely to be detected but, obviously, it is impossible for it to work very long. At one point or another, he will have to restart its cyclotrons so as not to leave its initial route. Spacecraft that simply cut only their active detection sensors are probably less noticeable, but become virtually “blind”.

Radio silence

“Radio silence” is another common technique. When they patrol or attempt to be spotted for any reason, spacecraft, especially starfighters, may decide to discontinue all transmissions. The silence of intercoms and subspace communications, however, is difficult to maintain when several devices operate together, as they often need to transmit information about their trajectory, actions and mission.

Concealment devices

The nec-plus-ultra in the field of **SCM**, concealment equipment is however reserved only for large vessels. This device creates a subtle deformation of the space surrounding the spaceship, so that all forms of energy “slide” on it as if they did not exist, which has the effect of making it virtually invisible. The details and information

about these devices are among the best kept secrets of the Dark Force. The concealment device “Celarr” (see the book **Forces in presence**) is among the most modern and complex, and only a few Geniuses of Evil are able to operate and maintain it. Not being produced in series, each model must be manufactured fitting the spaceship on which it will be mounted. In addition, *Celarr* is excessively expensive; we talked about more than one Megapec (a million pecuns) piece! One can easily imagine the number of imperial notables that had to be corrupted to be able to equip a part of the Fleet of Darkness with this type of equipment ... It is claimed that currently only a few Destruktor class cruisers are equipped.

Life Support

All spacecraft are equipped with devices allowing their crew to survive relatively comfortably in space. The type of environment recreated by these survival systems depends on the user species. They must, however, always provide a breathable atmosphere, as well as a proper gravity.

Life Support are most often designed from chemical converters. These converters, whether biological or synthetic, recover and recycle waste – such as hydrogen oxide – produced by the pilot and passengers. In the case of starfighters, they are often miniaturized recycling devices. But for large spaceships, these converters may be able to accommodate many living organisms.

Some older generation spacefighters – such as the **Venum** Space Pirate models – lack built-in trioxidic converters, which are incorporated into pilots's flight suit.

Conversely, some spacecraft are equipped with converters which can need of several species. But, generally, the majority of the species populating the Third Quadrant breathe trioxin. Thus, these versatile systems are less efficient and are used in ancillary equipment.

In addition to providing a breathable atmosphere, Life Support must also provide the pilot and passengers with an acceptable gravitational environment. The repulsorlift technique is used on board most starfighters to create an anti-gravitational field inside the cabin. These suspensors are coupled with celerity compensators, to counteract the inconvenience caused by the relative gravity that the pilot experiences when performing delicate maneuvers at sublight speed. The astropilot is maintained in standard gravity, even during acceleration, deceleration, turns, etc.

The situation is totally different as far as bigger spaceships like cruisers are concerned. Huge gravity generators, powered directly by the main energy batteries, create gravitational fields that can be adjusted and adapted according to the occupants of the device. On cruise starships, for example, some areas are subject to reduced gravity to help older passengers who are having trouble getting around. The souts are generally subjected to increased gravity to ensure the stability of the cargo. A **Caravell**-class cruise shuttle is normally divided into compartments suitable for the various species holding on board and the gravitational field of each of them must be adjusted according to its occupant uses. The generators which are usually equipped with other combat spacecraft are, for their part, less efficient.

ESCAPE EQUIPMENT

The imperial directives require the spacecraft to be equipped with emergency equipment in good condition. Flight licenses are systematically removed from spacecraft that does not comply with these regulations. In theory, each passenger of a spacecraft must have life-saving equipment. This requires each civilian and military spacecraft, to carry only the number of crew and passengers specified by the Astronautic and Space Technologies Company (ASTC).

Ejection seats

Today, only the model spacefighter **Venum** and the amazon fighter-bomber **Cyclon** are still equipped with ejection seats. The latters are only useful if the user wears an autonomous space suit, and even in this case, survival in the space void remains very uncertain if one is not quickly rescued. In absolute terms, these ejection systems are more effective when the spaceship is close to the planet atmosphere. These “crash-proof” seats feature heating and trioxin regeneration elements which connect directly to the occupant's flight suit. Repulsorlifts allow them to land smoothly as soon as they have been ejected.

Only crew members wearing a pressurized flight suit **CHV-3** and damp-proof full-face helmet can expect to survive an ejection into the space void. The seat heating and recycling devices are designed to operate for one hour. Even so, few astropilots escape alive, if they have not been recovered after fifteen minutes. The chances of surviving an ejection are much greater when it occurs in a planetary atmosphere. An ejection unit powered by a *Belantinn* energy sparkler basically drives the seat to the nearest gravitational force mass, whether it be a spacecraft – such as medical shuttles – or a planet orbit. But even in both cases, the efective range of this unit never exceeds 500 kilometers in space, and propels the seat only a hundred meters from the ground, in atmosphere.

ESCAPE PODS

All other spaceships are equipped with life capsules. Their number may vary from one or two for a medium tonnage spaceship, up to several hundred aboard an interstellar liner. But before we go further, we must distinguish two types of life-escape pods: those that equip modern starfighters and escortships, and those that are on board other warships.

Pod AEC type

Autonomous **AEC** model escape pods are special cabins that equip recent starfighters, such as **Tempest** and **Cobra**, as well as all escortships – the forerunners. It is actually the cockpit which is the escape pod with all its life support and propulsion. Each **AEC** is equipped with a Microtron **HK-02** type that propels the pod to more than 560 mph in the atmosphere and around 67,000 mph in space, over a distance that varies from one hundred to several thousand kilometers.

What is important is this type of escape pod is controllable by the pilot via traditional flight controls connected to a standalone interface. The advantage of an **AEC** is the Astropilot no longer needs to wear a space suit because its survival is ensured by the air conditioning system integrated into the cockpit. Today, the elite astropilot of the Imperial Wing still wears the orange space flight suit **CHV-3** for tradition rather than security. The escortship-mounted **AEC** pods are intended to pass through the atmosphere of a planet to withstand the heating caused by the friction of the air. For landing, these escape pods are equipped with repulsorlifts to stop the fall. After its ejection into space, an astropilot has a life expectancy of about three days with the necessary food.

LC pods

Large spacecraft are equipped with traditional **LC** model life capsules. They are above all emergency escape pods capable of carrying out movements and limited maneuvers. They are installed in hot spots of the spaceship, so that they can be reached quickly if needed. Once in place, the escape pod can be released through energy sparkers before being ejected away from her mother-ship. If an **LC** pod is deployed in the space void, its crew must first orient it approximately in the direction of the inhabited planet, or the nearest space route, before igniting the Microtron model **HK-03**. Then, all that remains is to hope that someone will spot the distress beacon. Although designed to fit on a planet, **LC** escape pods are not equipped with repulsorlifts. To land, they use only their mechanical airbrake devices integrated into the hull. Escape pod survival systems allow a two or three day autonomy with the necessary food.

Life barges

On board commercial shuttles and civilian interstellar liners, there are also large pods called “life barges”. These lifeboats can accommodate from ten to fifty people and are, in fact, real small automatic spacecraft. They are better equipped than the usual pods and can support their passengers for longer periods. These barges are equipped with a traditional cyclotron **HK-09** and are programmed to land on a habitable planet, or are “taken into account” by radio-guidance from a rescue shuttle.

Starfighters

For their size, starfighters are destructive weapons very technically advanced. Throughout the Millenian Empire, light combat spacecraft have become indispensable elements for space fleets and planetary defense systems. Unlike most military spacecraft, fighters are not able to jump into hyperspace because the hyperdrive cyclotrons require too much energy that can not provide their original batteries. In addition, hunters are modified or renovated to be able to use certain special equipment: weapons, sensors, navocomputers, etc.

All modern starfighters are equipped with powerful Computors that translate the digital impulses given by their pilots into thousands of independent operations to control them effectively in extremely short time. Some last-generation Computors with bioenergy modules are even able to control a device on their own. Experience has shown, however, that pilot-driven spacecraft are more effective, especially in combat. Those led by Beta-type Computors can only react “logically” to unforeseen situations and often violate military ethics. These fighters, like self-guided spacecraft, fall into the category of “drones” or “target-gears” and their performance is much lower than piloted fighters.

Imperial starfighters were, until now, superior to those employed by the Dark Force. But the exit of the famous **Cobra** forced the tactics of the Empire Forces to revise the employment of starfighters and improve their astronomy to be more efficient in their missions. As the imperials now have more warships, they use less of their fighters and use them for various and punctual missions. Like the Millenian Empire, the Dark Force employs huge interstellar cruisers that serve as a base for flows of fighters, maintain them and can carry them on board when it is necessary to jump into hyperspace.

But the Dark Force has mostly relied on star destroyers, huge weapons platforms that can take a whole flotilla. The rapid attack tactics developed by the imperialists – especially during the *Battle of Sierra* – have, however, forced the head of the Fleet of Darkness, Vaderr, to revise his strategy and have starfighters perform better. The recent appearance of the **Cobra** interceptor, which provided the Dark Force with a heavy fighter of the very first order, testifies to the interest of the Geniuses of the Evil with increasing interest and respect towards fighters in general. It should not be forgotten either that enemy spacecraft also benefit from an extremely favorable balance of forces and support from the terrifying firepower of the destroyers.

The descriptions of starfighters employed by the Imperial Fleet and the Dark Force are described in following. Whatever their destructive weapons, their phenomenal speeds and other performances, as well as their abilities depend entirely on their pilot's skills. The qualities that are first asked of these are: a great audacity, discipline and a natural ability to pilot by digital controls. But fighter astropilots also need to have excellent physical condition, detailed technical knowledge of their spacecraft's performance, and good tactical training. Constant and rigorous training is essential to ensure that they always make the right choice at the right time; because in contact with the enemy, a chance never comes twice ...

VP-16 starfighter

Despite some design delays and budget overruns, the VP-16 “Venum” (venom spitting) has proven to be one of the most successful starfighter. It is due to the collaboration of two great engineers of the time, ImoKann and SubePrann. This highly manoeuvrable monoreactor, with an astonishing flexibility of use, gave birth to a new improved version, especially in its astronics. The two variants flying today are: the **VP-16PA Optima** (advanced photonic) version now used by the Imperial Wing and **VP-16 Venum**, which is the basic version and which equips the pirate fleet and some units of the Fleet of Darkness. It should be noted however that the Acrobatic Patrol of the Empire is still equipped with a civilian version of this fighter, the **VP-16S Vespar**.

VP-16

Model: VP-16 Venum / VP-16PA Optima
Type: multi-purpose starfighter
Category: A
Length: 10 meters
Mass (empty): 3 900 pods
Crew: 1
Cargo Capacity: 100 pods
Propulsion: 1 cyclotron HK-09
Autonomy: [1D] minutes
Atmosphere: 1,2 sonic [70/400]
Space: 0,7 celerity [ATTACK]
Celerity Factor: [1.4]
Maneuverability: : [+3]
Shield: [18]
Hull: [36]
TSF: [+4]
Weapons:
2 laser cannons 2L55 paired
ACC : [6]
Damage : [5D×2]
Range : 1,000 meters [SHORT]
Sensors:
Detection : 300 notics
Attack : 1 notic
Cost :
New: 720 000 Þ
Used: 180 000 Þ (VP-16)
360 000 Þ (VP-16PA)

Although their manufacture was stopped and they are now outdated, the **Venum** are still the most used fighters now.

A cruciform empennage and a very fined fuselage provide stability in air flight, while significantly reducing the stress on sudden acceleration and sharp turns. Their standard equipment includes an assortment of sensors, a jamming system (only for the **VP-16PA**), trajectory control gears, propulsion and a rudimentary life support.

The “bubble” type canopy of the **VP-16** allows the pilot to benefit from a view range of more than 180°. The cockpit offers a little dashboard but a large room. All the latest imperial models have been equipped with a holovideo (holographic video) head-up display for information viewing, which has also been installed on the **TD-25 Tempest**. Only versions employed by the Dark Force still use optical sight collimators mounted against the windshield of the canopy.

The **VP-16** are the only starfighters of the Millenian Empire to be equipped with an ejection seat, still very reliable, type

VP-16S

Model: VP-16S Vespar
Type: acrobatic spacecraft
Category: A
Length: 10 meters
Mass (empty) : 3 900 pods
Crew : 1
Cargo Capacity: 100 pods
Propulsion: 1 cyclotron HK-05
Autonomy: [1D] minutes
Atmosphere: 1,2 sonic [120/400]
Space: 0,7 celerity [CRUISE]
Celerity Factor: [1.4]
Maneuverability: [+4]
Hull: [36]
TSF: [+4]
Sensors:
Detection : 300 notics
Cost :
New : 540 000 Þ
Used : 135 000 Þ

The **VP-16** are legendary for their ability to cash out damage. Their robustness has made them very popular with Imperial astropilots, during the *Battle of Sierra*, who sometimes have reluctance to employ more modern and more efficient fighters. Nevertheless, force to note that the **Venum** can not be measured anymore with the enemy gears of the last generation, such as the **Cobra**.

The Imperial Company of Astronautic and Space Technologies (ICAST) has reused some of the most successful equipment of the **VP-16** for its **Tempest** capacities. The “superior starfighter” therefore owes some of his excellent performance to the lessons learned from his ancestor.

Superior starfighter TD-25

From a performance point of view, the **TD-25 Tempest** of the engineer IneKomann, a descendant of the **VP-16** designer, represents the nec-plus-ultra starfighter of the Millenian Empire. Its high speed, its formidable firepower and its sophisticated flight and combat gear, contribute to making it a formidable war ship. The dominance it exerts on its opponents in combat and its acceleration skills, among others, earned it the title of “superior starfighter”.

The **Tempest** is the last fighter designed by ICAST before the Dark Force steals its technical plans to design its **CR-117 Cobra**. At the time, many members of the Imperial Fighter's design team, suspected of being Dark Force sympathizers, had been relieved of their duties and thoroughly interrogated by Imperial Intelligence Service (2IS) agents. A few weeks later, a Secret Service of Darkness (SSD) commando helped them join the ranks of the Army of Darkness. It was with the help of test pilots that they stole some existing prototypes, as well as the technical plans of the new fighter (see the cutaway at the chapter's end).

The Dark Force is, to this day, the only one to manufacture and use the famous **Cobra**, while the Millenian Empire must content itself with mass production of its **Tempest**. It is reported, moreover, that the traitors have made sure all the other files concerning the imperial fighter are destroyed and nobody knows if the Millenian Empire will take the time one day to redo these technical plans in order to improve the **TD-25** ...

Fully aware of the value and possibilities of the **TD-25**, Imperial engineers have worked frantically on production software to accelerate its fluidity of assembly. This fighter, however, requires rare alloys, complex optical components and sophisticated digital control systems. Even before its manufacture could begin, ICAST technicians literally had to build from scratch automated machines that could machine the parts they needed. The fact that ICAST has been able to produce **Tempest** despite the difficulties encountered is to be credited to the ingenuity and dedication of its engineers and technicians. Be that as it may, the manufacturing process of this device is a little precarious, raising fears that the Empire's forces may run out of **TD-25** if a new epic conflict pits them against the Dark Force.

TD-25

Model: TD-25 Tempest
Type: space superiority fighter
Category: A
Length: 12 meters
Mass (empty) : 5 100 pods
Crew : 1
Cargo Capacity: 110 pods
Propulsion: 1 cyclotron HK-09e
Autonomy: [2D] minutes
Atmosphere: 2,1 sonics [120/700]
Space: 0,9 celerity [ATTACK]
Celerity Factor : [1.1]
Maneuverability: [+3]
Shields: [24]
Hull: [42]
TSF: [+5]
Weapons:
3 laser cannons LB-57 paired
ACC : [12]
Damage: [5D×3]
Range: 1 000 meters [SHORT]
Sensors:
Detection : 450 notics
Attack : 1 notic
Cost:
New: 960 000 Þ
Used: ND

The Imperial Fleet has just two fighter squadrons, which explains why it is forced to use them sparingly. Thus, it avoids exposing these devices to rapid deterioration. But it also means that the surveillance of its space territory is not always up to the permanent threat posed by Prince Hillerr's forces.

The **TD-25 Tempest** currently flying in the Imperial Wing have been adapted to speed up and simplify their repairs. The hull panels now open directly on the equipment and propulsion. Many vital components have been grouped into modules that technicians can easily disconnect and replace. In view of the benefits of the **TD-25**, many Imperial astropilots fear the effectiveness of its dark clone, the **CR-117 Cobra**.

The **Tempest** itself is an impressive war ship, but, like the **VP-16**, its feats are due in large measure to the quality of astropilots. The Millenian Empire selects them among the most talented and the most motivated who are at their service:

exceptional spacecraft, exceptional pilots. Enclosed in a rather cramped, yet comfortable cockpit, the astropilot controls the fighter's complex gear through a powerful digital flight Computor. The handling of the **TD-25** is quite comparable to that of the **Venum**. The cockpit is equipped with a life support with a trioxydric air conditioning. It is also part of an **AEC-25** escape pod.

The main weapon of the fighter consists of three Turbolasers **LB-57** first generation, more accurate than those mounted on the **VP-16**. Some experimental **Tempest** (TD-25N) are equipped with a ventral carry intended to carry a **MAC-10** anti-fighter nucleic missile. In case of failure of cosmic sensors, high-capacity energy batteries can feed, to a certain extent, life support, weapons and astronics. The cyclotron, meanwhile, find themselves in restricted autonomy thanks to its energy cells as long as the pilot flies only at a speed of less than 0.5 celerity.

Highly sensitive sensors and high-frequency communication equipment (HFSS) allow the **TD-25** to operate autonomously in a very wide range. The various aboard devices are controlled and connected to each other by shielded circuits, grouped in redundancies. Most vital components are thus reproduced in several copies.

The streamlined wings, used as atmospheric filters, keep the **Tempest** excellent performance in atmosphere flight.

As the powerful **HK-09E** cyclotron the **TD-25** is equipped with energy modules **M1** to increase the load of the collector cylinders, these hunters are equipped with a type **R2** navocomputer. An armored equipment compartment has been installed in the fuselage to accommodate this Space Navigation Computing. Connected to the Master Flight Computor and other equipment, it is an integral part of the spacecraft. The main Computor *Kintium-Z6*, a first generation bioenergy module, supervises the operation of the fighter, including life support essential to the pilot, and warns the latter of incidents and dangers that it detects. As before, the **VP-16 Venum**, the **TD-25** has earned a deserved reputation for its ability to cash out damage. This is because the Computor *Kintium-Z6*, designed by the engineer AstroMecann, is able to derive the Computor signals from damaged circuits by simple redundancy, and also to activate the backup integrated circuits; and this in full flight. The main Computor compartment has an energy cord that destroys it when the astropilot is ejected. Thus, nothing can be exploited if the spacecraft falls into the hands of the enemy because the bioenergy circuits of this on-board computer are classified “Imperial Secret”. If the astropilot is injured and no longer acts on the flight controls after a while, the Computor *Kintium-Z6* is able to land a **TD-25** on a planet or dock on the cruiser bridge.

Cyclon fighter

The **Cyclon** was conceived in secret at the very beginning of the 980 stellar of the second myriad (imperial calendar) by the few technicians sympathizing (women only) with Stellar Amazons of the planet Gynesia. This undertaking was carried out according to the equipment, the parts and the technological possibilities then Queen Ortellia had. Its design emphasizes robustness and firepower. Although the **Cyclon** is equipped with only two standard long barrel laser guns *Broninn*, their unique configuration significantly increases their combat effectiveness. Small magnetic servomotors, placed in the gun pod, allow them to change their orientation by 60°. In this way, the **Cyclon** can attack targets in much better angles than other fighters to fill their weak maneuverability. They can therefore fire earlier during an oblique approach and continue shooting even when they start to pick up. It should be noted that each cannon is cooled by an independent cryogenic cell in order to prolong the shot without risking excessive barrel overheating which could decrease its longevity.

The onboard equipment is controlled and coordinated by a proven *MicroHax MH-53*. Maneuvering this spacecraft and taking full advantage of its swivel weapons, however, requires more talent than most Amazon pilots possess. This is why the **Cyclon** is a two-seater, allowing the gunner to use one hundred percent the capabilities of his weapons while the astropilot, sitting in the upper position, controls his spacecraft.

The **Cyclon** are equipped with a complete assortment of high performance sensors according to the Amazon criteria, but less sensitive than those mounted on the **CR-117 Cobra**. The **Cyclon** also have jammers powered directly by energy batteries. They can also completely blind their target during attacks.

One of the primary abilities of the **Cyclon** is to defend the orbital space of the planet Gynesia against imperial intrusions. This is the reason why Stellar Amazons have equipped this spacecrarft with a high power SCM. This one is indeed able to disturb the aiming sensors of the adversary, so that it can not draw with precision on the **Cyclon** and the "friend" spacecraft that it defends. **Cyclon** jammers are more effective against starfighter sensors. The instruments that equip the war ships are far too powerful to be disturbed in the same way. On the scopes of a star cruiser, the **Cyclon** jammers are indeed as identifiable as a radio beacon.

Cyclon

Model: Cyclon
Type: planetary defense fighter
Category: A
Length: 7,50 meters
Mass (empty): 3 800 pods
Crew: 1 pilot + 1 gunner
Cargo Capacity: 150 pods
Propulsion: 1 cyclotron HK-09
Autonomy: [1D] minutes
Atmosphere: 0,7 sonic (50/250)
Space: 0,5 celerity [ATTACK]
Celerity Factor: [2]
Maneuverability: [+3]
Shields: [24]
Hull: [36]
TSF: [+6]
Weapons:
2 laser guns 2L55 paired
ACC: [6]
Damage: [5D×2]
Range: 1,000 meters [SHORT]

1 nucleic mine NM-74 Stelann
Damage: [3D×3]
Range: 1,000 meter [SHORT]
Sensors:
Detection: 300 notics
Attack: 1 notic
Cost : ND

Finally, what makes the Amazon **Cyclon** fighter famous is his ability to drop a nucleic mine during the combat. Thus, if a **Cyclon** is damaged by an Imperial starfighter, it can ensure its escape. Moreover, if the spacecraft undergoes a too important series of impacts, the life support immediately ejects both crew members in their own cockpit which is in fact an escape cockpit comparable to one mounted on the **CR-117 Cobra**, however provided with no autonomous propulsion.

Recently, the secret laboratories of the Amazonian capital, Valeria, would be experimenting with an air version of the bomber **Cyclon** to attack targets on the ground (see the book of **Forces in presence**) ...

Starfighter CR-117

The heavy fighter **CR-117 Cobra** is one of the latest designs of the Dark Force.

After the *Battle of Sierra*, the first **CR-117** proved their worth against the valiant **VP-16 Venum** of Omega's 5t^{h} Imperial Fleet. But their small numbers forced the Dark Force to forfeit the boldness and unexpected ingenuity shown by the Imperialists and their machines during the battle.

As mentioned previously, the birth of the **CR-117 Cobra** is based on the technical plans of the Imperial **TD-25** substituted from ICAST during a commando operation of the SST. Thus, thanks to the dedication of the Dark Force technicians, the prototype of a new starfighter was born in Prince Hillerr's secret workshops: the **TD-25TIE** (Turbo-Ion Energy). This somewhat barbaric term refers to a new type of cyclotron whose intake cells are doped by energy discharges. This gives the spacecraft a very good mass / thrust ratio; leading to strong accelerations. This "boosted" HK-09 had to be designed by the Genius of Evil because the new fighter was equipped with a reinforced hull, significantly increasing its significient mass. The top speed of the new **TD-25TIE** interceptor is higher than one's big brother (almost near speed-light), but it is especially its accelerations that make the difference in a space combat.

The new “delta” fuselage allows this dark fighter to have larger cosmic panels to power its three energy batteries (only one of which is intended to power the weapon system).

After very conclusive tests, the **TD-25TIE** was renamed **CR-117 Cobra** and a complete squadron was formed. The firepower of this new “superior starfighter” was increased by the addition of two proton howitzers (see the previous chapter) mounted on the carriage, under the delta wing; while the Turbolaser mounted on the fin has been removed. In addition, the Shooting Calculator software was also updated, to allow for perfect synchronization of both types of weapons, and a better rate of fire and greater accuracy of sensor pursuits.

CR-117

Model: CR-117 Cobra
Type: space superiority fighter
Category: A
Length: 12 meters
Mass (empty) : 7,100 pods
Crew: 1
Cargo Capacity: 220 pods
Propulsion: 1 cyclotron HK-09TIE
Autonomy: [2D] minutes
Atmosphere: 2,9 sonic (170/1000)
Space: 0,95 celerity [ATTACK]
Celerity Factor: [1.1]
Maneuverability: [+3]
Shields: [30]
Hull: [48]
TSF: [+5]
Weapons (fire together once a combat):
2 laser cannons LB-57 paired
ACC: [12]
Damage: [5D×2]
Range: 1,000 meters [SHORT]

2 proton hotwitzers Sienarr (paired)
ACC: [6]
Damage: [5D×2]
Range: 1,000 mètres [SHORT]
Sensors:
Detection: 300 notics
Attack: 1 notic
Cost: ND

It was difficult to improve the maneuverability of the spacecraft because the **TD-25** was already one of the most maneuverable fighter jets. A new vector-controlled ion flow nozzle was nevertheless designed to allow the pilot to perform tighter turns.

The new system of the ionic flux “vectorization” is perhaps the most interesting innovation of this new spacecraft. Carefully tuned, individually controllable energy gaps perfectly balance forces due to high angular velocity during sharp turns and twirls used to dodge enemy fire. The astropilot also does not need to deal with these details, as they are fully managed by the new flight Computor software. This improvement can be easily adopted to other Force of Darkness fighters. But, for now, however, there is no reason to believe Prince Hillerr's secret factories are preparing to do so.

It is not known to date how many **CR-117 Cobra** interceptors are on assembly lines, but there is some speculation that a significant unit – the equivalent of two full squadrons, perhaps – would be operational before the end of the millennium.

TD-25 TEMPEST

Extrait du manuel technique TD-25A / 4.8

1. **Antennes de radio UHFSS (Ultra-Hautes Fréquences Sub-Spatiales).** Ces quatre antennes UHFSS sont constituées chacune par un bobinage très serré de 2,5 kilomètres de fil de spath (voir le chapitre Physique élémentaire). Un système de refroidissement cryogène assure leur stabilité thermique pendant les communications de longue durée.
2. **Unité de radio UHFSS.** Cette unité comprend un boîtier intercom à antenne intégrée pour les communications à courte portée (quelques centaines de kilomètres), et un boîtier sub-spatial pour les communications stellaires. Cette unité radio est couplée à un brouilleur sensoriel actif *Klamar* de l'ingénieur BeriTiakann. Le *Klamar* n'est pas assez puissant pour brouiller les senseurs militaires performants, mais il peut parfois détourner les missiles nucléiques et handicaper les petits senseurs, tels que ceux dont sont équipés les chasseurs VP-16.
3. **Dôme.** Le cône avant est enrobé de tantalium, un métal très résistant, lui permettant d'encaisser des impacts mineurs (dus essentiellement à des micrométéorites). Il est en outre recouvert de plusieurs couches d'argyroz, un métal réflecteur de chaleur, afin de protéger les équipements sensoriels pendant les vols atmosphériques. Le nez du chasseur peut être escamoté vers l'avant grâce à un système de vérins magnétiques, afin de permettre d'accéder aux senseurs principaux.
4. **Equipement sensoriel principal.** Un transceveur universel *Karbatinn* centralise toutes les informations fournies par les senseurs. Les principaux détecteurs sont : un transceveur plein spectre AN-5D Vestigar de l'ingénieur FabriTekann, un récepteur énergétique « Multi-Icônes » de l'ingénieur MeliHatann et un récepteur photonique *Tanahira* adapté pour les poursuites en combat aérien ; mais aussi le transceveur SCI (Signal-Code d'Identification). Un multiplexeur à circuits blindés relaie les informations jusqu'au computeur principal.
5. **Train de pose avant.** Ce train renforcé est conçus pour résister aux chocs subis lors des atterrissages et des décollages sur des terrains accidentés. En cas d'atterrissage forcé, les vérins magnétiques du train s'empilent avec une certaine résistance calculée par le computeur principal afin de mieux absorber le choc à l'impact. Les informations de ce choc sont enregistrées par un senseur fixé sur leur patin. Le TD-25 possède donc un train avant et deux trains principaux à ouverture latérale (**16**).
6. **Soute à marchandises.** Une grande trappe, située sur le côté gauche du fuselage, permet d'accéder à ce compartiment dont la capacité est de 110 pods de marchandises.
7. **Computeur principal.** Un ordinateur de bord intégré de type Kintium-Z6 supervise l'alimentation énergétique, la propulsion et les appareillages de vol. Il a également pour fonction de traduire les ordres digitaux du pilote en des milliers de signaux énergétiques permettant de contrôler le chasseur. Un module de diagnostic incorporé teste régulièrement le computeur lui-même, informant le pilote du moindre problème. Compte tenu de l'importance militaire des composants à cellules bioénergétiques équipant cet ordinateur, celui-ci est placé dans un berceau explosif. Son système d'autodestruction se déclenche en même temps que l'éjection de la capsule de sauvetage AEC-25. Le computeur est connecté à un Navocomputeur de type R2.
8. **Tableau de bord.** Ce pupitre de commande contient les différents systèmes de navigation spatiale, les commandes de vol ainsi que la visualisation du pilote. Comme dans tous les astronefs de catégorie A, les commandes de vol sont composées d'une interface digitale qui convertit les inductions nerveuses du pilote en codes informatiques destinés au computeur principal. La visualisation « tête basse » du pilote est composée d'un écran holovidéo qui restitue les informations générales du computeur, d'un scope-radar et d'un scanner topographique pour les suivis de terrain en vol aérien.

9. **Système de survie.** Même si le pilote porte toujours un scaphandre spatial, le TD-25 est équipé d'un système de survie miniaturisé. De petits compresseurs, un régulateur de température et un filtre-épurateur de trioxin entretiennent un environnement vivable et confortable dans l'habitacle.

10. **Projecteur holographique.** La visualisation « tête haute » du pilote est essentiellement composée d'un projecteur holographique qui restitue une image transparente des données importantes concernant le vol et l'armement. Ce projecteur est couplé au calculateur de tir qui y renvoie l'icône du collimateur de visée en mode de combat.

11. **Système d'éjection.** Ce canon énergétique est constitué de plusieurs « éclateurs » à induction photonique qui éjectent la capsule de sauvetage loin du chasseur.

12. **Compensateur d'accélération.** Ce compensateur crée un champ « d'apesanteur » qui protège la cabine AEC-25 et son pilote en annulant les effets produits par les manœuvres en vitesse subluminique.

13. **Siège anatomique.** Une fois installé dans son habitacle, le pilote devient une partie intégrante de son appareil. En effet, le siège anatomique Mark III de l'ingénieur GuideHosann est un composant bourré d'appareillages sophistiqués destinés au confort du pilote. Des ceintures télescopiques brident automatiquement ce dernier afin de lui assurer une bonne stabilité lors des manœuvres de combat. L'appui-tête est équipé de connexions radio afin d'assurer les liaisons entre le casque du pilote et l'unité UHFSS du chasseur. Les accoudoirs ergonomiques sont réglables afin que les mains du pilotes soient bien dans l'axe des manchons de commande de vol. Tout l'ensemble du siège Mark III est asservi par des servomoteurs qui permettent d'installer automatiquement le pilote dans la meilleure configuration possible suivant l'accélération instantanée de l'appareil. La partie inférieure du siège est équipée de senseurs gravitationnels qui renseignent le compensateur d'accélération.

14. **Stabilisateur à répulsion.** Ce répulseur magnétique permet de stabiliser le chasseur en vol atmosphérique et d'effectuer des atterrissages et des décollages courts. Le TD-25 en possède un de chaque côté du fuselage.

15. **Cyclotron.** Le HK-09E est un réacteur à accélération de particules ioniques de nouvelle génération. Dopé par des cellules énergétiques indépendantes, ce cyclotron permet un meilleur rendement de l'ionisation des particules neutroniques injectées dans la chambre à fission.

16. **Trains principaux.** Ces deux trains escamotables sous la voilure remplissent les mêmes fonctions que le train avant. Comme ils touchent généralement le sol en premier, ces trains sont particulièrement renforcés au niveau des jambes et des vérins magnétiques, ainsi que des patins à multicouches.

17. **Senseur d'attaque.** Les plaques paraboliques situées sur le fût des canons-lasers sont des senseurs de type ROP (voir le chapitre **Appareillages d'astronefs**). Toutes les informations recueillies par cette antenne sont envoyées directement au calculateur de tir intégré au computeur principal. Chaque tir est analysé sur l'écho de son impact sur la cible par les senseurs d'attaque qui corrigent automatiquement l'alignement des canons de quelques degrés.

18. **Canon-laser.** L'armement principal du Tempest est constitué de trois canons LB-57 qui constituent la première génération de Turbolasers, et non de *Broninn* modifiés. Ils sont montés aux extrémités des voilures. Le pilote ne peut que les actionner simultanément et les trois rayons lasers sont concentrés sur un unique et même impact, dont le foyer est corrigé automatiquement suivant la distance séparant la cible du chasseur. Le faisceau laser de chaque canon est généré par un cristal de smaragdytt (voir le chapitre Physique élémentaire) fissionné au niveau atomique et enrichi au plasma. La structure de ce cristal s'érode légèrement chaque fois que le LB-57 fait feu, mais sa longévité est de 45 000 tirs environ. Le canon du LB-57 est fabriqué en tantalium cristallisé. Il focalise le rayon laser et le canalise jusqu'à son extrémité.

19. **Capteur cosmique.** Comme tous les astronefs, le chasseur TD-25 est équipé de panneaux qui capturent les rayonnements comiques émis principalement par les étoiles. Ces panneaux sont constitués de milliers de cellules photoniques fixées sur un support en bakelitt recouvert d'une

couche de silicum. Ces cellules de type SCGC (voir le chapitre **Appareillages d'astronefs**) canalisent les particules cosmiques vers le convertisseur énergétique.

20. **Tuyère magnétique.** Le cyclotron est équipé d'une tuyère à plaques vectrales destinée à orienter le flux ionique. Cette tuyère magnétique constitue la commande de trajectoire du chasseur.

21. **Batteries énergétiques.** L'énorme quantité d'énergie pure nécessaire au fonctionnement du chasseur est stockée dans ces compartiments accumulateurs dont la coque en iridium (voir le chapitre **Physique élémentaire**) empêche efficacement toute fuite de particules énergétiques.

22. **Convertisseur énergétique.** Les rayonnements cosmiques, une fois capturés par les panneaux sensoriels, sont converties en énergie pure et sont emmagasinés dans des batteries. Ce convertisseur sépare également les neutrinos de l'énergie recueillie pour les envoyer directement vers les cellules d'admission du cyclotron.

23. **Senseur passif arrière.** Un senseur-avertisseur de type RE (voir le chapitre **Appareillages d'astronefs**) est installé à l'arrière du chasseur. Il a pour fonction de prévenir instantanément le pilote, dès qu'il détecte un astronef en approche ou des ondes indiquant un balayage sensoriel actif (senseurs d'attaque).

24. **Cabine de pilotage.** La capsule de sauvetage AEC-25 est une cabine de pilotage montée sur un système d'éjection énergétique. En voici les principaux composants :

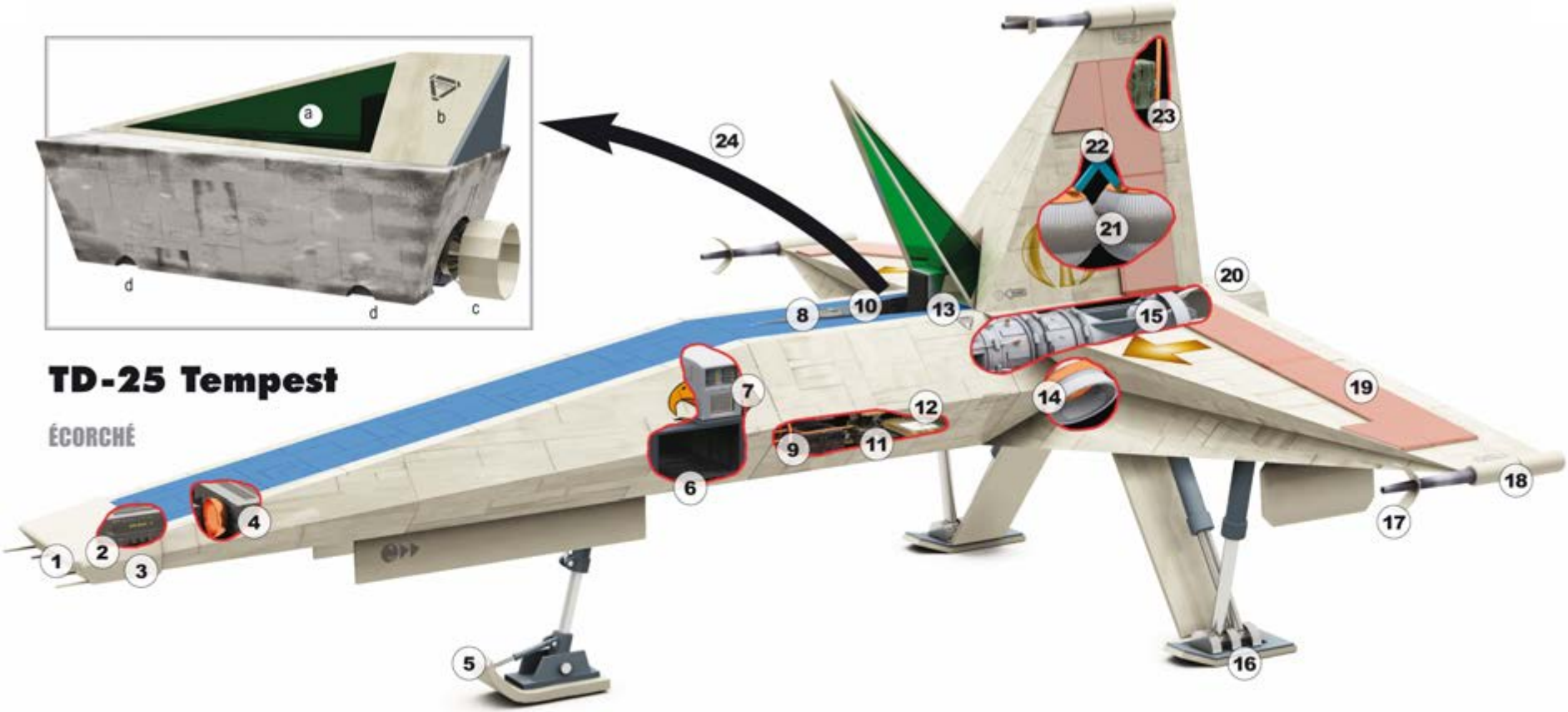
    a) Verrière. Fabriquée en silicum (voir le chapitre **Physique élémentaire**) blindé, la verrière, polarisée par des cristaux liquides, s'obscurcit automatiquement pour protéger le pilote des « flash » dus principalement aux explosions nucléiques, mais aussi des radiations cosmiques dangereuses. La partie antérieure s'escamote vers l'avant grâce à des vérins magnétiques afin de permettre d'accéder à l'habitacle.

    b) Soute à équipement. Ce compartiment blindé rassemble les principaux modules de secours.

    c) Microtron. La propulsion est assurée par un Microtron HK-02 qui permet à la cabine AEC-25 d'être autonome aussi bien dans l'espace que dans l'atmosphère d'une planète. La tuyère magnétique est reliée à une interface connectée aux commandes de vol via la soute à équipement.

    d) Répulseurs de pose. Dépourvue d'atterrisseurs, la cabine est ralenti dans sa chute vers une planète par une série de répulseurs magnétiques.

Écorché page suivante



TD-25 Tempest

ÉCORCHÉ

LISTE DES PRINCIPAUX COMPOSANTS

Voir pages 19 et 20 pour la description de ces composants

1. Antennes de radio UHFSS
2. Unité de radio
3. Dôme
4. Equipement sensoriel principal
5. Train de pose avant
6. Soute à marchandises
7. Computeur principal
8. Projecteur holographique
9. Système de survie
10. Tableau de bord
11. Système d'éjection
12. Compensateur d'accélération
13. Siège anatomique
14. Stabilisateur à répulsion
15. Cyclotron
16. Train de pose principal
17. Senseur d'attaque
18. Turbolaser
19. Capteur cosmique
20. Tuyère magnétique
21. Batteries énergétiques
22. Convertisseur énergétique
23. Senseur passif arrière (RE)
24. Cabine éjectable
    a) Verrière
    b) Soute à équipement
    c) Microtron
    d) Répulseurs d'atterrissage

Escortships

Escortships – or escort-fighters, for the purists – are low-tonnage interception spacecraft. Despite their size, they are still part of the Imperial Wing; but only the members of the Mercenary Cast are allowed to pilot them. Indeed, the handling of such a machine requires a certain skill, and experienced pilots like the Mercenaries have been trained for that. Nevertheless, some experienced and daring Astropilots of the Wing regularly join the Imperial Mercenary Cast to become the fine bloodhounds of the Imperial Fleet.

F-14 escortship

The **F-14 Falcor** (*escort* in andromon), designed by engineer CoreLiann, is part of the first generation escort-fighters of the Empire Forces. This spacecraft was originally the space security of the major system Orlesia, gradually succeeding the awesome but little-known **F-4 Imago**, the last military aircraft modified to fly in space. Some first **F-14** were equipped with topographic sensors to actively participate in the exploration of the Omega system. During the last decades, the **F-14** knew innumerable modifications destined to improve its astronomy as well as its armament. But it was with the appearance of the first Spacejackers that the **Falcor** underwent a complete refit with fully revised equipment and improved armament. In recent years, this escortship has even served as a test platform for the **XC-5 Contumax**.

The particularity of the **F-14** is its central fuselage – totally inspired by its predecessor, the **F-4 Imago**, whose cockpit is reminiscent of the beak of a raptor (but with a more angular profile). Mercenaryship (the art of being a Mercenary) implies that the men of the Escort Special Wing practice different transport services, between two patrols. This is why the cockpit has four seats: the pilot, the navigator / gunner and casual passengers. Responding to the strict safety standards imposed by the Technologies and Space Regulations Agency (TSRA), the **Falcor** has a first generation AEC type cabin which is therefore the escape pod (see the chapter **Spacecraft Systems**). It goes without saying that the first **F-14** of this early century were equipped with ejection seats similar to those mounted in the **VP-16 Venum**. But a good number of customers still borrowed these taxis unaware of the serious dangers they incurred ...

F-14

Model: F-14 Falcor
Type: space defense escortship
Catégory: A
Length: 25 meters
Mass (empty): 30,900 pods
Crew: 2
Passengers: 4
Cargo Capacity: 20 cubic fitts
Propulsion: 2 cyclotrons HK-10S
Autonomy: [2D] minutes
Atmosphere: 1,2 sonic (50/400)
Space: 1 celerity [ATTACK]
Celerity Factor: [1]
Maneuverability: [+2]
Shield: [36]
Hull: [54]
TSF: [+7]
Weapons:

1 Turbolaser TL-55
ACC: [12]
Damage: [6D]
Range: 2,500 meters [AVERAGE]

2 missiles anti-fighter MAC-10
ACC: [automatic]
RoF: 2
Damage: [3D×3]
Range: 3,000 meters [AVERAGE]

Sensors:

Detection: 900 notics
Attack: 2.5 notics

Cost:

New: 1,920,000 Þ
Used: 480,000 Þ

The Falcor's variable geometry wing gives it an excellent behavior in air flight and allows it to gain room in the cramped hangars of star cruisers. Its both signifient air inlets have large chemical filters capable of analyzing the different components of atmosphere and extracting trioxin for storage in high pressure tanks. Thus, the occupants have a significant autonomy in breathing air without systematically using the chemical converter of the internal air conditioning.

Both big HK-10S cyclotrons propel the **F-14** at lightspeed and allow it impressive acceleration in combat. The *Sienann* navocomputer is a first generation switchgear used to design the **TD-25 Tempest**. The Turbolaser TL, with a power of 36 kilotronics is controlled by a *Nordoxikann* attack sensor.

The lower part of the fuselage contains two **MAC-10** anti-fighter missile silos equipped with hyper-sophisticated *Sienann* sensors. It is claimed that an experienced Mercenary can, with these aiming sensors, launch a missile in the hatch of an assault shuttle, 560 miles away, and in micro-meteorite rains! The precision and sensitivity of the sensors mounted on the **F-14** are all assets that have been used to design the platform of his successor, the **XC-5 Contumax**.

The **Falcor** sout is capable of carrying a Leviceler vehicle mounted on a self-delivery system. Despite its age, the **F-14** is still widely used in Empire Forces mercenary squadrons and no other version has been designed for possible upgrades.

XC-5 escortship

The **XC-5 Contumax** (*rebel* in andromon) looks like a large inverted delta wing and surmounted by a empennage, all crossed by a central fuselage. The design of this new generation escortship system is due to the resurgence of pirate attacks against convoys of the Millenian Empire. It required a fighting ship capable of dealing with any threat represented by starfighters as well as war ships. It was the engineer YaniSolann who was the first to present a new combat platform of a completely new concept. However, most of its mission would remain the escort of imperial cruisers and space defense.

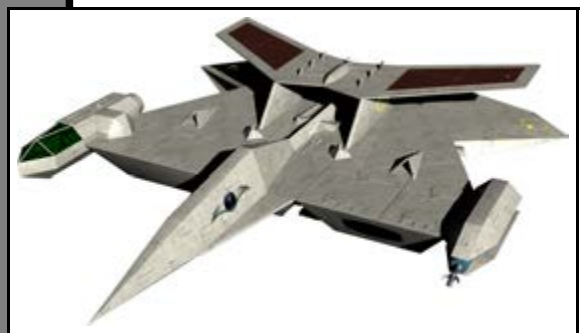
The first innovation of **Contumax** is in its ionic hyperdrive equipped with two HK-11 integrated hyperdrive cyclotrons. Thanks to these new ion reactors, the **XC-5** escortship becomes the first spacecraft to fly in hyperspace beyond lightspeed, an astrophysical concept still unexplored until now by the scientific community of the Millenian Empire. The latest studies on hyperdrive **Contumax** still remain the field of military secrets and very few people know the content. In subspace flight, the **Contumax** is also unbeatable because it is able to distance pure speed most of the spacecraft sailing the Third Quadrant of the galaxy.

XC-5

Model: XC-5 Contumax
Type: interstellar interceptor
Catégory: A
Length: 30 meters
Mass (empty) : 44,400 pods
Crew: 2
Passengers: 4
Cargo Capacity: 26 cubic fitts
Propulsion: 2 cyclotrons HK-11
Autonomy: [3D+2] minutes
Atmosphere: 2,1 sonics (90/700)
Space: 1,1 celerity [ATTACK]
Celerity Factor: [0.9]
Maneuverability: [+2]
Shields: [42]
Hull: [60]
TSF: [+7]
Weapons:

1 Turbolaser TL-55B
ACC: [12]
Damage: [7D]
Range: 3,000 meters [AVERAGE]

2 dual-barrelled laser turrets B2-G
ACC: [12]
Damage: [5D×2] chacune
Range: 1,000 meters [SHORT]



2 antifighter missiles MAC-10
ACC: [automatique]
RoF: 2
Damage: [3D×3]
Range: 3,000 meters [AVERAGE]

2 anticruiser missiles MAC-50
ACC: [automatic]
RoF: 1
Damage: [3D×3]
Range: 15,000 meters [LONG]

3 magnetic mines 2M-410
ACC: [automatic]
RoF: 2
Damage: [3D×3]
Range: 1,000 meters [SHORT]

Sensors:
Detection: 1,000 notics
Attack: 3 notics

Cost:
New: 2,880,000 Þ
Used: 1,440,000 Þ

The energy shielding of the **XC-5** is quite consistent for a spacecraft of this tonnage without affecting its astronautics performance or its general appearance. The laser deflection

photomagnetic plates were designed by engineer MyoMann. These elements powered by integrated energy cells are completely autonomous and do not affect the main batteries onboard. Thus, a lost armor plate causes no fluctuation of its congeners supply, and in no way on the general power supply of the aircraft which makes it more operational and less vulnerable during a fight, in the heart of cross shots of enemy lasers. This shield concept comes directly from the one used on star cruisers.

Although the **Contumax** was originally designed to escort warships and space cargoships, its offensive armament was not neglected. The latter consists of a 42 kilotronic Turbolaser TL powered by reinforced energy accumulators to enable it to fire more powerful laser discharges, even if this has the consequence of accelerating the emitter crystal usury. The secondary armament consists of a missile silo containing four nucleic projectile tubes, two MAC-10 anti-fighter and two MAC-50 anti-cruiser. If the **XC-5** knows how to attack, it also knows how to defend itself with its both dorsal position lasers turrets, protecting its flanks. These automatic turrets are still based on the concept of two *Broninn* synchronized and mounted on a gyroscope itself controlled by a standalone aiming computor. Finally, as this escortship is also able to easily infiltrate enemy lines, it has been equipped with a mine launcher whose store contains three magnetic mines 2M-410.

The **Contumax** also has a complete detection and communication equipment. Most of its equipment was housed in the front part of the central fuselage, while the emergency systems are, in turn, hidden inside the hull itself. They include: ground tracking sensors, active and passive long range sensors, and short range attack sensors. The communication system of the **XC-5** is very powerful and is equivalent to a sloop. Its intercom (short range) and subspace (long range) radio includes a high-performance sensory jamming program, which can hide the ship behind a screen of all kinds scrambles. It is also able to block transmissions of the surrounding spacecraft.

In order to manage the myriad of sophisticated instruments equiping the **Contumax**, an extremely powerful computor has been integrated inside. Originally, this on-board computor was a *Kintium 800* developed by the engineer HanxeWargelann, intended for **Nautilator** class cruisers. To effectively manage the **XC-5**, the Computor has been equipped with a bioenergy brain Betadroid that serves as the main computor and auxiliary memory. The *ProLogic 800* contains a high-performance multitasking operating system whose video interface is connected to a touch-sensitive holographic display. This next-generation Computor is able to calculate a hyperspace jump while controlling the proper functioning of other spacecraft equipment such as shooting calculators and life supports. Its cybernetic memory contains most of the cosmographic maps that star cruisers possess as well as an automatic update, via a SSUHF modem.

The life supports of the **XC-5** are very efficient. The flight control cabin on the right side of the aircraft is an AEC escape pod equipped with a trioxide air conditioning and an antigravity platform with accelerometer compensators. The main life support of the spacecraft, meanwhile, a real chemical generator with atmospheric treatment and recycling, is intended to air-conditioning the living cabin as well as the technical corridors.

Originally, the **Contumax** was expected to carry two passengers as its predecessor. But the performance of its life support allow it to carry four in total, in addition to both crew members. Indeed, the **XC-5** is equipped with two escape pods LC, housed in the side flanks of the main hull.

The **XC-5** escortship also remains a logistic support ship capable of carrying an armored vehicle such as the **Celer T-47**.

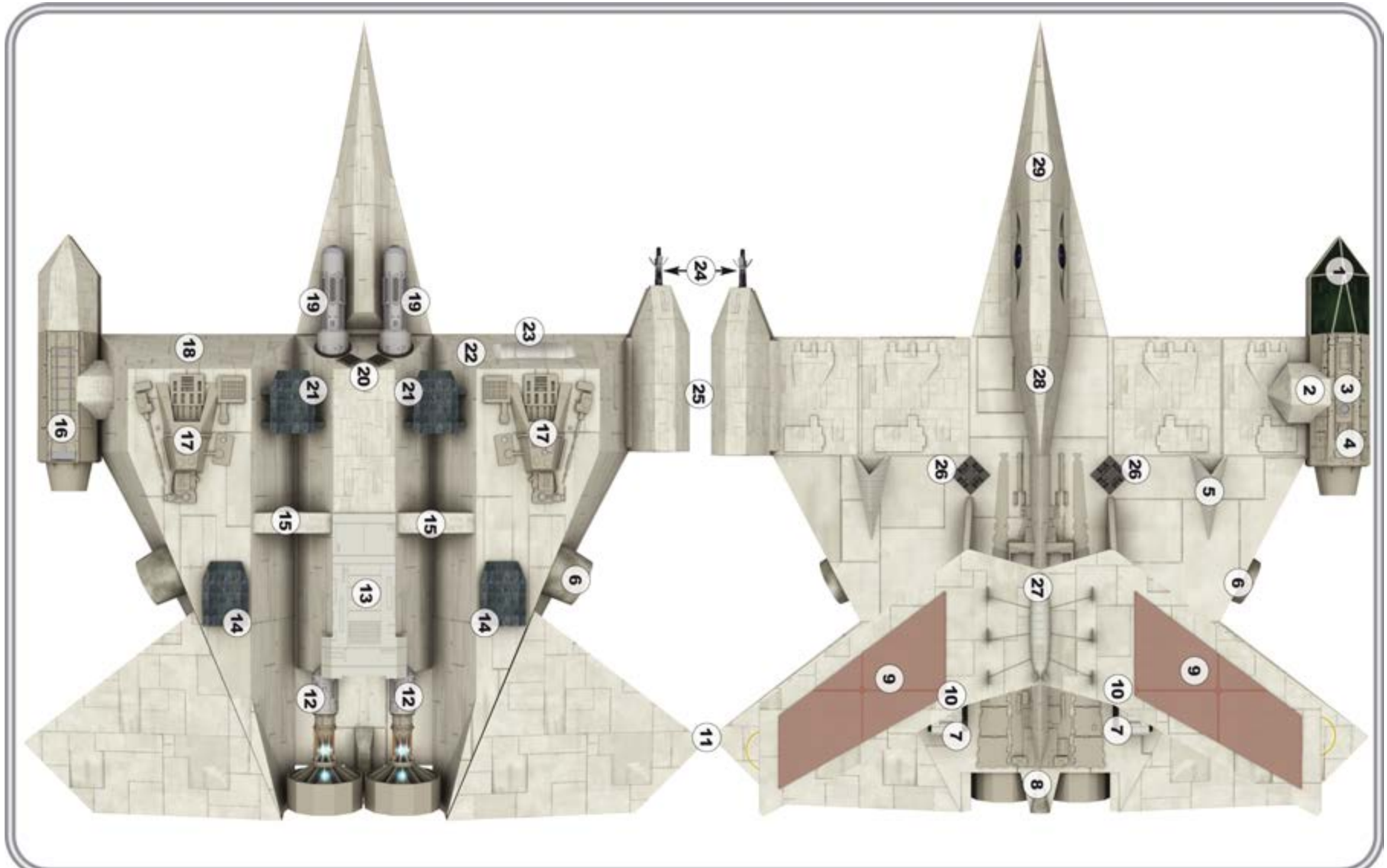
After proving its incredible effectiveness in combat during major combats against pirate war ships, the **XC-5 Contumax** is now a real response to the Armada of Darkness threat. Moreover, the imperial do not intend to stop there because already a new model is experimented on the secret base of the ICAST. This new escortship, named **XC-5II Ultor**, is equipped with an atomic radiator capable of tripling the power of its Turbolaser. This absolute weapon is classified “Imperial Secret” under the name “Delta Ray” (see the book **Forces in presence**).

Interstellar escortship XC-5 Contumax

Datasheet

1 Cockpit
2 Escape nacelle
3 Service hatch
4 AEC-5 escape pod
5 Air filter
6 LC-5 escape pod
7 B-2G laser turret
8 Mine launcher Arakyd
9 Cosmic panel
10 Rectractable wing (hangar)
11 Rectractable air fin (hangar)
12 Hyperdrive cyclotron HK-11
13 Freight sout
14 Main landing gear
15 Passageways
16 Main access ramp
17 Life support and sensor unity
18 Crew quarters
19 Missiles MAC-50
20 Missiles MAC-10
21 Front landing gear
22 Passenger quarters
23 Armored silicum bay
24 Laser cannon TL-55B
25 Laser cannon support
26 Hyperspace stabilizer
27 SSUHF antennas
28 Battery compartment
29 Sensor compartment

Plan in following page.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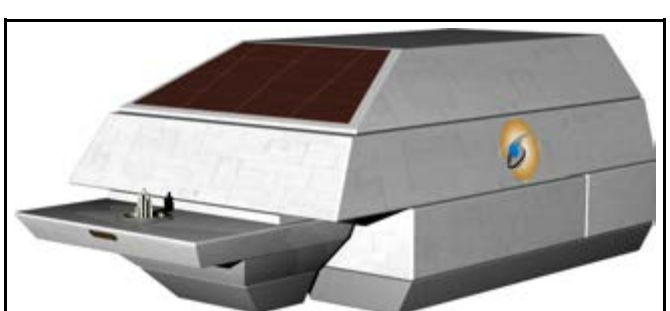
Space Transports

For the imperial economy working, three things were needed: goods, consumers and a means of offering the goods to the consumers. In a market composed of several planets, located hundreds of thousands of kilometers away from each other, this third condition was to be treated particularly. Whatever it was, the money was always good to take. The various trade agencies of the Imperial Company of Commerce and Industry (I2CI) gained enough to both, to save the subsistence of the assets of the Millenic Empire and to keep their ships in activity. The turnover of this imperial company can sometimes reach several billion pecuns each year.

Hundreds of cargo ships and shuttles are permanently sailing through the Millenian Empire to exploit and transport their livelihoods. Interstellar carriers take turns relentlessly, despite Spacejackers. However, the establishment of “Mercenaryship” by the members of the Special Escort Wing has helped to rescue some transport of goods or important people thanks to the escortships with their defensive armament.

Freighters

The so-called stratospheric freighters are the “beasts of burden” of the Millenic Empire's interplanetary trade. These medium-tonnage short-range spacecraft are equipped with powerful cyclotrons and large cargo hold, so that goods can be transported quickly and efficiently between space cargoships and small and medium-sized imperial cities.



BS-58

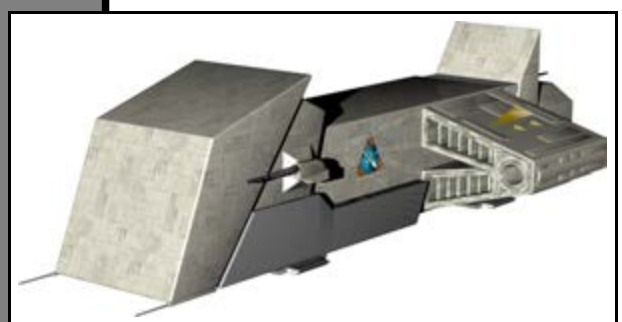
Model: BS-58 Opifex
Type: logistics bond stratospheric freighter
Category: B
Length: 95 meters
Mass (empty) : 525,000 pods
Crew: 4
Cargo Capacity: 3,520 cubic fitts
Propulsion: 3 cyclotrons HK-09G
Autonomy: [1D] minutes
Atmosphere: 0,9 sonic (20/300)
Space: 0,3 celerity [CRUISE]
Celerity Factor: [3.3]
Maneuverability: [0]
Shields: [0]
Hull: [72]
TSF: [+10]
Sensors:
Detection: 1 notic
Cost:
New: 1,920,000 Þ
Used: 480,000 Þ

In the Millenian Empire, the colonized planets have very few large cities with a large spaceport capable of accommodating spaceships such as space cargoships or cruising liners. However, many medium-sized towns or villages are absolutely unable to meet their own food needs. To avoid famine, these agglomerations must therefore be constantly supplied from the outside. By land way, the thing is rather delicate because the average distances between two cities are considerable and delivery times would be too long. For this reason, among others, megacities have a space relay. But the medium freighters that supply these cities are often too big to land on small spaceships: they have to transfer their cargo on smaller, more maneuverable spacecraft, such as stratospheric freighters, which fly between cargoships and technical relays. The freighters are equipped with two cyclotrons and large repulsorlifts, making them ideally suited for interplanetary and maneuvering in the atmosphere.

X-23

Model: X-23 Incom
Type: stratospheric landing barge
Category: B
Length: 74 meters
Mass (empty) : 486,000 pods
Crew: 1 droid
Cargo Capacity: 100 soldiers ou 10 tanks
Propulsion: 3 cyclotrons HK-09G
Autonomy: [1D+2] minutes
Atmosphere: 0,9 sonic (30/300)
Space: 0,3 celerity [CRUISE]
Celerity Factor: [3.3]
Maneuverability: [0]
Shields: [54]
Hull: [72]
TFS: [+9]
Weapons:
1 laser turret B2G
ACC: [12]
Damage: [5D×2]
Range: 1,000 meters [SHORT]
Sensors:
Detection:2 notics
Attack: 1 notic
Cost:
New: 2,880,000 Þ
Used: 1,440,000 Þ

The standard crew of a freighter is composed of an astropilot, a navigator, a cargo manager and a captain. But military versions are generally maneuvered only by a droid which serves as a crew. The latest models are even equipped with a



Betadroid which controls the freighter independently. As freighters generally operate within a planet colonized by the Millenian Empire, they are neither armored nor armed. Only military landing barges type X-23 are equipped with anti-laser energy plates to protect themselves from ground-to-air attacks.

The **BS** transhipment freighter is used for the transfer of goods between two cargoships and this, exclusively in space. Most **SCR-130** space cargoships have a **BS-99** to facilitate maneuvering.

BS-99

Model: BS-99 Aquila
Type: space container carrier
Category: B
Length : 70 meters
Mass (empty) : 170,000 pods
Crew: 3
Cargo Capacity: 150 cubic fitts (container)
Propulsion: 3 cyclotrons HK-09G
Autonomy: [3D] minutes
Atmosphere: 0,9 sonic (30/300)
Space: 0,3 celerity [CRUISE]
Celerity Factor: [3.3]
Maneuverability: [+1]
Shields: [0]
Hull: [72]
TSF: [+9]
Sensors:
Detection:2 notics
Cost:
New: 1,920,000 Þ
Used: 960,000 Þ

Freighters and cargoships are equipped with airlocks and standardized secure systems to facilitate the transfer of goods.

Cargoships

Cargoships provide most of the transport of goods between the Millenian Empire's planets. There are a few different models manufactured by ICAST. Despite this variety, nothing is more like a cargoship than another cargoship; after all, there are not many ways to build what is essentially: a large container to which an ionic propulsion has been adapted.

In order to reduce their operating costs and increase their profitability, cargoships are relatively large. Indeed, even if all planetary capitals are equipped with a large interstellar spacecraft, they still can not accommodate ships of large tonnage.

Until 965-2, cargoships could serve the imperial mega-cities and the main mining centers, while most other spaceships could only accommodate small spaceships such as freighters. Following a major Spacejacker attack on a major Omega mining center, cargoships could no longer serve the planets directly. This counter-time forced the I2CI to equip all its cargoships with one or more freighters in order to transport the goods to the technical relay of the city to supply.

SCR-130

Model: SCR-130 Spaciocargir
Type: space cargoship
Category: B
Length: 310 meter
Mass (empty): 763,000 pods
Crew: 4
Cargo Capacity: 9,370 cubic fitts
Propulsion: 5 cyclotrons HK-09G
Autonomy: [1D] hours
Atmosphere: 0,6 sonic (10/200)
Space: 0,1 celerity [SLOW]
Celerity Factor: [10]
Maneuverability: [-1]
Shields: [0]
Hull: [90]
TSF: [+14]
Sensors:
Detection: 10 notics
Cost:
New: 5,760,000 Þ
Used: 1,440,000 Þ

The souts of cargoships occupies most of the available room on board. This cargo bay is in fact nothing more than a large bare room that can be compartmentalized according to the goods transported. Since a cargo ship is sometimes used to haul heavy machinery over Barthelima, before taking nucleic warheads and food to Antarius, cargoships offer the

opportunity to modify gravitational, atmospheric and thermal conditions that reign in the compartments of their hold; they can safely transport a wide variety of different cargoes. The **SCR-130 Spaciocargir** has the unique advantage of having three separate and autonomous souts, each with its own air conditioning system.

Coming second after the cargo hold – with regard to the place occupied on board – there are the cyclotrons, without forgetting the energy generators. If they are powerful, cargo cyclotrons are also relatively slow. They were designed primarily to transport goods from one planet to another one and are not intended to distance pirate ships. This is why the Imperial Mercenaries are increasingly being asked by the ICCI to escort cargoships which the cargo is extremely important and must never fall into enemy hands.

AT-4

Model: AT-4 Axium
Type: space refining cargoship
Categorty: B
Length: 125 meters
Mass empty): 350,000 pods
Crew: 4
Cargo Capacity: 4,500 cubic fitts (refinery)
Propulsion: 3 cyclotrons HK-09G
Autonomy: [2D] heures
Atmosphere: 0,6 sonic (10/200)
Space: 0,3 celerity [CRUISE]
Celerity Factor: [3.3]
Maneuverability: [-1]
Shields: [0]
Hull: [84]
TSF: [+11]
Sensors:
Detection: 7 notics
Cost:
New: 2,880,000 Þ
Used: 720,000 Þ

The ICAST did not foresee any weapons and no armor during the design of its cargoships. Thus, since the advent of the Dark Force, captains of the cargoships rather trust the fighter patrols of the Empire Forces and the Mercenary services.

The rest of the room available on board is occupied by a small piloting cabin and crew quarters. Cargoships are equipped with low-end computors. Their sensors are rudimentary and are sometimes reduced to simple anti-collision detectors and sub-space transmitters. Their autopilot systems are not much better. They are, most often, just able to maintain a predetermined course and requires a manual preset at each change of course. In addition, since most cargoships are generally only traveling the main trade routes and frequenting major system Orlesia, which is very well mapped, they lack a sophisticated navocomputer.

Generally, space cargoships of the Millenian Empire are extremely robust and reliable. They can suffer damage and continue to function, even after many travells. Of course, the older models and tired appliances are constantly demanding repairs, adjustments and parts replacement. However, a model seems to have crossed the ages without too much damage, it is the **SCR-130 Spaciocargir** designed by engineer CoreLiann, there are nearly nine hundred standard years.

Some cargoships have been modified and adapted to perform specialized tasks. Most often, they are used as a refining platform to bring minerals from one system back into the other with industrial material. This is the case of the **SCR-130B Purgarium**, a modified version of **Spaciocargir**. However, over the last twenty years, more recent models have come out of the ICAST lunar factories, smaller but equally effective cargoships.

Although the majority of cargoships belong to the ICCI, some independent manufacturers have their own freighters, which are generally of medium tonnage, such as **AT-4 Axium**.

Shuttles

In space, passengers are often the most cost-effective cargo. Diplomats, dignitaries, merchants, traders, businessmen and scientists all need to travel between the planets and the Millenian Empire's systems.

Since the use of cyclotron hyperdrive has not been widespread, but the main space routes have been carefully mapped, so many people can now afford a vacation to the four corners of the known Third Quadrant. To face the demand, spacecraft of all kinds – from the small intrasystem shuttle to the gigantic interstellar liner – roam the spaceways relentlessly.

Space travel is relatively inexpensive and can bring huge benefits, especially along the busiest interplanetary routes. The large Imperial Interstellar Tourism Company (2ITC) has a full fleet of line and cruise shuttles, constantly used full-time through the known Third Quadrant.

Safety of the passengers, the quality of the onboard service and the respect of the schedules obviously depend on numerous factors, of which the price of the ticket is not the least. Interplanetary or inter-city line shuttles may be cheaper, but they rarely offer guarantees of comfort comparable to luxurious interstellar liners. These large spaceships offer all kinds of entertainment and amenities to their passengers.

A dozen different models of spacecraft are currently in service throughout the Millenian Empire. All of these machines have very strict safety regulations: their life support can provide 120 % of their normal needs; all their equipment is equipped with escape systems; every spacecraft carries on board enough lifejackets and escape pods to allow evacuation of all occupants; their navigators, astropilots, technicians and captains have undergone intensive training; finally, all these machines are fully insured against all delays and damage caused by mechanical breakdowns, collisions, Spacejackers or “natural disasters”.

X-2002

Model: X-2002 Radius
Type: space line shuttle
Category: B
Length : 70 meters
Mass (empty) : 171,000 pods
Crew: 12 (9 hostess included)
Passengers: 130 (30 included in cabin)
Cargo Capacity: 90 cubic fitts
Propulsion: 3 cyclotrons HK-09G
Autonomy: [6D] minutes
Atmosphere: 1,2 sonic (30/400)
Space: 0,9 celerity [CRUISE]
Celerity Factor: [1.1]
Maneuverability: [+1]
Shields: [0]
Hull: [72]
TSF: [+9]
Sensors:
Detection: 3 notics
Cost:
New: 1,920,000 Þ
Used: 480,000 Þ

Seat reservations

As there is significant traffic between the planets of the Millenian Empire, it is relatively easy to reserve seats for all destinations. Thus, passengers may, if they wish, reserve and pre-pay their seats on scheduled flights such as interplanetary lines. Some ISIC agencies also offer discounts when tickets are purchased early enough. It is less easy to find outgoing devices for system Omega or more remote areas. Indeed, since the advent of the Dark Force and its Spacejackers, ISIC has decided to restrict its omegon cruises and these rare flights are often carried out under Imperial Mercenaries escort. Resort travelers may therefore be required to wait for weeks for a spacecraft to Omega. Otherwise, they still have the opportunity

to directly pay for Mercenary services, or to rent outright a spacecraft, which can be quite expensive. The planetary governors subject the interstellar displacements to a severe control, in particular during disturbances or crisis status in the presence of the Spacejackers. Most tourist agencies scrupulously respect the regulations and restrictions imposed on these trips.

Anyway, the Mercenaries can still take the risk of transporting people during the *status quo* of the Dark Force because they are 100 % guaranteed against dangers of attacks ...

Although people with falsified documents – such as fake memocards – can hope to cross the security controls of interstellar airports to board space shuttles, this practice, which has become commonplace in Omega, has become more hazardous since imperial patrols took over the habit of boarding spaceships in the corrupt system in order to search them. More and more often, the Dark Force agents, the deciders, the criminals and all those who can not afford the luxury of a real counterfeit ticket, resort, for their displacements, to smugglers: this system s has proven to be safer than the use of falsified documents.

TRANSPORTS	
Type - Transport / Duration	**Cost**
Urban - bus / hour	3 Þ
Urban - taxi / hour	15 Þ
Intercity- bus / hour	6 Þ
Intercity - taxi / hour	30 Þ
Intercity - monorail / hour	15 Þ
Intercity - shuttle / minute	6 Þ
Interplanetary - shuttle / minute	12 Þ
Interplanetary - shuttle / flat rate	300 Þ
Cruise - liner / day	1,000 Þ

Line Shuttle

The generic “Line Shuttle” class includes all spacecraft equipped with standard cyclotrons, less than 100 meters length, which can accommodate less than 200 passengers onboard and bond planetary cities and planets. However, transport ships falling into these class are most often the **X-2002 Radius** shuttles.

Each line shuttle has a planetary registration certificate issued by the Imperial Transport Company (ITC) and the local governor has a copy. This means that every connecting ship is registered in an ISIC agency on a specific planet, and all this under the governor supervision reigning over this world. Every agency then pays a share of its turnover to the company according to the number of shuttles it has.

In addition, Sierra government agencies often charge taxes at higher rates because their turnover is lower because of the intense activity of Spacejackers. The price of tickets suffers so.

Line shuttles are divided into two types: intercity and interplanetary line. The regular lines connecting the planets of the Millenian Empire are controlled directly by ISIC. The latter offers a quality service and pleasant facilities, otherwise relatively comfortable. In fact, travel only usually takes a few tens of minutes and does not offer extraordinary living conditions and entertainment. Many line shuttles offer their customers first class cabins and luxurious lounges.

Most intercity line shuttles, also known as “stratospheric” shuttles, take their customers to the city of their choice. Once arrived at their destination, they board new passengers.

No line shuttle is equipped with armor or weapon. They are, therefore, vulnerable to attacks by pirates or other Dark Force commandos. They can only rely on the services of an escort, especially if the client is a local authority or a powerful businessman. It also happens, especially in system Omega, that Dark Fleet ships intercept line shuttles to allow their passengers to join the ranks of the Force of Darkness, to appropriate imperial releases or to kidnap notables and 2IS agents. Despite these risks, Emperor NotoRiuss is reluctant to allow the installation of weapons on civilian spacecraft, because that would be to recognize that the Millenian Empire is not able to ensure its citizens safety.

CVL-900

Model: CVL-900 Caravell
Type: cruise shuttle
Category: B
Length: 110 meters
Mass (empty): 223,000 pods
Crew: 28 (20 hostess included)
Passengers: 200 (cabins)
Cargo Capacity: 305 cubic fitts
Propulsion: 5 cyclotrons HK-09G
Autonomy: [1D] jours standards
Atmosphere: néant
Space: 0,7 celerity [CRUISE]
Celerity Factor: [1.4]
Maneuverability: [-1]
Shields: [0]
Hull: [84]
TSF: [+11]
Sensors:
Detection: 4 notics
Cost: ND

For a decade, Imperial Fleet Support squadrons have been equipped with technical shuttles **Radius** to serve as medical frigates and tugships (with Magnetolaser). However, these shuttles are still unshielded and must be escorted by starfighters. There is no convention between both sides regarding amnesty for emergency ships on a battlefield.

Cruise Shuttles

Cruise shuttles offer luxurious facilities, enjoyable trips in exceptional safety conditions, sumptuous meals and high-quality entertainment ... at higher prices than most imperials earn for a full month. Only a small part of the population can afford to even a cruise aboard a luxury liner; but as ISIC has only a few of these space behemoths, seats on board are kept at least a standard year in advance.

The generic “cruise shuttle” classification concerns all civil passenger ships that are more than one hundred meters long and can accommodate more than two hundred people.

Although they are larger than those of the scheduled shuttles, cruise liners frequently carry as many passengers as they do, while offering spacious facilities and all kinds of entertainment options. In addition, as they travel longer, they have to carry a much larger quantity of food. All these spaceships of transport are in fact cargoships, or even simple hulls of type **X-2002** glued together and rearranged.

C-3

Model: C-3 Ferrybot
Type: star liner
Category: B
Length: 360 meters
Mass (empty) : 600,000 pods
Crew: 90 (60 hostess included)
Passengers: 500 (cabins)
Cargo Capacity: 900 cubic fitts
Propulsion: 5 cyclotrons HK-09G
Autonomy: [3D] jours standards
Space: 0,1 celerity [SLOW]
Celerity Factor: [10]
Maneuverability: [-1]
Shields: [0]
Hull: [90]
TSF: [+14]
Sensors:
Detection: 10 notics
Cost: ND

Propelled with huge cyclotrons and important life support, these devices make it possible to carry out cruises of approval along the periphery of the imperial systems and in the less frequented regions, with relative safety. Only Dark Force cruisers or well-armed pirate devices can be a real threat to them.

Given their size, cruise liners and other interstellar ships can only take passengers in orbit. The transit is therefore between the astroport and the liner by line shuttles chartered to the latter.

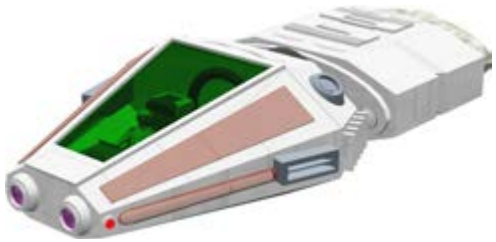
Micronavs

In recent years have developed miniature transport spacecraft whose size is equivalent to a simple aircraft. Faced with this new demand, the astrotechnicians of ICAST have given themselves to their heart's content and have designed a multitude of space and air micro-shuttle models. This type of ship – experienced since the end of stellar 990-2 – has been designated CAB, a mnemonic that only ICAST engineers know how to decipher. There are now three main models of CAB within the Empire, but the **03** model seems to stand out.

CAB-03

Model: CAB-03
Type: space micro-shuttle
Category: A
Length: 10,50 meters
Mass (empty) : 3,500 pods
Crew: 1
Passengers: 2 maximum (without freight)
Cargo Capacity: 500 pods (freight version)
Propulsion: 1 cyclotron HK-09
Autonomy: [1D] minutes
Atmosphere: 0,9 sonic (40/300)
Space: 0,5 celerity [CRUISE]
Celerity Factor: [2]
Maneuverability: [+3]
Shields: [0]
Hull: [36]
TSF: [+5]
Sensors:
Detection: 1 notic
Cost:
New: 720,000 Þ
Used: 360,000 Þ

Micro-shuttles – or Micronavs – are small spacecraft about ten meters long that are used by traders as well as wealthy individuals, but also by the



agents of the 2IS and the mining centers in hostile environment, or even in simple taxis. But these miniature spaceships are a concentrate of advanced technology and are still expensive considering that they are not yet widespread. But the leaders of the ICAST seem optimistic and think to sell thousands of them by the end of this millennium, if the Great Creator may will it ...

Warships

It was inevitable the Millenian Empire would develop spacecraft to defend its space kingdom against possible invaders or any other form of threat to its integrity.

Today, these large spacecraft – ranging in size from the assault shuttle to the gigantic interstellar cruiser – are used by both the Empire and the Dark Force as part of the confrontation of Good and Evil that now reigns in the Third Quadrant of galaxy Andromak. In these times of interstellar conflict, they remain more indispensable than ever.

Notes for the Game Master

To constitute crews of these spaceships, the characters generally have codes of competence in Shooting Weapons (Cannon or DEX-5), Astronautics, Navigation, Sensor Operation and Piloting Category B.

Combat scale

In the rule book, it is specified a warship attacks a lower class ship with a scale of 10 for the damage caused. It was omitted to state the Target Size Factors (TSF) of the targets are reversed.

For example, a sloop class Glokost targeted by a cruiser class Comodor sees its TSF going from positive to negative. Thus, the cruiser must remove 11 points (TSF = -11) to his aptitude code during its Megalasers attack.

Assault Shuttles

Although not strictly warships, imperial shuttles are capable of dealing with large spaceships, and carrying Imperial Mariners commandos to cruisers involved in the battle. These troop carriers have strong shields also powerful attack sensors and automatic Turbolasers.

GXM-500

Model: GXM-500 Gama
Type: armored assault shuttle
Category: B
Length: 70 meter
Mass (empty): 540,000 pods
Crew: 4
Passengers: 60 mariners with combat space suits
Propulsion: 3 cyclotrons HK-09G
Autonomy: [4D] minutes
Atmosphere: 0,9 sonic (30/400)
Space: 0,9 celerity [CRUISE]
Celerity Factor: [1.1]
Maneuverability: [+1]
Shields : [54]
Hull: [72]
TSF: [+9]

Weapons:
4 turbolasers TL-55 standalone
ACC: [12]
Damage: [6D] chacun
Range: 2,500 meters [AVERAGE]

4 anti-cruiser missiles MAC-50
ACC: [automatic]
RoF: 1
Damage: [3D×3]
Range: 15,000 meters [LONG]

Sensors:
Detection: 3 notics
Attack: 15 notics

Cost:
New: 2,880,000 Þ
Used: 1,440,000 Þ

The most common military shuttle model in the Imperial Fleet is the **GXM-500 Gama**. This combat shuttle is actually an armored version of the **X-2002** whose cabin has been refitted to accommodate **SHA-6** combat spacesuits. For this purpose, the cabin was separated into three parts. The first part includes the cockpit. From there, a crew of three

members controls all the shuttle equipment; a fourth member, the Group Chief Officer, oversees the actions of commandos with sophisticated audio-video equipment. The central part is in fact the masterpiece of the shuttle. The **SHA-6** space combat suits (see chapter **Miscellaneous Equipment**) of sixty Mariners are stored there when they are not used. These are then automatically recharged and maintained by robotic devices. The compartment is equipped with retractable hatches that allow to quickly drop the soldiers when the time comes. The stern of the ship houses the engine compartment with its cyclotrons and energy generators.

Sloop

Since the year 990-2, the Drak Force's secret shipyards have developed a new type of multi-purpose combat spacecraft. This medium-sized warship is capable of intercepting a fighter or an assault shuttle, as well as scuttling a cruiser. The star sloop **CTC-300** was unique before the arrival of its Imperial counterpart, the **UTS-700**.

The term sloop originally refers to a medium-sized warship, which can be used as a troop carrier, escortship, space interdiction or intrasystem patrol vessel. Its interior is of modular design, a bit like the hold of space cargoships, so that it is easy to modify its configuration according to the type of its mission. This greatly increases its effectiveness and importance within the Fleet of Darkness.

Transport version of the sloop is relatively small and has a small capacity cargo hold; most of the available room is occupied by troop berths, land equipment and landing barges. However, only four crew members are required to effectively maneuver such a spacecraft.

CTC-300 Glokost

As an interceptor, the sloop **CTC-300** is heavily armed. Its four 60-kilotronic, fully independent, twin-tube Turbolasers and its four MAC-10 nucleic missiles are capable of destroying a starfighter squadron in no time. The four MAC-50 missiles are there in the case of a scuttling mission in a battle involving cruisers.

CTC-300

Model: CTC-300 Glokost
Type: multi-purpose star sloop
Category: B
Length: 150 meters
Mass (empty): 2,500 kilopods
Crew: 4
Cargo Capacity: 200 soldiers or 20 tanks
Propulsion: 6 cyclotrons HK-09G
Autonomy: [7D] minutes
Speed: 0,7 celerity [CRUISE]
Celerity Factor: [1.4]
Maneuverability: [-1]
Shields: [66]
Hull: [84]
TSF: [+11]

Weapons:

4 turbolasers TL-55B paired
ACC: [12]
Damage: [7D×4]
Range: 3,000 meters [AVERAGE]

2 turrets B2-G standalone
ACC: [12]
Damage: [5D×2] chacune
Range: 1,000 meters [SHORT]

4 anti-fighter missiles MAC-10
ACC: [automatic]
RoF: 2
Damage: [3D×3]
Range: 3,000 meters [AVERAGE]

4 anti-cruiser missiles MAC-50
ACC: [automatic]
RoF: 1
Damage: [3D×3]
Range: 15,000 meters [LONG]

Sonsors:
Detection: 25 notics
Attack: 15 notics

Cost: ND

All high tech achievements are often tainted with design flaws and the **CTC-300** is no exception to this rule. Its main deficiency is highlighted when the spacecraft is flanked by enemy fighters: its main cosmic collector, which is in the form of a huge ventral keel installed just below the reactor room, is particularly vulnerable to this type of attack. Its long side panels are of paramount importance; they are used to capturing the cosmic particles that, once converted, constitute the primordial energy of any spacecraft. Even a partial destruction resulting from a laser firing or a nucleic missile explosion

from this keel can cause significant vibration or sudden rise in temperature in the main energy generator and the cyclotron compartment located just above its ventral fin. In this case, all equipment must be cut immediately to prevent the explosion of the energy generator. Some accounts are also reports of Imperial fighters who managed to paralyze a Dark Force's sloop that was chasing them, repeatedly firing at the ventral keel.

Due to this technological enthusiasm, the Genius of Evil who thought the sloop **CTC-300** also made a terrible design error in its defense system; in this case, the position of the rear turret. Indeed, the large lateral SSUHF antennas, deported backwards for reasons of magnetic resonances, are in the firing range of the two-tube lasers, thus creating a dead angle in the protection of the spacecraft.

Despite these handicaps, the **CTC-300** of the Purple Fleet remains a significant threat to Imperial Wing, and the crew of an escorshipt can be frightened by fighting such a warship.

UTS-700 Scula

Imperial Fleet sloop **UTS-700** is the technological response to his dark counterpart. After suffering the deep defeat of the Dark Force at the *Battle of Sierra*, Omega's imperial government had to heal its wounds, while the Fleet headquarter were reviewing its copies. This epic space battle between the 5th Fleet of the Millenian Empire and the Armada of Darkness had shown that the enemy possessed warships of the same class, but with a larger armament. Black fighters were more heavily armed than their Imperial counterparts, former models already replaced in the other major system Orlesia's fighter fleets. But, above all, the formidable fleet of the prince of Darkness Hillerr had his first **CTC-300** which had changed the situation during the conflict. Even few at the time, the advice of the Dark Force had damaged both cruisers of the sirri imperial flotilla and had banned space for the majority of starfighters. The key to victory was there.

Thus, after examining the distressing reports of the infamous *Battle of Sierra*, General NorTann, recently appointed Commander of the Empire Forces, decided to launch the *Mount Scula* project. Because of the General's services, the imperial Senate of Barthelima did not hesitate to quickly unblock the credits to initiate

UTS-700

Model: UTS-700 Scula
Type: multi-purpose star sloop
Category: B
Length: 190 meters
Mass (empty): 3,200 kilopods
Crew: 4
Cargo Capacity: 200 soldiers or 20 tanks
Propulsion: 4 cyclotrons HK-09GTI
Autonomy: [7D] minutes
Space: 0,7 celerity [CRUISE]
Celerity Factor: [1.4]
Maneuverability: [-1]
Shields : [66]
Hull: [84]
TSF: [+12]

Weapons:

4 turbolasers TL-55B paires
ACC: [12]
Damage: [7D×4]
Range: 3,000 meter [AVERAGE]

2 laser turrets B2-G standalone
ACC: [12]
Damage: [5D×2] chacune
Range: 1,000 meter [SHORT]

4 anti-fighter missiles MAC-10
ACC: [automatic]
RoF: 2
Damage: [3D×3]
Range: 3,000 meters [AVERAGE]

4 anti-cruiser missiles MAC-50
ACC: [automatic]
RoF: 1
Damage: [3D×3]
Range: 15,000 meters [LONG]

Sensors:

Detection: 25 notics
Attack: 15 notics

Cost:

New: 5,760,000 Þ
Used: ND

imperium will be directly threatened.

After six months of research and testing, the ICAST secret factories have released the first prototype of the star sloop called *Mount Scula* – reference to the largest mountain range on the governmental research. Emperor NotoRiuss himself approved the decision of the Commander, as they both intend to stop this galactic war and preserve the major system peoples, the ultimate bastion before the siege of the Millenian Empire. If the enemy enters the major system, the integrity of the

planet Barthelima. However, after a serious incident, the prototype was lost. But ICAST was able to release a second prototype the year after, considering the fact that the accident was due to a human error, and not technical one. This is the end of the 992-2 version of the operational version of the **UTS-700** with its four Turbolasers placed in the bow, its heavy laser batteries scattered on its flanks, four MAC-10 missiles and four MAC-50 missiles. The first defect of the adverse opinion was corrected on the imperial building by a better distribution of the cosmic panels on the whole hull. The latest-generation SSUHF antennas have been integrated into two armored domes, no longer exceeding the spacecraft's template. Like the **CTC-300**, the Impérial sloop can transport armored vehicles as well as troops through the exchange of special containers in modules.

The only common point of the sloops is their capacity to be able to deposit tanks or troops by means of fitted and recoverable **CAB** drop pods.

Comodor-class Star Cruiser

Designed by the imperial engineer WallexBlisann, the Comodor-class star cruisers were originally intended for the space defense of major system Orlesia. Setting off for a six-month patrol, these spaceships squared the solar system in sublight speed. That is why they have not been provided with hyperdrive and have the name of “Star” or “intrasystem” cruisers. So there are almost five hundred standard years that the Comodor-class cruisers crisscross the confines of the Millenian Empire.

And even though modern warships have largely outclassed these fabulous spacecraft, most are still directly derived from the technical plans of that era. In addition, despite their age, the **CDR-500 Comodor** star cruisers are still used, both by the Imperial Fleet and the Dark Force.

Replaced in large part by the Nautilator-class interstellar cruisers, the **Comodor** still in activity are often relegated to planetary defense missions to which they are perfectly adapted. Chiefs of the Headquarter and strategists of the Imperial Fleet may regard them as outdated, but these large warships, nearly a kilometer long, still have sufficient firepower to face any enemy attack squadron.

Comodor

Model: CDR-500
Type: star cruiser
Category: B
Length: 900 meters
Mass (empty): 57,200 kilopods
Crew: 504 (300 technicians included
Troops on board: 2,400 soldiers
Vessels on board: 24 starfighters, 8 escortships, dropods, barges & tanks
Cargo Capacity: 16,300 cubic fitts
Propulsion: 5 Megatrons HK-09GTL
Autonomy: [1D] hours
Space: 0,9 celerity [SLOW]
Celerity Factor: [1.1]
Maneuverability: [-2]
Shields: [84]
Hull: [102]
TSF: [+16]

Weapons:
2 megalasers GTL-55 paired
ACC: [18]
Damage: [8D×2]
Range: 8,000 meters [LONG]

16 laser turrets B2-G
ACC: [12]
Damage: [5D×2] chacune
Range: 1,000 meter [SHORT]

12 missile lanchers MAC-10
ACC: [automatic]
RoF: 2
Damage : [3D×3]
Range: 3,000 meters [AVERAGE]

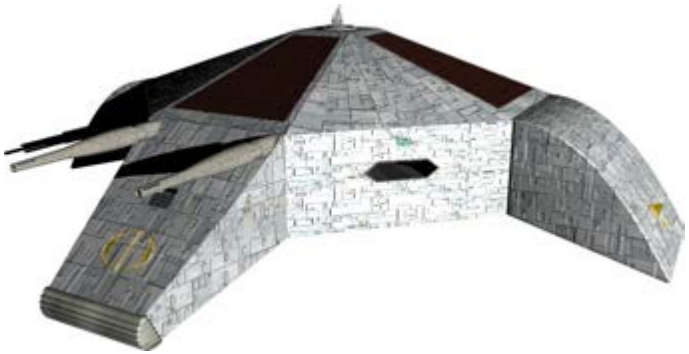
6 missile launchers MAC-50
ACC: [automatique]
RoF: 1
Damage: [3D×3]
Range: 15,000 meters [LONG]
Sensors:
Detection: 30 notics
Attack: 5 notics
Cost: ND

With the advent of Evil forces, Comodor-class warships were adapted to perform two main functions: planetary defense and also troop and armored transport. While their Nautilator-class “big brothers” favor battles between warships, the **Comodor**, in turn, is particularly good at defending the planets.

Most of the Comodor-class equipment is made up of two Megalasers and eighteen missile launch tubes. They are also equipped with sixteen twin-tube Turbolaser turrets that are specifically designed for space combat in a defensive purpose against smaller combat spacecratf.

One of the main advantages of these fabulous space fortresses is their ability to evolve in the stratosphere of a planet, which interstellar cruisers are not capable

of. This allows them to chase down enemy devices that are trying to infiltrate an imperial planet.



Their low speed is the major defect of Comodor-class spacecraft. Their five large Megatrons (large cyclotrons) HK-09GTL do not provide them enough acceleration so they can measure themselves in pure speed to other midsize warships ... Not to mention the modern stellar fighters at the same time with amazing velocity.

Comodor-class warships have been adopted by Spacejackers who are not very watchful about maintenance and who often travel far to intercept an imperial convoy.

The prevailing view is that the terrible rout at the *Battle of Sierra* by the 5th Imperial Fleet – composed entirely of Comodor-class ships – could have been prevented if the fleet had been equipped with faster warships. During this fight, the imperial fleet was indeed divided into two wings. Obscure Priest Vaderr, leader of the Army of Darkness and right arm of Prince Hillerr, first concentrated the fire of his first assault squadron on one of them, before tackling the second, succeeding so to defeat them both separately. The attack wings were not fast enough to join forces in time. The military strategists of the Empire forces think that if they could do it, their superior firepower would certainly have won without much loss.

Every Comodor-class star cruiser can carry on board starfighters and escortships who can perform escort or scout missions. These Imperial spacecraft typically carry two **VP-16A Optima** fighter squadrons and two **F-14 Falcor** escort squadrons.

The **CDR-500** star cruisers used by the Fleet of Darkness – recalled “Destruktor” – are over-armed and have some of their refitted souts to carry the prefabricated elements of a Secret base (see book **Forces in Presesnce**).

Nautilator-class interstellar cruiser

The building of a warship is a long and complex process. The preliminary phase – project launch, funding, design, factory layout, staff training, materials acquisition – can, on its own, take years in the case of a cruiser. The actual construction phase, however, is not faster. The concentrated efforts – in money as much as in energy of labor – are gigantic.

As is well known, the designers and architects of the warships are under enormous pressure; it is difficult to get an accurate idea of the problems posed by bureaucraty problems and budget efforts. Once a project has been adopted and work has begun, ICAST is dedicated to it for several years. At this point, the slightest change in the configuration of the spacecraft – no matter how small – can literally cost billions of pecuns and thousands of hours of extra labor.

When WessexLira, a prominent ICAST engineer, proposed to the Imperial Senate the construction of the Nautilator-class interstellar cruiser, the heated debate that ensued between Fleet strategists, the Imperial Customs and Standardization Company, and the Imperial Compagny of Exchange, almost caused the destruction of the project. Some found this device too expensive, others found it too unwieldy, others finally, simply considered it impossible to manufacture. But the report of the Fleet Headquarter on the *Battle of Sierra* spontaneously came to rally everyone on the implementation of the project.

Nautilator

Model: NTR-707
Type: interstellar cruiser
Category: B
Length: 1,600 meters
Mass (empty): 86,700 kilopods
Crew: 924 (500 technicians included)
Troops on board: 9,600 soldiers
Vessels on board: 72 starfighters, 24 escortships, barges, dropods et tanks
Cargo Capacity: 18,000 cubic fitts
Propulsion: 6 Megatrons HK-10GTL
Autonomy: [2D] hours
Space: 1 celerity [SLOW]
Celerity Factor: [1]
Maneuverability: [-3]
Shields : [96]
Hull: [114]
TSF: [+18]

Weapons:

3 megalasers on turret GTL-55 paired
ACC: [18]
Damage: [8D×3]
Range: 8,000 meters [LONG]

18 laser turrets B2-G
ACC: [12]
Damage: [5D×2] per turret
Range: 1,000 meters [SHORT]

20 missile launchers MAC-10
ACC: [automatic]
RoF: 2
Damage: [3D×3]
range: 3,000 meters [AVERAGE]

10 missile launchers MAC-50
ACC: [automatic]
RoF: 1
Damage: [3D×3]
Range: 15,000 meters [LONG]

Sensors:

Detection: 50 notics
Attack: 8 notics

Cost: ND

Months later, when the first Nautilator-class warship majestically left Barthelima's moon shipyards (with a budget overrun of just fifty Megapecuns) to go on a test flight, it proved the validity of the convictions expressed by the Fleet.

The **NTR-707 Nautilator** interstellar cruiser has enough firepower to fight an enemy combat flotilla on once. It carries a full squadron of **TD-25** starfighters and two **XC-5** escort squadrons. Thanks to the complete division of Imperial soldiers – with armored vehicles, space barges and landing modules – which he can carry in his souts, the **Nautilator** can quickly control a planetary region and invest without any problem a Dark Force secret base. Indeed, this warship is the first in its class to have a hyperdrive composed by six powerful Megatrons.

A Nautilator-class warship is more than just a firing platform: because of the variety of missions assigned to it – planetary defense, space combat, interstellar patrol – it must be both a space station, a repair center and a heavy carrier. In addition to fighters and escortships, a Nautilator-class interstellar cruiser carries Gama-class assault shuttles and **X-2002** technical and rescue shuttles. In addition, since it was not designed to evolve into atmosphere, it carries landing barges and drop pods that are used to transfer its crew and cargo, or to carry out a ground attack.

Obviously, these cruisers were also designed for space battles and they are perfectly equipped for this. The huge Megalasers turret mounted on the Nautilator-class cruiser is a mass destructive weapon against the **Destruktor** of the Armada of Darkness. The multitude of battery-lasers and its thirty missile launch tubes provide this interstellar cruiser an undisputed space superiority against any type of enemy combat spacecraft.

As all the space shipyards of the Millenian Empire were set in action, the Fleet intends to arm its flottilas with at least one Nautilator-class cruiser by the end of this millennium.

Gallium-class Interstellar Destroyer

Throughout system Omega, Stellar Amazons are gaining a reputation as excellent warriors. Influenced by the genetic heritage of their queen-mother, the beautiful and cruel Ortellia, they combine combat with elation and efficiency. Thus, we find these

criteria in their first warship they just designed: the Gallium-class interstellar destroyer. With this type of fighting spacecraft, the galaxy enters a new era of terror. At its first appearance, imperial strategists began to revise their concept of the war building.

Gallium

Model: DTR-330 Gallium
Type: amazon interstellar destroyer
Category: B
Length: 2,200 meters
Mass (empty): 63,525 kilopods
Crew: 12,700
Troops on board: 13,000 warriors
Vessels on board: 120 fighter-bombers, dropods & space barges
Cargo Capacity: 49,000 cubic fitts
Propulsion 2 retractable solar sails
Hyperdrive: 2 Megatrons HK-10GTL
Autonomy: ND
Space: *Solar*: 0,7 celerity [SLOW]
Cyclotronic: 1 celerity [SLOW]
Celerity Factor: [1.4] / [1]
Maneuverability: [-5]
Shields : [108]
Hull: [126]
TSF: [+19]

Weapons:

4 megalasers GTL-55 paired
ACC: [18]
Damage: [8D×4]
Range: 8,000 meters [LONG]

2 Ion cannons standalone
ACC: [12]
Fire Strenght: [18] per cannon
Range: 3,000 meters [AVERAGE]

20 laser turrets B2-G
ACC: [12]
Damage: [5D×2] per turret
Range: 1,000 meters [SHORT]

28 missile launchers MAC-10
ACC: [automatic]
RoF: 2
Damage: [3D×3]
Range: 3,000 meters [AVERAGE]

14 missile launchers MAC-50
ACC: [automatic]
RoF: 1
Damage: [3D×3]
Range: 15,000 meters [LONG]

Sensors:
Detection: 70 notics
Attaqck: 11 notics
Cost: ND

One of the most amazing features of this amazon battleship is that it has an aesthetic shape that has never been designed to this day (even the Nautilator-class interstellar cruiser designer is also a woman!). It seems to have been crafted by the hands of a fine artist, like a masterpiece. But if that makes it fun to watch, this eccentric principle also often causes headaches for maintenance and repair personnel of the Royal Fleet of Gynesia. Although Stellar Amazons excel mainly in the manufacture of their fighters **Cyclon**, they have not skimped on their expertise to make this space fortress.

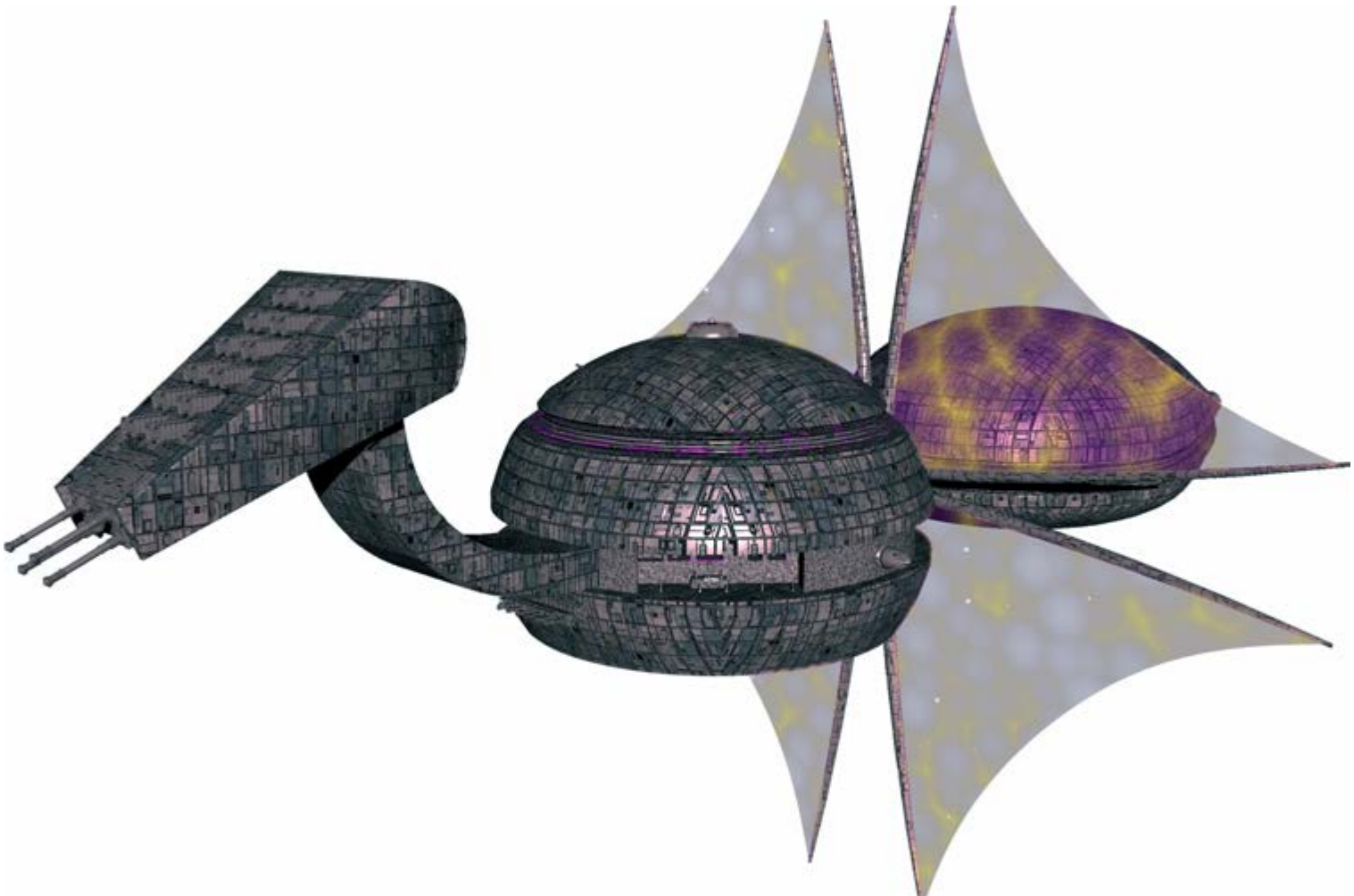
The result is the Gallium-class (from the word amazon *gallie* which means *spaceship*) **DTR-330** interstellar destroyer (imperial denomination). This amazing warship looks somewhat “organic” rather think of a big bug. This is mainly due to its lateral “wings” which are in fact gigantic solar sails. Indeed, the particularity of the **Gallium** is to have a hybrid propulsion that allows it to move at sublight speed without energy supply, by the simple push of the solar winds on its fully foldable energy wing. Its two modified hyperdrive Megatrons HK-10GTL, only start to pass the hyperspace bar up.

If the Gallium-class interstellar destroyer is a remarkably aesthetically pleasing ship, it is no less a formidable warship capable of destroying an imperial flotilla in record time. Its four huge twinned Megalasers of 60 kilotronics each are capable of spraying an imperial cruiser into one shot! Its two ion guns, mounted on its flanks, are equally formidable against mid-tonnage warships. But when his forty missile tubes spit out death, the surrounding space becomes a real hell. As for its close defense, the **Gallium** rests on its innumerable laser-turrets that cover its hull and prohibit any approach of imperial starfighters.

The main mission of this majestic interstellar warship is above all the orbital defense of planet Gynesia. When an offender dares to venture into the territorial space of the Stellar Amazons, it soon finds itself face to face with the Royal Wing. If the ship fires, it will be “snapped” by a powerful Magnetolaser to the ventral cargo bay of the Amazon destroyer. Indeed, the **Gallium** has six large magnetic projectors capable of capturing a medium-sized warship and attracting it in its huge main hold that opens like the mouth of a shark.

When we know that the Amazon interstellar destroyer is able to carry almost the entire Royal Army on board, both as combatant and fighter-bombers, the imperial strategists dare not confess their fears! They are careful not to say the **Gallium** is a real threat to the Imperial Fleet.

The most disturbing, however, is the rumor Prince Hillerr would be building a destroyer of the same kind somewhere in the outer edge of the Third Quadrant. But for now, these are just rumors ...



Droids

Droids are automatons designed to be assistants or standalone beings, or to deal with tasks considered too dangerous for entrusting to living beings. Some have been made a rough picture of Humans – their creators – while others have been crafted exclusively for a particular work or environment. Sophisticated robots, droids have an artificial intelligence and personality to facilitate the performance of their duties. Many of them are able to progress and evolve on their own, unless, of course, they are reprogrammed in the meantime.

If programmed and equipped for this, droids are able to operate in hostile environments: absolute void, extreme temperature places, or the ocean depths are just a few examples of places where they often work. The metal shell of most droids can withstand the harshest conditions and protect their delicate internal circuits. Some droids, like Betadroid, are speech-capable and can communicate directly with intelligent species. Others can connect to computer interfaces and transmit information through their screens. All droids, however, are programmed to understand at least one non-mechanical language, which is usually that of the Millenian Empire: the Andromon or the Common. Some even know dozens of dialects, depending on the areas of skill and the function assigned to them.

An energy cell, which must be recharged periodically, is incorporated into every droid and provides the energy necessary for its operation. Some of these cells can run continuously for longer periods – the duration varies with their size, price and performance – but most need to be recharged every month. When the circumstances allow, some droids sometimes disconnect voluntarily to save their energy resources. On these occasions, they can even possibly carry out internal repairs. Only Betadroid now has a nucleic stack which lasts about five standard years and must be checked every month.

Droids are classified according to their computer operating system installed in their photonic or cybernetic brain. Those who are specialized in academia, bureaucraty, art, influence, languages or social background are Alfa (α) class droids or more commonly known as protocol droids. The most prevalent droids whose skills are in building, bioenergy, biotechnology, driving, concealment, pure energy, flora, fauna, holography, engineering, mediatics, navigation, photonics, flying, planetology, repair, science, survival and technie are of Class Beta (β) is, all Technodroids. The security robots found in identity verification or in the army belong to the Delta class (Δ). Finally, those of the Omega class (Ω), mostly Cyberdin, perform minor jobs and assistants for whom intelligence is not a determining factor: mining, gardenship and sanitation. But whatever category they belong to, droids have some basic skills in common. They can move autonomously, perceive their environment through sensors, make logical reasoning, manipulate objects and communicate in one way or another.

Cyberdin

Cyberdin droids are advanced robots that can repair computers, run computer files and maintain ships. They can work in hostile environments, such as space void. Small, stocky, and most often in the form of an assembly of metal segments folded in several parts, they are equipped with a self-propelled support with rollers or, for the most recent ones, of a repulsorlift device.

In principle, Cyberdin connects to a computer or Computor by which they can control an entire mediatics installation and perform the necessary repairs on their own. Their complex photonic brain allows them to verify any information in real time, to determine, track and correct any bug.

Many technicians are assisted by one of these robots. Cyberdin becomes a real “teammate” and can replace its human partner in complex tasks in a minimum of time.

The famous **Cyberdin CD-9** designed by engineer InduseTryann and manufactured by the team led by Chief Technician AutoMatoss, is able to manage all the systems and sensors of a spatial control center, sorting and evaluating millions mediatics data, in order to transmit to the controllers only the most important data. Its powerful *Intelexann* internal photonic brain is capable of performing more than a hundred thousand operations per second. It can also directly, sensitively, communicate with the ship's computor in difficulty and manage its approach in manual mode. Its huge memories can contain any type of multimedia file.

Cyberdin CD-9 Astromek type also have all kinds of tools to perform repairs on an apparatus or on a vessel. The R2 version of *Intelexann* brain is also used in the naval system of the famous Imperial starfighter TD-25.

The range of sensors on the **CD-9**, in particular Soldabot, a Delta-class Cyberdin used only in SIR, includes infrared receivers, photonic receivers, energy sensors, audio sensors and motion and heat detectors.

CYBERDINCD-9 TECHNODROID		Height 1,20 m Weight 70 kg Genre none Longevity 100 and +
STA 12		**PROPS**
SF 1D+2 **HP/FP 12**		Metal body (SP = 9, EP = 9) Tracks or suspensors, 2 gripper arms, video sensors, energy riveter, Lightdrill, smoker and cryogenic fire extinguisher
DEX 14	Repair	**WEAPONS**
REF 14 **MOV 6**		
INT 10	Mediatics, Biotechnics, Diagnostic, Energy ***+ 1 picked Speciality skill***	**ADVANTAGE/DISADVANTAGE**
WILL / PER 10		
Ω CLASS		

Most Cyberdin are Astrodroids with a wide range of technical instruments such as holovideo screens, I / O jacks, a fire extinguisher and various tools. The **Astromek CD-9**, for example, is a real little accomplished DIYer. It has, among others: an energy riveter, a Lightdrill, a powerful fluogen and pliers.

Betadroid

Betadroid are droids – or rather, androids – designed to integrate with as few problems as possible into human society. Their main activity are etiquette and translation, making them valuable auxiliaries for diplomats, traders and planetary leaders.

The first Betadroid model manufactured and programmed by the Robotics and Cybernetics Agency (RCA) was the **BD-10.1** equipped with an AA-1 photonic brain designed by engineer CyboTann. This sophisticated droid occupied the α class beside the governors and rulers of imperial cities.

But soon, the cybernetic technology took off and the first 6PO biophotonic brain equipped the next generation **Betadroid BD-10.2**. Thus, cybernaut droids occupied larger areas of activity. Some β class became engineer's assistants. These Betadroid began to be directed to the cybernetics sectors in order to self-manage and diagnose possible failures on their operating system and all of their biotech parts.

With the arrival of the new EMD-1 biophotonic brain from the AutoMatoss engineer, the Betadroid occupied all sectors of activity used until now only by Humans and some non-human races. This brain with bioenergy modules uses an operating system OSR-1 based on artificial intelligence with progressive memory. Its sophistication reaches such a level that the third generation **BD-10.3 Betadroid** are now considered as full citizens. For this reason, the RCA has decided to design a Behavior inhibitor

Safety subprogram to better control the evolution of their individuality. Indeed, the robotic law imposed by the Millenian Empire forbids any aggressiveness of a droid towards a living being. *Directive 47* is a computer muting program designed to lock the operating system of a Betadroid in case of seditious behavior towards robotic law. After it is triggered, this program totally empties the memory of the Betadroid. Thus, only an RCA-certified technician can restore the droid's memory and implement a new operating program.

PROTOCOL DROID	Betadroid BD-10.3	Height 1,70 m * Weight 90 kg Genre none Longevity 100 and +
STA 10		**PROPS**
SF 1D **HP/FP 10**		Metal body (SP = 9, EP = 9) Repulsorlift, Voice / Sound Vocoder, Transcom III Communication Module, 2 Cyber Hands
DEX 10	Repair	**WEAPONS**
REF 10 **MOV 5**		
INT 10	Academia, Bureaucraty, Art, Andromon, Biotechnics, Influence, Mediatics, Milieu	**ADVANTAGE/DISADVANTAGE**
WILL / PER 10		Honesty
α CLASS		

(*) Moving

Today, Betadroid is used in most of the activities listed in the Millenian Empire. There are both protocol Betadroid and physician droids, security, or engineer assistants in all scientific domains; but also Betadroid servers in a tavern or home agent in a spaceport hall.

In recent years, some RCA engineers have been experimenting with next-generation quantum-memory biophotonic brains for various applications such as starfighters capable of flying at lightspeed.

Droïdes assassins

Killer droids are intelligent killing machines ... self-programmed weapons to hunt and destroy specific targets. Although they are completely illegal within the Millenian Empire, an indeterminate amount of these deadly robots haunts the imperial systems, particularly within Omega. The estimates of the Imperial Intelligence Services (2IS) oscillate between a few dozen and several hundred (on the planet Sierra) that would be scattered through the Third Quadrant. It is unclear how many are standby and how many still follow their original programming. Some reports from Imperial agents indicate how many of these droids were built by the Dark Force and that they exist, but most of these documents are classified as “Imperial Secret”.

Usually equipped with one or more weapons (lasers, missiles, grenades, etc ...), the droid killers are formidable opponents. Experts in discretion, they usually shoot their target on the first shot and their level of success exceeds 90 %. Their reflexes are superior to Humans and most other species ones of the Millenian Empire, and their strength is generally greater. Some models of droid killers have been listed. Each has been produced in small series and is only suitable for a particular type of mission or environment. Killer droids range from a simple mobile weapon platform – like the **Sentinel**, which are actually the first models programmed by the Secret Service of Darkness (SSD) – to the hyper-sophisticated and intelligent robot which operates without having to worry material contingencies for many years. The most rudimentary killer droids (such as the **Sentinels**) are actually modified **Cyberdin** models and equipped with a repulsorlift for locomotion. They can not be smart, or be able to learn or perform complex tasks. In principle, they only hunt specific targets in specific locations.

KILLER DROID	Cyberdin CS-98 Sentinel	Heighte 1,70 m * Weight 90 kg Genre none Longevity 100 and +
STA 12	Throw	**PROPS**
SF 1D+2		Metal body (SP=9, EP=9)
HP/FP 12		Manomodules
DEX 14	Shooting weapons, Driving, Piloting **cat.A**, Repair	**WEAPONS**
REF 14		Pistolasers×2 (standalone+blisters)
MOV 6		Thrown grenade
INT 10	Mediatics, Biotechnics, Diagnostic, Hide, Energy, Explosives, Illegality, Navigation	**ADVANTAGE/DISADVANTAGE**
WILL / PER 10		Addiction
Ω CLASS		

Real killer droids – such as the **Atrox** – locate their targets, follow them, gather information and develop "infallible" plans. These robot-killers are capable of conducting investigations to discover the identity and place of their victims residence. As hard to destroy as they are to capture, these Betadroid assassins move only at night or in low-traffic places, and know how to hide in order to go unnoticed by local authorities. Their life support is protected by an armored hull like real war engines.

KILLER DROID	Betadroid T-1000 Atrox	Height 1,70 m * Weight 90 kg Genre none Longevity 100 and +
STA 10	Throw	**PROPS**
SF 1D		Metal body (SP=9, EP=9)
HP/FP 10		Cybernetics hands ×2
DEX 10	Shooting weapons, Driving, Piloting **cat.A**	**WEAPONS**
REF 10		Turbolt ×2 retractbale (standelone+blisters)
MOV 5		Demolition charge ×2
INT 10	Andromon, Mediatics, Biotechnics, Hide, Energy, Investigation, Explosives, Illegality, Navigation, Survival, Technics	**ADVANTAGE/DISADVANTAGE**
WILL / PER 10		Addiction
CLASSE Δ		

(*) En marche

It is also believed to know, but can not provide any formal proof, that the Obscure Troops would also use battle droids that are true intelligent armor. No imperial agent has yet fallen on one of them, but the 2IS do not reject this hypothesis, as frightening as it may be.

Land and Air Vehicles

Since the discovery of repulsorlift technology, most other modes of land-based propulsion have been supplanted by this energy conversion system, which is both less fragile and more efficient. Engineers of the Imperial Company of Astronautical and Space Technologies (ICAST) say that repulsorlift have literally scrapped air-cushioned, wheeled and crawler vehicles. And although it is still possible to buy hovercraft, the majority of land and air transport are now provided by repulsorlift.

Repulsorlift make it possible to levitate surface vehicles and to reduce the weight of the spacecraft in atmospheric flight. The repulsors are also used as secondary propellants onboard the ships that may be made to perform atmospheric flights or landings.

Two-seater Hovercraft

Model: TX-3 Arakyd
Type: tourism hovercraft
Length: 3,50 meters
Mass (empty): 800 pods
Crew: 1
Passengers: 1
Cargo Capacity: 100 cubic fitts
Propulsion: 2 solar turbines B-20
Autonom: [1D] hour
Speed: 44 mph [5/20]
Maneuverability: [+1]
Shields : [0]
Hull: [30]
TSF: [+2]
Cost:
New: 8,000 Þ
Used: 2,000 Þ

In terms of propulsion, the engineers opted for solar turbines from the beginning. These nuclear fusion reactors convert the trioxin molecules by bombarding them with pure energy atoms. The result of this reaction is a tremendous release of heat energy which relaxes violently towards the backward of the melting chamber. The extremely hot flow – over 1000° – is controlled by a thermal nozzle mounted on kneecaps directly connected to the digital controls of the vehicle. These are similar to those of Category A spacecraft, such as starfighters. The characteristic “roaring” of solar turbines is the consequence of the thermal shock caused by the propagation of the hot flow in the ambient air, and not the turbines themselves.

Compact Assault Tank

Model: PX-10 Tarentul
Type: armored assault hovercraft
Category: [Driving]
Length: 3,50 meters
Mass (empty) : 950 pods
Crew: 1
Cargo Capacity: 100 cubic fitts
Propulsion: 2 solar turbines B-20
Autonom: [1D] hour
Speed: 44 mphh [5/20]
Maneuverability: [+1]
Shields: [12]
Hull: [30]
TSF: [+2]
Weapons:
Laser gun Broninn 2L55 on turret
ACC: [6]
Damage: [5D]
Ranges: 1/2D: 450 meters
MAX: 1,000 meters

2 grenade launchers Plexus
ACC: [2]
Damage: [3D×3]
Range: 500 meters
Sensors:
Detection: 6 notics
Attack: none
Cost:
New: 16,000 Þ
Used: 8,000 Þ

The energy supplied to the vehicles is recovered by so-called “helionic” panels that convert the sun's rays into pure energy.

hovercrafts

Trade Carrier

Model: LC-12 Leviporter
Type: trade transport hovercraft
Category: [Driving]
Length: 25 meters
Mass (empty): 7,500 pods
Crew: 1
Passengers: 4
Cargo Capacity: 280 cubic fitts container
Propulsion: 3 solar turbines S-20
Autonomy: [2D] hours
Speed: 44 mph [3/20]
Maneuverability: [-2]
Shields: [0]
Hull: [48]
TSF: [+7]
Cost:
New: 96,000 Þ
Used: 24,000 Þ

The term “hovercraft” refers to any surface vehicle that uses an air compressor to move on an air cushion. These vehicles are still powered by solar turbines, but which are first generation and whose performance is low. Hovercraft float approximately one meter above the ground using soft cloths called “skirts” that hold compressed air under the chassis. These vehicles in the millenium beginning of the era can reach speeds of less than 100 nods because of their weight and the low efficiency of their turbines.

Today, the few hovercraft remaining in the Millenian Empire are used only for the transport of goods such as **Leviporter**. Some enthusiasts still own hovercraft vehicles for their own pleasure. The best known of these is the **TX-3 Arakyd**, a two-seater now used as a leisure vehicle.

However, the imperial army has been keen to maintain light hovercraft models as tanks: the **PX-10 Tarentul**.

Troop Carrier

Model: NG-8 Porter
Type: armored troop carrier hovercraft
Category: [Driving]
Length: 25 meters
Mass (empty): 9,000 pods
Crew: 4
Cargo Capacity: 40 soldiers (in armored container)
Propulsion: 3 solar turbines S-20
Autonomy: [2D] hours
Speed: 44 mph [3/20]
Maneuverability: [-2]
Shields: [36]
Hull: [48]
Weapons:
1 laser turret B2-G
ACC: [12]
Damage: [5D×2]
Ranges: 1/2D: 450 meters
MAX: 1,000 meters
Sensors:
Detection: 9 notics
Cost:
New: 190,000 Þ
Used: 95,000 Þ

The Leviporter transport vehicle consists of a large chassis surmounted by its air unit and its solar propulsion. At the front is the driver's and passengers' cabin. As controls, this driver has a photonic circuit controller for steering and a capacitive lever for the turbines thrust. At the rear of the vehicle is a magnetic platform capable of accommodating any type of commercial cargo that goes from the simple to the conditioned container.

This versatility has allowed the **Leviporter** to convert into the troop carrier in the Empire. Designed to be used by small units for scout missions and commando operations, this machine, recalled **NG-8 Porter**, is still remarkably efficient, even when it has no tactical support.

Although they are not as fast and manageable as repulsorlift vehicles, the **Leviporter** have their own qualities. Their piloting does not require any particular knowledge, and does not require any license as for the vehicles with repulsorlift.

The hovercraft **Leviporter** is equipped with three S-87 solar turbines designed by engineer GuRiann. Their intake cells are powered by an energy converter connected to the helionic panels.

Antigrav Disc

Model: PO-89 Mobile
Type: individual vehicle
Category: A
Height: 120 cm
Mass (empty): 100 pods
Crew: 1
Cargo Capacity: 1 ons (glove box)
Propulsion: repulsorlift
Autonomy: [1D] hour
Speed: 12 mph [1/6]
Maneuverability: [+2]
Shields: [0]
Hull: [12]
TSF: [0]
Cost:
New: 4,000 Þ
Used: 2,000 Þ

The principle of “ground effect” that governs the operation of the **Leviporter** consists of eighteen “skirts” of tear-resistant polymer that constitute the major deficiency of hovercraft in general. Indeed, these plasticized fabrics, being always in contact with the ground, tend to wear out quickly and require a permanent maintenance of the vehicle, whose periods vary depending on the type of terrain. On the military version, these skirts are protected by laser deflection plates. The air cushion is generated by a three-stage compressor designed by engineer KaseMann. The power of this air control unit is controlled by a computer which calculates the height of the vehicle relative to the terrain to be crossed and according to its load.

The **Porter NG-8** has been equipped with some military equipment. It has a sufficient energy shielding to withstand laser shots, but whose weight has been calculated so as not to impair its maneuverability. The tightness of the hatches made it possible to install a device recycling the air breathed by the crew and the troop. This armored vehicle must be maneuvered by four men to use its weapons and its various tactical instruments. It can carry up to forty imperial soldiers fully armed, accompanied by their group leader installed in front of a command console integrated into the armored container. The octagonal armored polarized silicon canopy provides an excellent field of vision and real driver protection.

Motoceler

Model: X-3 Pulex
Type: tourism repulsorlift motorcycle
Category: [Driving]
Length: 180 cm
Mass (empty): 150 pods
Crew: 1
Passengers: 1 (sideceler)
Cargo Capacity: 5 ons
Propulsion: 1 solar turbine B-50
Autonomy: [1D] hour
Speed: 112 mph [20/50]
Maneuverability: [+2]
Shields: [0]
Hull: [24]
TSF: [0]
Cost:
New: 8,000 Þ
Used: 2,000 Þ

The armament of the **Porter NG-8** consists solely of a twin-turret laser rotating 360 ° and particularly suitable for anti-tank combat.

Repulsorlift vehicles

Repulsolift vehicles – or more commonly known as aircraft – “fly” above the ground at a height that varies between a few meters and several tens of meters. They use energy inductors whose magnetic field interacts with planet's one, as would the ship hull with the ocean. Thus, despite the use of repulsors, aircraft do not “repel” the ground of a planet but navigate in its magnetic field. Only the power of the repulsors determines at what altitude the aircraft can fly to counter the gravity.

Antigrav disc

The Antigrav disc is the smallest vehicle with repulsorlift generally used in the various large-scale astronautic construction sites. This antigravity plate measures one meter in diameter and has a one meter high control column to which a semicircular guardrail is attached. The flight controls are equipped with a digital interface type A. Its board contains repulsors also serving as propulsion as those of the droids.

Racing Motoceler

Model: ZR-900 Roster
Type: racing repulsorlift motorcycle
Category: [Driving]
Length: 205 cm
Mass (empty): 190 pods
Crew: 1
Cargo Capacity: 5 ons
Propulsion: 1 solar turbine B-80S
Autonomy: [1D] hour
Speed: 180 mph [30/80]
Maneuverability: [+2]
Shields: [0]
Hull: [24]
TSF: [+1]
Cost:
New: 12,000 Þ
Used: 6,000 Þ

Motoceler

Motoceler is a generic term for single-seat vehicles with repulsorlift, propelled by a solar turbine. These machines are not related to other vehicles of the same kind, from the point of view of driving.

The pilot sits astride, his hands hold handlebars – not digital control sleeves – and the feet are on footrests. A person driving this type of vehicle is called “Celerist”. On the side of the Motoceler can be added a passenger cockpit – called Sideceler – supported by an auxiliary repulsorlift.

Racing versions of Motocelers often have an oversized and boosted turbine, allowing speeds of up to 186 mph!

Sleigh

Model: Y-64 Velox
Type: armored repulsorlift motorcycle
Category: [Driving]
Length: 300 cm
Mass (empty): 290 pods
Crew: 1
Cargo Capacity: 20 ons
Propulsion: 1 solar turbine B-80
Autonomy: [1D] hour
Speed: 180 mph [30/80]
Maneuverability: [+2]
Shields: [6]
Hull: [24]
TSF: [+1]
Weapons:
Laser gun LM-32B
ACC: [12]
Damage: [4D]
Ranges: 1/2D: 150 meters
MAX: 300 meters

2 energy net launchers Aratek
ACC: [0]
Damage: [*stunned*]
Sensors:
Detection: 2 notics
Attack: 0,3 notic
Cost:
New: 12,000 Þ
Used: 6,000 Þ

Outlaw gangs give more and more problems to the Millenian Empire, especially on the prison planet Antarius. The local government has called for the strengthening of its Imperial Militia units within the province of Ergastul. It was first sent additional units of **T-47 Celer**, but the many wooded places on the planet did not facilitate the search for known fugitives. Initiated by the growing audacity shown by the madmen, the governor of Antarius launched the manufacture of a new repulsorlift vehicle specially adapted to the situation. Thus was born the **Y-64 Velox** sleigh, an armored Motoceler designed by the engineer AraTekann. This single-seater vehicle is fast, strong and able to evolve on any type of terrain (and slaloms very well between trees).

But it is not enough to catch the escapees, it is necessary to stop them ... The sleigh **Y-64** is equipped for this purpose with special nets. These metal nets are stored in side compartments integrated into the frame, and can be ejected at the appropriate time. Their variable geometry mesh are strong enough

Racing Sleigh

Model: Z6-P Raptor
Type: racing repulsorlift motorcycle
Category: [Driving]
Length: 350 cm
Mass (empty): 350 pods
Crew: 1
Cargo Capacity: 20 ons
Propulsion: 1 solar turbine B-9S
Autonomy: [1D] hour
Speed: 199 mph [30/90]
Maneuverability: [+2]
Shields: [0]
Hull: [24]
TSF: [+2]
Cost:
New: 18,000 Þ
Used: 9,000 Þ

to entangle an individual in full race, regardless of its corpulence. They then emit a strong energy discharge that stuns the captured prey. The **Velox** also have a riot-resistant laser cannon identical to that of the **T-47 Celer**; as well as military sensor equipment found on starfighters.

The modular design of the **Y-64 Velox** makes it possible to adapt it to the missions it has to perform. In addition, an amphibious version is currently being tested on Antarius to equip the diving units of the various submarine mining centers exploiting the nobelium nodules.

Given the current success of the **Y-64 Velox**, it may be used on a larger scale in the near future by all Imperial Militia Brigades. But already, a racing version, the **Z-6P Raptor** develops on all the imperium.

Lubricor

The first passenger vehicles with repulsorlift were manufactured by ICAST at the beginning of this century.

The engineer SoroSubann designed the famous **XP-38 Lubricor** (*slider* in andromon), a small tandem exceeding 93 mph and propelled by two small solar turbines, each developed by engineer BesiPann. At this speed, it is better to wear protective face (visor or helmet). The high-efficiency B-50 turbines are three times

Lubricor

Model: XP-38 Lubricor
Type: tourism aircraft
Category: A
Length: 280 cm
Mass (empty): 450 pods
Crew: 1
Passengers: 1
Cargo Capacity: 70 ons
Propulsion: 2 solar turbines B-50
Autonomy: [1D] hour
Speed: 112 mph [15/50]
Maneuverability: [+1]
Shields: [0]
Hull: [30]
TSF: [+1]
Cost:
New: 12,000 Þ
Used: 3,000 Þ

smaller than the Leviporter-mounted models for equivalent power.

The **Lubricor** is also available as a single-seater sport version for thrill-seekers with an over-generated turbine. Also known as “go-ahead type”, the **XT-47** can reach in this version of racing speeds approaching 190 mph!

Leviceler

The **Leviceler LS-11** is the most widely used repulsorlift vehicle in the Millenian Empire. Its large trunk allows it versatile use while allowing

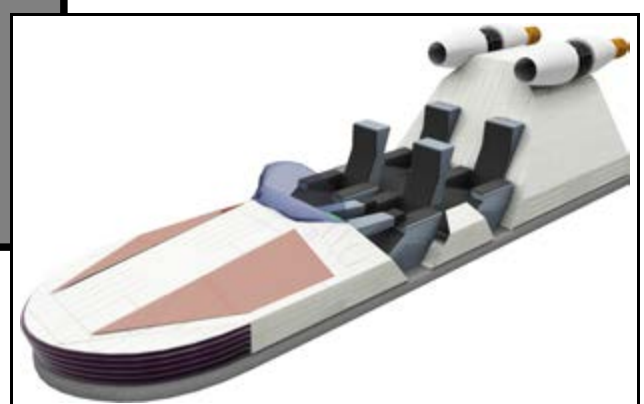
Racing Lubricor

Model: XT-47 Karter
Type:racing aircraft
Category: A
Length: 280 cm
Mass (empty): 450 pods
Crew: 1
Cargo Capacity 70 ons
Propulsion: 1 solar turbine B-50
Autonom: [1D] minutes
Speed: 180 mph [20/80]
Maneuverability: [+1]
Shields: [0]
Hull: [30]
TSF: [+1]
Cost:
New: 18,000 Þ
Used: 9,000 Þ

Leviceler

Model: LS-11 Leviceler
Type: utility aircraft
Category: A
Length: 450 cm
Mass (empty): 800 pods
Crew: 1
Passengers: 3 (5 family version)
Cargo Capacity: 500 ons or 2 persons
Propulsion: 2 solar turbines B-80
Autonomy: [1D] hour
Speed: 180 mph [15/80]
Maneuverability: [0]
Shields: [0]
Hull: [36]
TSF: [+3]
Cost:
New: 24,000 Þ
Used: 6,000 Þ

transporting three passengers with the driver. Its both B-80 solar turbines allow it to easily reach a speed of 180 mph at five meters above the ground, making it able to cross steep and rugged terrain. Like the **Lubricor**, the **Leviceler** (*rider* in andromon) is equipped with digital controls similar to those of starfighters. The training version of the Imperial Fleet Academy features a **Venum VP-16** fighter dashboard to train the crews of the Wing.



The **Leviceler** is commonly used like passenger vehicles, but also as a utilitarian for traders and technicians. In family version, it allows carrying two additional passengers in the trunk arranged for this purpose. A clip version has been designed for couples. Devoid of its trunk, the **Leviceler V-8 Komet** is a aircraft with a greater acceleration.

In recent years, the Imperial Militia – and recently the Troops – have been equipped with an armored **Leviceler** equipped with a new hull of tantalum. Its excessive mass allows it to “fly” only one meter above the ground. But with a new version of careened solar turbines, this military Leviceler – renamed **T-47** i– can easily reach the same speed as its predecessor. Like all Imperial Troop armor, the T**-47** features a *Broninn* 2L55 laser cannon built into a compartment within the hood. A shooting console is available to the co-pilot; but the driver can put the weapon in automatic mode thanks to a fire calculator similar to which one mounted on the **VP-16** starfighter.

Tourism Leviceler

Model: V-8 Komet
Type: tourism aircraft
Category: A
Length: 350 cm
Mass (empty): 600 pods
Crew: 1
Passengers: 1
Cargo Capacity: 300 ons
Propulsion: 2 solar turbines B-80
Autonomy: [1D] hour
Speed: 180 mph [20/80]
Maneuverability: [+1]
Shields: [0]
Hull: [30]
TSF: [+2]
Cost:
New: 18,000 Þ
Used: 2,500 Þ

Celer

Model: T-47 Celer
Type: liaison armored aircraft
Category: A
Length: 450 cm
Mass (empty): 800 pods
Crew: 1
Passengers: 5 (including 2 soldier in trunk)
Cargo capacity: 700 ons or 2 soldiers
Propulsion: 2 solar turbines B-80S
Autonomy: [1D] hour
Speed: 180 mph [15/80]
Maneuverability: [0]
Shields: [18]
Hull: [36]
TSF: [+3]
Weapons:
Laser gun 2L55 escamotable
ACC: [6]
Damage: [5D]
Ranges: 1/2D: 450 meters
MAX: 1,000 meters
Sensors:
Detection: 6 notics
Attack: 1 notic
Cost:
New: 48,000 Þ
Used: 24,000 Þ

The **Celer**'s armored canopy is made of silicum reinforced with anti-radiation plum particles and covered with a polarizing layer to prevent the crew from being dazzled by the “flash” of a nucleic explosion. The hull of the canopy is strongly reinforced by tantalum uprights, and its hinge with magnetic actuators is mounted on an energy spark gap to allow possible ejection of the assembly. The trunk is designed for two armed imperial soldiers or for two prisoners, in the militian version.

Aerodyne

Model: C-43 Aerodyn
Type: luxe aircraft
Category: A
Length: 350 cm
Mass (empty): 600 pods
Crew: 1
Cargo Capacity: 300 ons
Propulsion: 2 solar turbines B-80
Autonomy: [1D] hour
Speed: 180 mph [20/80]
Maneuverability: [+1]
Shields: [0]
Hull: [30]
TSF: [+2]
Cost:
New: 21,000 Þ
Used: 10,500 Þ

The T**-47 Celer** is used mostly by the Imperial Troops as a liaison vehicle for officers near enemy lines. Like any military vehicle, this aircraft is equipped with a computor, a field-follow topographic scanner (night driving without lighting) and a multispectral detection sensor. This armored vehicle is also available in a spaceborne version for **XC-5** escortships.

Aerodynes

The rich notables and the businessmen of the Millenian Empire need to stand out from the rest of the population. With exceptional characters, exceptional vehicles. ICAST has recently developed the Aerodyne range whose criteria are based on the concept of the famous **Leviceler**. New bodywork, new propulsion, while keeping the digital controls precious to aircraft.

Limousine

Model: SUV-6 Aerodyn
Type: trasnport aircraft
Category: A
Length: 450 cm
Mass (empty): 800 pods
Crew: 1
Passengers: 3
Cargo Capacity: 300 ons
Propulsion: 2 solar turbines B-80
Autonomy: [1D] hour
Speed: 180 mph [15/80]
Maneuverability: [0]
Shields: [18] (diplomatic version)
Hull: [36]
TSF: [+3]
Cost (standard version):
New: 30,000 Þ
Used: 15,000 Þ

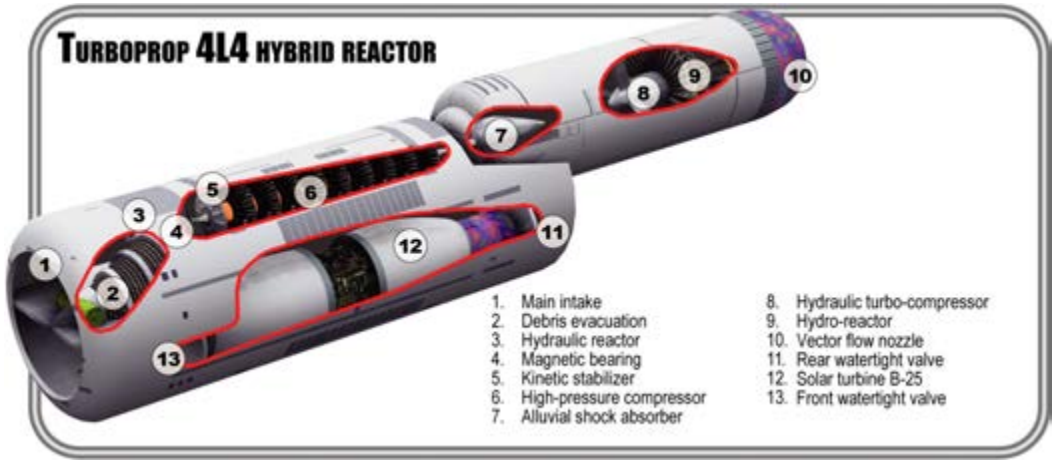
In this need for renewal, imperial astronautics engineers have designed two luxury models for a rich and demanding clientele. While the **C-43** serves young and dynamic

businessmen, the **SUV-6** is intended for notables and senior officials, while an armored version is used for Senate members for a diplomatic trip. Both models benefit from the new B-80S solar turbines mounted on the military **T-47** and whose fairing significantly reduces the noise. The bodyworks are much more aerodynamic, allowing better acceleration and an improved life of the turbines. These aircraft are, at most, two-seater, while offering unsimilared driving comfort.

Repulsorlift Submersible

Because of its relatively liquid appearance, the prison planet Antarius is rightly known as a planet-prison. The main continent where the Ergastull incarceration center is located is completely surrounded by water and thus leaves very little chance of survival for any escapees.

But this particular relief also makes the exploitation of certain marine minerals more difficult. Indeed, the nobelium, isotopic metal used to make the nucleic charges, is in the form of nodules on the seabed of the Great Ocean. The average depths where the nobelium is located are close to one thousand meters. It required the



design of huge wells plunging into these abysses. Currently, there are practically only Ω class droids working in these mines.

But the exploitation of nobelium nodules requires a constant exploration of the seabed by qualified teams. That's why the local government has built repulsorlift vehicles capable of diving underwater. Engineer AraTekann, famous designer of the repulsorlift system, manufactured the first amphibious vehicle with magnetic levitation: the **Levinav SL-9** (*sea traveler* in andromon).

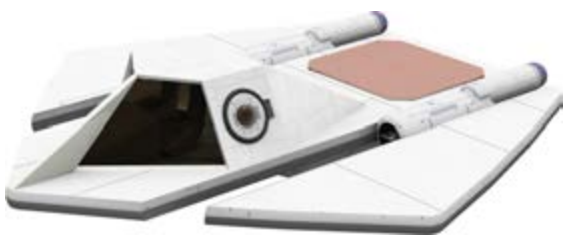
As repulsorlifts are inoperative in liquid surfaces (disturbed magnetic field), it has therefore been relatively easy to transform a standard vehicle into a submersible one. The only difficulty was to design a new propulsion able to work in the water. It was then that the Antari engineer IneKomann designed a hydraulic reactor coupled to a solar turbine (for air flight): the Turboprop 4L4 (see plan on the previous page). This hydraulic compression turbojet engine develops a power virtually equivalent to that of the B-80 solar turbine to which, moreover, it is coupled. But the constraints imposed by the liquid element allow the **Levinav** to reach only the speed of 87 miles per hour; which is not bad.

The **SL-9** holds two large manipulator arms as an extension to a geological sampler. This remote-controlled robot allows miners to find nodule veins in order to know exactly if their nobelium content is worth starting a farm.

Submersible

Model: SL-9 Levinav
Type: repulsorlift submersible vehicle
Category: A
Length: 8 meters
Mass (empty): 1,200 pods
Crew: 2
Cargo Capacity: sampler robot
Propulsion: 2 hydroreactors 4L4
Autonomy: [2D] hour
Atmopshere: 180 mph [15/80]
Aquatic: 87 mph [7/40]
Maneuverability: [0]
Shields: [0]
Hull: [36]
TSF: [+4]
Sensors:
Detection: 3 notics
Cost:
New: 36,000 Þ
Used: 18,000 Þ

Thanks to a reinforced tantalium bodywork, this amphibious vehicle can descend to depths well over a thousand meters; while ensuring normal pressure for the crew. Its high performance survival systems allow two humans to hold underwater for one hour with constant pressurization and air conditioning.



Like all sophisticated machines operating in hostile environments, **Levinav** has technical disadvantages. First, the 4L4 engine has a tendency to foul regularly, despite its sonic repellent debris evacuation system. But most disturbing is that its helium panel ensuring its energy supply is extremely vulnerable to the strong pressures that are encountered in the abyss. It sometimes happens that Levinav come back from a survey with the cracked panel, and therefore unusable.

The honorable performances of the **SL-9** concerned the security forces of the Ergastul penitentiary center and, a few years after it was first put into circulation, the Levinav experienced changes aimed at “militarizing” it. Baptized **RG-6 Milicar**, the new version of this amphibious vehicle was armored and armed with two retractable 2L55 laser guns. Thus, the Imperial Militia navy brigades are now all equipped with the **RG-6**.

Assault Submersible

Model: RG-6 Milicar
Type: repulsorlift submersible armored vehicle
Category: A
Length: 8 meters
Mass (empty): 1,200 pods
Crew: 2
Cargo Capacity: rocket launcher
Propulsion: 2 hydro-reactors 4L4
Autonomy: [2D] hour
Atmosphere: 180 mph [15/80]
Aquatic: 87 mph [7/40]
Maneuverability: [0]
Sheilds: [18]
Hull: [36]
TSF: [+4]

Weapons:

2 laser guns 2L55 escamotable
ACC: [6]
Damage: [5D]
Ranges: 1/2D: 450 meters
MAX: 1,000 meters

2 impulsion cannons Opus *
ACC: [12]
Damage: [4D]
Ranges: 1/2D: 150 meters
MAX: 300 meters

2 rockets TR-72
ACC: [12]
Damage: [3D×3]
Range: 1,000 meters

Sensors:
Detection: 6 notics
Attack: 1 notic

Cost:
New: 72,000 Þ
Used: 36,000 Þ

(*) inoperative in atmosphere

But the antari agency of ICAST does not intend to stop there with the **Levinav SL-9** because this revolutionary vehicle will undoubtedly give birth to a new generation of starfighters able to operate both in space and in waters deep. But for the moment, this project classified "Imperial Secret" is only at the stage of the office of study and under guard of the Imperial Fleet. The technical difficulties of the **TD-25 Tempest** starfighter are still engraved in the memories (see chapter ***Starfighters***).

Repulsorlift Autobus

Since the creation of the repulsorlift, vehicles using this technique of levitation are always of modest size. This is due to the fact that the repulsorlift system requires special balance constraints that only the spacecraft can override thanks to their powerful propulsion. Thus, since the birth of land transport, the Millenian Empire had to settle for monorail trains rolling on pebbles, very unreliable. Before the use of the shuttles, these monorails with pebbles crisscrossed the immense plains of Barthelima to connect the large imperial cities and the mining centers. Moreover, these monorail lines have been used to trace the major magnetic ways of today.

The advent of magnetic ways within the great imperial cities has thus helped to overcome this problem. Thus, today we can see large repulsorlift vehicles such as autobuses used for intra-urban transit. The most widespread is the **S-65 Diliger** of engineer SuboProann whose first model crosses the avenues of the capital Centralis for a century now.

Repulsorlift Autobus

Model: S-65 Diliger
Type: repulsorlift public transport vehicle
Category: A
Length: 15 meters
Mass (empty): 4,400 pods
Crew: 1
Passengers: 65
Cargo Capacity: 600 ons
Propulsion: 3 solar turbines B-80
Autonomy: [3D] hour
Speed: 180 mph [10/80]
Maneuverability: [-1]
Shields: [0]
Hull: [48]
TSF: [+5]
Sensors:
Detection: 9 notics (S-65INT)
Anticollision: 1 notic
Cost: ND

The **S-65** is a large fifteen meters long vehicle capable of carrying up to forty sitting passengers and standing twenty-five ones. The interurban double-deck version allows passengers, admittedly fewer, to be seated and have a dining room upstairs. This newer model can not, in any case, like the city version, move out of the magnetic ways because of its unstable equilibrium. As trips are long, it has stopover stations – originally built for monorails (see futher) – to entertain passengers.

The three B-80 solar turbines, identical to those mounted on the **Leviceler**, propel the **Diliger** to nearly 186 miles per hour after several kilometers of launch so as not to disturb the comfort of its passengers.

Cab air conditioning is provided by a survival system similar to that installed in the **F-14** escortships, without the acceleration compensator. As the cabin is divided into two articulated parts – to facilitate the negotiation of the turns – it is possible to air them differently depending on the races aboard.

While the city version of the **S-65** is driven by a licensed Category A driver, the long distance version is controlled by a β class Betadroid and a Cyberdin to prevent a possible failure. Indeed, the **S-65INT Viger** is also equipped with a navocomputer coupled to a topographic scanner similar to that mounted on the armor of the Imperial Troops **Porter** type.

Repulsorlift Monorail

Although the line shuttles are more and more used to connect the cities of the same planet with each other, on the planets of the major system Orlesia, have survived monorails, vestiges of another era. These repulsorlift trains connect only the largest cities to the global capital. On Sierra, the Imperial Council of Andros preferred to bet directly on the shuttles of line.

The repulsorlift monorails are trains generally composed of two opposite “motor”. Indeed, the monorail tracks have only one rail and their terminals do not have a turning platform. Thus, the return journey is made by the same train which is content to reverse its progress. This process has become laborious since demand outstripped supply. In addition, only the lines connecting the megacities offer a train with several passenger cars. Like intercity autobuses, repulsorlift monorails are only used to transport people.

Repulsorlift Monorail

Model: CC-4000 Viaceler
Type: repulsorlift public transport vehicle
Category: A
Length: 20 meters (per driving engine)
Mass (empty): 6,000 pods (per driving engine)
Crew: 1
Passengers: 44 (per driving engine)
Cargo Capacity: 600 ons (per driving engine)
Propulsion: repulsorlift
Autonomy: [1D] hour
Speed: 124 mph [10/60]
Maneuverability: none
Sheilds: [0]
Hull: [48] (per driving engine)
TSF: [+6] (per driving engine)
Cost: ND

The most common and oldest model is the **CC-4000 Viaceler**, built at the beginning of this millennium. The originality of this type of machine lies in its propulsion. It is in fact the repulsorlift flow circulating in the rail which advances the motor. A series of repulsors, placed under the machine and controlled by the driver varies the speed thereof. This highly reliable system, however, allows speeds of up to 124 miles per hour and a huge energy amount to power the rail. Relay terminals are also arranged along the magnetic ways

supporting the monorail. Another originality: while all contemporary vehicles have helionc panels for their own power supply, monorails are powered by induction with the energy flow created by the powerful magnetic field contained in the rail. This collection is done by magnetoceleric sensors placed under the motor.

Even though the Viaceler has forty-four couch-seats per engine with a rear-seat cabin, nearly ninety passengers in a trip, the future of Viaceler is now widely debatable in terms of profitability. This kind of transportation has become folkloric and aimed at tourists.

The Known Third Quadrant

Galaxy Andromak is a small protogalaxy (a growing galaxy) whose diameter is less than a thousand light-years. Located in a remote space-time universe, it was born from a supernova, that is to say, the collapse of a giant star much denser than the galaxy itself. Like most supernovae, the explosion of this star left behind a black hole, or more exactly a quasar, a energy nucleus with extremely intense neutron activity. It is from this energetic emanation that the matter gas, the residue of the supernova, is organized to form galaxy Andromak.

Andromak is a very young galaxy because it estimates its age of less than a billion years (in the cosmic scale). It consists of a globular cluster of stars in formation gravitating around the quasar Galaktrez, and two spiral arms whose second is the Third Quadrant, life source in this intimate part of the universe.

Andromak's Third Quadrant seems to be composed of only about a hundred young stars, some of which have planets. These stars are considerably distant from each other, which would seem to be the most plausible cause of the slow expansion of the Millenian Empire during its two thousand standard years of rule.

Here is a description of the known systems of the Third Quadrant with data intended for most Game Masters pretty keen astronomy. All of the races, creatures, and other components advertised in these features are discussed in detail in the following chapters.

This detailed description of the different worlds of **TTM**, which is in fact optional data for GM and experienced players, is composed of the following topics. All units of measurement used from this page are from the table in the chapter **Basic Physics**:

Solar orbit. Average distance between the star and the planet in carks (distance traveled by the light in one second).

Diameter. Equatorial length of the largest planet's diameter.

Gravity. Attraction force of the planet in reference to which of Barthelima (1 g).

Composition. Main matter composing the planet.

Inclination. The angle in radian that forms the axis of a planet revolution with the system plan of which it is part. This inclination determines the seasons. The higher the value of this angle, the more seasons are marked.

Seasons. Cycle in number of local days of the main seasons. Perihelion represents summer and Aphelion the winter.

Day. Number of Centars in a local day on the planet, a complete rotation of the latter on itself.

Year. Number of Revolus in the planetary year, a complete orbital rotation of the planet around its star.

Atmosphere. Atmosphere concentration on the planet surface compared to that which reigns on Barthelima. A low pressure (0 to 0.8) indicates a very thin and very fine atmosphere; a respirator is mandatory. High pressure (1.5 and above) requires the use of a breathing ventilator or even an exoskeleton suit.

Type and Composition. The atmosphere is breathable or not. Main gaseous components. A breathable atmosphere for humans is essentially composed of natrium (a neutral gas similar to nitrogen) and trioxin (the vital gas for bioenergy beings).

Climate. Type of climate and extreme temperatures in radian.

Liquid surface. Percentage of liquid hydroxin (similar to water) on the surface of the planet.

Humidity. Average hygrometric rate in the atmosphere.

Terrain. The relief of a planet is often determined by its climate and the amount of liquid water present.

Mineral resource. Main minerals exploited by the Millenian Empire.

Biosphere. Set of lives that the planet houses. From intelligent native species to creatures of wildlife, to the main types of plants that make up the flora.

Attribute. Classification of the planet according to its predominant activity within the system.

Civilization. Number of cosmopolitan inhabitants (including native) with, in brackets [], the kind name of the residents. The type of planetary government (imperial or otherwise), the name of the planetary capital [number of cosmopolitan inhabitants], as well as that of airports, technical relays, main mining stations and possible millenian sanctuaries.

A box can present the possible natural satellite(s) gravitating around the planet, with an overview of its main characteristics.

The data listed here represents the knowledge attributed solely to the Imperial Missionaries.

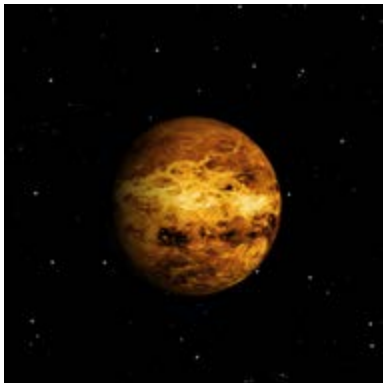
The planets of each solar system are represented in their order of distance from their star.

Major System Orlesia

Orlesia is a simple star system whose sun, Orles, is a star similar to the Sun, in the Milky Way galaxy. This system has been called “major” by the Humans because it constitutes their source and the settlement of the Millenian Empire, and also to make it stand out in view of a future colonization of the other systems of the galaxy.

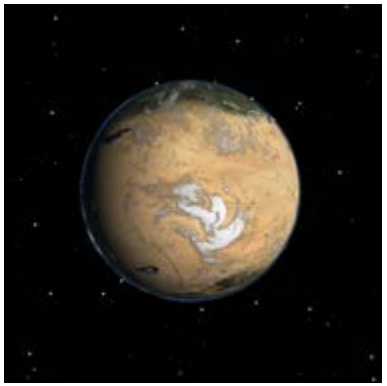
The average diameter of the system is 1,380 parceks. The sun is a yellow star of type G5-IV. The four planets revolving around are: Hermes, Carrius, Barthelima and Antarius. Between Barthelima and Antarius lies the asteroid belt Beltegeuse.

Hermes



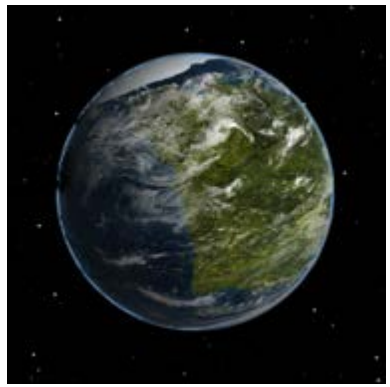
Solar Orbit: 233 parceks
Diameter: 4,880 notics
Gravity: 0,5
Composition : silicat
Inclination: 0
Season: perpetual perihelion
Day: 5,800 centars
Year: 141 revolus
Atmosphere: thin. 0,2
Type & composition: toxic. Dioxide of sulfur
Climate: burning. from +90° night to +170° daytime
Liquid Surface: 4 % **Humidity:** 5 %
Terrain: desert / sterile. Volcanoes, mountains
Mineral resource: silicum, cyprium, argyroz, iridium, spath
Biosphere: ***Native:*** Silimens
Fauna : milopedix, pulex, tarasks, lava worms
Flora : sulfuric mushrooms
Attribute: imperial mining planet
Civilization: ***Population:*** 1,116 inhabitants (50 % droid) [Hermi]
Gouvernment: imperial
Capital: Mylar [1,116 inh.]
Technical relay: Mylar (robotic)
Mining station: MYL-130 (robotic)

Carrius



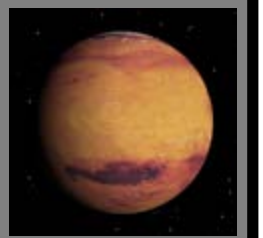
Solar Orbit: 360 parceks
Diameter: 6,790 notics
Gravity: 0,8
Composition: low metallic
Inclination: 3
Seasons: ***Perihelion:*** 304 revolus
Aphelion: 176 revolus
Day: 2,430 centars
Year: 358 revolus
Atmosphere: Dense. 1,4
Type & composition: standard. Natrium-trioxin
Climate: hot. from +20° in aphelion to +65° in perihelion.
Liquid Surface: 5 % **Humidity:** 20 %
Terrain: desert / arid. Dunes, mountains, polar plain, rocky shield
Mineral Ressource: silicum, aurum, marmor, plum, spath
Biosphere: ***Native:*** Seniorhotts
Fauna: auroks, lugx, meharys, milopedix, octocarnis, pulex, scalls, skorpes, sand worms
Flora: asbests, amaryls, andrinns, hydrogen plants
Attribute: Imperial trading and mining planet
Civilization: ***Population:*** 1,844,070,000 inhabitants [Carri]
Gouvernment: imperial.
Capital: Bodega [7,071,000 inh.]
Astroports: Bodega, Rafist
Technical relays: Bodega, Rafist, Assihoutt, Kano, Sahotome, Taness, Kartounn, Tibesty
Mining Stations: BOD-215, RAF-171, ASS-910, KAN-310, SAO-710, TAN-620, KAR-810, TIB-720
Millenian Sanctuaries: Anta, Lima.

Barthelima

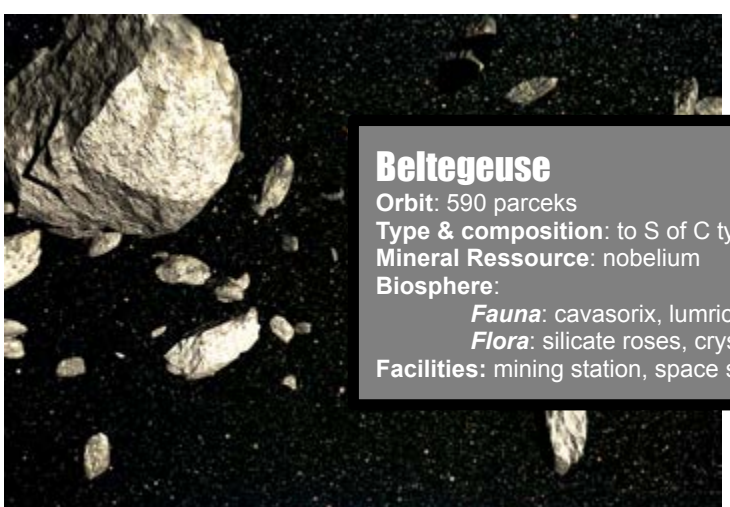


Solar Orbit: 490 parceks
Diameter: 12,750 notics
Gravity: 1
Composition: metallic
Inclination: 23
Seasons: ***Perihelion:*** 150 + 150 revolus
Aphelion: 150 + 150 revolus
Day: 100 revolus
Year: 600 revolus
Atmosphere: standard. 1
Type & composition: standard. Natrium-trioxin
Climate: tempered. From -20 ° in aphelion to +50 ° in perihelion
Liquid Surface: 65 % **Humidity:** 70 %
Terrain: Great Plains, Steppes, Mountains, Forests
Mineral Ressource: tantalium, actinium, shett, lith, marmor, plum
Biosphere: ***Native:*** Humans, Androgunes
Fauna: actines, anophells, amibs, aquilas, auroks, celenters, erucas, feratigris, leonis, milopedix, niechs, offides, pulex, skorpes
Flora: acerabolos, amaryls, quayahs, malvaks, solanaceae, xulons, mushrooms, molds
Attribute: imperial government planet
Civilization: ***Population:*** 2,725,245,000 inhabitants [Barthes]
Gouvernment: settlement of Millenian Empire and of MO
Capital: Centralis [8,354,000 inh.]
Astroports: Centralis, Montesly, Totahinn
Technical Relays: Centralis, Montesly, Totahinn, Gartempe, Mogadann, Megapalas, Rangouna, Dann
Mining Stations: BAR-210, MOS-130, TAT-201, GAR-810
Millenian Sanctuaries: Teta, Sygma, Alpha, Delta

Selen



Orbit: 363,100 notics
Diameter: 3,470 notics
Gravity: 0,2
Composition: trioxyd of shett
Inclination: 7
Day: 50 revolus
Year: 50 revolus
Climate: very cold. from -233° in night to +123° in daytime
Liquid Surface : none
Terrain: craters, regolith seas, hills
Mineral Ressources: shett, silicum, tantalium
Biosphere:
Fauna: cavasorix
Attribute: natural satellite of Barthelima
Facilities: mining station, lunar base, shipyards



Beltegeuse

Orbit: 590 parceks
Type & composition: to S of C type asteroid belt
Mineral Ressource: nobelium
Biosphere:
Fauna: cavasorix, lumrics, milopedix, roknars
Flora: silicate roses, crystalline lichens
Facilities: mining station, space station

Antarius

Solar Orbit: 690 parceks
Diameter: 12,100 notics
Gravity: 0,9
Composition: metallic
Inclination: 20
Seasons: ***Perihelion:*** 80 + 70 revolus
Aphelion: 180 + 170 revolus
Day: 120 revolus
Year: 500 revolus
Atmosphere: standard. 1,4
Type & composition: standard. Natrium-trioxin, Hydroxin
Climate: fresh and wet. From -50 ° in aphelion to + 20 ° in perihelion
Liquid Surface: 80 % **Humidity:** 90 %
Terrain: swamps, marshes, lakes, valleys, forests
Mineral Ressource: nobelium, smaragdyt, lith, marmor, plum
Biosphere: ***Native:*** none
Fauna: actines, amibs, anophells, celenters, sea dragons, milopedix, swamps aspics
Flora: xulons, amaryls, andrinns, algae, hygrophilous plants
Attribute: imperial penitentiary planet
Civilization: ***Population:*** 1,156,252,000 inhabitants [Antari]
Gouvernment: imperial
Capital: Ergastull [6,678,000 inh.]
Astroports: Ergastull, Rohil
Technical Relays: Ergastull, Rohil, Poperinn
Mining Stations: ALK-112, ORL-150, POP-160, BEC-510, BEA-630, BUR-640, FIG-620
Millenian Sanctuary: Mu

Kuiper

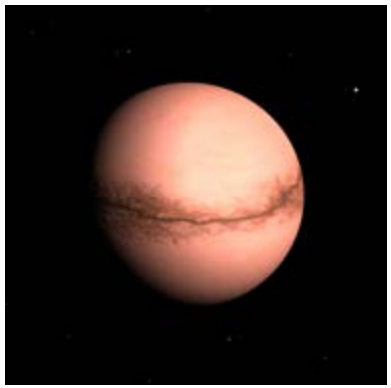
Orbit: 450,640 notics
Diameter: 2,300 notics
Gravity: 0,6
Composition: ferric
inclination: 17
Day: 100 revolus
Year: 66 revolus
Climate: very cold. From -253 ° night to + 83 ° daytime
Liquid Surface: ice
Terrain: ice and mountains
Mineral Ressources: tantalium, shett
Biosphere:
Fauna: polypus
Attribute: natural satellite of Antarius
Facilities: mining station, lunar base

System Omega

Omega was discovered in the first half of the second millennium by imperial colonists, sent for exploration by Emperor NekiSann. It is a simple solar system of the same age as Orlesia but whose sun has aged prematurely, with no viable astrophysical explanation. Indeed, the star Vega is of type M7-III, a red giant on the way to become a white dwarf, last stage before its final collapse. But before becoming so, Vega must have been a sun similar to Orles. This suggests that there was once another planet closer than Tyrania and that had to be destroyed when the star increased in volume. The presence of a giant red star in a system such as Omega causes extremely low temperatures in its periphery. Indeed, at this stage of its evolution, the star has consumed most of its atomic fuel and lives on its last reserves, lowering its coronal temperature by half. This is why Calcinera is a dead planet, deprived of light and heat; while Tyrania, the closest, undergoes only a desert climate similar to Carrius of the major system.

The average diameter of the Omega system is 2,067 parceks. The four planets revolving around the Vega sun are: Tyrania, Sierra, Gynesia and Calcinera. Like Orlesia, an asteroid belt gravitates between the third and fourth planet, consisting essentially of frozen asteroids.

Tyrania



Solar Orbit: 156 parceks
Diameter: 9,010 notics
Gravity: 0,7
Composition: silicat
Inclination: 2
Seasons: perpetual perihelion
Day: 588 centars
Year: 680 revolus
Atmosphere: standard. 0,8
Type & composition: polluted and suffocating. Dioxin, trioxin
Climate: arid and desert. From -35° the night to +70 ° the day
Liquid Surface: 0 % **Humidity:** 1 %
Terrain: Huge white sand deserts, deep canyons
Mineral Ressource: unknown
Biosphere: ***Native:*** none
Fauna: milopedix, octocarnis, pulex, scalls, sand worms, skorpes
Flora: lithophilic fungi, hydrosine plants (amaryls)
Attribute: pirate planet
Civilization: ***Population:*** Spacejackers (not listed) [Tyranes]
Gouvernment: clanic
Capital: Bellica [not listed]

Sierra

Solar Orbit: 194 parceks
Diameter: 18,030 notics
Gravity: 1,2
Composition: ferric
Inclination: 32
Seasons: ***Perihelion:*** 268 d
Aphelion: 580 d
Day: 70 revolus
Year: 1,390 revolus
Atmosphere: standard. 1,3
Type & composition: dense. Natrium-trioxin
Climate: tempered. From -25° in perihelion to +45° in aphelion
Liquid Surface: 70 % **Humidity:** 80 %
Terrain: plains, steppes, mountains, forests
Mineral Ressource: actinium, shett, lith, marmor, plum, tantalium
Biosphere: ***Native:*** none
Fauna: actines, anophells, amibs, aquilas, auroks, celenters, erucas, leonis, milopedix, nieks, offides, pulex, skorpes
Flora: acerabolos, amaryls, xulons, solanaceae, mushrooms and molds
Attribute: imperial planet-government
Civilization: ***Population:*** 1,077,379,800 inhabitants [Sierres]
Gouvernment: imperial
Capital: Andros [2,176,200 inh.]
Astroports: Andros, Tau
Technical Relays: Andros, Tau, Calesronn, Enigma
Mining Stations: AND-114, TAU-201, CAS-310, ENI-514
Millenian sanctuaries: Kata, Zeta

Eldem

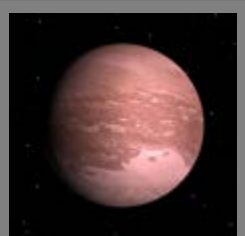
Orbit: 404,360 notics
Diameter: 3,740 notics
Gravity: 0,3
Composition: silicat
Inclination: 3
Day: 50 revolus
Year: 100 revolus
Climate: very cold. From -270° in night to +90° in daytime
Liquid Surface: ice
Terrain: craters, regolith seas, hills
Mineral Ressources: shett, silicum, tantalium
Biosphere:
Fauna: cavasorix
Attribute: natural satellite of Sierra
Facilities: mining station, lunar basex

Gynesia

Solar Orbit: 302 parceks
Diameter: 120,530 notics
Gravity: 1,6
Composition: silicum
Inclination: 37
Seasons: ***Perihelion:*** 28 stellars 121 revolus
Aphelion: 11 stellars 44 revolus
Day: 40 centars
Year: 29 stellars 165 revolus
Atmosphere: dense. 1,8
Type & composition: Natrium-trioxin, hydroxyd traces
Climate: tropical. From +18° in perihelion to +30° in aphelion
Liquid Surface: 25 % **Humidity:** 95 %
Terrain: wide virgin forests, valleys, lakes and inland seas

Mineral Ressource: unknown
Biosphere: ***Native:*** Homocanins
Fauna: actines, amibs, anophells, aramantis, drakofatas, erucas, leonis, milopedix, pulex, shytashyrs, skorpes
Flora: amaryls, giant xulons, quayahs, constrictor plants, éritroxilaceae
Attribute: amazon planet
Civilization:
Population: Stellar Amazons [Gynes]
Gouvernment: monarchy / mind-hive
Capital: Valeria [1,000,000 inh.]

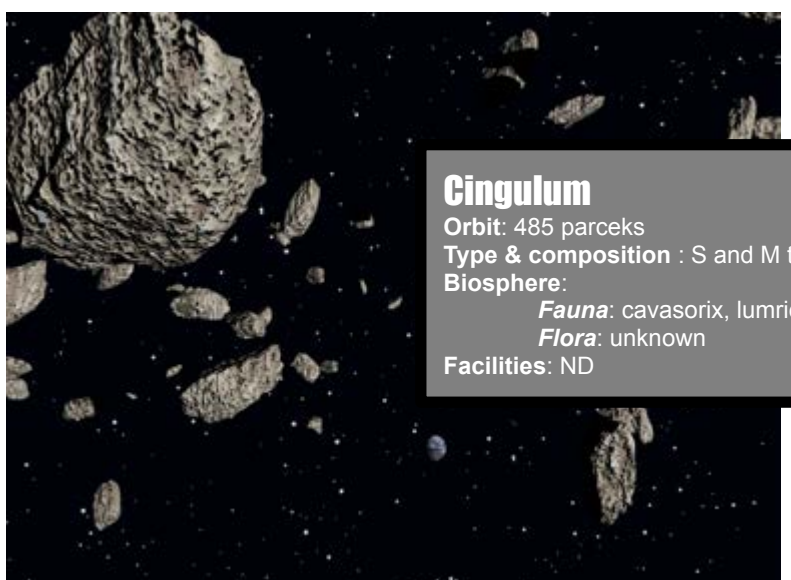
Kalisto



Orbit: 181,000 notics
Diameter: 1,123 notics
Gravity: 0,5
Composition: silicat
Inclination: 3
Day: 66 revolus
Year: 132 revolus
Climate: very cold. From -270° in night to +45° in daytime
Liquid Surface: ice
Terrain: ice seas and floes
Mineral Ressources: ND
Biosphere: unknown
Attribute: major natural satellite of Gynesia
Facilities: ND

Nabw

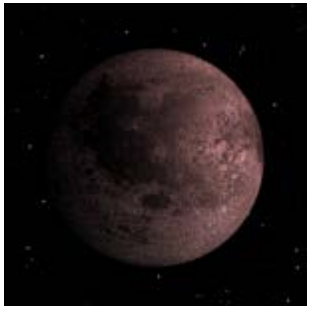
Orbit: 483,775 notics
Diameter: 1,066 notics
Gravity: 0,2
Composition: cypric
Inclination: 33
Day: 33 revolus
Year: 264 revolus
Climate: very cold. From -270° in night to -90° in daytime
Liquid Surface: ice
Terrain: frozen lakes, valleys, mountains, plateaus
Mineral Ressources: ND
Biosphere: unknown
Attribute: minor natural satellite of Gynesia
Facilities: ND



Cingulum

Orbit: 485 parceks
Type & composition : S and M type asteroid belt
Biosphere:
Fauna: cavasorix, lumrics, milopedix, roknars
Flora: unknown
Facilities: ND

Calcinera



Solar Orbit: 558 parceks
Diameter: 3,480 notics
Density: 1,1
Composition: silicat
Inclination: 0°
Season: perpetual aphelion
Day: 200 centars
Year: 1 920 revolus
Climate: frozen. -270° on the dark side and -130° on the lighted side
Liquid Surface: ice **Humidity:** 1 %
Terrain: rocky / very rugged. Craters, trays and deep crevices of frozen rocks
Mineral Ressource: unknown
Biosphere: ***Native:*** none
Fauna: cavasorix, lumrics, milopedix, polypus, roknars
Flora: cryophilic mold, silicate plants
Attribute: dead planet
Civilization: none [Calcineres]

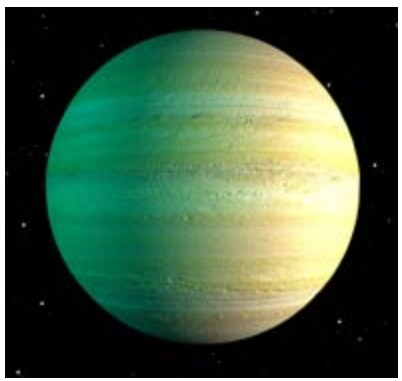
System Tablinea

The system Tablinea has only recently been discovered, less than a century ago. The meager information comes mainly from the various automatic probes sent from Sierra. However, one day, a mercenary lost in hyperspace accidentally emerged near two twin suns, stars of the system. With the help of his passengers, a young Millenian priest, they were able to approach the local civilization: the Tablins.

Tablinea is a binary system made up of twin stars Ramis and Norles. The daytime star is a yellow-orange G5-III-type sun, while its companion is a small blue O1-VI-type star, very bright. This singular system of more than 3290 parceks in diameter consists of only two natural planets (Frombola and Hosta) and an artificial planet (Irona). The latter seems to be the only home of the Tablins.

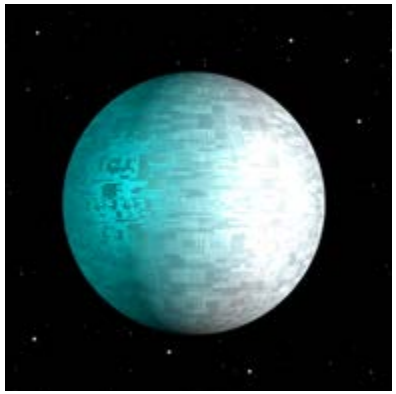
An omegon survey consisting of about 50 imperial planetologists and geoteks recently moved to the peripheral planet Hosta in search of a possible mineral source.

Frombola



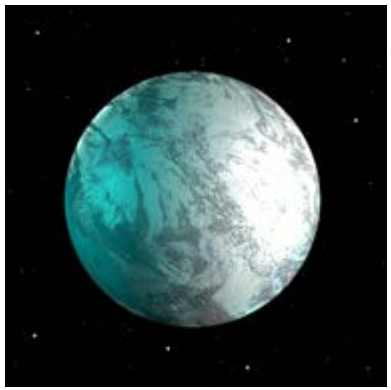
Solar Orbit: 494 parceks
Diameter: 142,980 notics
Gravity: 2,4
Composition: inknown
Inclination: 3
Season: perpetual perihelion
Day: 40 centars
Year: 17 revolus 60 centars
Atmosphere: dense. 1,6
Type & composition: poisoned. Natrium, sulfur, hydroxin traces
Climate: burning. From +108° the night to +161° the day
Liquid Surface: 13 % **Humidity:** 86 %
Terrain: mountains, plains, volcanoes, acid lakes
Mineral Ressource: unknown
Biosphere: unknown
Attribute: none
Civilization: unknown [Fromboles]
Natural Satellites: 13 listed including 4 knowns
(DANTE – DAWN
MUNLIST – RIM)

Irona



Solar Orbit: 414 parceks
Diameter: 30,000 notics
Gravity (inside): 2
Composition: metallic structure (artificial)
Inclination: 0
Season: ND
day: ND
Year: ND
Atmosphere (inside): ultra-dense. 12
Type & composition: not breathable. Natrium
Climate: under control. -64°
Liquid Surface: 0 % **Humidity:** 0 %
Terrain: metal architectures
Mineral Ressource: none
Biosphere: ***Native:*** Tablins
***Fauna*:** cavasorix, milopedix
***Flora*:** metallophilic fungi, energy plants
Attribute: artificial planet
Civilization: ***Population:*** Tablins (not listed) [Irones]
Gouvernment: monarchical
Capital: Insidon [not listed]

Hosta



Solar Orbit: 1,619 parceks
Diameter: 15,500 notics
Gravity: 0,8
Composition: unknown
Inclination: 45
Seasons: ***Perihelion:*** 120 revolus
Aphelion: 1,051 revolus
Day: 328 revolus
Year: 1,171 revolus
Atmosphere: dense. 1,5
Type & composition: flawed. Natrium, hydroxin, dioxin traces
Climate: very cold. From -89° in aphelion to -10° in perihelion
Liquid Surface: 10 % **Humidity:** 1 %
Terrain: plateaus, canyons, polar ice caps
Mineral Ressource: unknown
Biosphere: ***Native:*** unknown
Fauna: fenics, magnapes, ice worms
Flora: lythogenic fungi, cryophilic algae
Attribute: virgin planet
Civilization: none [Hostes]
Natural Satellites: 2 knowns (TOTH – WITT)

Intelligent Species

Since the creation of the protogalaxy Andromak, at least five billion years ago (on the cosmic timescale), only three solar systems of the Third Quadrant would have given birth to intelligent life – although there are still doubts about native origins of the Homocanins of the planet Gynesia. But what is unquestionably is that the system Orlesia remains the cradle of andromon humanity and the majority of the intelligent races of the Millenian Empire.

They are all life forms based on pure energy, more commonly known as “bioenergy lives”, which breathe trioxin, an oxidized gas. However, some species breathe poisonous gases, such as the Silimens, which have an incredible ability to adapt that allows them to breathe in almost any known atmosphere within the Millenian Empire.

In imperial taverns, it is not uncommon to find four or five different races of humanoids seated, when one passes through their gates. Here, here are easily recognizable Humans. There, red women wearing a long ponytail. Biped mantis with faceted eyes that rub each other's antennae. A little green man trotting along, juggling and chirping around the tables. If a hairy monster with a wolf's head offers to pay for a drink, it is better to avoid sending it back because it could crush the offender's spine.

All the species listed in the known Third Quadrant have – except Humans – a lower technological level than the Millenian Empire. These different intelligent species have been divided into two categories: the natives who continue to live in tribes with an archaic technology, and the “civilized” who joined the imperial society and who thus acquired the knowledge previously reserved for Humans. Only Tablins, the mystical race of the system Tablinea, are still extremely suspicious of other races. Few have been able to communicate and maintain a certain relationship with these enigmatic beings. But these still seem to have acquired a technological level at least equivalent to that of the Millenian Empire, or even higher.

The present work proposes here only the five known races within the Millenian Empire, as well as a succinct description of the mysterious Tablins. The basic features have been taken from the **Rule Book**, with any corrections made.

NOTES FOR Game Masters

For reasons of redundancy, the game characteristics for each intelligent species being available at the end of the Rule Book, they have been purposely omitted here. Only those of LLodas and Tablin are proposed in this chapter.

Human

Intelligent bipeds with a three-encephalon brain – like the other andromon species (from Andromak) – Humans are Andromons by excellence. Elected by the Great Universal Creator and directly born by Master Magnus, the Supreme LLodas of the Millenium Order, these bioenergy beings are neighbors of earthly Homo-sapiens only by physical appearance. Just like the majority of life forms inhabiting the Andromak galaxy, Humans have a basic metabolism that operates on the molecular cycle of pure energy. All their body cells are in fact microscopic nuclear power plants combining photosynthesis and the atom fusions by the pure energy action. Andromon Humans are actually a set of ligamentous flesh and silicate veins enveloping a mineral skeleton whose marrow (organic silicon) plays a leading role in the regeneration of living tissue. Their blood, or “haima”, which carries the erythrocytes, is in the form of a fluorescent yellowish color liquid. Human's skin, and Andromon's one in general, is made up of a network of billions of biophoton sensors converting star rays into pure energy. It is also easy to recognize Orlesia's Humans from Omegons through their skin pigmentation. The last ones usually have a duller complexion than their orlesian peers, this because of the weak light emitted by the red sun Vega. Their two lungs breathe trioxin, allowing this gas to combine with the chemical reaction of photosynthesis.

Humans generally exploit 70 to 80 % the brain capacity of their both lateral encephali, for only 12% of the third – the pineal gland – which is the psychomagnetic energy epicenter. However, Humans have developed since their

original creation the control of this brain organ and the most powerful priests today arrive at more than 50 % this cerebral cortex use.

Despite its young age, the human species developed relatively quickly thanks to the LLodas presence, servants of the Great Universal Creator. In less than a hundred thousand years, the first primitive humans gained control of the Psionic and developed their technology with the countless and precious minerals that their homeland, Barthelima (*House of Humans* in Milen), gave them.

The Human is a viviparous mammal whose gynon (woman) can only birth three children in all her life. Human's mode of reproduction is similar to earthling Homo-sapiens.

In appearance, the andron (man) measures on average five feet 7 inches, has chestnut or brown hair, and green or gray eyes. His hair system is rather moderate. For his female companion, the size and constitution are sometimes slightly lower. She usually has black or auburn hair and blue or gray eyes. There are, however, some exceptions, and the Humans accept quite well their different congeners; but do not support that some disguise themselves to change this natural physiognomy. This genetic conformity has not yet been explained by the Imperial scientists, but some eminent scientists have timidly advanced the hypothesis of a “cloning” that would have occurred naturally from the first intelligent beings created by master Magnus ...

Because of its nature, the Human is a sociable being, wise and good. His well-developed pineal gland allows him to use his Psionic energy and thus be the only one to be able to follow a Millenian teaching and become a priest. If the Human is rather pacifist, he knows how to be fiercest when it comes to protecting his own parents and his goods.

All Humans are, in majority, followers of the Millenium Order without practicing Psionic. The faithfull of the Millenic religion are also commonly called “moes”. At least once a year standard, Humans go to one of the millenian sanctuaries scattered throughout the imperium to pray and to expiate any moral mistakes.

Androgunes

Androgunes are intelligent androgynous bipeds, close cousins of Humans (less than 1 % of the genetic code) and, like them, native from the planet Barthelima. They stand out from their compatriots by their athletic body and a beautiful ponytail made of red hair. This hairstyle is also important in the Androgunes community because it allows according to its form to distinguish the spiritual rank of each individual.

These feminine attires allow the Androgunes to integrate easily into human society, mainly patriarchal. However, these androgynous women can choose a gender that will forever define their behavior in the Millenian Empire, as long as it serves the latter. Thus, an Androgunes can choose to favor his female appearance and opt for the “Wen” way, like a woman. But he can also comfort himself in this physical confusion and opt for the “Seldo” way, like a man.

The original language of Androgunes combines articulated sounds and quick and subtle hand gestures, which allows them to secretly dialogue with each other, even in the presence of representatives of other species. Only human linguists are capable of superficially apprehending their complex and fluid hand's movements. In spite of this, imperial people has only a small part of their idiom's lexicon, which constitutes the “Twileki”, the native language of the Androgunes. Be that as it may, the latest generation Betadroid protocol droids have modules that allow them to quickly translate key themes.

The immense forest of Lutecia is the Androgunes tribes homeland that are originally arboreal. This forested region located north of Primalis, in the province of Civitasis, extends for nearly six thousand kilometers. Forest Lutecia is made up of millions of giant trees, called quayahs, some of which can reach more than a hundred meters high. In the summer there is a tropical climate and in winter a mild climate.

Androgunes are mainly vegetarians and grow edible mushrooms and molds. The latter are also used in milk cheeses of auroks, cattle raised in the plains of Lugdenesis (see chapter **Creatures**). However, they sometimes hunt wild animals for their fur and meat used at annual banquets.

Androgunes culture is based on a sort of religion parallel to the Millennium Order. Each individual maintains a perfect harmony between his mind and body in martial rites. Indeed, these androgynous grow their bodies by the war art, not for attack, but to preserve their integrity within the nature that gave them life. Through this spiritual culture, the Androgunes have developed a martial art that combines dance and close combat.

Every month, Androgunes of each clan invoke the spirits of nature and invite their dead to participate in the “Kapuera Ares” (*war dance* in Twileki). This ceremony brings together all adult warriors to dance on a large platform of branches and perform their kata in a cataleptic trance. The originality of Androgunes is the fact of living exclusively at the top of the trees – in the canopy – in huts built into the bark of the biggest malvaks, other giant trees of the forest Lutecia.

This martial rite follows the Androgunes in the deeds and gestures of all their life. When one of them faces an opponent in melee, he uses his martial arts made of dance steps and extremely precise, complex and fast combat gestures. Each blow can be fatal for the opponent. When the Androgunes decides to finish with the latter, he draws his Glaivoplasma in all his art of weapon master and, in a last “kapuera pedos” (no dance), he slices the head of the enemy. It is said that he has just “taken possession” of his mind.

Androgunes are hermaphrodites, that is to say that they carry within themselves both species gender and conceive their own progeny. But the singularity is in the birth of the latter. Indeed, an Androgunes arriving at its maturity (about 40 stellars) decides to breed his only child. Then, a long process takes place within him and, a standard year later, the little Androgunes is born, causing his parent death. But in fact, this one is just the incarnation of his designer. Thus, by giving life, the Androgunes offers himself the chance of a new life. That is why this noble people is respected by humans, because it has a gift they do not have: immortality.

But it may be otherwise if an Androgunes refuses to birth life. In this case, he renounces his immortality and can then access the Millenian Way (see the chapter ***Psionic*** in the **Rule Book**). It is therefore in this unique and exceptional situation that Androgunes can become priests like their human cousins. At this moment, this androgynous goes to a MO's mentor and begins the long initiation that will make him a Millenian priest or, more exactly, a Shaman. Indeed, Androgunes priests have the privilege of using Psionic as shamanic magic, to stay close to their mother-nature and preserve it, as well as their traditions. Against his fellow human beings, the young Androgunes priest is not obliged to give up his long red hair in Millenian shades, but will still wear the traditional toga of the MO. He will abandon his Sabroplasma to the best warrior of his clan for the benefit of Bolega and Lightdagger. But until today, very few Androgunes have abandoned eternal life against the heavy price of the Millenian Way ...

Seniorhott

Native from the polar plain of Carrius, the desert planet, Seniorhotts are intelligent bipeds resembling small green men with large ears like “cabbage leaves” and large black eyes without irises. Measuring a little over three feet, they usually wear coarse-cut tunics that protect them from the harmful rays emitted by the yellow Orles sun. Usually, Seniorhotts rarely leave their native plains only to trade with Humans in the Great Desert Provinces. But their innate curiosity has pushed them to know more about the other races and a good part of them now live within the imperial civilization.

Seniorhotts understand the common language used within the Millenian Empire, but they prefer their native language, a gaggle of giggles and guttural croaking, intelligible to most Carrians. Seniorhotts also speak a strange dialect derived from their language and which is incomprehensible to those who do not belong to their race (the “Woki”); which helps them considerably when they bargain with the imperial colonists. Human traders are learning the hard way, that it is wiser to negotiate with a Seniorhott alone, than with a committee of these little creatures.

Seniorhotts are intelligent social beings and they do not fear other races too much. When they are among them, they do not hesitate to show their good humor by making some jokes and tricks ... In fact a form of pickpocket. Although cowards, the Seniorhotts do not hesitate, when they are forced to use their weapon: a telescopic energy spear ... their design? But their ancestral weapon remains the “Kirw”, a sandworm tooth.

Originally cultivators, hunters and builders, Seniorhotts were quick to excite the advent of imperial technology on their homeworld. By integrating into the Millenian Empire, Seniorhotts have proven to be excellent mechanics, with a real gift for DIY. Because of their magic skill, Seniorhotts have naturally turned to technician jobs. They are able to restart any vessel or droid ... Long enough, in any case, before a real revision in a specialized workshop.

Seniorhotts have little interest in Millenian religion and imperial politics. They have, moreover, still made no preference, no more with regard to the Millenian Empire, than with the Dark Force. Their only interests are in repairing and tinkering with technological objects, hunting, hydroponics and family life if they have chosen to stay in their native plains. That is why today it is sadly common to meet seniorhott technicians working on behalf of Prince Hillerr: they are commonly known as "Bunglers" (see **Rules Book**).

Seniorhotts are oviparous mammals whose female can bith only one single egg throughout her long life. The little "hotton" comes out of its protective envelope after six days for a life expectancy of two hundred stellars.

Homocanin

Homocanins are humanoid creatures with canine physiognomy, remarkable for their great strength and savagery. They are about 6 feet fifety-six inches tall and can weigh more than one hundred kilograms. Homocanins have a Lupus head: see the chapter **Creatures**) on a human Herculean body covered with a red fur and sometimes adorned with a fiery mane. Their brutal strength and their primitive culture make them excellent soldiers and good maneuvers. Their canine origin gives them a particularly sensitive smell sense.

Homocanins understand very well the common language of the Millenian Empire, but the confrontation of their guttural apparatus only allows them to express themselves by transforming the "v" into "w". Their native language seems to be composed of monosyllabic words and grunts series. But it is actually a form of communication elaborate and complex, well adapted to these hybrid creatures (the "Glyfork").

Gynesia, the planet recently colonized by Stellar Amazons, seems to be home to Homocanins, and imperial scientists today unanimously claim it. In the Mahelstrom land, lives the largest Homocanin tribes of ever met until today. These mutants seem to live in different clans led by warlords who decide on alliances and govern relations with other clans. In the beginning of gynesian summer, warlords launch campaigns of battles.

Homocanins are bellicose beings who love to bang, slash and cut things into pieces. Even though some of them have become part of the Millenian Empire, they have kept their primal instinct. The Dark Force has been able to exploit these advantages. Homocanins are not particularly trained in the use of a particular weapon, but energy mass or scourge to be their weapon of choice.

Since the discovery of the planet Gynesia, one begins to know the exact origins of Homocanin people because we know that these mutants do not have any organ of reproduction. Imperial scientists never believed in spontaneous generation. After various researches, the Millenian Empire geneticists advance for a genetic manipulation that would have created the race homocanine. This thesis seems the most probable because the majority of Homocanins, living on average forty stellars, die quickly of a generalized cancer, sign of a cellular degeneration which can only be the consequence of an altered genetic cycle. By looking at the terrible customs of the Amazon people and consulting various registers of space captaincy, we discover that no human has returned from his journey on Gynesia, the forbidden planet. But Queen Ortellia has become an expert in genetic manipulation after cloning her own people. She has already created a dangerous race of war nieks: the Canars (see the chapter **Creatures**). According to the experts, the "native" Homocanin people could be the result of a genetic cross between a Lupus and a Human; but here again, everything is speculation. Homocanins still seek their true origins today ...

Despite their bellicose instincts and their unfortunate tendency to hit ... before continuing to hit, Homocanins are individuals respecting a code of honor close to the Imperial Mercenaries' one. In fact, a Homocanin knows how to recognize the value of an adversary in combat and if a representative of the other species one saves his life, he becomes his "battle brother" and will be able to sacrifice his own existence for his new friend. .

But only the powerful and bestial side of Homocanins particularly interested the Dark Force who employ them today in its shock troops as an elite unit: the Terminators, soldiers without fear and without mercy, bloodthirsty real killing machines. They are easily recognized by their elongated helmets with equivocal shapes.

Silimen

Silimens are insectoid creatures that still have some bits of humanity. Indeed, if we still know the origin of the Homocanins, it is not the same for the Silimens, alas.

About five centuries ago, a prominent engineer from the Medico-Energy Agency (MEA) of Centralis, named GoroMann, specialized in the transgenic, a science to better understand and track the genes of a serious illness through several generations of infected individuals. During his research, the scientist discovered the great properties of what would become the Biophotonizer, a molecular regeneration device that has saved many lives since.

While on the verge of making a breakthrough, he asked the Imperial Senate to build an ultra-modern laboratory on the island of Sahona on the planet Antarius. This project was accepted unanimously. But the success and the gain of power triggered an “imbalance” of the geneticist's psychomagnetic energy. His genius then turned into madness. He undertook in the utmost secrecy to create a transgenic generation of insects carrying a serious disease: the Beluga. However, this procedure is formally prohibited without special derogation from the Imperial Senate, like any other genetic manipulation. The insects used were Pulex (see chapter **Creatures**). Guided by the pulsations of his psychic madness, GoroMann decided to involve his daughter and assistant, the sweet SiliMena, in this terrible experience. Unbeknownst to her, he inoculated the gametes with a transgenic pulex. A few months later, SiliMena gave birth in terrible suffering to a kind of large larva. The young woman succumbed shortly thereafter. The larva became a formidable chrysalis before revealing a humanoid being endowed with insect appendages: SiliMena's child. In tribute to his daughter, the mad scientist simply baptized him “Silimen”. For long months, still unknown to the imperial authorities, GoroMann, who became a true genius of Evil, created several generations of Silimens, which grew larger and stronger. And there, the events rushed. The small community of mutants, still carrying human genes in it, quickly understood the tragic fate of its existence. It was then that the Silimi revolted and slaughtered the fallen engineer.

Some time later, the Imperial Intelligence Services (2IS) sent a shuttle to Sahona Island in order to investigate GoroMann's disturbing silence. The imperial agents' commando was attacked by a horde of Silimen in fury. The latter decimated the armed group and managed to leave the planet Antarius. We do not know by what miracle, the Silimen landed on the volcanic planet Hermes. Many of them died asphyxiated by the poisoned atmosphere, while others began to succumb to widespread cancer due to the transgenic viruses they carried. The few survivors became accustomed to the hot climate of Hermes and began to give birth. After hundreds of generations, the Silimens became the hybrid creatures we know today.

Silimens look more like mantes than Humans. Their chitinous purple carapace is extremely resistant. They have two big faceted eyes, which allow them a very wide vision, and sensory hairs with which they communicate. Their long arms end with four long fingers covered with a kind of glue allowing them to climb on any wall, even the ceilings. The primitive Silimen wear a loincloth.

If the Silimen are all carriers of cellular degeneration, they also carry in their memory an ancestral hatred towards Humans. Aware of their ugliness, these mutant creatures obviously hate aesthetics and beauty. They despise all other species. Since they arrived in Hermes 500 years ago, Silimens have adapted well to the suffocating atmosphere of the volcanic planet, allowing them today to withstand almost any hostile climate except frozen climates where they just leave themselves frozen. The Silimen tribes live mainly by hunting and have therefore tamed Tarasks (see chapter **Creatures**), large biped lizards living in the sulfur-rich plains of Hermes. They use them as mounts and beasts of burden.

Due to their genetic origins, Silimens acquired the telepathically communicating gift with each other thanks to their hypersensitive cranial hairs. The latter are also used for each individual to recognize and share feelings by the subtle friction of their appendages.

The few Silimens who have left their home planet have adopted with difficulty the language used by the Millenian Empire and their mandibles prevent them from properly speaking Andromon. Thus, an integrated Silimen within the Millenian Empire, will always tend to replace the “s” and “j” by “sh”. But few have joined human civilization smoothly. Since the advent of the Dark Force, many Silimen have left Hermes to join the Army of Darkness ranks, seeing it as the ultimate way to avenge their ancestors.

Thanks to their insectoid attributes, Silimens have acquired a precise and dazzling address. Their innate skills make them formidable assassins in the Secret Service of Darkness (SSD), or excellent astropilots aboard the starfighters CR-117, or even sneaky smugglers in the underground networks.

Silimen's weapon of choice is today the Lightjavelin, this mystical object formerly offered to a Millenian priest by the enigmatic Tablin during their first contact with the imperialists. One suspects that they have procured this type of weapon by some clandestine network. But these hybrid creatures do not disdain to use a laser gun or an energy weapon.

CAUTION. The following information should be known only to Game Masters.

LLodas

LLodas are energetic beings created by the Great Universal Creator himself. These Psionic bipeds represent the quintessence of the Pure Energy and Spirit fusion. They personify the knowledge and wisdom of their creator. They are the first forms of life created within the galaxy more than 30,000 standard years ago (on the cosmic time scale).

One of them, Magnus, was designated to be the eternal master of the community and to design the first forms of intelligent lives: Humans.

Before the founding of the Millenian Empire, the Great Universal Creator decided to create a personal messenger to better control the Third Quadrant. He decided to designate one of his LLodas, Tark-Ham, which became the first Millennium. Thus was born the Millenium Order (MO), which became the religious foundation on which the laws of the Millenian Empire were built. The second millennium saw the arrival of the second Millenium, Gall-Ham, whose reign was soon to end.

LLodas are small bipeds less than a three feet high, rachitic and whose grayish skin seems to be wrinkled by time. Their disproportionate head reveals an impressive brain whose psychic faculties are at the height of its dimensions. Their small black eyes are sunken in large orbits, while their large ears are implanted diametrically on each side of their excessive head. Although they are bipedal, LLodas move only levitation above the ground, sitting cross-legged. No one Andromon has seen one of these supreme priests walk!

The LLodas are now ten and have lived cloistered for almost two thousand years in a glass pyramid: the Millenian Palace. Located on the roof of the immense Centralis Imperial Palace, this building also contains the famous Millenian School where young priests are taught. Classes are taught only by the master llodas, Magnus.

Thus, only humans who have chosen the Millenian Way can be proud of having seen with their own eyes the supreme master of the Psionic. The other LLodas, meanwhile, are responsible for virtually overseeing the millenian sanctuaries scattered within the Millenian Empire.

LLODAS	Priest Spirit	Height 90 cm Weight 20 kg Gender asexual Longevity millennium
STA 6		**PROPS**
SF 1D-3		Toga
HP/FP 6		
DEX 6		**WEAPONS**
REF 6		
MOV 3		
INT 36	Language (all), Academy, Influence, Milieu	**ADVANTAGE/DISADVANTAGE**
WILL / PER 10		Psionic sensitivity, Danger Sense, Duty Sense, Pacifism
PSY 36 +	***All known powers (MW, N & OP)***	

NOTES TO GAME MASTERS

It is obvious that with a code higher than 18 in Psy, it is difficult to miss a throw; but a dice score of 18 always remains a* failure*. It is of course conceivable to create other Psionic powers of any kind, as long as their use is not contrary to the Millenian laws ...

Tablin

Tablins constitute the Third Quadrant enigma. These mystical beings were discovered in the year 989 of the second millennium (imperial calendar) by Imperial Mercenaries DareShakk and BoPhass during a failed hyperspatial jump. The Millenian priest XinoShann who accompanied them wrote this very eloquent report:

Report # S990P1R21C20.05

Recipient: His Imperial Excellence UkeRann

Consignor: Noble XinoShann

Subject: first contact with the tablin people.

I have the honor to confirm the existence of the solar system Teta VIII discovered by our automatic probes, there are some stellars. Both twin stars magnificently illuminate three planets gravitating away from them. The ship of my hosts has accidentally emerged from hyperspace near the second planet named as your humble servant has given it: Irona (shining metal in the language of the Ancients). This singular planet is made of metal architectures. But while my fellow passengers were sailing not far from its spherical wall, a large magnetolaser caught us inwards. We arrived in a huge hangar with majestic and unconventional architecture. Detecting a non-breathable atmosphere and extremely high pressure, we had to put on space suits. Just out, we were greeted by a group of great ghostly humanoids look uninviting: I called them Tablin (foreigner in the language of the Ancients).

Tablins seem to be bipedal biotech whose metabolism can only be based on pure energy as their energetic aura is powerful. I immediately knew that they were sensitive to Psionic because they came into direct contact with me. Mercenary DareShakk, a Seniorhott, had to receive the same message. I then felt a deep sense of peace and wisdom emanating from these beings who were more than six feet tall and whose skeletal body was covered with whitish translucent skin. Their slow but precise gestures made me think that they had to use their Psionic energy more often than their physical strength. Their arms ended in long prehensile fingers that held a long metal handle terminated by small blades. I later learned that this curious object was a lightblade weapon. One of them was offered to us as a welcome. I think this weapon pleased DareShakk a lot ...

Tablins, I said, are beings endowed with extraordinary intelligence and immense wisdom. It is inevitable they are pacifist individuals and no bellicose sentiment emerges from them. Their long elongated skull seems to contain a consequent Psionic encephalon as their mana is powerful. Dare I say that their powers are as great as those of His Majesty, or even as much as our great masters, the Llodas? After being invited to travel in the bowels of Irona aboard a large sled on rail-lasers, we conversed telepathically. In any case, it could not have been otherwise because Tablins have no mouth to speak, no eyes to see; which suggests that their other senses are extremely developed. After a journey through a maze of tunnels and suspension bridges decorated with incomprehensible entanglements of metal beams and beautiful and amazing sculptures, we arrived in a kind of station made of platforms and light tubes. We were then led to the entrance of a huge luminous shaft sinking into the heart of what Tablins seemed called Insidon. There, my companions had to get rid of their weapons and me of my lightdagger. I could still keep my bolega. We were invited to dive into the well. Floating in a flow of pure energy, we descended with the lightness of a feather to a huge room with vaulted ceiling. We were greeted by a group of Tablins dressed in richly gilded garments made of a fabric whose material escaped me. They were gathered around a large and strange crystal from which emanated an azure light, like the Creation one. These enigmatic creatures seemed very old by their knowledge of which I received part by telepathy. I can not yet reveal its content as it was rich in information that I must first analyze and interpret.

Then, with a broad and nonchalant gesture, the greatest of the wise Tablins greeted us: he was Prince Rorko, a wise sage among the wises. There, they disappeared in a glittering cloud, and the scenery followed ... We found ourselves in the ship of my hosts. All around reigned the interstellar void. After long calculations, Mercenary DareShakk determined that we were not far from the system Omega.

Behold, your Majesty, my modest report on this enigmatic and extraordinary people that constitute Tablins of the system Teta VIII. We must commit ourselves to establish at our initiative no connection with those beings whose Great Universal Creator seems to hold alone the secret of their existence. Indeed, it is they who will come to us in due route. I suspect that His Magnificence will answer this enigma because it is the ethereal thought of our Great Creator. But I can not speculate on this very singular situation because the decision-making power belongs to you, Your Majesty.

TABLIN	**Supreme LLodas**	Height 2,50 m Weight ? Gender ? Longevity ?
STA 6	Throw	**PROPS**
SF 1D-3		Plasma carapace (total protection)
HP/FP 6		
DEX 10		**WEAPONS**
REF 10		Lightjavelin
MOV 4		
INT 36 +	Language (all), Academy, Influence, Milieu	**ADVANTAGE/DISADVANTAGE**
WILL / PER 10		Psionic sensitivity, Danger Sense, Duty Sense, Pacifism
PSY 36 +	***All known powers (MW, N & OP)*** *And many others …*	**VESSEL**
		Sleigh-laser

NOTES TO GAME MASTERS

It is obvious that with a code higher than 18 in Psy, it is difficult to miss a throw; but a dice score of 18 always remains a* failure*. It is of course conceivable to create other Psionic powers of any kind, even if their use is against millenian laws ... The data on Tablins are voluntarily succinct and may be subject to speculation for informed GMs and imaginative ... at least for the moment.

Creatures

Most of the Third Quadrant's planets gave birth to a native life, and each of them saw the development of thousands of species. Most of the planets in this part of the galaxy Andromak are swarming of life.

Andromon life is extraordinarily diverse. There are creatures which breathe trioxin or natrium, or not at all, that swim in the great oceans, frolic in the clouds of frozen asteroids or which survive in space. There are beings which swim, fly, crawl, walk, hop, levitate, slide on the water, dig tunnels.

Establishing a list of all known breeds in the Third Quadrant would require a hundred times larger volume than this one. To describe each of them in detail, one would have to live more than a century. So, the best thing to do is to just discover some of them.

In the pages that follow, some world's best-known creatures from **TTM** are shown. Some have been domesticated and can be found on most planets of the Millenian Empire. But others are dangerous predators which owe their sad celebrity to the number of victims they have knocked down. The description of each animal is accompanied by a study of its skills, behavior and the niche it occupies within his ecosystem.

Creatures and roleplaying game

Each creature description is in the form of a card like those used for all the technical data disclosed in this book. This sheet lists the characteristics of using the animal in question in **TTM**.

Like characters, creatures have the Attributes – and some abilities – of **STAmina**, **DEXterity** and **INTelligence**, sometimes **PSY**. They can not have gifts or skills.

A creature can never parry an attack, but its **STAmina** is used when it fights (instead of ***Wrestling***) or performs significant physical activity that may fail; and its **DEXterity** when it tries to jump or keep its balance.

When one needs to know if a creature has noticed a particular detail or the presence of the characters, one must use his ***Perception***.

Some creatures can be ride or simply tamed. When a character wants to tame an animal (**INT -5**) or sit on its back (**DEX -5**) to ride it, the player makes a ***Fauna*** roll, while the GM makes a ***Willpower*** roll for animal. If the GM's score is higher than the creature's **WILL** code, the character can impose his authority and the animal does what it asked ... if the player has made his own roll, of course. Otherwise, the animal races and escapes, even attack the character if it is a wild animal. However, each animal has a ***Docility*** code that directly affects the character's roll code (bonus / malus). When something happens that scares the domesticated creature, it must be re-cast under its **WILL**.

Some creatures have a shell that is strong enough to endure certain types of weapons damage. A ***Carapace*** code (equivalent to the Protection of armor) specifies the type of protection (see the **Rules Book**) and thus the coefficient to be deducted from the damage inflicted.

When a creature is involved in a chase with a character, other creature, or hovercraft, roll in *Opposite* under the **STAmina** (Driving for the Vehicle). If an animal engages in a race with an aircraft, it is automatically distanced.

If a creature has to travel long distances or pursue prey for too long, they may lose **Fatigue Points** (FP).

A creature's **HP** (Hit Points) is used to resist the damage done to it, just like characters.

Actin

The Actin is a creature whose classification is particular because it is both a plant and an invertebrate animal, of the order of protocarnivorous. The Actin is actually a

carnivorous plant native from Gynesia which lives and feeds like a predator and breathes like a plant.

ACTIN

Size 1 m tall Weight 10 kg
Gender hermaphrodite Longevity 100

STA 10
SF 1D
HP/FP 10

DEX 6
REF 6
MOV 4

INT 1
WILL / PER 1

PSY 0

CHARACTERISTICS

Carapace: none
Docility: none
TSF: -2

COMBAT

Detecting its prey by vibration, the Actin catches it with its tentacles, paralyzes it with its venom and digests it in a few hours (VIG × hours).

SPECIFIC CAPABILITIES

Venom: hypodermic neurotoxic
Resistance Roll: STA
Incubation Period: 5 seconds
Effects: STA/DEX -5 during 1D seconds

The Actin is composed of a single foot looking like a tree stump with brownish bark whose height can be up to one meter tall. This singular creature can move on this pseudopodium by crawling on the ground at a speed exceeding hardly fifteen meters per minute. Eight extensible greenish tentacles gush from the top of the trunk. These climbs can extend up to five meters long. Each of these tentacles ends with a retractable dart whose poison can paralyze a human before it is digested. In the center is the bright red “mouth” which contains the gastric juices destined to digest the prey. Now, once fermented and refined, these juices are an excellent alcohol highly prized in the imperial taverns: *Actin liquor*. Today, Actines have been imported on most planets of the Millenian Empire to constitute controlled breeding centers to harvest the precious beverage. But tasters are unanimously agreed: “Nothing beats gynes actine!”

The Actin is a hermaphroditic plant. At maturity, this carnivorous plant produces a huge amount of spores. After the fertilization of the latter, the Actin dies. From its dried out trunk, thousands of spores burst forth, which, carried away by the wind, will then bury themselves in the ground. The year after, the spores germinate to give birth to small Actines that will scatter to conquer their own hunting territory.

Amib

Amib is a unicellular animal whose basic metabolism is made of only silicat (see chapter **Elementary physics**). This giant protozoan of the order amoeboid protists, some of whose specimens can measure more than 10 meters in diameter, lives mainly in marshy environments and stagnant water bodies. It moves slowly between two waters using its pseudopodium.

Amib is made up of more than 70 % of liquid which makes it particularly vulnerable out of its element. It is found mainly on the planets Antarius and Gynesia. Some small, harmless specimens live in stagnant waters on Barthelima and Sierra. Mahelstrom Lake on Gynesia is known for its giant amibs, which can be up to 20 meters in diameter. Some natives even say they have seen specimens of nearly a hundred meters! But these sources have not been verified by imperial science and remain in the realm of Homocanin folklore.

Consisting of an energy core and a silicat membrane, Amib can be dangerous for an imprudent swimmer. Indeed, despite its relative slowness, the translucency of an Amib allows it to go unnoticed [***Perception -2***] and to wrap its prey without warning. The only way not to be spotted by an Amib is to not move or swim discreetly [***Hide***], because it detects its prey to the waves that emit into the water while moving.

AMIB

Size > 10 m in Ø | Weight > 8 kg
Genre asexual | Longevity ?

STA 1
SF 1D-5
HP/FP 1

DEX 1
REF 1
MOV 1

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: 6 (EP)
Docility: none
TSF: +4

COMBAT

The Amib catches its prey by wrapping it around to send it an energy discharge. If the damage caused is greater than half of the HP of the prey, it is definitely paralyzed and will be digested for hours (STA × hours)

SPECIFIC CAPABILITIES

Energy discharge: 4D+[TSF]

Due to its silicat metabolism, Amib has a very particular mode of reproduction. For this type of life form, reproduction is not sexual. A silicat being like the mature Amib is divided by scissiparity to give birth to two identical individuals ready to make their life each one of their side.

Anofell

The Anofell is a flying insect of the order muscidae extremely widespread in the Millenian Empire. This kind of giant fly delights mainly with rotting meat. Mandrel-free, Anofell is content to suck nutritious juices with its powerful oral trunk.

ANOFELL

Size > 30 cm de long | Weight > 300 g
Gender male/female | Longevity > 60 d

STA 1
FF 1D-5
HP/FP 1

DEX 12
REF 12
MOV 3

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: none
Docility: none
TSF: -5

COMBAT

The Anofell never attacks except to defend its territory and its queen integrity. In this case, the insect dives on the intruder and inflicts serious ecchymosis by a frenzied suction series.

SPECIFIC CAPABILITIES

Suction: [SF]

The Anofell lives in swarms of more than one hundred individuals, near animal farms for their faeces and particularly likes temperate and relatively humid climates as on Barthelima. In each swarm dominates a queen measuring more than one meter long, while her subjects do not exceed thirty centimeters. In the spawning season, this queen nestles in bushes to lay more than a thousand eggs fertilized by the most valuable male Anofell in the community. Then these eggs are immediately transported, one by one, by the worker Anofells in carcasses or animal excrement. A few days later, larvae of about five centimeters begin to move in their “nursery” and eat decomposed meat. A month later, these disgusting larvae, commonly called “anons”, morph into Anofells.

The greyish adult Anofell is easily recognizable by its back covered with a brilliant coat with bluish tints. The largest Anofells breeding facility authorized by the Millenian Empire is located in the province of Afromeris on Barthelima. This center of muscoculture harvests this famous satin coat intended mainly for the making of luxury tapestries. Anofell hunts is regulated only on Barthelima and poachers are severely sanctioned.

Despite its size, this scavenger insect does not attack living things, unless its queen is threatened, especially during the spawn. However, during her ovulation, the queen needs a more energetic nutritive supply and her workers are forced to go in blood search. There, any living being passing less than one kilometer from the royal nest will be assailed by Anofell clouds. By sucking blood through the skin, these large insects can cause serious ecchymosis.

The largest Anofell swarms have been recorded in the equatorial regions of Barthelima and Sierra with more than one thousand insects. The Anofell hives are recognizable because they use in fact the large leaves of acerabolos (a common tree on Barthelima and Sierra) woven together to form a large niche that can reach a volume of thirty cubic meters depending on the colony.

Aquila

There are in this world of sinister perils, majestic and sacred animals. The Aquila is one of these. For more than a thousand years, this prey bird has become the emblem of the Empire's Forces and has been crowned by the Millennium Order. Anyone who injures or kills an Aquila is sentenced to between one and five years' imprisonment on the penitentiary planet Antarius. We do not joke with the religious heritage of the Millenian Empire.

The Aquila is a diurnal raptor of the order accipitridae, whose wingspan can be up to nearly five meters. Its blue and gold plumage, with the tips of the black wings, gives it a look of princes of the air. Its golden hoop only enriches this image of prestige.

Some imperial naturalists, however, claim to have sighted suma aquila more than ten meters wide and can very well serve as mounts.

The common Aquila is native from Barthelima. Some couples have been exported to Sierra; but they must have been slaughtered at this time ... A couple of Aquilas nest at the tops of the largest mountains, in places inaccessible to Andromons.

AQUILA

Size > 5 m wingspan **Weight** > 20 kg
Gender male/female **Longevity** > 10

STA 6
SF 1D-3
HP/FP 6

DEX 12
REF 12
MOV 4

INT 6
WILL / PER 6

PSY 0

CHARACTERISTICS

Carapace: none
Docility: -4
TSF: +2

COMBAT

The Aquila attacks with its claws and giving violent blows of its crooked beak.

SPECIFIC CAPABILITIES

Peck / Laceration: 2D+[SF]

Currently, there are about a hundred couples throughout the Millenian Empire. The Imperial Senate has reinforced surveillance and patrols of forest militiamen squaring risk areas such as the Occie Cordillera.

The Aquila is a bird of prey that usually hunts at dawn and attacks only rodents and other small mammals that are abundant in mountainous areas. In the spawning season, it is not recommended to venture near an Aquilas area as parents are able to become extremely dangerous to defend their nest. A single individual can lacerate a human in a few strokes of his powerful beak and its claws! It is said that one of the largest males recorded so far has been able to lift a human into the air to release him from over a thousand meters. This reaction is explained legitimately because the female can lay only one or two eggs in all her life, or barely a dozen stellars.

Aramantis

One of the fiercest predators of Gynesia is undoubtedly the Aramantis. This animal, of the order of arthropods, has eight members. Its first pair of legs serve itself as weapons and the other three pairs serve itself for walking. Its tongue is used to detect the body energy of its prey.

ARAMANTIS

Size > 3 m tall Weight > 500 kg
Gender male/female Longevity ?

STA 18
SF 3D+2
HP/FP 18

DEX 12
REF 12
MOV 7

INT 6
WILL / PER 6

PSY 0

CHARACTERISTICS

Carapace: 12 (SP/EP)
Docility: -8
TSF: +1

COMBAT

The Aramantis empals its preys with its both forelimbs to immobilize them.

SPECIFIC CAPABILITIES

Bite / Laceration: 1D+[SF]

The peculiarity of this monster is that its eyes are arranged where one would rather wait for the presence of nostrils: at the end of the nose! This attribute makes itself an excellent predator who can very well appreciate the distance that separates it with its prey.

The powerful fangs of Aramantis are able to grind almost anything, even metal. It is not uncommon that during a killing in the royal arena of the cruel Ortellia that Aramantis attack the antigravos drives piloted by Amazon guards.

The Aramantis of the Amazon capital Valeria are trained daily so that they can easily kill anything that lives. Fortunately, their individualistic behavior prevents them from having two Aramantis at the same time in the arena.

Aurok

The Aurok is a herbivorous quadruped which breathes trioxin, particularly adapted to a lowland environment. The adult measures from one to one meter and a half at the withers, the male being slightly taller than the female. The skull of the male is also adorned with thick horns.

Aurok has great adaptability and can survive in both desert and tundra. It is said that it can last for weeks without eating or drinking.

This bovid appears to have originated from the planet Barthelima, but fossil bones have recently been discovered in the deep desert of Carrius. Because it has existed for so long, the Aurok has sometimes undergone genetic mutations. The color, size, social habits, behavior and metabolism of the Aurok vary according to the planet in which he lives.

AUROK

Size > 150 cm withers Weight > 900 kg
Gender male/female Longevity 10

STA 16
SF 3D
HP/FP 16

DEX 10
REF 10
MOV 6

INT 6
WILL / PER 6

PSY 0

CHARACTERISTICS

Carapace: none
Docility: +2
TSF: 0

COMBAT

The Aurok is a peaceful herbivore. In its natural environment, it fights to defend its little one or the members of its flock. When it is trapped, or when it must protect its progeny, the male Aurok repels the intruder from its powerful horns and tramples him.

SPECIFIC CAPABILITIES

Horn Knock: [SF]

There are herds of wild Auroks on all the planets of the Millenian Empire. Auroks breeders, for their part, produce docile animals for food and clothing. Many taverns offer Aurok steaks, milk and Aurok cheeses (including the famous *Salakis* made by Androgunes). Aurok's boots, gloves and sunglasses are also everyday clothing accessories for imperial citizens.

Due to their constitution, strength and ability to adapt to the harshest climates, the Aurok is an excellent beast of burden. Thus, native Androgunes from the forests of Barthelima, have been using Auroks for their high energy protein milk for centuries. The Aurok is still 30 % of the nutrient supply of an entire planet, which makes it an extremely valuable asset for humans.

The Auroks of course have natural enemies. On Barthelima, for example, two main predators can claim to be able to attack this peaceful bovine: the dreaded Leonis and the terrifying Skorpes (see further).

Caniar

There are in this universe extremely ferocious natural predators, and others that they were not there before the arrival of Humans. This is the case of Caniar, a hybrid animal straight out of horror tales. This predator is born from the cruel imagination of the Obscure priestess Ortellia, queen of the Stellar Amazons, whom she herself created. For decades, she has acquired the knowledge of genetic manipulation and has had a great time since then. These mad scientist experiments forged the idea that she would be the “mother” of Homocanins, a crossbreeding between Lupus (see further) and Human.

Thus, the Caniar is sadly part of genetic experiments list of the Amazon queen. This ferocious and blood-hungry animal is the result of the genetic cross between a Niek and a Leonis (see further).

CANIAR

Size > 80 cm withers Weight > 100 kg
Gender asexual Longevity ?

STA 16
SF 3D
HP/FP 16

DEX 10
REF 10
MOV 6

INT 6
WILL / PER 6

PSY 0

CHARACTERISTICS

Carapace: none
Docility: -6
TSF: 0

COMBAT

The Caniar attacks its prey by crushing it with its powerful jaws filled with sharp fangs.

SPECIFIC CAPABILITIES

Bite: [SF]

Today there are very few specimens (fortunately) in all the Millenian Empire. Those who form the guard of Queen Ortellia are known, while some have been trained to attack by powerful Dark Agents. As the Caniar can not reproduce, asexual, it is estimated its natural proliferation unlikely.

Cavasorix

Cavasorix is a silicat life form, of the order chiropterus. It looks like a bat, reproduces itself by scissiparity and feeds on cosmic energy. It is one of the rare animal species that has developed in the space void and survives in any environment (except atmosphere). This primitive creature with negligible intelligence has only ultra specialized organs. Despite its appearance and wingspan of almost three meters, the Cavasorix is totally harmless.

CAVASORIX

Size > 3 m wingspan Weight > 30 g
Gender asexual Longevity ?

STA 6
SF 1D-3
HP/FP 6

DEX 12
REF 12
MOV 4 [SLOW]

INT 1
WILL / PER 1

PSY 0

CHARACTERISTICS

Carapace: 6 (EP)
Docility: none
TSF: +1

COMBAT

Cavasorix is totally harmless and never attacks. Moreover, it is blind and deaf.

SPECIFIC CAPABILITIES

Energy Absorption: 12 unities/sec

Like spacecraft, this creature feeds on cosmic radiation. Its black and cuirassed skin absorbs the radiation very efficiently. To move, the Cavasorix is pushed by the solar winds and uses its wide wings to capture the particles emitted by the nearest sun. The energy it draws allows propelling himself in the direction of its choice.

Once a Cavasorix has reached maturity, it needs to absorb a greater amount of cosmic energy to be able to reproduce. It can then take refuge in an asteroid field in search of a large rock particularly exposed to lethal radiation. When it has absorbed a sufficient quantity, it splits in two. The two “child” Cavasorix thus created stand apart from each other by scissiparity and leave each one of them to furrow the space.

The Cavasorix often needs huge amounts of cosmic energy and sometimes it clings to a spacecraft that reaches its range with the help of its suction cup. It is indeed for itself a real “delicacy”. This space bat usually sticks to the cosmic panels, where it is very easy to extract this stellar energy. However, during its scissiparity, the Cavasorix secretes a highly corrosive liquid that destroys the cosmic sensors. This is to make its species a real calamity for astropilots.

No one really knows where the Cavasorix comes from. Some say it comes from the omega asteroid belt, because its congeners appeared during the colonization of this system. Hence, the assumption that they were scattered throughout the Millenian Empire by the omegon colonists because these creatures are accustomed to clinging to spacecraft in transit.

Celenter

The Celenter, also called “sea barbed”, is a common aquatic creature on the penitentiary planet Antarius. The typical Celenter is a kind of jellyfish with a large, chitinose, hemispherical carapace that is about sixty centimeters in diameter, usually blue-gray in color. From the bottom of its shell extend a dozen rubbery tentacles armed with bone blades, its deadly beak and greenish abdomen. Eyeless, the Celenter is identified by emitting brain waves like real sonars (nothing to do with the Psionic intelligent beings).

The Celenter is a solitary crustacean, of the order of the cnidarians, which is essentially at the edge of the ocean. Some can also be found in the Barthelima Primal Sea and on the northern shores of the Eastern Ocean of Sierra.

At rest, or waiting for prey, the Celenter burrows into the sand or mud, leaving only the top of its shell. In this perfectly motionless position, it is often mistaken by the imprudent with a big pebble. The Celenter can both spot its prey by radar waves and the vibrations they cause to the ground while walking.

Biologically, the Celenter is a form of silicat life, thus reproducing by scissiparity. Once separated, the two “child” creatures each go their own way to conquer a new hunting territory.

The Celenter has a singular defense system. When one of them is injured, its energy-silicon-based blood spurts out. Now, this vital fluid is a real poison penetrating organic tissues.

CELENTER

Size > 1 m long Weight > 100 g
Gender asexual Longevity ?

STA 6
SF 1D-3
HP/FP 6

DEX 10
REF 10
MOV 4

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: 6 (SP/EP)
Docility: none
TSF: -2

COMBAT

When the prey is close enough to a Celenter (-3m), it leaps to protect its underside of shell. When it has an opening, the Celenter attacks by entangling its prey in its twelve barbed tentacles and biting it with its powerful beak.

SPECIFIC CAPABILITIES

Venom: epidermal neurotoxic
Resistance Roll: STA-1
Incubation Period: 5 seconds
Effects: 1D per second (burning)
Peck and Laceration: [SF]

Today, the Celenter is raised in pens, for its poisoned blood which, treated and used in minute doses, serves as anticoagulant in surgery.

Drakofata

The Drakofata looks like a lizard with butterfly wings and a long prehensile tail. Its colors spread throughout the spectrum of light, changing as it ages, from blue for a newborn to dark red for an old adult. The skin of the female has a golden reflect that sparkles in the sunlight while that of the male has a silvery reflect.

All Drakofatas can communicate telepathically with each other up to a distance of three thousand meters (nothing to do with the power of a Priest).

The Drakofata sets up his lair in the hollow of tall trees, like quayahs, preferably near a lake or swamp, as it enjoys swimming. Originally from Gynesia, the Drakofata often mixes with the Shytashyr of tropical forests (see further). But it is also found in the great forests of Barthelima, and in the vast swamps of Antarius. Drakofata eats fruits, vegetables, roots, seeds and drinks nectar.

The Drakofata is an oviparous pterosaur whose female, choosing a single companion for life, gives birth to a single “drakono” during its hundred stellars of existence. Of a docile nature, the Drakofata rarely attacks unless it feels itself faced of danger. This butterfly-reptile can measure, when adult, nearly a good forty centimeters, especially in the depths of the Gynesia forests. Stellar Amazons mostly use Drakofatas as pets. Because of their natural empathy, they know how to communicate with these pets.

DRACOFATA

Size > 40 cm long Weight > 100 g
Gender male/female Longevity 100

STA 1
SF 1D-5
HP/FP 1

DEX 14
REF 14
MOV 3

INT 6
WILL / PER 6
PSY 10
Télépathy

CHARACTERISTICS

Carapace: none
Docility: -2
TSF: -4

COMBAT

In case of self-defense, the Drakofata spits a tear gas that makes the predator (placed less than 3 meters) incapacitating for a few moments ... The time that the Drakofata flees!

SPECIFIC CAPABILITIES

Venom: epidermal neurotoxic
Resistance Roll: STA
Incubation Period: 1 second
Effects: [stunned] during 1D seconds

The easygoing mood of the Drakofata also delighted the imperials who tamed it as an ornamental familiar. Only the high dignitaries of the Millenian Empire can buy such an animal because its price is very high because of its rarity. However, some imperial agents allow themselves to use Drakofata as a deterrent because the gas it throws can disorient an opponent for a few minutes.

Sea Dragon

The Sea Dragon is a vernacular name for an animal in the Pliosaur order that also includes other sea predators such as Kronosor or smaller marine reptiles, such as Macroplata.

SEA DRAGON

Size > 15 m long Weight > 14 t
Gender male/female Longevity ?

STA 24
SF 5D+2
HP/FP 24

DEX 10
REF 10
MOV 8

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: 12 (SP) ; 18 (EP)
Docility: -6
TSF: +5

COMBAT

Detecting its prey several kilometers by acoustic means, the Sea Dragon attacks the majority of the fauna that is within reach in the oceans. It grabs its prey in its huge mouth before crushing it.

SPECIFIC CAPABILITIES

Bite: 5D+[SF]

Sea Dragons are at the top of the bioenergetic food chain in the majority of known oceans. These predators of the seabed are, however, quite rare and can not be observed.

The Sea Dragon is a predator very well suited to its aquatic environment, especially deep for larger specimens. Despite its size, it is very fast and can swim to great depths. Its fins are vertically moving, while its webbed feet push the water backwards with powerful blows and propel it. There is no doubt that the Sea Dragon can travel long distances in search of its favorite prey.

Regarding the size of a Sea Dragon, the largest that has been observed to date, measured more than fifteen meters. Some unreliable sources would speak of specimens measuring in the twenty-five meters ... In all cases, the largest Sea Dragons were crossed off the oceans of Antarius.

Eruca

Eruca is a silicat amphibian with a three-part body. The head is formed of a thick cartilage, very resistant and useful for sensor detection. This is necessary especially since the Eruca is blind. The abdomen is composed of several rings with four pairs of short legs, also very resistant. Each ring has eight venomous spines. The last part of the body is an imposing gland attached behind the trunk.

ERUCA

Size > 50 cm long Weight > 400 g
Gender male/female Longevity ?

STA 6
SF 1D-3
HP/FP 6

DEX 6
REF 6
MOV 3

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: 6 (EP)
Docility: none
TSF: -3

COMBAT

The anesthetic web of Eruca can paralyze a humanoid if it undergoes its [STA / 3] damage.

SPECIFIC CAPABILITIES

Venom: anesthetic
Resistance Roll: STA
Incubation Period: 1 minute
Effects: FP-1D per second

Eruca lives mainly in dense forests. It is found mainly on Barthelima, Sierra and Gynesia.

The Eruca moves crawling, like a caterpillar. Although it is an amphibian, it moves in the aquatic environment only during procreation; it prefers to stay in the trees of the forest, clinging to the branches or leaves by a juice it secretes from below her head. But the main characteristic of this invertebrate is its caudal gland that allows it to secrete an extremely strong thread coated with anesthetic. The dorsal spines

secrete this same anesthetic. Thus, the Erucas attack as a group by falling on their prey from the high branches, it is quickly knocked out because of the secretion, but it is also kept in a trap complex web. The Erucas begin their meal, the prey is still alive ...

Recently, dressings with anesthetic powers use the natural silk secreted by farmed Erucas.

Fenic

Hosta is the peripheral planet of system Tablinea. Although it is covered only with snow and ice, it contains many forms of animal life. For the moment, the first imperial colonists who established a camp on this glacial planet, and with the help of multiple exploration probes, found only two: the Fenic (*snow mehary*, in milen) and the Magnapes (see further). Fenic is a large herbivorous biped, of the order phorusrhacidae, which strangely resembles a wingless bird of prey. While being a bioenergy being, the Fenic breathes the stale air of hosta saturated with natrium (inert gas). Its thick white fur protects it from the climatic conditions of its frozen world and beaten by blizzards. Naturally amiable and easy to tame, the Fenic has powerful hind legs ending in long, clawed fingers. Its head, resembling that of a raptor, is adorned with a powerful beak that makes it particularly threatening at first.

The Fenic is a gregarious animal, which roams the flats and snowy plateaus of Hosta. It eats a particular species of mushroom that grows just below the ice or snow. During the day, the Fenic wanders in the wild, looking for places where it can clear enough ice with its claws and beak to reach its favorite mushrooms. At nightfall, when the temperature drops dramatically, it takes refuge in a cave where he clasps against its peers to warm up and protect themselves. If it is caught out in the open by night, even its thick fur can not protect itself from the cold bite that reigns on Hosta.

FENIC

Size > 2 m withers **Weight** > 120 kg
Gender male/female **Longevity** ?

STA 16
SF 3D
HP/FP 16

DEX 16
REF 16
MOV 8

INT 6
WILL / PER 6
PSY 0

CHARACTERISTICS

Carapace: none
Docility: 0
TSF: 0

COMBAT

Fenic is a peaceful herbivore. Its instinct drives itself to flee from danger, but it fights when it is cornered or to defend its little progenies. During the mating season, the female fights with her peers to win the favor of a male. During this period, an uninvited intruder faces the risk of being charged by an irritated female.

SPECIFIC CAPABILITIES

Bite / Laceration: [SF]

The long winter period is particularly painful for the “Snow Mehary”. Ice is forming everywhere. Food and drink are extremely rare and must be extracted from the frozen ground. As during this season the ice cover is uniform and very resistant, many Fenics die of starvation during perihelion.

The first imperial colonists who settled on Hosta for a scientific mission begin to realize that the Fenics would make excellent mountings. They seem easy to train, loyal and can progress relatively easily on icy ground.

Feratigris

It is by its atypical behavior that this predator is distinguished from most other felines listed on the Millenian Empire's planets. Indeed, when he is not hunting, the Feratigris is quite peaceful and even accepts that humanoids it knows well approach it to touch itself. Although it is very protective of its progenies, it is even

said that some imperial colonists could pet a newborn without its parents shredding it on the spot. On the other hand, there are also many stories that describe rabid Feratigris pursuing for years the imprudent who killed one of their little progenies until it was put to death.

FERATIGRIS

Size > 90 cm withers **Weight** > 500 kg
Gender male/female **Longevity** 15

STA 16
SF 3D
HP/FP 16

DEX 16
REF 16
MOV 8

INT 6
WILL / PER 6
PSY 0

CHARACTERISTICS

Carapace: none
Docility: 0
TSF: -2

COMBAT

The Feratigris attack its prey by pinning them to the ground and then slitting their trachea. During a fight between males, Feratigris mainly use their sharp claws.

SPECIFIC CAPABILITIES

Bite / Laceration: [SF]

The great plains of planet Sierra, where Feratigris is native from, have been exploited so intensively that none of the specimens that lived in freedom has survived. There are only a few individuals left in private zoos or cat-lovers and officially, the species can be considered extinct. Feratigris breeds in captivity but less well than when it was free. In the wild, it lived as a couple with its progeny, which could include up to seven or eight young felines. Couples in captivity now rarely have more than three babies during their lifetime. An adult Feratigris is a magnificent animal and there are several varieties of fur, the rarest being a very deep black. However, the Millenian Empire is launching a program to save the Feratigris by introducing a few couples bought from unscrupulous owners of Sierra, in the great plain of Barthelima.

Apart from these purely behavioral specificities, Feratigris remains a ruthless predator in hunting time. Its impressive speed – 62 mph at sprint – and its long upper canines as sharp as the sharpest vibroblade can shred just about anything. In times of famine, Feratigris sometimes hunts with others of its own race, but usually hunts alone to bring food to its progeny before initiating hunting.

Hypoceros

It is a large herbivore and ungulate equine living in the great plains of Barthelima and Sierra. In the forests of Barthelima, the Androgunes have been using the Hypoceros since the beginning of time as a hunting mount. The Hypoceros of the Lutecia Forest is able to walk in swamps or to cross dense bushes. Its dress is usually brown-green, and plain color. Other species of wild-dwelling Hypoceros have different glands depending on the environment. Those of the plains are generally high in patterns and colors. In any case, the common character of all the species of Hypoceros are the two horns which adorn their foreheads and whose upper is longer and twisted.

The Hypoceros is a gregarious animal that lives in a herd of a dozen individuals composed of a stallion, about three to four mares – often the oldest is both dominant and leader (but not necessarily – and their foals on two or three stellars, which are then hunted by the stallion or leave of themselves to be able to create in their turn their own herd and ensure their descendants.

HYPOCEROS

Size > 170 cm withers Weight > 1 t
Gender male/female Longevity 40

STA 18
SF 3D+2
HP/FP 18

DEX 16
REF 16
MOV 8

INT 10
WILL / PER 10

PSY 0

CHARACTERISTICS

Carapace: none
Docility: +2
TSF: 0

COMBAT

Hypoceros is a generally peaceful animal. In the wild, it is fiercer and packs easily. In any case, when the animal feels threatened, it makes fatal kicks with its hind legs.

SPECIFIC CAPABILITIES

Horse kicks: [SF]

In herd and in freedom, the stallion constitutes a harem and reproduces only with the mares of this one. If another stallion wants to appropriate the harem, it follows a battle between males for the domination of the herd. They can be violent but are very rarely fatal. These fights can also take place if a stallion wants to expand its herd. In a fight, the winning Hypoceros recovers the losing stallion's herd. The duration of the gestation is on average from 310 to 360 standard days and the mare gives birth to only one foal at a time except exception. This process is called *foaling* and it is said that the mare foals. At birth, the foal's weight and size vary according to its morphology. The foal can walk less than an hour after birth and has good vision. It becomes an adult between two and five stellars.

Leonis

The Leonis is a great predator which reigns in tropical jungles and savannahs. The tiger coat and its thick mane exude a slight but indubitable odor, which is described as smelling of wheat.

LEONIS

Size > 1 m withers Weight > 800 kg
Gender male/female Longevity 20

STA 18
SF 3D+2
HP/FP 18

DEX 12
REF 12
MOV 7

INT 8
WILL / PER 8

PSY 0

CHARACTERISTICS

Carapace: none
Docility: -3
TSF: -1

COMBAT

The Leonis lacerates its preys with its powerful claws to immobilize them. Then it finishes them by grinding them with its powerful jaws filled with sharp fangs.

SPECIFIC CAPABILITIES

Bite / Laceration: [SF]

The Leonis can imitate with great talent the meowing of a small cat or the squeak of a wounded animal. When he hunts, it frequently uses this singular skill to lure a creature into an ambush.

The Leonis is a merciless beast tracking its prey, dense undergrowth of Barthelima to the impenetrable jungles of Gynesia. It moves to its victim usually downwind so that his smell does not betray him before hitting.

Leonis is a lonely feline that only looks for mates to mate. When it finds a partner, they mate only in the clearings. Six months later, the *leonide* gives birth to a litter of two to eight small *leonidons*.

Parents stay together just a standard year to raise their progenies. As soon as the leonidons have killed their first prey, they are sent away from the parental lair and have to live their own lives. When the last of the little Leonis is gone, its parents also separate to never meet again.

The adult Leonis usually sleeps on the first branches of the trees, and rarely returns to its lair. This well-hidden den is often located in a cave near a river and is usually used as a storehouse for the bones of its prey.

Despite its legendary ferocity, some mountebanks use Leonis as a circus animal at fairs. One does not dare to imagine if one of them escaped from the menagerie when one knows that a Leonis is one of the most powerful quadrupeds of the Millenian Empire. This creature can tear off the head of a humanoid with a simple paw.

The worst thing is that Queen Ortellia uses some specimens of Leonis in her arena, and gives them rabic drugs to make them more aggressive.

Lugx

The Lugx is a small feline from the great desert of Carrius hunting a multitude of small sand mammals. He has a tawny fur and long, pointed ears ending in a brush of hair.

The Lugx lives in the wild in small family communities, called den. Depending on the time of the standard year, the den will include two to seven individuals: two adults and kittens. The Lugx mates for one season and the male stays with the female until the kittens have grown, which takes about ten to twelve months.

The Lugx makes his den in small caves, covered overhangs or abandoned burrows that he prefers when he has a choice. Generally, the cottage is occupied only as there are small to raise, period during which an adult is always near the kittens.

Lugx has the instinct of property. It hunts on a territory of twelve to twenty-four square kilometers. It is a nocturnal predator and often reports small rodents. It is rarely measured by creatures larger than itself (humanoids).

LUGX

Size > 75 cm withers Weight > 35 kg
Gender male/female Longevity 15

STA 10
SF 1D
HP/FP 10

DEX 12
REF 12
MOV 5

INT 6
WILL / PER 6

PSY 0

CHARACTERISTICS

Carapace: none
Docility: +2
TSF: -2

COMBAT

The Lugx uses its sharp claws and pointed fangs to catch prey and slit its throat. This domestic cat rarely attacks humanoids.

SPECIFIC CAPABILITIES

Bite / Laceration: [SF]

Lugx is an animal that can be easily domesticated like pet. As the pet trade is strictly forbidden in the Millenian Empire, you have to go to a veterinary center to buy one of these little cats. But you can also go to Carrius and capture one, not forgetting to warn the local authorities. It's also possible to find some on the pirate planet Tyrania, but that's another story ... The Seniorhotts have been using the Lugx for hunting in their vast polar plain for centuries.

Lumric

The Lumric – or space worm – is a form of silicat life, of the order of macro-limacids, which has the appearance of a large slug whose mouth is covered with fang. The metabolism of this monster watch is identical to that of Cavasorix, which is not surprising since these are its favorite prey.

LUMRIC

Size	> 50 m long
Weight	> 90 t
Gender	asexual
Longevity	?

STA 36
SF 9D+2
HP/FP 36

DEX 6
REF 6
MOV 10

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace 54 (SP) — 72 (EP)
Docility: -8
TSF: +9

COMBAT

A space diver exploring an asteroid may be attacked by a Lumric as this creature instinctively captures everything within reach. Its extremely powerful jaws are able to crush a starfighter at one go.

SPECIFIC CAPABILITIES

Bite: 9D+[SF] (Shields & Hull)

Most of the Lumrics are nearly fifty meters long, and the largest ones ever measured by the Imperial scientists reach a hundred meters! Specialized imperial authorities, however, give little credit to the wild legends told by some Imperial mercenaries, who report huge specimens capable of swallowing an entire escortship.

Lumric is found mainly in the asteroid fields that live within them. We have already heard of Lumrics who attacked spacecrafts, especially starfighters; in fact, these creatures instinctively attack anything that moves on the surface and near its asteroid, and their attacks can be lethal. Their powerful jaws are toothed, silicat, extremely hard, and are able to grind a combat suit or smash the hull of a spaceship.

The silicat flesh of Lumric is used for commercial purposes. Moreover, the hunt for this worm is regulated by the Millenian Empire. The crystalline bodies of Lumric are used to fabricate superconducting optical components for high precision photonics circuits, particularly in the military field. The tough skin of the Lumric, once tanned, is used to make mercenary suits and the lining of space suits. Some sensor organs of this giant worm are also used to make cosmetics.

As a creature with solitary temperament, the Lumric reproduces by scissiparity after having swallowed a large quantity of Cavasorix. Once it reaches its adult size, it is divided into several small Lumrics whose number can vary between seven and twelve individuals.

Lupus

Lupus is a vermicular name belonging to the andromon vocabulary which does not correspond to a precise level of the scientific classification of the species, that is to say a name designating several species and numerous subspecies of mammals of the canidae family, family also including the Nieks (see further). Indeed, saying “lupus” refers most often, unknowingly, to the wild Niek, the latter being the best known and most widely spread in the Millenian Empire.

On Barthelima, a Lupus generally refers to the wild Niek, the only subspecies that was present everywhere on this planet, before the arrival of hominids.

In the genetic research offspring of the last millennium, some imperial searchers consider the wild Niek to be sufficiently different from Lupus to treat it as a distinct species in the canid genus. The other subspecies of Lupus being scattered over the other worlds of the Third Quadrant. Finally, the imperial scientists give the name of Lupus to some other canids which, although quite close to the cats, have similarities with those of the canid genus.

Being among the largest carnivores on Barthelima, the Lupus was practically exterminated there. Known to live and hunt in packs, Lupus has a very controversial reputation for attacking herds or even humanoids, thus maintaining a collective fear and controversy over his return to the territories where they had disappeared.

LUPUS

Size > 60 cm withers Weight > 40 kg
Gender male/female Longevity 15

STA 14
SF 2D+1
HP/FP 14

DEX 12
REF 12
MOV 6

INT 10
WILL / PER 10

PSY 0

CHARACTERISTICS

Carapace: none
Docility: -2
TSF: -1

COMBAT

Lupus hunts in packs encircling the prey. The latter is then pinned to the ground by females and killed by the dominant male.

SPECIFIC CAPABILITIES

Bite: [SF]

The general characteristics of Lupus are those of canids, like Niek, and is therefore a carnivorous mammal with differences for each species, depending on the world in which it lives.

Magnapes

This brutal carnivore furrows the frozen plains of Hosta. It is usually more than height feet tall and is covered with thick white fur, often stained with blood. The Magnapes is armed with powerful mandibles skilfully articulated and equipped with large sharp fangs, and terrible claws. This primate hunter, living all the same in tribes, attacks its prey by surprise, and hides generally in ice drifts. It neutralized victims are taken to the tribe's lair, usually a large ice cave, where these bipeds can share them at their leisure. The Fenics are the main food of the Magnapes, but the latter attacks everything within reach, including possible imperial colonists.

MAGNAPES

Height > 2,50 m Weight > 170 kg
Gender ? Longevity ?

STA 16
SF 3D
HP/FP 16

DEX 12
REF 12
MOV 7

INT 10
WILL / PER 10

PSY 0

CHARACTERISTICS

Carapace: none
Docility: -4
TSF +1

COMBAT

The Magnapes uses its large claws to lacerate its prey. Then, it devours it by tearing its viscera with its powerful articulated jaws.

SPECIFIC CAPABILITIES

Bite / Laceration: 1D+[SF]

The Magnapes is constantly hunting, crossing the frozen lands of the planet Hosta in search of food. Although the Fenics are relatively abundant on Hosta, the Magnapes is often obliged to travel more than one hundred kilometers before finding a substantial prey. However, this predator has learned to adapt to this need. It gives off a very weak odor, which prevents the Fenics detect its approach. Moreover, he never hunts when he is hungry, preferring to capture his living victims and store them in its large ice caverns for later consumption. It is said that the Magnapes jealously guard its hunting territory, and that it sometimes goes into battle to death against its congeners of a rival tribe.

In addition to its long claws and thick fur, the Magnapes is also recognizable by its articulated jaws in four parts and each adorned with a huge sharp pointed tooth. It often uses them to impress an opponent by snapping those big teeth. But his singularity is also due to its legs with excessive tarsus, giving itself greater velocity in the race (the Fenics are rather fast), and especially giving it a particular approach. Although it has few weaknesses, it has been suggested that the Magnape was certainly susceptible for ultrasound, such as those emitted by starfigter's cyclotrons or vehicle's turbines.

Despite its monstrous appearance, the Magnapes would actually be pretty smart. During an expedition of imperial geologists on the planet Hosta, led by a certain JoniTilerann, scientists discovered this race of primate predators. At first, they had to seriously protect themselves from Magnapes attacks with their survival weapons. Some scientists unfortunately served food to these carnivorous natives. Then JoniTilerann, listening only to his curiosity as a scientist, tried to communicate with one of their leaders and in a few weeks he managed to create a kind of primitive language with the creatures. Thus, the scientist was able to establish a sort of memorandum of understanding and agreement with a tribe of Magnapes ... But this is another story.

Mehary

Carrius is the second planet of the major system Orlesia. Although it is covered with dry, arid sandy ground, it contains many forms of animal life. The Mehary is one of them. This creature of the order of the camelids is a large herbivorous quadruped that breathes therefore trioxin. Its thick sand-leather skin protects it from the weather conditions of its overheated world and swept by desert winds. Naturally amiable and easy to tame, the Mehary has shorter forelegs than the hind legs, but all are terminated by thick-fingered fingers. Its head resembles that of a bird, with a short horn beak.

The Mehary is a gregarious animal, which roams the desert carri by whole herds. It eats a special species of spicy mushrooms that grow in the sand, a little deeper where the moisture resides. It then digs the sand with his front legs and picks his food with his beak horned. During the day, the Mehary wanders in the desert, looking for a place where he can easily reach the wet layers of the sandy groud to pick up his favorite mushrooms. At nightfall, when the temperature drops, it takes refuge in a natural cave of the desert, called “sietsh”, where it squeezes against its peers in order to preserve the body heat accumulated during the day. If an individual is caught out in the open by night, it makes its way to a makeshift shelter in the sand, frantically digging in a large dune.

MEHARY

Size > 2 m withers **Weight** > 3 t
Gender ? **Longevity** 50

STA 24
SF 5D+2
HP/FP 24

DEX 10
REF 10
MOV 6

INT 6
WILL / PER 6

PSY 0

CHARACTERISTICS

Carapace: 6 (EP)
Docility: +2
TSF: +2

COMBAT

Mehary is a peaceful herbivore. Its instinct drives itself to flee from danger; but it fights when it is cornered or to defend its progeny. In this case, the Mehary stands on its hind legs to strike the attacker with hooves.

SPECIFIC CAPABILITIES

Bucking: 2D+[SF]

The summer period is particularly difficult for the Mehary because it is during this season that the thermal amplitudes are the highest and the most dangerous for its thermal equilibrium. The heat burns the plants of the past perihelion and the successive thermal shocks burst the bark of the rare trees of the desert. During this time of the local year, newborns and old Meharys succumb first.

The imperial settlers who settled on Carrius nearly a thousand years ago quickly discovered that the Mehary was an excellent mount. It was already widely used by nomadic Seniorhotts who lived in the Great Desert. This peaceful herbivore is indeed easy to train, loyal and can progress on a soft and burning ground.

Mehary is an oviparous mammal whose female lays a “camelon” once a year after nine months of gestation.

Milopedix

On planets of the Third Quadrant, there is a species of animals found in all environments: insects. Milopedix can be thought of as an example because specimens can be found on all the known worlds of this part of the galaxy. Even on Irona, the artificial planet of Tablets, there would be a kind of metal eater Milopedix!

MILOPEDIX

Size > 2 m long Weight > 1 kg
Gender asexual Longevity ?

STA 8
SF 1D-2
HP/FP 8

DEX 10
REF 10
MOV 4

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: 6 (SP)
Docility: none
TSF: 0

COMBAT

The Milopedix bites its prey with its mandibles filled with a neurotoxic venom intended to paralyze them to better ingest them.

SPECIFIC CAPABILITIES

Venom: hypodermic neurotoxic
Resistance Roll: STA
Incubation Period: 5 seconds
Effects: FP-1 per second (burning)

Milopedix is a giant arthropod animal with rings consisting of three pairs of legs each. This singular life form based on silicat and pure energy can feed both small bioenergy creatures and rays of a star through its sensors placed on its chitinous shell. The reproductive cycle of Milopedix is close to Cavasorix's one, except that it does not “split” but propels hundreds of small chitinous balls of its tail that are all clones. Then it dies, emptied of its vital energy.

Milopedix colonies seem to grow well on moist planets like Antarius and Gynesia. Nearly three meters long specimens were encountered. Despite this size, Milopedix does not have a reputation as a predator and only attacks small creatures such as rodents and injured birds. Its powerful venomous mandibles can however prove to be dangerous for Human according to the dose of injected poison; but it is actually a neurotoxic intended to paralyze the prey.

Niek

The Niek is a canine quadruped native from Barthelima. This wild animal has a yellow-brown fur with a mane and a long bushy tail. In the wild, the Niek – not to be confused with Lupus – is gregarious and travels in packs in the vast plains of Barthelima and Sierra. This scavenger does not hunt and is therefore content with dead bodies left by predators. It happens that a pack of Nieks rubs a Leonis couple by far to enjoy the remains of their lunch.

Rather docile, the Niek does not attack the Human except by instinct of survival. It is possible to easily raise a Niek to make a pet (***Docility +2***), guard or hunt (***Docility -2***). The dog teams of the Imperial Militia often use it as a detective animal for the search for narcotics (***Docility -4***). Indeed, the Niek has a particularly developed sense of smell.

NIEK

Size > 50 cm withers Weight > 35 kg
Gender male/female Longevity 20

STA 12
SF 1D+2
HP/FP 12

DEX 12
REF 12
MOV 6

INT 10
WILL / PER 10
PSY 0

CHARACTERISTICS

Carapace: none
Docility: see text
TSF: -1

COMBAT

Only the wild or trained Niek for the guard attacks by biting with its powerful jaws filled with fangs.

SPECIFIC CAPABILITIES

Bite: [SF]

Like viviparous mammal, the female Niek breeds one to five *niotts* a year in one litter. An adult, which is nearly twenty inches to the withers, lives between fifteen and twenty stellars.

Octocarnis

The desert of Carrius is extremely large and covers almost the entire planet. It is therefore conceivable that such a place could shelter great creatures like the Octocarnis.

The Octocarnis, or “Sand Octopus” is a giant predator six meters high, once erected on its eight tentacles. Even though it is smaller than its space cousin, the Polypus (see further), this huge octopod saurian is much more ferocious. Indeed, the Octocarnis is not only big and terrifying, it is also a formidable predator who knows no natural enemy on the two worlds where he lives: Carrius and Tyrania.

OCTOCARNIS

Size > 6 m high **Weight** > 6 t
Gender sexual **Longevity** ?

STA 30
SF 7D+2
HP/FP 30

DEX 12
REF 12
MOV 10

INT 6
WILL / PER 6
PSY 0

CHARACTERISTICS

Carapace: 18 (SP) ; 12 (EP) ; 6 (LP)
Docility: none
TSF: +3

COMBAT

The Octocarnis catches its preys with its powerful tentacles and grinds them before eating them. Sometimes the Octocarnis crushes vessels, just for fun (Shields + Hull)

SPECIFIC CAPABILITIES

Peck / Constriction: 3D+[SF]

The Octocarnis is covered with a thick leather skin. Its big head is protected by a chitinous carapace whose surface is covered with a layer of nakar (substance similar to nacre) able to reflect energy rays like lasers. Its mighty sharp-crested beak is capable of shredding an Aurok at one stroke, while its large, faceted eyes allow him to see prey at a distance of one kilometer. Its powerful prehensile tentacles can crush a vehicle. It is said that the largest specimens of the deep Carrius desert are capable of catching a skimming starfigther.

The Octocarnis is a carnivorous predator that hunts only during the day and particularly attacks the herds of Auroks and desert antelopes. Its psychomotor skills are impressive because its long and powerful tentacles also serve as legs. At the race, an Octocarnis can reach speeds of up to thirty-seven miles per hours!

What makes the Octocarnis very dangerous for desert travelers is that it has the ability to hide itself. When night comes, the Octocarnis burrows into the loose sand of a dune revealing only the top of his pearly skull. If, in the night, an adventurer walks on this false dune, there is a good chance that he can never tell one day his misadventure ...

We do not yet know very well the reproduction mode of the Octocarnis, which seems to be hermaphrodite, because we still do not know how to differentiate between male and female.

Offid

The Offid is a large venomous snake whose adult is more than ten meters long. Originating from Barthelima, this reptile frequents mainly mountains and rocky plains in aphelion, and migrates to the Great Plain at the arrival of the hot season. The cause of this migration is due to the fact that in perihelion, rodents and other small mammals come out of their holes after hibernating, and that the Offid craves this type of prey.

Generally, even if it is a predator, the Offensive does not attack without reason. However, if an imprudent adventurer throws its hunting territory or approaches its

brood, this big snake does not hesitate to repel the intruder by spitting his tangy venom.

The Offid is a solitary reptile that only mates once in the hot season. As it is an oviparous, the female lays about ten eggs and the little “offidons” come out of their soft shells a few days later to face the outside world. What makes the Offid's notorious is its crawling speed. This one is able, indeed, to catch up with the race any individual humanoid.

The Offide is a two-headed snake, each of which can attack a different prey. Its powerful venomous fangs are able to pierce any thick leather garment, or even special outfits like those of the Mercenaries. Despite its two heads, the Offide has a single digestive organ. To give it a more ferocious look against predators more imposing than it, each head of the Offide is adorned with a bony cap that also serves to impress the females.

OFFIDE

Size > 12 m long **Weight** > 50 kg
Gender male/female **Longevity** 40

STA 24

SF 5D+2
HP/FP 24

DEX 12

REF 12
MOV 9

INT 2

WILL / PER 2

PSY 0

CHARACTERISTICS

Carapace : 6 (PC)
Docilité : -8
Facteur de taille : +5

COMBAT

If the Offid feels threatened, it spits its acid poison at a range of three meters. The acidity of this venom can blind any unprotected creature. If the victim is in range, the Offid does not hesitate to seize it to bite. Its venom injected by its powerful poisonous hooks is also a powerful neurotoxic extremely virulent that can kill a human in less than a minute.

SPECIFIC CAPABILITIES

Venom: acid hypodermic neurotoxic
Resistance Roll: STA-5
Incubation Period: 5 seconds
Effects: HP-1 pre second (burning+blindness)

SPECIAL RULES

The action of the venom can be stopped by the use of a biopak; but only a session in Biophotonizer can definitively neutralize the poison. Burnt tissues can only be treated with prosthesis. Each head can perform one attack per turn.

Ostrish

The Ostrish is a subspecies of birds of the order of gallinaceae. This bird is raised for its flesh, for its eggs, for the fight and sometimes for its feathers. There are many breeds mainly derived from the domestication of a particular wild species: Golden Ostrish. It is the species of poultry with the largest population with about fifty-two billion individuals on Barthelima. This subspecies has a very wide geographical distribution, due to the expansion of the Millenian Empire. The Ostrish adapts to a multitude of environments, except for high reliefs, cold climates and winter periods. The eyes of the Ostrish do not allow them to see the night, making itself a diurnal animal exclusively.

The Ostrish is a terrestrial animal and nidifuge, adapted to the race (two fingers placed on the ground), and fluttering only.

An adult Ostrish eats between 100 and 150 grams of food a day or about 45 kg / year, knowing that it eats more in aphelion than in perihelion to resist the cold, and that needs also increase during the laying period. When the Ostrish eat less because of the heat, they eat more concentrated foods so that they have a sufficient intake of nutrients despite the decrease in their consumption. Ostrish is omnivorous.

The female Ostrish – or *Gallus* – reaches adulthood and lays (even in the absence of a male) from the age of five to nine months (depending on the species). Like oviparous animal, its eggs correspond to unfertilized eggs. The egg can of course be fertilized only if there is a male, giving birth to small chicks.

OSTRISH

Size > 50 cm withers Weight > 10 kg
Gender Jar/Gallus Longevity 15

STA 6
SF 1D-3
HP/FP 6

DEX 10
REF 10
MOV 4

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: none
Docility: +2
TSF: -3

COMBAT

Only the Jar fights to acquire females and reproduce. It uses only its powerful paws with clawed fingers. By its belligerent nature, the Ostrish readily fights against any other male, and sometimes to death.

SPECIFIC CAPABILITIES

Laceration: [SF]

The male Ostrish – or *Jar* – is distinguished from the female by its larger size, by the more brilliant colors of its plumage and by its tail feather plume. The natural combativity of the Ostrish is used to organize fights. This tradition is very much alive among the androgynous tribes, where it is still tolerated. It also continues on Sierra for illegal games. Ostrish fighting is forbidden in the rest of the Millenian Empire. The homocanine tribes are of course very fond of this bloodthirsty tradition.

As a result of hormonal imbalances, a postmenopausal Gallus may partially take on the sexual characteristics of the Jar.

Pardusa

The Pardusa is an extremely fast predatory feline that can make spikes at more than 74 miles per hour over a hundred meters. This feline is from the same family as Leonis and its manners are identical. Native from the Barthelima forests, the Pardusa is as comfortable on the ground as in the trees. It hunts all kinds of mammals and birds and rarely tramples the Leonis' territory because its hunting ground is more varied.

PARDUSA

Size > 70 cm withers Weight > 40 kg
Gender male/female Longevity 15

STA 16
SF 6D
HP/FP 16

DEX 14
REF 14
MOV 7

INT 6
WILL / PER 6
PSY 0

CARACTÉRISTIQUES

Carapace: none
Docility: -6
TSF: -1

COMBAT

Pardusa is a predatory feline which hunts for both food and entertainment. Its powerful jaws filled with sharp fangs can kill a prey in one fell swoop. It also attacks by lacerating its victim with its powerful retractable claws that also serve to climb easily in the trees.

CAPACITÉS PARTICULIÈRES

Bite / Laceration: [SF]

Thanks to pads filled with air placed under its feet, the Pardusa can move without making any noise and knows how to hide in the vegetation to pass unnoticed. In the shadow of the giant trees of huge forests, this cat is totally invisible because it has a plain black fur. Only its emerald eyes can come out at night; but when his victim perceives the reflection, it is already too late. Possessing very powerful muscles and razor-sharp fangs, Pardusa easily attacks larger prey than itself, such as humans. In times of famine, it is able to capture young Leonis under the parents' nose by its speed and accuracy in the attack.

After the Leonis, the Pardusa is the second great predator of the planet Barthelima and the indigenous Androgunes know very well the danger represented by this formidable and solitary killer.

Polypus

If large mammals swim in the depths of the oceans, if huge creatures live in strange and unknown worlds, and if gigantic monsters roam the surface of a wandering asteroid, the Polypus is certainly one of the greatest creatures who populate the Third Quadrant.

POLYPUS	Size > 10 m high	Weight > 6 ton
	Gender asexual	Longevity ?

STA 24
SF 5D+2
HP/FP 24

DEX 1
REF 1
MOV 6

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: 18 (SP) ; 36 (EP)
Docility: -6
TSF: +4

COMBAT

The Polypus is completely harmless and is content to catch the Cavasorix with its huge buccal appendice which sucks. An imprudent space diver may be accidentally trampled.

SPECIFIC CAPABILITIES

Trampling: 4D+[SF]

The Polypus is a kind of giant arachnid, of the order of arthropods, also called “Ice Octopus”, and native from the dead planet Calcinera. This large spatial invertebrate measures no less than ten meters high and its metabolism is based on silicat. Its body is covered with a thick, smooth, shiny brownish chitin. Its large antennae always in motion give it a strange and singular appearance; they are in fact the only perception organs sensitive to its environment. Indeed, the Polypus has no eyes, no nose, no ears. This creature is therefore blind and deaf, and that is why it always moves slowly on the frozen rock of Calcinera. The Polypus has four large legs ending in a sucker, which seems to adhere to the frozen rock. A large frontal prehensile appendage suggests that this monster can behave like a predator when it needs cosmic energy and capture Cavasorix to feed on stored radiation. Moreover, we can notice under its shell a large fluorescent stomach that seems to store pure energy. For the two appendices at the back of the body, we still think of sensor organs.

During breeding, the energy stomach of Polypus swells and bursts, releasing dozens of small Polypus. The “parent” dies soon after, emptied of its vital energy.

The Polypus hides most of the time in the many caves and crevices of Calcinera, folding its antennae and its mouth appendage, and revealing only the top of its chitinous carapace. This allows it not to be noticed by a Lumric in search of energy food … too.

For some time now, this placid, harmless creature has been threatened with extinction by the malevolence of the Dark Force. Indeed, the Evil Genius in the service of Prince Hillerr found it an interesting property. The Polypus chitin seems to be an excellent energy insulator that can be used in the manufacture of new generation combat suits for the SSD commandos.

Pulex

Pulex is a predatory insect, of the order of arthropods, whose female has a venomous dart at the end of the abdomen. Slightly smaller than the Anofell, the adult Pulex measures only twenty centimeters, but it is much more fierce and dangerous. The base of its society is matriarchal where female dominates males in the execution of the primordial tasks: reproduction and hunting. The “Huntress” Pulex is purple with tawny stripes on the abdomen and golden highlights, while the male “worker” is simply black with a thick red fur all over its body.

The Pulex is a predator, and only the female goes hunting by six-huntress formation, on average. Its ideal prey are small birds and rodents. The latters are often intercepted in full flight by the most intrepid Pulex. When a prey is catched, it dies after a few moments, stung by its poisonous dart. A female Pulex fight formation can kill a human in minutes. Their powerful darts are able to punch any classic clothes.

PULEX

Size > 20 cm long Weight > 80 g
Gender male/female Longevity 1

STA 2
SF 1D-5
HP/FP 2

DEX 26
REF 26
MOV 7

INT 10
WILL / PER 10
PSY 0

CHARACTERISTICS

Carapace: 6 (EP)
Docility: none
TSF -5

COMBAT

The female Pulex always attacks as a swarm of 6 huntresses. It stings violently its prey, whatever its size, its powerful poisonous dart containing a dangerous neurotoxic that can kill a Human in less than one hour. After the prey has succumbed, the Pulex "worker" shreds the corpse of its powerful mandibles.

SPECIFIC CAPABILITIES

Venom: hypodermic neurotoxic
Resistance Roll: STA
Incubation Period: 1 second
Effects: HP-1 per minute
Bite: [SF]

With its powerful mandibles, the Pulex quickly shreds its prey. This insect is also very fast and extremely agile.

Pulex has a singular mode of reproduction. In the spawning season, between the end of aphelion and the beginning of hot season, the female excites the male with a squeak characteristic of its wings. At this moment, each "worker" in reproductive age offers its seed to a female which take it in its mouth. Then all the pawners go to a particular succulent plant, called Amaryl, whose juice is harvested to give a liquor, and the fibers of its leaves are used in clothing. The female Pulex lays its eggs on the broad leaves of Amaryl and covers them with male seed. In a few days, hundreds of eggs will hatch and give birth to caterpillars called "caniculas". Measuring in six inches, the *caniculas* are able to eat an entire plantation of Amaryls in less than a week! This is also a scourge for the farmers of the Millenian Empire. If the *caniculas* are not satiated, they are able to fall back on the plantations of Solanacs, plants used to make tobacco. After a month of devastation, these large caterpillars turn into huge chrysalis which, after three days, reveal adult-size Pulex.

Pulex rages throughout the Millenian Empire, but the most dangerous species is found in the hot climates of Carrius and Tyrania.

Roknar

The Roknar is a very rare, silicate-based creature which lives on dead star bodies like Calcinera, or the largest planetoids in the asteroid belt of both imperial systems. Of all the Roknar species, the system Omega is the largest and most evolved. It has been domesticated by the Amazon queen Ortellia and the pirate lord Vandalis, whose mastery of Psionic is needed to subdue such a powerful creature.

ROKNAR

Size > 5 m high Weight > 1,500 kg
Gender ? Longevity ?

STA 24
SF 5D+2
HP/FP 24

DEX 10
REF 10
MOV 8

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: 24 (SP) ; 18 (EP) ; 12 (LP)
Docility: -6 (PSY required)
TSF: +3

COMBAT

The Roknar attacks any energy source, including living bioenergy beings. It catches them and chokes them in its huge clawed hands, before swallowing them.

SPECIFIC CAPABILITIES

Bite / Laceration / Constriction: 3D+[SF]

If the largest Roknar of the dead planet Calcinera can easily reach sixteen feet high, the Queen Ortellia's one is exceptionally twenty-six feet tall. With two very long arms that allow it to grab its prey, the Roknar is a ferocious predator, with a

powerful dentition. On Calcinera, it's the placid Polypus who pays for that. The leather of its skin, ash-gray color, is so hard that the shots of lasers pass through it with difficulty.

The Roknar is a creature very difficult to domesticate. Because of its scarcity it is a highly sought-after species of eccentrics and powerful, among whom Queen Ortellia, who currently owns her domestic Roknar. No reliable information can establish her Roknar origin, Calcinera is still in the exploration phase.

The first Roknar was found in the wreckage of a crushed spaceship, in one of the forested areas of Gynesia. The spacecraft belonged to a known trader in his community, who had already dealt with Ortellia in the past. Homocanins from one of the many Mahelstrom tribes discovered the wreck, but their cowardice prevented them from going further. Against a good reward, they contacted one of the few lieutenants of Queen Ortellia to trade with these natives and informed her of the wreck presence and also the terrible predator presence, hidden inside. Intrigued, and hoping to curry favor with her queen-mother, Stellar Amazon Kwerva organized a secret expedition to retrieve valuables – including creatures. When Kwerva and her faithful warriors reached the wreckage, they found themselves in front of a creature they had never seen before: a Roknar. Although far from having reached adulthood, this specimen gave the team a lot of trouble, and some Amazons were properly devoured. At the cost of these few losses, Kwerva and her team managed to lock the creature into the wreckage. That's when Orpha, the first clone of Ortellia and the main rival of Kwerva, arrived at the crash site to find out what he was returning to. No one knows the market that both Stellar Amazons passed at that time, but still they returned three days later to the palace of Ortellia to give her the present Roknar. Skilful manipulator, Orpha obtained from her queen-mother the rank of the Royal Army head. Kwerva received the extreme honor of being the first meal served at Roknar in the palace. To take care of her new favorite creature, the Amazon queen hired a Homocanin named Malakill, who became very fond of the monster.

A cave under the throne room has been refitted to serve as a lair for the creature. Queen Ortellia's Roknar is used primarily to amuse the Obscure priestess, who delights in throwing out disgraced artists or male servants of all kinds. A hatch, placed just in front of the queen's throne, can engulf anyone. The unfortunate victim is then thrown into a tunnel and lands in the middle of the Roknar lair. A gigantic metal door opens and releases the monster, which does not take a long time to shred its prey, while Ortellia and her court revel in the “show”.

Scall

The Scall is a kind of sand shark originating from the deserts of Carrius and Tyrania. The adult can measure up to five meters long. This silicat-base saurian, carcharhiniformes-class, is able to move in the sand as well as the fish in the water. Thanks to its breathless metabolism, the Scall is able to stay under the sand indefinitely which it considers besides as its vital element.

SCALL

Size > 5 m long Weight > 1 ton
Gender asexual Longevity ?

STA 18
SF 3D+2
HP/FP 18

DEX 10
REF 10
MOV 7

INT 1
WILL / PER 1

PSY 0

CHARACTERISTICS

Carapace: 12 (SP) ; 6 (EP)
Docility: none
TSF: +3

COMBAT

The Scall is a predator. Its powerful jaws are filled with sharpened fangs like razor blades.

SPECIFIC CAPABILITIES

Bite: 3D+[SF]

The Scall is a singular monster who spends most of his time “swimming” in the hot sand. If he hunts, it is not for the need of food since he lives mainly cosmic radiation, like all forms of life based on silicat. In fact, the Scall is a predator by pleasure and for itself, catching and killing prey, or let it fatally wounded, is a game. However, only the youngest Scalls indulge in this morbid hobby because, having reached maturity they reproduce by scissiparity.

In hunting season, the Scall first prepares a land that will constitute its “game” set. For a whole night, this solitary animal brews the sand and sieves it through its “branchias” over an area of one hundred to one hundred and fifty square meters. Once prepared, the sand becomes extremely fluid. The depth of this hunting ground often exceeds three meters. Then, the Scall takes refuge in the less loose sand that constitutes its lair. Its nasal sensors inform itself of any vibration in a radius greater than one hundred meters. When a prey gets bogged down in the moving sand, the young Scall begins to “play” with it and mutilates it sadistically. Then, when his desire to play fades, either he finishes its victim, or it leaves it in agony.

The Scall being devoid of eyes, it can only be guided by the movements of its prey by the vibrations it causes when struggling.

The nomadic Seniorhotts of Carrius know the Scalls well and can recognize at first glance one of their hunting areas, thanks to the particular flatness that it forms in the sandy vastness of the desert. On Tyrania, on the other hand, it is more difficult to spot a scall lair, even for the old native Spacejackers. Indeed, the great fluidity of the white sand of the tyranid desert does not make a difference.

Some scientists living on Carrius would have discovered that the Scall would enter the Sandworm life cycle (see at the chapter end).

Shytashyr

The Shytashyr is a strange little flying reptile with a yellow coat, originating from the Amazonian planet Gynesia. Its name comes from the native dialect Homocanins which means “little thought”. The Stellar Amazons who uses it as a pet, have named it *Avis Pumilis* or, more familiarly, “Pum” (*dwarf aquila* in milen).

From the order of the falconids, the Shytashyr is endowed with big round eyes giving it a candid look. Without a beak, this little fluff ball has a mouth opening hidden in its feathers that allows it to suck the nectar of flowers and the sap of tropical plants, via a tubular tongue. The peculiarity of Shytashyr is that it has transparent wings like insects' ones.

SHYTASHYR	Size > 10 cm long	Weight > 100 g
	Gender ?	Longevity ?

STA 2	**CHARACTERISTICS**
SF 1D-5	**Carapace:** 0
HP/FP 2	**Docility:** -2
	TSF: -6
DEX 18	**COMBAT**
REF 18	The Shytashyr is unable to attack and its little claws serve itself only to cling to the high branches of the giant Gynesia quayahs.
MOV 5	
INT 8	**SPECIFIC CAPABILITIES**
WILL / PER 8	**Telepathy (PSY)**
PSY 10	

The Shytashyr is an endemic creature of the planet Gynesia and very few specimens have been exported because the Stellar Amazons protect it jealously. Moreover, this little bird is now a sacred animal in the same way as the Aquila among the imperial kingdom, and serves as an emblem to the Royal Gynesia, under the orders of the cruel Queen Ortellia.

Despite its small size, the Shytashyr has unsuspected powers. Indeed, if it is happy to fly silently branches by branches, no thought escapes it because it is an excellent telepath (power of ***Telepathy***, chapter **Psionic** in **rules book**). Priests can easily communicate with Shytashyrs, but only Stellar Amazons remain masters because of their animal empathy [***Advantage***]. They use them as scouts during patrols or hunting to locate game. But most of all, most Stellar Amazons passing the warrior stage choose a single and unique Shytashyr for life.

For now, we do not know the exact Shytashyr's mode of reproduction because we still do not know to determine the two genders. However, it is certain that it is not by scissiparity because its metabolism is based on pure energy, like the majority of life forms in the galaxy. It is difficult to study this docile little animal because it can not survive long enough in captivity, overwhelmed by stress. The few imperial

dignitaries who were able to acquire a Shytashyr, illegally of course, know that it is a too short term investment ...

Skorpes

The Skorpes is a kind of giant arachnid living on most of the Millenian Empire's planets. This arthropod-order creature is one of the most formidable predators of the Third Quadrant. The Skorpes is extremely fast and agile, littered on all fours, and can easily catch up with a human racing.

The Skorpes looks like a huge five meters long spider whose body is made of a very resistant chitin. Part of the thorax is covered with a metallized hair capable of reflecting the lasers. The Skorpes' two big faceted eyes give it a 360 ° view angle and allow it to see both night and day. By the way, this giant spider is a rather nocturnal predator. With its powerful prehensile mandibles, the Skorpes can catch any prey and then immobilize it in a highly resistant and sticky polymerized fabric. When a Skorpes attacks or is cornered, it spits a very corrosive acid that actually serves to digest the internal organs of its prey. Projected at three meters, this molecular acid damages most metals and destroys all the organic tissues.

The Skorpes is an oviparous animal whose female – larger than the male – lays about one hundred eggs every two years standard. Then, when the eggs hatch, the little “skorpions” devour their mother; leaving its carcass empty in the nest where they were born. The nest of a female Skorpes is recognizable because it is always made in the same way. It consists of a deep crater covered with a litter composed of the ventral fur of Skorpes. Then, the roof is composed of thickets and branches amalgamated with a powerful binder, the *skorpit*: the polymerized web of this giant spider. The Millenian Empire has also designed a synthetic version of this extraordinary web that is used for ropes and is used in the composition of high strength mastics.

SKORPES

Size > 5 m long **Weight** > 900 kg
Gender male/female **Longevity** 20

STA 24
SF 5D+2
HP/FP 24

DEX 18
REF 18
MOV 10

INT 1
WILL / PER 1
PSY 0

CHARACTERISTICS

Carapace: 18 (SP/EP) ; 12 (LP)
Docility: none
TSF: +3

COMBAT

The Skorpes can attack from a distance by spitting a powerful corrosive acid up to three meters. The powerful mandibles of the skorpes are able to grind the Human spine.

SPECIFIC CAPABILITIES

Venom: molecular acid
Resistance Roll: STA-5
Incubation Period: 5 seconds
Effects: HP-1 per second
Bite / Impalement: 3D+[SF]

The Skorpes lives mainly in wooded areas and its carapace has several colors depending on the environment in which it lives. This carapace of chitin is a blue-green on Barthelima, Sierra and Gynesia, and a yellow-sand color on Carrius and Tyrania.

Tarask

The Tarask is a large omnivorous lizard native from Hermes. The adult is between four feet and six feet 6 inches at the withers. The male is recognizable by the countless spikes it wears on back and head. These apparatuses are only used for courtship. The Tarask is mostly active during the hottest hours of the day and becomes lethargic at night. Its color ranges from dirty gray to brown, passing through dull red and faded blue. Perfectly at ease on the volcanic world of Hermes, Tarask is often seen digging the burned ground for insects and rodents.

TARASK

Size	> 2 m withers
Weight	> 150 kg
Gender	male/female
Longevity	20

STA 18
SF 3D+2
HP/FP 18

DEX 14
REF 14
MOV 8

INT 6
WILL / PER 6
PSY 0

CHARACTERISTICS

Carapace: nonce
Docility: -4
TSF: +1

COMBAT

The Tarask is a docile animal and unable to attack a humanoid. However, if this large reptile feels threatened or cornered in the face of danger, it may rush or bite.

SPECIFIC CAPABILITIES

Bite / Laceration: 1D+[SF]

Tarask is a lone animal. Once a year, however, he goes to the famous *Vallis Silicum*, an immense valley that is the largest desert and flat expanse of Hermes, to give itself to a strange ritual of mating. There, these bipedal lizards meet in large numbers and, for several days, the dusty ground seem to come alive with a life of their own. Once this bridal frenzy is over, the females lay their eggs by the thousands before returning to their solitary wanderings until the nature call is felt again. Three hundred standard days later, the eggs hatch and give birth to small "taraskons" who must survive on their own among the dangers of the desert. Most of the eggs will have been eaten by predators and native Silimens, or even by some adults, for the sake of competition. *Taraskons*, however, are one of the main game of Silimens. In addition, for half a century, the roast of Tarask has become a favorite in the imperial taverns of luxury.

Most Tarasks live in the wild on Hermes, but some have been tamed to serve as mounts. Native Silimens have been using them for several decades to hunt, as these animals are well adapted to suffocating temperatures and sulfurous atmosphere. Even if they have to face a strong red sand storm, the Tarasks always drive their rider to their destination, without even a complaint or a grunt.

The Tarask was recently imported to the commercial planet Carrius as burden beasts and as mounts in the deep desert for the patrols of the local Imperial Militia, to assist the Mehary. But for now, only females seem to survive the "too" clement climate of the mining planet.

Giant worm

If there is an animal kingdom that exceeds all understanding in terms of size, it is the one that occupies the Giant worms. Except for Lumrics which are silicat-based space worms, the Giant worms are bioenergy pseudopodic saurians which hold the top of the food chain, along with the oceanic Sea Dragons. But their rarity is that these monsters born well before humanity are little known scientifically and rare are the lucky observers who could approach them without crushing or swallowing.

There are two categories of giant worms: the Sandworm (or "Lavaworm" on Hermes) and the Iceworm. The latter is supposed to live in the depths of polar ice caps and on the planet Hosta. Only two specimens were observed within the Millenian Empire, and a third one by space probe on Hosta. Suffice to say that the sources are too thin to talk about it here, in detail.

However, the Sandworm, referred to as *Shewlwdd* by the sirri nomadic Seniorhotts, seems to be the best known of all. The *Shewlwdd* is a giant worm of the Carrius Desert, well known to indigenous tribes, who consider it much more than just a burrowing animal. Some specimens exceed one hundred meters long, while on Tyrania, individuals four times longer would have been observed. But the pirate sources of the planet are still unreliable.

The *Shewlwdd* moves under the sand and surfaces in case of regular vibrations (like those of the humanoid walk) on the surface of the ground. This is why desert hunters learn to walk in a destructured way in random sequences, so as not to emit regular vibrations that would attract these monsters. The Deep Desert Seniorhotts – who call themselves *Twareggs* – use an energy hammerer, producing quiet, steady sounds to attract the Sandworm.

GIANT WORM

Size > 100 m long | Weight > 200 ton
Gender ? | Longevity ?

STA 36
SF 9D+2
HP/FP 36

DEX 10
REF 10
MOV 11

INT 1
WILL / PER 1

PSY 0

CHARACTERISTICS

Carapace: 72 (SP) ; 54 (EP)
Docility: none
TSF: +10

COMBAT

The Giant worm is not recognized as a real predator because its food mode is rather in the depths of the ground. But if a reckless adventurer is on its way during an “exit”, he may end up crushed or swallowed.

SPECIFIC CAPABILITIES

Crushing / swallowing: 10D+[SF]

Sands Drums are one of the main dangers of Tyrania in relation to giant worms: these particularly fluid sands, like powder, are located in special areas and magnify the vibrations of any moving object, almost invariably sure one of these saurians. The Spacejackers, as regular warriors on the planet, protect themselves by climbing on rocky outcrops, where the Sandworms can not reach them and where the vibrations of the movements are less strong.

The origin of the Sandworm is still uncertain. Rumors claim that they are not from Carrius, or even Tyrania, or even the Third Quadrant. However, they are in any case perfectly adapted to the planets on which they live. Their cycle seems undoubtedly linked to pure energy. The Scalls would be the precursors.

As for *Shewlwdd*, the knowledge is a little deeper. The first stage of *Shewlwdd*'*s* life, the Scall, is yet a silicat-based animal. However, some imperial researchers are beginning to understand the complete cycle of these reptiles, some of which, instead of reproducing by scissiparity, continue to grow to a pre-vermiform step. No one knows what causes this cycle change in the life of some Scalls. As an adult, *Shewlwdd* produces trioxin by secretion, of which it appears to be the main source on desert planets like Carrius.

The Sandworm cycle seems perfect: Scalls are transformed into* Shewlwdds *that create trioxin, source of life for bioenergy creatures. At the death of a* Shewlwdd*, its body would decompose and give birth to new Scalls.

Technology

All the technologies used and developed by the Millenian Empire – and taken over by the Dark Force – have the same source: pure energy. Any self-respecting technician has this basic knowledge to understand and use imperial technologies.

In this chapter will be described the most common technologies within the Millenian Empire and whose applications will serve for missionaries sent on the field.

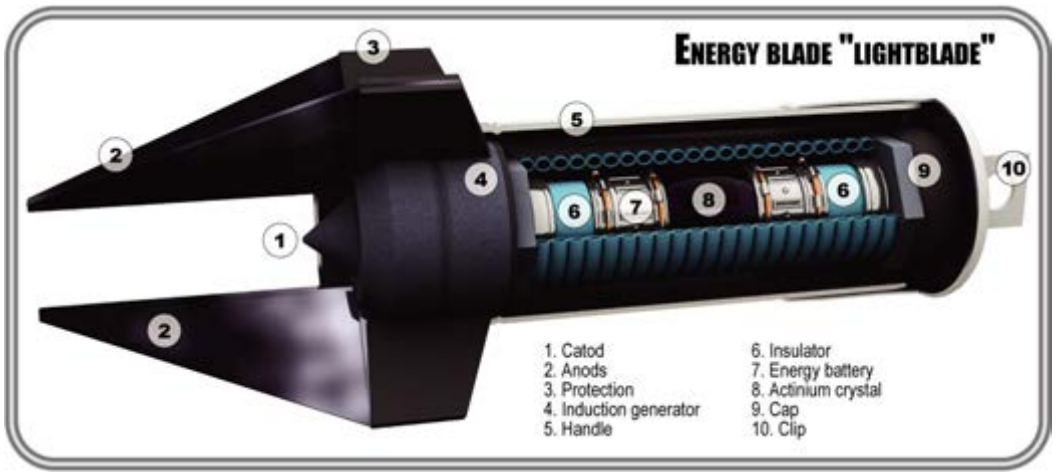
Lingo in the roleplaying game

As noted at the beginning of this document, many specific terms are used here in order to better immerse in the world of TTM. It is up to the GMs to introduce this scientific and technical lingo as they go along, so that their players get used to it gradually. Thus, we do not speak of computer but of "mediatics" for computers. The term "cybernetic" is replaced by "biotechnology", particularly for the prosthesis that will be discussed here.

Lightblade

The first weapons used by the Imperial soldiers were metal blade swords. Then, several centuries later, the first engineers at the service of the Emperor made these metal blades vibrate at molecular scale: the Vibroblades were born (see further).

Today, some knives and other daggers still use this technology that requires little energy. The first explorers realized that clearing a virgin forest with a simple Vibroblade became a challenge, even though aircraft were already being developed. It was then that an engineer named LukeSkivann, master of weapons, decided to use pure energy, not in a blade, but in a magnetic field. He created a powerful electric arc whose controlled form was able to cut many materials of the time: the Lightblade was born!



Today, the melee weapons as Lightblades have fallen more or less into disuse within the Millenian Empire and most are used in sports fencing more than in combat. However, the Stellar Amazons have resumed the art of handling Lightblades and have started to make their own Lightswords. The Obscure priests have also abandoned the Millenian Lightdagger for the Lightfoil because they are first and foremost Knights of Darkness.

Static energy

Today, there are only two types of melee weapons with energy discharges. First there are masses and scourges with an electrostatic device capable of striking an opponent while inflicting blunt damage. The energy masses and scourges are the weapons of choice Homocanins indigenous of the Amazon planet Gynesia. These weapons reflect their bestial instincts and their bloody warrior skills.

Like all energy weapons, this weapon is equipped with an induction generator. Spikes that bristle the weapon are all such electrostatic collectors. The more the weapon is whirled in the air, the greater its energy power will be at impact. A rubbery part makes flexible the head of the mass to facilitate its spinning.

The sphere which constitutes the main part of the mass or the scourge is made of an extremely hard metal: tantalium (see the chapter **Elementary physics**). It is able to pierce the armor of a combat armor and shatter an opponent's head at once while inflicting a powerful energy discharge.

In the same category are the energy nightsticks used by the forces of the Imperial Militia.

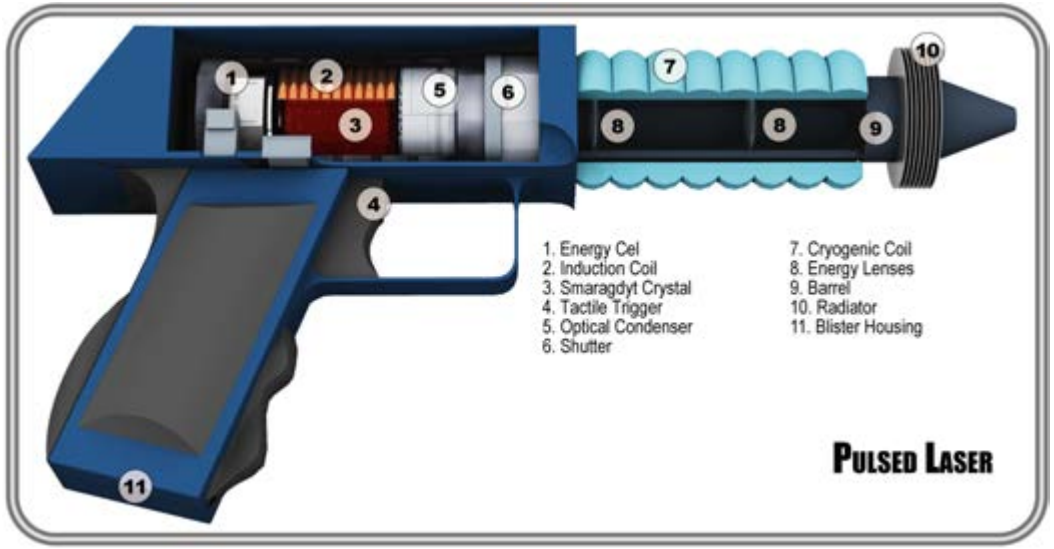
NOTES FOR THE ROLEPLAYING GAME

A character can take a turn to charge his weapon by twirling it in the air. Thus, the mass will benefit from the next round of the bonus of its code-die – the number after the sign "+"

The second category of energy weapons, the least spectacular but most widespread today within the Millenian Empire, represents the Vibroblades. This generic term refers to all the blades whose iron is traversed at molecular scale by vibratory energy waves considerably increasing their cutting power. All knives, daggers, poniards, spearhead represents the range of Vibroblades. A simple kitchen knife is a vibrolam! However, in terms of combat, the Vibroblade refers to a war knife about thirty centimeters long, used by all forces warroirs involved. This basic weapon is as good at slicing the flesh as a razor, as it is for cutting most metals.

Pulsed laser

Laser guns are the most common weapons in the Millenian Empire. They are standard equipment part of the Imperial armies and the Dark Force. There are two main types, depending on their size and firepower.



Guns emit concentrated light energy rays called lasers. At high power, a laser is capable of spraying organic tissue or melting metal. The ray color is in function of its power and varies from red to blue in ascending order (see the chapter **Spacecraft Systems**).

Laser guns – from the Minilaser ML-45 to the Turbolt TB-34, to the Pistolaser PL-55 – are any individual weapon which operates on the pulsed laser principle. These weapons usually emit a red color ray.

Rifles and guns use plasma laser technology, a beam of energy amplified by an exothermic gas. This type of weapon emits a yellow-orange to green laser.

While pulsed laser technology relies on the emission of a thermal beam by an energy inducing smaragdyt crystal, Turbolasers and Megalasers use the atomic fission of an actinium crystal. This type of plasma laser emits a blue to purple color.

Antimatter

All explosives use antimatter technology, called nucleic energy. The principle is the interaction between a part of the Nobelium radioactive particles and the other part irradiated by positrons. The violent contact (energy detonation) of both parts releases a considerable energy: the antimatter. The impact point of a nucleic explosion first creates a micro-nova (flash time) which immediately results in a microscopic black hole that will annihilate any present material. Once the matter-antimatter equilibrium is restored, the explosion is converted into heat (several thousand degrees). The nucleic charge advantage (in all relativity) is that it does not release any radiation that is initially absorbed by the black hole.

Holography

Holography is a rendering three-dimensional images process using the energy light of a sun properties. Only a few stars in the Andromak galaxy seem to emit this type of radiation (it is also the same radiation which powers spacecraft). A hologram is produced by illuminating an object with an energy light source (sun) and recording on a sensitive surface (holovideo sensor) the interference fringes obtained by combining the wave emitted by the sun source (reference wave) and the wave reflected by the object. These waves are channeled by a special sensor composed of three energy lenses. The first – and the largest – captures the reference wave, while other both receive the reflected wave of the object, by two different axes (parallax). When “rendering” the holographic image, the hologram is illuminated by an energy light (like a gaseous plasma, on the holographic projectors) and it then acts as a diffraction grating, to form a relief image of the initial object. Instead of being produced from a real object, a hologram can also be calculated by a computer from a three-dimensional synthesis image.

Mediatics

In **TTM**, Mediatics refers to the processing of information automation by a concrete system (computer, computor) or abstract system (software). In its current meaning, the Mediatics refers to all science and technology related to the data treatment. In popular speech, the Mediatics can also designate what relates to mediatics material (photonics), and office automation.

The data treatment applying to all activity domains, we can find them associated with the word mediatics. Thus, we will be able to speak of medical mediatics when these tools are used for example in the help with the diagnosis, and this activity domain will refer rather to the scientific mediatics described later; or we will talk about banking mediatics; it will then be either banking data systems that are more Mediatics management, the design and implementation of financial products that is rather the science and mathematics mediatics, or the trading automation halls which in part fall under Mediatics in real time. The following major types can be schematically distinguished:

Management Mediatics

It consists in controlling business processes and management in the imperial companies in all domains: incomes (employees, workers, managers) and human resource management, sales administration, purchasing administration (tax reporting) management customer relationship, production and supply management, inventory management; warehouses of machined products, in-process manufacturing, permanent inventory and end-of-year inventories, order book, marketing, finance ... This latter is by far the one that represents the strongest activity, which has not always been perceived within the Millenian Empire.

Science Mediatics

It consists of helping engineers in the industry engineering to design and dimension equipment using computer programs: nucleic reactors, spacecraft, vehicles, etc. The science mediatics is mainly used in the offices of ICAST (Imperial Company of

Astronautical and Space Technologies) because it allows quickly and reliably simulating scenarios.

Real Time Mediatics

It consists in defining the systems control software in direct contact with the physical world: historically first in astronautics, armament, nucleic energy, but now universally spread with the miniaturization of circuits: vehicles, household appliances, etc.

Knowledge Mediatics

This is a form of media engineering whivh consists of managing innovation processes, in all domains, according to models quite different from those previously used in management mediatics. This form of engineering makes it possible to better align the three management domains, real time, and science in the organization of imperial companies. It is more interested in the content and quality of databases and knowledge than in the automation of treatments.

We must finally mention the Mediatics applications of intelligence (2IR, SSD) economy (I2CE) and strategy (Empire's Forces), which use information technology, especially in context analysis, for the research of information (research bots).

Computers

A computer is a mediatics machine. It is a set of photonic circuits (optical and optomagnetic components) making it possible to manipulate data in ternary form (multiple of the duodecimal system) – or tec (t). This machine makes it possible to process information according to predefined instruction sequences or software. It interacts with the environment thanks to peripherals (screen, keyboard, modem ...).

Like all “machines” invented by humans, the computer is the closest to the following anthropological concept:

Input Organ > Data Organ processing> Output Organ

Among humans, the input organs are the five senses, the data organ is the mind (the brain) whose software is learning with constant updates in the life, then the output organs are the limbs (physical action and / or speech, writing, reflexes, etc ... For modern computers it goes without saying that the input devices are various (touch, voice recognition, etc.) that does not change anything the anthropomorphism of these materials as the possibility of collecting information by intelligent beings is immense (with a significant advantage) “self” thought.

In **TTM** universe, there are three types of computers: laptop, computer (personal or workstation) and Computor (computer on board a vessel).

Principles

The arithmetic and logical unit or PND (*partis numera dialecticus*) is the element that performs the elementary operations (additions, subtractions, etc.), the logical operators (AND, OR, etc.) and the comparison operations (for example the comparison of equality between two areas of memory). It is the PDN that performs the basic computer calculations.

The control unit or PE (*partis ezaceto*) takes its instructions in memory. These tell her what it should order from the PND and how she will eventually act on the results it will provide. When the operation is complete, the PE goes either to the next instruction or to another instruction to which the program instructs it to connect.

PE facilitates communication between PDN, memory and peripherals. It handles most of the execution of instructions in the computer.

Memory

Within the system, the memory can be described as a sequence of numbered cells each containing a small amount of information. This information can be used to tell the computer what to do (instructions) or to contain data to process. In most architectures, the same memory is used for both functions. In massively parallel calculators, it is even assumed that program instructions are substituted for others in operation when this results in greater efficiency. This practice was once common,

but the readability imperatives of software engineering have made it regress, except, in this particular case, for several decades.

This memory can be rewritten as many times as necessary. The size of each block of memory, as well as the technology used, varied according to the costs and the means: 8 tecs for telecommunications, 12 tecs for instrumentation and 60 tecs for large scientific calculators. An imperial consensus was eventually realized around the duotec as an addressable unit, and instructions on the format of 12 duotecs (dt).

In all cases, the duotec remains addressable, which simplifies the writing of programs.

Techniques used for producing memories including magnetic relays, plasma tubes in which were generated acoustic waves, individual optocouplers, magnet cores, and finally integrated circuits including millions of optocouplers.

Interface

Input / output devices or interfaces allow the computer to communicate with the outside. The number of these devices is very important, from keyboard to screen.

The common point between all of input devices is that they convert the information they retrieve from the outside into data understandable by the computer. Conversely, the output devices decode the information provided by the computer to make it usable by the user.

Softwares

Mediatics software is a large list of instructions given to a computer. Many programs contain millions of instructions, some of which are done repeatedly. A personal computer executes several billion operations per second.

Computers and systems designed today allow multiple programs to run simultaneously. This possibility is called “multitasking”.

In reality, the processor executes only one program at a time, passing from one to the other whenever necessary. If the speed of the processor is sufficiently large compared to the number of tasks to be performed, the user will have the impression of simultaneous execution of the programs. The priorities associated with the different programs are, in general, managed by the operating system.

Operating System

Operating system is the central program that contains the basic elements necessary for the proper computer functioning.

Operating system allocates the physical resources of the computer (processor time, memory, etc.) to the various programs that are running. It also provides tools for other programs (such as *codecs*) to facilitate the use of different devices without having to know the physical details.

In TTM roleplaying game, each computer-type has its own operating system; but the latter is similar on several models of the same type. For example, the operating system of an optical notebook or Holopad (basics) is different from that of a tactile tablet, or a laptop, or even a computer.

Mediatics Hardwares

A computer is essentially composed of a central unit where are its photonics components, its interface, its readers and its memories; a tactile keyboard and a holovideo or holography screen.

Matrix Board

The matrix board (*tabula matera*) is a multilayer optical circuit used to interconnect all of central unit's components. As it allows different parts of a computer to communicate with each other, the matrix board is, in a way, the core system of the computer.

A typical Matrix map contains the following elements:

- **One or more power supply plugs.** These connectors provide the matrix board with pure energy.

- **Computer clock.** It rates the data execution speed of the processor.
- **LIBE (*libelus lectio solusa*).** A small, single-readable memory card which retains some important information (such as computer configuration, date, and time) even when the computer is not powered.
- **Energy battery of the LIBE.** It provides the pure energy necessary for the LIBE operation.
- **SCRI (*scriptus matera lectio solusa*).** A small program stored in a photonics chip, a single read-only memory (LIBE) support, that manages the low-level interface between the processor and certain peripherals, and executes the instructions for starting the computer up.
- **CPU support (often called Tablet).** It is a receptacle that receives the digital processor (core) and connects it to the rest of the computer.
- **Connectors of the dynamic memory.** There are 2, 3 or 4 on the common matrix boards, these photonics connectors receive the dynamic memory modules (LIP).
- **Input / output interface.** Series of internal and external photonics connectors which allow the interaction of all peripherals connected to the computer (disks, drives, screen, keyboard, etc.)

Processor

The processor, (or PSC, *Partis Semisa computum*, “Central Processing Unit”) is the essential component of a computer which interprets instructions and processes data from a software.

It is the processor that gives computers their fundamental ability to be programmed. It is one of the necessary components for the operation of all types of computers, associated with memories and input / output interfaces. A processor is built in a single integrated photonics microcircuit on which thousands of optocouplers are interconnected according to a precise architecture that determines the processor type.

The processors are differentiated mainly by the computing power determined by the speed of the clock integrated in the matrix board. Each processor can rotate at a given speed expressed in a million instructions per second, in Mc / m (megacycles per micron). All processors use the duodecimal calculation base for all their data processing. Thus, the processor power is also defined by the size of the data processes it can calculate in one cycle, a number of duotecs multiple of 12(12, 24, 48, 96 and 192 duotecs).

Memories

In order a computer to work and store all the results of its calculations, it needs a memory. The first is the dynamic memory. The dynamic memory or LIP (*libelus intra plenusa*) is the main memory in which a computer places the data during their processing. This volatile memory (each data is erased after processing and is lost once the computer is turned off) is mainly characterized by its storage capacity expressed in Kiloduotec (Kdt). Each type of LIP is also differentiated by its speed of access expressed in Mc / m and the number of data packets it can process per clock cycle (duotecs). A LIP is a strip form of opto-photonics nanocomponents arranged in integrated circuits of 612 Kdt each.

The second type of memory used by a computer is the mass memory, which the user can set and control. The data storage is this time on a physical medium called memory disk or DRAM. This disc is a holographic mass memory. Holographic memory is a mass memory that uses holography to store high data densities in optomagnetic crystals. Holography makes it possible to use the volume of the medium instead of being limited to its surface to record data. The only disadvantage of memory discs is that they are not portable because their crystalline structure is rather brittle. They are therefore mainly found in computers and Computers in fixed stations. However, a new generation of DRAMs has been recently developed to be integrated into Laptops, but their crystalline metal structure allows for a smaller data capacity. Each memory disc is distinguished mainly by its capacity expressed in Teraduotecs (Tdt), and also its speed of rotation in *vim* (rotation per micron) which determines the speed of access to the data. Unlike dynamic memory, data stored on a DRAM is kept even if the computer is turned off.

Keyboards

The computer keyboard is one of the main hardwares which allows a user to enter text and other characters into the computer, as well as to provide instructions.

Physically, in general, keyboards look like a surface on which is placed a set of small rectangular or quasi-rectangular tactile pads called keys and on which are engraved holograms (letters, numbers, symbols, etc.).

Monitors

A monitor is the main output device of a computer. This is the screen where information entered or requested by the user and generated or rendered by the computer is displayed in the form of text and images in two or three virtual dimensions. Text and images can be fixed or animated. On some systems such as multimedia kiosks, the screen can also be used as an input device: the user can choose an action by touching the corresponding part of the screen, if the system foresees it; we are talking about a touch screen (tablets, Holopads).

Both main types of monitors used on a computer are either holovideo (plasma display) or pure holographic (holography). The second type, more accurate but more expensive, is only used on fixed workstations. Laptops and most personal computers come with a plasma screen.

A monitor connects to the computer via a holographic card connected to the matrix board (It is built into the laptops).

Peripheral devices

To increase the understanding and interpretation of the various data processed by the computer, a series of acquisition (input) and transcription (output) peripherals have been developed.

In data domain acquisition from Mediatics, there are the Optoscanns that are used to scan flat or dimensional documents. A photonics beam scans the document or object to be reproduced and transcribes it into media data to the computer for processing. The resolution of the scan is expressed in photons by nanofits (10-9 fits) or **ppn**. Due to the current technology, it is impossible to reproduce a scanned object in its physical clone.

In data transcription terms, technology has evolved with the holography appearance at the beginning of this century. Initially, it had the printers that were designed as soon as the first computers appeared, to allow the consultation and the physical preservation of the results produced by the computer programs. Indeed, at the time of the first computers, monitors did not exist yet and the methods of storage of the information were very rudimentary and very expensive. Over time, printers have evolved tremendously in their method of printing and pulling media, but also in their print quality, size and cost. But today, this type of printer called “matrix” disappeared with the physical support to give way to Holomants, machines capable of making a hologram from any type of mediatics file. Each Holomant is differentiated by the resolution of its holograms expressed in **ppn**.

In multimedia, it is possible to use your computer for more fun purposes such as Hologams, mediatics presentations, etc. This kind of use requires the addition of sound transducers on the computer via an audio card connected to the matrix board.

Mediatics medium language

In practice, mediatics data transport between two computers can be done in two distinct ways: the network and the medium. The first is limited by the number of machines that can be physically connected to the famous Holotel mediatics network, the Internet of the Millenian Empire. But in system Omega, Mediatics mediums have grown considerably because the Holotel, cut off the Orlesia main network, is not very stable and subject to piracy by Dark Force agents. Thus, the type of “removable memories” are rather used, securing the transport of sensitive data.

But before getting interested in Mediatics, here's an upgrade to understand the mediatics language in the TTM roleplaying game.

First of all, when it comes to storing mediatics data, there is only one unit of measurement: the **duotec** (dt). The **duotec** is the unit of measurement in the mediatics measuring the data amount. A **duotec** is itself composed of **12 tecs**, or twelve ternary digits.

Given the complexity of a ternary system involved in the computation of capacity related to a duodecimal system, it has been defined for the game a simple form of capacity. All storage units used in **TTM** are expressed in code-dice, either **duotecs** or their multiples of 100 (Kilo, Mega, Giga, Tera). Thus, a memory of **12 Mega dt** (or 12 Mdt) will always be represented by **1D**; a memory of **24 Mdt** will be **2D**, etc. This system will allow to easily know the price of a file or a blank memory medium (or any other media support material) according to its capacity in **duotecs**. The table below shows a typical list of prices according to the standard capacity dice codes of a mediatics medium, in **Kiloduotec**. For a capacity in **Megaduotec**, simply multiply the price by 2, 4 for a **Gigaduotec**, and 8 for a **Teraduotec**. It is of course possible to introduce multiple intermediate abilities of 12. In this case, each **12 units** will be represented by a bonus of 1 on the code-die. However, with respect to the code-die progression rules (see ***Rules book***), the number of intermediate units will always be limited to 2, between two standard units.

Limiting the capacity to **7D** is understandable because two **612 Kdt** memory units equate to having a unit of **1 Mdt**. At this point, you simply add the prices according to the corresponding code-die to form the new memory unit. Thus, a Bromed (free-standing memory cartridge) of **1 Mdt** will cost 140 Þ.

MEMORY CAPACITY TABLE

Capacity in Kd	Code-die	Cost
12	**1D**	10 Þ
24	**2D**	20 Þ
48	**3D**	30 Þ
96	**4D**	40 Þ
192	**5D**	50 Þ
255	**6D**	60 Þ
612	**7D**	70 Þ

Of course, you can have memory cartridges with huge capacities. For example, a memory cartridge can have a maximum capacity of **1 Tdt** at a cost of ... 560 Þ! It is probably better, in this case, to get a digital disc (see further). This exorbitant price can be understood by the miniaturization technology that must be used to “fit” as much more data into an object the size of a credit card. Moreover, this technology is physically limited for each type of medium.

In the case of blank mediatics mediums (cartridges or disks), the price does not include any files already on the medium (software). It is thus necessary to calculate the additional price according to the code-die of the files present on the support.

Processors

In **TTM**, each computer is differentiated by the power of its processor, which determines the price. The table below shows the main processors available on the market. These prices include the price of the enclosure, the matrix board (with the processor), a monitor and a keyboard, but no peripheral devices and other medium (memories, memory discs, CAM and DIN readers, etc.)

PROCESSOR TABLE

Generation	Code-die	Cost
Unium 100	0D	50 Þ
Bisium 120	1D	100 Þ
Terium 140	2D	200 Þ
Kartium 180	3D	300 Þ
Kintium 200	4D	400 Þ
Kintium 400	5D	500 Þ
Kintium 600	6D	600 Þ
Kintium 800	7D	700 Þ

The Unium 100 now represents the processors included in entry-brand tablets and Holopads.

Data storage

As mentioned earlier, each mediatics medium has a maximum capacity for storing the data. In TTM, mediatics data is compiled into files which themselves are grouped into folders, all of which are part of the operating system. Thus, we will talk about **duotec** ***size for a stored media file and will be defined by the corresponding code-die. The code-die is also used in the game to determine whether the missionary reads the file or not. This code-dice therefore determines the number of dice that it will have to start under its competence in*** **Mediatics** ***(see further).***

Read a file

A Missionary must have the skill of ***Mediatics*** to search for a file in a computer (or any other medium such as Holopads or tablets). To know how to manipulate the operating system of the computer, the character must make a media roll (no default roll). The difficulty of the search depends on the type of medium read. Thus, a Holopad or a tablet is easy (**+2**) to consult, a Laptop is moderately easy (**0**) to consult, a computer or a Computor is difficult (**-2**) to consult.

If the roll is successful, the computer displays the folder where the file is located. The player rolls a number of dice indicated by the code-die of the file to read, under ***Mediatics***. If the Missionary succeeds in his skill roll, the GM gives information in the correct form (text, image, video, etc.).

Compiled files

Most of the files stored in a mediatics support have a size from **1D** to **3D**. However, some files have been compiled into a larger single file that can not be read (when you run **7D** with a skill of **10** ...).

FILE DECOMPILATION TABLE	
Code-die	**Roll**
2D	Mediatics 0
3D	Mediatics -1
4D	Mediatics -2
5D	Mediatics -3
6D	Mediatics -4
7D	Mediatics -5

Thus, it is possible to decompile a large file into several smaller ones (**1D** minimum). However, while it is easy to compile data, the opposite action is difficult. To split a file into several smaller files, a ***Mediatics*** roll is required. The difficulty of the jet is according to the value of the code-die of the file to decompile. The table above indicates the malus applied to the die roll, depending on the size of the file to be split. Thus, each subfile obtained must have at least a **1D** code and the number of these new files can not exceed three. Moreover, a subfile resulting from decompilation can not in turn be decompiled.

Memory cartridges

A memory cartridge or CAM is a mediatics data storage unit used most often for storing lightweight files. The CAM integrates a dynamic memory with photonics medium, powered by a non-interchangeable energy microbattery. The microcircuit is in the form of an agglomerate of memory chips. Each of these chips can store up to **612 dt** of data, in any format. CAM models range from **12 Kdt** to **1 Mdt**. A CAM can be read by any computer, from a simple Holopad to a Computor (start key). Models beyond **1 Md** of memory are in the form of a lighter and connect only Laptops and computers: these are the Bromeds (mediatics sticks) whose capacity can go up to **1 Gdt**.

Memocards used mainly as identification, but also as a security key and as a means of payment, are non-rewritable memory cartridges with a capacity of **612 Kdt** (**7D**). Their reading is optomagnetic (see further) and you need a special reader (Cartalysor) to be able to read them. Indeed, the Cartalysor aims to read the digital data stored in the memory chip, but also to reveal the hologram (photo of the

user) as well as any encrypted holographic data (Memocard of **1 Mdt** for an imperial agent).

Digital Discs

A digital disk or DIN is in the form of a floppy disk twelve centimeters long with an optomagnetic disk inside.

DIN is a very popular mediatics medium that uses a combination of optical and magnetic technologies. This technology ensures high reliability. The reading is purely optical, and, according to the magnetic polarization of each elementary point of the surface, it is a ternary information (**tec**) which is read. To write each **tec**, on the other hand, the laser of the reader heats the point concerned while a magnetic field is applied to it to polarize it in one sense (**tec 0**) or in the other (**tec 1**), according to a precise angle (**tec 2**).

In the **TTM** universe, there is only one type of DIN because this medium can be used thousands of times for reading and writing, without altering its surface. The disc is composed of a polymerised silicat substrate on which is glued an extremely thin sheet of magnet (see chapter **Elementary physics**). This metal with optomagnetic properties can store digital data by the thermal action of an optical laser. Due to its size, the DIN is relatively unobtrusive and can store up to **9 Gdc**. Standard models accept **1 Gdt** of data of all kinds and are commonly used in Holocams to store up to two hours of video.

A DIN can be read by an HV tablet or computer.

Medical biotechnics

Prostheses are among the cutting edge technologies of Biotechnics in **THE THIRD MILLENIUM**. Biotechnics prostheses can replace almost all organs of a human body or other (more rare). Other more sophisticated prostheses can improve the performance of a Missionary, either to connect to a computer himself or to make him stronger or faster.

However, when these prostheses are available, they are not all accepted. The majority of imperial citizens believe that the distinction between the living being and the machine should be redefined. The advent of the Betadroid has caused trouble in people's minds. Some consider the Betadroid as mere more sophisticated robots, while others consider them genuine citizens. The Millenian Empire has also decided in this sense by freeing the Betadroid to the rank of citizens. Thus, the Betadroid seem to use a new form of Biotechnics, called *cybernetics*.

This is why Biotechnics has recently been split into two distinct technologies: medical biotechnics and cybernetics.

In fact the judgment on a prothesis wearer depends solely on the use he makes with it. People with a restorative prosthesis are considered a little less than human (or race dependent), and its often judged with pity and distrust. Prosthesis wearers are often less in agreement with their motivation, attitudes and natural emotions. For this reason, wearers of restorative dentures hide them so as not to suffer from these prejudices.

The use of cybernetic prostheses is an abomination for most people. These prostheses improve the body's performance beyond the innate levels for the breed. Cybernetic implants are available to improve shooting or computer skills – to the point of being mutilated for life ...

Cybernetized beings – as known as *cyborgs* – often face persecution and thus violate civil imperial rights if cybernetic enhancement is recognized. The brain incidents of cyborgs according to the type of prosthesis or implant carried are well known.

Cybernetic prostheses are not available directly to Missionaries. The criminals and the Dark Force's partisans who do not care of the imperial ethical use excessively with cybernetic implants, but a player character should not.

Prothesis implantation

Because of the dangers involved, restorative or biotechnical prostheses are tightly regulated within the Millenian Empire, with a long period of consultation and mandatory observation for the wearer. Cybernetic prostheses or *cyberimplants* are

prohibited on the imperial market or may be permitted under special derogation from the Senate to certain particularly valuable Missionaries. Currently, some special agents of the Imperial Intelligence Services (2IS) on Sierra have been equipped with cyberimplants for experimentation and the use of which is regulated. Indeed, due to the oppressive presence of the Dark Force in system Omega, the laboratories of the for Robotics and Cybernetics Agency (RCA) soon turned to cybernetics for the design of new biotech weapons.

Often, characters seeking to improve their performance must require illegal Cyberdocs and risk receiving equipment of inferior quality, or even doubtful. Others, such as Sierra-based Missionaries, may have funding from a large imperial company or an independent organization. This type of financing ensures quality cybernetic improvements and better physiological adaptation. In exchange, these Missionaries owe allegiance to their donor for a time, which can be problematic within a group. When the period of servitude is over, the cyborg Missionary is free, but will fall prey to imperial prejudices, even if they are less in system Omega. In Sierra, 2IS are empowered to dispense cybernetic implants to Missionaries attached to their services – which is often the case – and costs are mostly shared. Biotechnics or cybernetic prostheses delivered within the 2IS are designed by the RCA and manufactured – and often customized – by the Technology Service (Tech) of the omegon 2IS.

Biotechnics prostheses

In **TTM**, the basic function of a prosthesis or biotechnics implant is to replace damaged organs or amputated limbs during a mission. This type of prosthesis reproduces as faithfully as possible the natural functions of the organ or limb replaced. They do not allow any improvement. The various costs given in this book (see chapter **Equipment**) are indicated according to the limbs or organs to be replaced. This type of intervention does not alter the attributes and capabilities of the user, except that the latter regains its capacity momentarily lost during the amputation of the organ or limb thus replaced.

Cybernetic prostheses

These prostheses or other cybernetic implants are only available in the underground market. However, some very special agents of the 2IS have them on an exceptional heading. These cyberimplants represent a dangerous and harmful technology. This is why the Evil Genius excels more and more in the design of cybernetic implants for the purpose of making biotechnics weapons directly connected to soldiers, or brain implants to better hack the Holotel network of the Millenian Empire. Cybernetics improves the user's abilities, but reduces humanity (or species), hence the cyborg designation. A cybernetic enhancement makes the user less emphatic towards his peers and increases his chances of being controlled by the Obscure Powers of Darkness. This is especially the case for a Millenian priest who would use a cybernetic implant, as innocuous as it is.

A cybernetic prosthesis or cyberimplant may be in the form of an artificial limb or organ or a simple brain or neural implant, which enhances an attribute and the skills that result from it. Given that this book is only for imperial Missionaries, the section on cybernetic implants presents only prostheses used by the special agents of the 2IS.

WHAT THE GM MUST KNOW ...

All of equipments presented in this book are indicated with their average price (imperial cost). To calculate a stowage, the GM rolls two dice (of different color if possible). The first one indicates the coefficient to be applied to the initial price, and the second one determines if it is a multiplication (odd score) or a division (even score). In the latter case, the GM must keep in mind that a competitive price on the underground market often means a questionable commodity ...

Availability list of a material:

A: in permanent stock

B: Imperial stock (on order)

C: clandestine stock

D: clandestine stock (on order)

Equipment

Whether you are in the major system Orlesia, or in Omega one, you can always buy the equipment you need, as long as you have enough Pecuns to pay for it! Outfits, weapons, vehicles, accessories, refueling, it is possible to acquire anything in the legal or clandestine market. Obviously, the prices exercised in an Imperial Disposal are not the same as in a secret Dark Force market.

NOTES for GMs

For the source of the articles presented in this chapter, please refer to its availability code (see previous chapter) which should be known only to the GMs. As for the price, by referring to the rules book tables, a C code can represent half of the indicated price, and a D code can go up to a third. But equipment bought in a clandestine network is often a patched-up model or a dubious copy. With each use of a clandestine equipment, the player must roll a die: on an odd, there is dysfunction, or even worse ...

The equipment presented in this chapter is by no means a list that could be considered exhaustive as the technology of this part of the universe is vast and rich. It's up to the GMs to improvise everyday objects to modern and completely new **TTM** technology.

Notes on the clandestine market

One can find on the Dark Force's black market all the objects. In any case, the offer is always very limited and a purchase can take some time or involve some dangers. In addition, objects bought in this way tend to be of inferior quality, even though they usually offer a cost that is just as low as the price charged in the Imperial Disposals. For example, the sale of weapons is regulated and reserved for persons sworn by the Imperial Senate. Nevertheless, an unscrupulous civilian can get them in a clandestine booth at his own risk ...

Personal Weapons

No one will be surprised to learn that individual weapons of all kinds abound particularly in the corrupt system Omega, while their public sale is strictly regulated, in the major system. In villages and remote areas of the Millenian Empire, settlers use weapons when it comes to hunting or shooting sports in a club. In cities and world capitals, it is criminals who use a diversified arsenal in the exercise of their illegal activities; sometimes leading civilians, especially on the Sierra government-planet, to arm themselves, too, to protect themselves.

Here are the descriptions of the individual weapons commonly used in the known Third Quadrant. The table below shows the availability for each weapon. Civilian Missionaries must have a senatorial exemption to wear a weapon (investigation on behalf of 2IS).

PERSONAL WEAPONS AVAILABILITY

Model	Availability	Model	Availability
Energy mass	**B**	Energy crossbow	**D**
Energy scourge	**B**	Bolega	**B**
Energy nightstick	**A**	Minilaser ML-45	**A***
Vibroblade	**A**	Pistolaser PL-55	**A***
Ligthdagger	**A**	Turbolt TB-34	**B***
Lightfoil	**A**	Lasma LM-32	**A***
Lightsworm	**A**	Elit-5	**A***
Sabroplasma	**D**	Scorpio LM-35	**B***
Energy spear	**B**	Hamajacer HJ-45	**B***
Lightjavelin	**D**		

(*) With senatorial exemption only.

Melee weapons

All races of the Known Third Quadrant pride themselves on having an almost infinite variety of batons, clubs, masses, and other energy weapons. These weapons considered today as archaic are not very effective against the technology weapons of the Millenian Empire.

Within this empire, there are two types of commonly used weapons: energy weapons and laser weapons. Nevertheless, both are used only occasionally and may be ineffective against the special dresses currently worn by the fighters of this end of the century.

Energy weapons

These archaic weapons use static energy technology (see previous chapter). They are especially prevalent among native peoples living on imperial planets.

Lightblade weapons

At the end of the first millennium came the laser technology, while Vibroblades fitted all the imperial soldiers, a new energetic weapon appeared: the blade of energy or, more commonly called, Lightblade. But apart from the dagger, the other weapons that ensued were reserved for the sport of fencing and other sword fighting that became obsolete in the era of shooting weapons. Stellar Amazons have become experts in the handling of Lightsword while Obscure priests have abandoned the Lightdagger for its big brother: Ligthfoil.

Sabroplasma

Sabroplasma is the favorite weapon of Androgunes; it symbolizes the mastership, skill and honor that are the basis of the tribal warrior code.

Sabroplasma is both the simplest weapon and the most difficult to handle and control. At the base, it's a kind of scimitar whose curved tantalum blade is able to slice all the known materials ... except the blade of another Sabroplasma! The

problem with this weapon is that it is as likely to fatally injure its user as the opponent. To carry a blow with a Sabroplasma, you have to know how to draw it from its sheath, to activate it and hit it in the same movement. Only an expert like an Androgunes can, after long years of learning and training in *Vandil* (wooden saber), take full advantage of the possibilities of a Sabroplasma. The representative of another species, as for him, is likely to be amputated of a limb during his first tests.

The Sabroplasma is equipped with a plasma blade that can parry any type of melee weapon and energy beam like the laser.

Androgunes make their own Sabroplasma. Despite the apparent simplicity that characterizes this weapon, no representative of the other races of the Millenian Empire is still not able to make one that works properly. Sabroplasma uses crystals of rare purity found on certain worlds of the Millenian Empire, following an initiatory quest. In addition, it also requires exceptional manual skills. The secret to making this elegant weapon knows which parts are needed and how they are to be assembled.

Sabroplasma technology

Even if the exact functioning of Sabroplasma remains imbued with a certain mystery, the imperial engineers however know the technological principles on which it is based.

All main parts and controls reside in a handful of ten to fifteen centimeters long. When an Androgunes turns its Sabroplasma on, a nucleic nanocell emits a powerful discharge of pure energy which, passing through a crystal (spath, silicum, smaragdyt or actinium: see the **Rules book**), is then channeled to the guard of the weapon. A pure cyprium shell is a real energetic mass balancer. The tempered tantalium plate is covered with a thin layer of solidified plasma which is nothing other than sublimated and stabilized silicum. When the Sabroplasma is ignited, the pure energy field excites the atoms that make up the solid plasma layer that becomes gaseous. The reaction releases a powerful nucleic energy capable of fissioning any material. At each contact, the nucleic energy is annihilated and again becomes pure energy. This energy is then recovered at the shell and then reinjected into the Nanocell through superconducting optical components. In this way, there is virtually no loss until the weapon strikes. In fact, the weapon consumes only energy at each ignition and in contact with other materials.

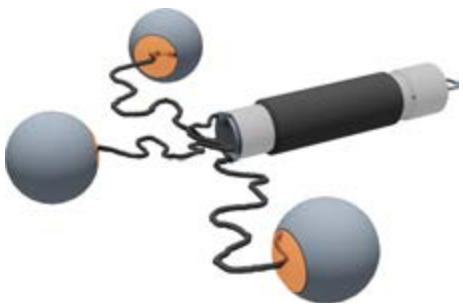
The ignition and extinguishing commands are actuated by tactile sensors placed in the pommel. Thus, when an Androgunes seizes his Sabroplasma, the latter starts automatically and there is a very short delay before the activation of the plasma field. It is during this famous lapse of time that the user must draw the weapon and reach the opponent at the right moment: a gesture too slow can cause the destruction of the sheath, or worse, a fatal injury of the user.

Thrown weapons

Thrown weapons as spears are often used by indigenous tribes living within the Millenian Empire. Blade weapons have not existed for a long time (except Vibroblades), they were quickly replaced by pure energy technologies. Today, only spears are the main thrown weapons used in the known Third Quadrant of the galaxy; either with energetic head like at the Seniorhotts; either in Lightblade or among Silimens, a cultural legacy we do not know how to steal the enigmatic Tablins.

Nevertheless, some native Homocanin tribes of the Amazonian planet Gynesia have developed some kind of crossbow with energetic dards. But these weapons are still archaic.

The Millenian priests have, for their part, the famous Bolega, an energetic throwing weapon composed of a handle and three electrostatic spheres. At the time of the jet, the spheres held together by shielded optical cables are projected onto a target, in particular to impede the escape of an individual. By wrapping around the victim, the metal balls clash, releasing a powerful energy discharge designed to knock out more than seriously hurt.



Shooting weapons

Laser guns are the most common weapons in the Millenian Empire. They are the standard equipment part of the Imperial armies and the Dark Force. There are two main types, depending on their size and firepower.

Handguns

Laser guns emit rays of concentrated light energy called *lasers*. At high power, a laser is capable of spraying organic tissue or melting a metal shield. The color of the beam is in function of its power and varies from red to blue in ascending order (see the chapter **Spacecraft systems**).

The term “laser guns” or “lasers” – from the **Minilaser ML-45** to the **TB-34 Turbolt**, by the **Pistolaser PL-55** – any individual weapon that operates on the principle of the pulsed laser (see diagram in previous chapter). These weapons usually emit a red color beam.

The **Lasma LM-32** assault rifle is an individual weapon apart because it uses plasma laser technology, an energy beam amplified by an exothermic gas. This technology is found in laser cannons (see further). This type of weapon emits a yellow-orange laser.

Each laser gun is equipped with an energy cell blister giving it a certain range of fire depending on its power. While the Minilaser has no aiming system, the Lasma assault rifle is equipped with a holovideo night / day viewfinder and a rangefinder radar.

Impulsion weapons

This specific technology only concerns a small category of weapons whose projectiles are made of water. Indeed, these weapons emit microwaves that amalgamate the atoms of any liquid into solid. These weapons are quite adapted in aquatic environment, but inoperative in atmosphere.

This is the case of the **Hamajacer HJ-45** used by the Imperial Militia marine commandos, mainly on the penitentiary planet Antarius.

Laser cannons

Laser cannons are the most destructive energy ray weapons used in the Millenian Empire because they use atomic fission laser technology (see the previous chapter), a much more powerful variant than the one used by **Lasma. LM-32**. They are found mainly under two types of weapons: infantry guns – such as the **Broninn** – for ground support, and Turbolasers mounted on combat spacecraft. The table below proposes both most common types of laser cannons. Megalasers are only available on shipyards.

LASER CANNONS AVAILABILITY			
Model	**Availability**	**Model**	**Availability**
Broninn 2L-55	**B***	Turbolaser LB-57	**A**

(*) With senatorial exemption only.

The **Broninn 2L55** infantry cannons can be mounted on tripods for infantrymen and are controlled by two soldiers, one of whom is in charge of the energy cell supplying the weapon. We also find this type of weapon on the turrets of armored vehicles, or in the laser turrets of warships.

The **LB-57 Turbolasers** which equip starfighters are in fact nothing more than modified infantry cannons. The other more powerful models mounted on the other combat spacecraft are, on the other hand, real Turbolasers designed specifically for the on-board weapon system.

Taking up the basic plasma laser technology, Turbolasers – and Megalasers – are energetic plasma canons whose beam is emitted directly from an actinium crystal fission, conferring a more coherent laser and a power well bigger. The most powerful Turbolasers found on warships can exceed three thousand degrees at impact.

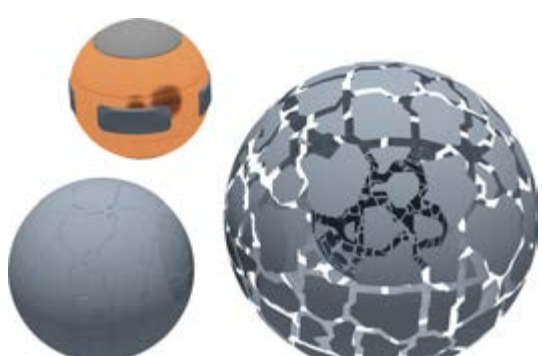
Mines and missiles

Space Mines

Space mines are only used by Contumax escortships of the Millenian Empire and the Cyclon starfighters of the Royal Gynesia Forces and, recently, by the F-14M Spacejackers. The table below proposes the two most common categories of space mines.

SPACE MINES AVAILABILITY			
Model	**Availability**	**Model**	**Availability**
Nucleic Mine MN-59	**C**	Magnetic Mine 2M-510	**D**

Imperial mines use a revolutionary technology based on magnetic repulsion. Fragments of crystallized tantalium gravitating around an energetic nucleus are violently projected outward to the passage of an foe spacecraft. Then, these fragments come back to gravitate around the mine. Magnetic mines are one of the absolute weapons of the famous XC-5 escortship.



Stellar Amazons and Spacejackers have instead kept the nucleic technology for their mines which equip their combat spaceships.

Missiles

Nucleic missiles are self-propelled antimatter warheads capable of destroying any type of spacecraft hull bypassing energy shielding. There are currently two types of missiles, classified according to their field of action. The table below lists the most common missiles and rockets.

MISSILES AND ROCKETS AVAILABILITY

Model	Availability	Model	Availability
MAC-10 antifighter	**B**	TR-72 antitank	**B**
MAC-50 anticruiser	**B**		

The **MAC-10** are antifighter missiles capable of reaching any target, on the ground and in space. Their wide-spectrum detection gauge allows them to "hang" both vehicles on the ground

and, even more importantly, warships, via sloops. However, **MAC-10** remain more effective against starfighters. **MAC-50** missiles are anticruiser weapons whose detection spectrum allows them to reach only important targets such as shuttles and cruisers, through sloops. Their strong destructive power allows them to be used against terrestrial installations as well, but this use is still in the realm of experimentation.

With the introduction of tanks into the armies, a new type of missile was designed: the nucleic rockets. These self-propelled machines possess a technology equivalent to nucleic missiles but are specialized in ground combat against armored vehicles. The most common model used by tanks is the **TR-72 antitank**, which is capable of targeting a small armored vehicle one kilometer away from any weather or terrain. The nucleic charge of the **TR-72** is equivalent to that of a **MAC-10**. However, the rocket-propelling Microtron can not fire a ship, regardless of its range.

Explosives

Thrown grenades and demolition charges are commonly used in land combat, but their use requires some knowledge of nucleic technology because their destructive power can be life-threatening to clumsy users. Indeed, using the immeasurable science of antimatter, these explosives are real generators of micro-nova disintegrating any material found in their vortex. The table below lists the most common explosives.

EXPLOSIVES AVAILABILITY

Model	Availability	Model	Availability
Demolition charge	**A***	Mine antivehicle	**B***
Thrown grenade	**A***		

(*) With senatorial exemption only.

Thrown grenades generally take the form of small octagonal cylinders containing the warhead, extended by a throwing stick. These individual weapons endow all the infantry with the Imperial Troops. The demolition charges have an even greater

destructive power and are used in the context of defensive devices or for the destruction of large buildings.

The demolition charges are generally equipped with a timer connected to the detonator, but can also be triggered manually by radio control, or automatically by detection in the case of landmines.

Special Suits

Units of the Empire's forces have various individual light armor protecting them from hostile environments where they must evolve, as well as different weapons of war existing in this universe.

Special suits is the basis of specific clothing whose main quality is to maintain the temperature of the wearer regardless of the outside temperature, in a high temperature range. This quality is due to the presence of a special lining composed of a complex network of asbest fibers (see the chapter **Elementary Physics**), a succulent plant with natural warmth qualities. Impregnated with a liquid plasma, the asbest fibers are kept active thanks to an energy cell which recovers a part of its energy by the electrostatic friction carried out by the movements of the wearer. The outer layer of special outfits is usually made of a polymer foam that allows the skin to breathe while protecting it from the environment. Some special outfits are complemented by an assortment of metal shields and laser deflectors.

NOTE FOR THE ROLEPAYING GAME

A special suit can only be effective when worn fully: averall, boots, gloves and full face helmet. The unprotected party is immediately subject to possible damage from a weapon or hostile environment.

Flight Suit

Formerly, on the first **Venum** starfighters, astropilots had to use space suits (see further) in order to survive an ejection into space. Recognized too bulky, these suits have been modified to provide better comfort for pilots. Thus, for several centuries Astropilots of the Imperial Fight are wearing a flight suit **CHV-3**. It features a bright orange ensemble, a metal chest and crotch, elbow pads and polymer resin kneepads, composite boots, leather gloves and a full face helmet with a tri-hydrate feed and a radio connection. Power supply of the special suit is integrated into the collar. The flight suit **CHV-3** allows surviving in the sidereal void just under an hour with an auxiliary trioxin.

CHV-3 is still used today in True Tradition Fight as the new Tempest starfighters have their own self-rescue pods, and the air is conditioned there.

Mercenary Suit

The Imperial Mercenaries, an elite group of the Imperial Fleet, have the privilege, in addition to being able to fly the famous escortships, to wear an ultra-sophisticated flight suit whose manufacturing process remains more or less secret. The **THV-3** flight suit has the advantage of being even lighter than the **CHV-3** of the Imperial Fight while being equally effective. Each Mercenary has a unique outfit of its own because it is made to measure by an anthropometric laser molding. The homeotherm lining has been improved while the polymer layer has been reinforced by a thin rib of tantalum mesh. It is easy to recognize a **THV-3** with its wide platinum-plated argyroz laser deflector neck. The full face helmet contains a trioxidic respirator, a radio intercom and a polarized silicon visor. The polymer boots are anatomical and self-tightening to ensure a perfect seal. The

mercenary outfit has two magnetic clip holders, while the belt has two clips for standard equipment.

Despite all these advantages, the **THV-3** flight suit allows only a very limited survival in the space void.

Battle Armor

Imperial soldiers are recognizable by their white and black combat armor. This home warmth outfit is equipped with a tantalum foil shield, platinum-plated argyroz laser deflectors and energy insulation. Like the flight suit, the **THC-6** battle armor is also an excellent light space suit that can survive in void for a few tens of minutes.

The thick asbest lining allows the soldier to survive in any hostile environment, in very high thermal ranges. The polymer outfit is covered with magnetic pads allowing the fourteen pieces of weave to be assembled on the user. This for the purpose of a standard exchange of defective or destroyed shells. The thorax, abdomen, lower abdomen and forearms are reinforced with a tantalum shield. Laser deflectors cover almost the entire **THC-6** armor to effectively protect the soldier. The armored boots are composed of a retractable part to facilitate their use, and a magnetic sole.

The hull of the basin has two magnetic clips and two holders. The dorsal part is equipped with a large magnetic pad allowing hanging either the **LM-32** assault rifle or a survival Pak. The integral helmet is equipped with a combat computer visualizing on the polarized visor of the soldier the hologram of the tactical data allowing its progression on the ground, night and day. The integrated intercom allows the soldier to be in permanent contact with his superiors. The helmet also includes a trioxidric respirator and several filters to evolve in a foul atmosphere. But what makes this revolutionary helmet famous is that its shell is lined in plum, a metal able to stop any radiation, in particular, Psionic waves.

With a complete outfit, an Imperial soldier can be dropped into any hostile environment and survive long enough to accomplish his mission.

Combat Space Suit

Despite their effectiveness, the Imperial Troops' **THC-6** battle armors do not allow maneuvering into the sidereal

Scaphandre d'assaut

Modèle : SHA-6
Type : scaphandre autonome d'assaut
Catégorie : [Conduite]
Hauteur : 3 mètres
Masse (à vide) : 250 pods
Équipage : 1
Capacité du coffre : 1 fitt cubique
Propulsion : répulsion magnétique
Autonomie : [1D] heure
Vitesse : 18 km/h [1/5]
Maniabilité : [+2]
Bouclier : [12]
Points de structure : [30]
Facteur de taille : [+1]
Armes :

2 canons laser Lm-32B
Précision : [12]
Dommages : [4D] chacun
Portées :1/2D : 150 mètres
MAX : 300 mètres [COURTE]

2 Lance-grenades Plexus-2
Précision : [2]
Dommages : [3D×3]
Portée : 500 mètres [COURTE]

Senseurs :
de détection : 1 notic
d'attaque : bout portant
Coût : 16 000 Þ
Disponibilité : B

void safely. Thus, the Imperial Fleet Mariners special units are equipped with the **SHA-6** combat space suit, which are particularly fitted to absolute emptiness. These integral armor hold both individual spacecraft and assault vehicles.

SHA-6 has an important trioxin reserve, a survival system equivalent to those mounted in starfighters, a tactical computer, repulsorlift and a whole arsenal of Lasma and nucleic grenades with launchers. Once mounted, the **SHA-6** assault suit measures up to seven feet high and weighs only three times the human mass. This armored suit is a true exoskeleton assisted by multiple magnetic servomotors allowing the driver to move easily. However, this imposing armor remains effective only in space because, in gravity, its servomotors get tired quickly. The control of the arms is provided by joysticks placed in the nacelle of the driver.

Each **SHA-6** arm is armed with a built-in **Lasma LM-32B** and powerful, highly accurate Manomodules. The “head” of this space armor is equipped with a grenade launcher with two guns that can propel charges equivalent to thrown grenades. The soles of the armored leggings are magnetic and allow the Mariner to climb easily along the spaceship's hull.

The **SHA-6** assault spacesuit is fully protected from laser fire and energy impact. Its thick tantalium armor is almost invulnerable because its frame is similar to that of the hull of a starfighter (see box).

Special clothing

There is a wide range of clothing used by the different races of the Millenian Empire. However, Humans who occupy the majority of this galactic quadrant have adopted a standard clothing style. Men are usually dressed in a shirt, a surcoat and pants with ankle boots. Women are rather dressed in a long dress and canvas pumps. The fabrics of these common clothes are often based on andrinopla or animal leather. Luxury winter coats can be lined with asbest to provide additional thermal comfort.

There is also a series of specific outfits used in the various jobs of the Millenian Empire.

Technical overall

The technicians of the Imperial Company of Astronautics and Space Technology (ICAST) often wear a one-piece suit with pockets and different carrying clips. The **CT-7** overall is often blue, especially that worn by Astroteks working in space relay workshops. This suit is generally used with safety shoes reinforced with tantalium and totally energy insulated. The thick, polymerized andrinople fabric protects the technician from cuts and partial burns.

There is a variation of the technical overall used by the Imperial Fleet aircrew and civilian space crews. The **CTV-3** technical flight suit is a one-piece uniform and belt with holders. Staff personnel added a pair of high polymer boots and a pair of epaulets. The **CTV-3** used by the military is also equipped with a magnetic clip for the wearing of the regulatory **Pistolaser PL-55**.

Spacesuits

Since the rush to space, the imperial people have equipped themselves with a vast panoply of autonomous suits allowing them to work in the hostile space environment. Today, the most common of these spacesuits is the **S-10S** endowing the crews of all the spacecraft cruising the Third Quadrant. This space outfit is equipped with a real power plant providing air conditioning and pressurization inside the suit for at least one hour. Its wide helmet is equipped with a large thick silumin canopy and a small desk, giving the user the general status of the diving suit. This suit was

used in the past to design the flight suit of the first pilots of the Imperial Fight, which later became the famous **CHV-3**.

The **S-10S** spacesuit is very noticed in the hangars of the imperial cruisers because it equips the runway technicians (trackmen) with different colors, according to their specialty.

Shelters

Survival dome

The survival dome is a hemispherical, single-seater tent that is portable, fireproof, tear-proof, lightweight, non-reflective, insulating, waterproof and airtight. There are dozens of different models, according to their size and their accessories whose military version is equipped with an asbest lining to ensure the thermoregulation of the soldier.

Its installation system is very simple because it is enough to take the dome out of its waterproof bag and it unfolds itself on the ground. Then just fix it and arrange it.

Lodging

The availability and price of rented accommodation varies according to the importance of the imperial cities. In general, however, luxury homes cost more and are subject to long-term leases.

The imperial lodging exist mainly in two forms: the Konaps which are individual or collective apartments, which one generally finds in the residences or in the military campuses, and the individual villas which are, for their part, reserved for high officials dignitaries and important businessmen.

In isolated villages, one can find rather heterogeneous lodging, like the Kasas – huts made from the materials acording of the region where they are built – and not really obeying the imperial architecture. Some of these lodging date back to the first millennium of the Millenian Empire.

It is also possible to rent hotel rooms or villas in the luxurious residences of wealthy neighborhoods.

Props

Tools

In a universe where we find pure energy weapons and ionic thrusters, the evolution of tools must follow the technology improvement. That's why there are specialized tools for all activities, from repairing computers and droids to the maintenance of spacecraft and vehicles. Before starting a repair, the technician can use a Tekscann to detect power surges or faulty parts. The table below offers the most common tools, with their availability.

TOOLS AVAILABILITY			
Model	**Availability**	**Model**	**Availability**
Colmax + cartdridge	**B**	Lightdrill	**A**
Magnetotorquer	**A**	Energy Riveter	**A**
Optotorquer	**A**	Tekscann	**A**

If it is necessary to weld or cut, the worker can use an energy riveter or a laser drill.

If a mechanism needs to be adjusted, a magnetotorquer is usually used. It should be known that andromon mechanics is based primarily on magnetic fields and moving parts in such mechanisms are rarely in contact. Indeed, for example, the ball bearings are in fact “magnetic bearings” and pistons are “magnetic cylinders”.

Colmax

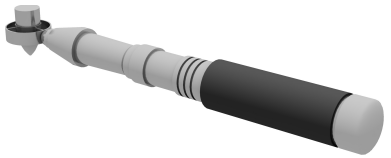
This strange tool is a marvel of technology. Thanks to the injection of a polymer resin and metal alloy, the Colmax gun – or “anti-breach” spray – is able to seal a crack inside a spacecraft.

At the moment of its use, a hardener is injected into the polymer mixture, which makes it possible to seal the hole in a few seconds. Depending on the size of the leak, the clogging can be reinforced with a special stopper.

Colmax is considered a spacecraft system, and so it is often part of the life support.

Magnetotorquer

In a universe where bolts are all magnetic, there are adapted keys. A magnetotorquer is a torque wrench whose tightening is ensured by a powerful polar magnetic field. Thanks to a dial, the technician can adjust the power of the tightening with respect to the type of bolt to tighten and the standards. The energy dynamo increases the strength of the technician so that he can perform an effective and precise tightening.



An energy cell (blister) placed in the handle ensures the operation of the tool for a certain duration depending on the intensity and frequency of its use. There are different types of Magnetotorquers depending on their power and the size of the bolts they can screw.

Optotorquer

An optotorquer is a screwdriver that allows screwing and unscrewing, assisted by a magnetolaser, based on the same principle as the Lightdrill (see next), and having a torque limiter.

The principle of the optotorquer stems from the technology of Magnetolaser designed in 922-2 by BlakeDekann and developed by ICAST, inspired by the Lightdrill functioning. This tool, which allows screwing and unscrewing all types of magnetic rivets and bolts, differs from the magnetotorquer by its ability to turn in both directions without any effort for the user.

Optotorquers are usually “wireless” and work through a rechargeable energy cell. Most also have a Fluogen, facilitating screwing in dark site. There are also a number of optotorquer models with adjustable head, making it easier to screw tight parts of an appliance.

Lightdrill

The Lightdrill represents a range of versatile tools using a Lightblade. The shape and size of the pure energy blade is adapted according to its use. Thus,

there are Lightdrills to pierce, cut, abrade, etc. For soft materials such as wood, a Vibroblade saw is often the answer.

The Lightdrill is used on the energy network (sector) or on an energy cell. The portable models are equipped with a blister similar to that mounted in individual weapons and whose autonomy is about an hour.

Energy riveter

The Energy Riveter is a kind of universal welding gun operating on the principle of nuclear fusion. A strong discharge of cyclic energy induces a powerful exothermic reaction. As the temperature reaches several tens of thousands of degrees on a microscopic surface, the arc of pure energy can weld any material, even tantalum.

The Energy Riveter exists both in soldering station powered by a nucleic cell, gun in a blister for an autonomy of one hour.

Tekscann

A Tekscann is an energy scanner projecting an invisible beam with gama radiation (g). The screened mechanism is scanned into a virtual image and analyzed by a optical chip integrating all the basic technical data of the system.

A memory cartridge introduced in the Tekscann contains the technical diagrams of the analyzed mechanism in order to compare and thus detect a possible failure. Powered by a blister, the Tekscann has a range of about half a day.

Basically, the Tekscann is a part included in Technopak.

Medical equipment

The table below lists the most common medical devices, with their availability.

MEDICAL EQUIPMENT AVAILABILITY			
Model	**Availability**	**Model**	**Availability**
Biopak	**A**	Biophotonisor	**B**
Bioration	**A**	Bioscann	**A**

Biopak

Biopaks are the standard first aid kits used throughout the Millenian Empire. Practical and compact, they include drugs, photochair and all kinds of pharmaceutical products (antiseptics, coagulants, etc ...).

The standard Biopak can treat most minor injuries and can be very helpful in critical situations when a patient's life is at risk (so that it can, at a minimum, be transported to medical facilities better equipped).

This equipment can be transported on a Special Suit with a standard clip.

Biorations

During an adventure, a Missionary needs to be hydrated but also fed. The nutrients provided by macrobiotic diets are essential to avoid fatigue and conserve energy.

It is without a doubt the most widely used alternative food product by the military, regardless of their rank. There is a considerable variety.

A Bioration is most often in the form of a food bar that can be consumed quickly, while walking. These Bioration are packaged in pack of ten. However, for health reasons, it is best to take a real meal at least once every two days.

Biophotonizer

Invented by the infamous geneticist GoroMann (creator of the Silimen breed: see chapter **Intelligent species**), the Biophotonizer is the essential foundation of imperial bioenergy.

When an individual is too badly injured to be treated by a Biopak, he must then stay in a Biophotonizer: a kind of tank with photon canons that accelerate the natural healing process. The patient is then lethargic, before being locked in this regenerative device resembling a little tomb. The Biophotonizer can heal almost any injury, it's a matter of time; but it can not in any case replace a lost member (see the **rule book**).

Bioscann

Bioscann is equivalent to Tekscann but adapted to bioenergy. Its magnetic resonance probe (MRB) is able to visualize any organ and detect the presence of a particular molecule in the body.

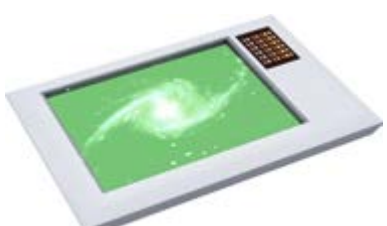
It is the indispensable tool of any medical practitioner. The MRB is placed in a hypodermic syringe which is intended to collect energy blood or photonic tissue for immediate analysis by hypersensitive sensors. This same syringe, with a Fluogen, can also be used to inject a first aid medication whose dose is managed by the microprocessor of the device.

Mediatics equipment

The table below lists the most popular media equipment, with their availability.

MEDIATICS EQUIPMENT AVAILABILITY			
Model	**Availability**	**Model**	**Availability**
Tablet	**A**	Digital disk	**A**
Mediatics pin	**A**	Holopad	**A**
Memory cartdridge	**A**	Laptop	**A**
Compumap	**B**	Memocard	**B**
Computor	**B**	Computer	**A**
DRAM	**A**		

Tablet



In the world of Andromak's Third Quadrant, there has been no paper, no pencil, no paint for centuries. Virtual images – or three-dimensional – became very quickly commonplace. The signs and cockades on the vessels are actually holograms. The billboards are huge holographic projectors or holovideo (HV) screens with curly animations.

A Tablet is one of the most used instruments in the imperial communication world. The term “holovideo” indicates a process using a liquid crystal plasma display displaying a “flat” image in omni 3D which is visible over 180 °. These tablets can present animated or non-animated holograms depending on whether the input file is of the “text”, “image” or “video” type. Thanks to a memory cartridge or a mediatics pin, one can read a computer file of any type.

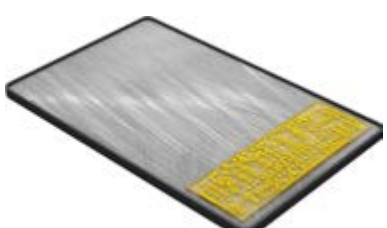
Some top-of-the-range tablet models allow holographic writing thanks to a Stylum – a kind of energy-tipped pen – which stimulates the plasma screen to orient the liquid crystals and thus create a virtual image. Large tablet models also have an alphanumeric keyboard, and even a digital disc player. In general, whatever the model, tablets is a flat box which meeasures from twenty to thirty centimeters to the side, at most.

Mediatics pin

A mediatics pin – or Bromed – is a removable storage medium that plugs into a computer, a laptop, and the latest Holopads. A Bromed has a large dynamic memory that can hold up to **1 Gd** of data.

Bromed tends to gradually replace conventional memory cartridges.

Memory cartdridge



Mediatics medium in the form of a credit card a few millimeters thick. The memory cartridge is used in computers, holovideo slates and all systems with a microprocessor.

In recent years, a new generation of memory cartridges has emerged in the secret service. They come in a more compact format with the same data capacity. However, they are not available to the public.

Compumap

The Compumap is a tablet dedicated to cartography. Typically used in Imperial Troop units, the Compumap is a tactical laptop which, radioed to an orbiting warship, presents the hologram of a staff map with real-time troop movements allies and enemies. The Compumap is the standard package part of an Imperial soldier sent to the battlefield. In this case, it has memory cartridges relating to the planetary region where it is located. The details of these topographic files may go down to scales less than 500:1.

The Compumap is actually an individual version of the topographic scanner mounted aboard spacecrafts.

Computor

Since the manufacture of starfighters, ICAST has been working to design a series of Computors (aboard computers) particularly suited to combat. Theo **Kintium** series has shone since the first flight of the VP-16 Venum, several centuries ago. The peculiarity of this type of computer is that it has three superconducting processors with quadruple cores capable of going redundant in a billionth of a second, even before the critical energy threshold. The **Kintium-Z6** installed on the TD-25 Tempest has eight holographic storage units in removable racks and a semi-solid nitrogen cryogenic cooling unit.

The **Kintium-Z6** Computing has been used as the basis for the new generation of artificial intelligence embedded computers that will be supposed to drive the future VS-29 Hypercor interstellar fighter under development.

This computor is not available individually as it is an integral part of each device. However, a Missionary can easily get one from the clandestine market from a downed VP-16 [basic Kintium model with 7D memory and DRAM].

DRAM

DRAM no longer defeat the chronicle. It must be admitted that progress in the mediatics domain storage is not so obvious and is therefore of less interest.

Yet, evolution is taking its course. Thus, the vast majority of discs today turn to 7,200 vim and work on a SATA II interface. The size of the integrated buffer long consisting of **2 Mdtc** passes slowly to **8 Mdt**.

Have other progress been made?

No, holographic memory is the pinnacle of mass data recording, and technical progress in magnetic rotation of holographic discs has reached its limits. The latest generation of DRAM offers only rock-solid reliability and the fastest interface possible.

Digital disk

Computer support on which are written billions of digital data intended to be read by computers and Computers, as well as other specific devices such as tablets.

The digital disk – or DIN – is in the form of an extra-flat and square box nine centimeters to the side. This box contains a thin slab of synthetic silicum covered with an optomagnetic material. The DIN exists in matrix (single read only) and virtual (read and write) versions. All DIN readers are able to use both versions. These readers are equipped with an optical laser beam reading head whose reflection is analyzed by a photomagnetic induction cell.

Holopad

A new generation of tablets was born a few years ago. In search of miniaturization, the imperial engineers outdid themselves in developing the optical book – or Holopad. This jewel of technology is the miniature reproduction of a tablet (ten centimeters long), with the same functions: only the data memory storage is less. The sensitive keyboard is replaced by a few touch-buttons that provide access to a menu offering all the functions of a standard tablet. However, small three-dimensional images prevent the exploitation of complex and detailed data.

The Holopad exists in different models that are all connectable on a computer or a Computor.

Laptop

In a hyper-sophisticated technology like that of the Millenian Empire, we need tools that are adapted and accessible to everyone. The laptop is one of them. This small laptop is the basic tool in the privacy and professional mediatics. It consists of a central unit the size of a small case whose cover is the screen. An alphanumeric sensitive keyboard allows you to enter data or type software. A digital pad is used to maneuver a cursor on the screen with just fingertip. One digital disk drive and one digital memory slot are often integrated into most models of Laptops sold on the imperial market.

This laptop is often used by technicians, but also by bunglers to penetrate a computer system, directly by another computer, or via the Holotel network of the Millenian Empire (Interstellar Internet).

Memocard

The Memocard – or Memo – is a photonic chip card used mainly as identification for all citizens of the Millenian Empire. It is in the form of a memory cartridge in which is implanted a microcircuit of pure silicon containing all the digital information concerning the user: civil status, biometrics, bank account, social activity, etc. The Military Memo

also contains the different passwords allowing the user to access protected areas. You can see on a Memo, the user's hologram, as a ID photo.

The Memocard is issued only by the Imperial Militia Brigades after investigation by the Imperial Intelligence Services. This memory cartridge serves as an ID card as well as a payment card or photonic key. Since the advent of Memocards, the cash has fallen into disuse and only the isolated villages of the Millenian Empire still circulate the Pecuns in hard and fast coins.

Computer

Personal computers occupy most of the imperial homes, of which more than half are for domestic use (management, home automation, leisure, etc.). Their design remains about the same: a central unit, a keyboard and a monitor (holovideo or holographic).

Abitasus workstations are equally popular in the particular and professional domains, and their components are 100 percent compatible. This generation of computers has also attracted air and stellar agencies and is now integrated into traffic control and regulation centers, whether on the ground, in the air or in space. Only the army remained to the models imposed by the ICAST.

Because of their availability, **Abitasus** computers have remained very affordable and offer a wide range of home and business peripherals. Their central unit is compatible with all mediatics available on the market.

Biotechnics props

Although this technology is under development (see previous chapter), Biotechnics already has some applications that imperial Missionaries can easily use. But again, we must be careful not to abuse this technology that tends to suppress humankind (all species combined). Biotechnicis prostheses are certainly useful because they make it possible to find a lost limb and to replace it effectively and above all, to hide its artificial appearance. Cybernetic prostheses, on the other hand, are most often implants used to improve the performances, even to surpass the natural attributes. In most cases, we do not try to hide the artificial limb, which is, in most cases, disproportionate.

CYBERSITY IN ROLEPLAYING GAME

This appaendice is mainly concerned with cybernetic implant holders. Each prosthesis – even biotechnics – has a number of cybernization points: Cyborg Points (CP). Similar to the OPDs (see* Rules Book*), each CP drives the user to the Cyborg and therefore to the Obscure Powers. Once the CPs exceed half of the Will code, the subject becomes a cyborg and his behavior becomes bad: he is then a servant of evil and his place is no longer in the group of Missionaries, like a Millenian Priest who switches to the Obscure Powers after acquiring too much OPD.

Here is a small list of prostheses and implants with the cyber-bonus (CB) modifying the attribute or skill code concerned. Prices are voluntarily exorbitant and cybernetic implants are only available in clandestine networks. As much as it is possible to abandon its biotechnics prosthesis to lower its **CP**, it is difficult, if not impossible, to remove a cybernetic implant without letting life. We definitely become a cyborg ...

Neuroprocessor

Neuroprocessor
Model: NP-59
Type: biotechnics implant
CP: 2
Cost: 2,500 Þ
Availability: B
CB: 0

One of the most important aspects of biotechnics is invisible to the naked eye. This type of biotechnics interface, known as the Neuroprocessor, is based on integrated circuits and neural amplifiers allowing the nervous system to accept

and control the prosthesis, as it is. The basic processor is a junction box implanted on the subject's spine allowing the interface between the central nervous system and the prosthesis (or implant). This processor has a small service hatch allowing the insertion of coprocessors. This is done by incising the skin in a reasonably sterile environment and opening the hatch to access the connectors.

The Neuroprocessor is the essential basic system, which is much easier to install than one would think. This biotechnics module is attached to the spine, and nanomachines are released, weaving tiny bonds across the central nervous system to connect the nerve endings to the processor. The entire process takes from one to two weeks.

Prothèses biotechniques

This is an example of a biotechnics prosthesis – or cyber-implant – resulting from the close collaboration between the engineers of the Imperial Company of Medico-Robotics and Cybernetics Agency (RCA), for the energy (ICME) and the replacement lost members on duty, primarily for military and imperial agents. This cybernetic material only replaces the lost limb, but does not increase its original capabilities.

RCA biotechnics Prostheses are manufactured to be best accepted by the recipient and are fully compatible with the **NP-59** Neuroprocessor previously installed by the same engineers. The photochairs used are of first quality and now have bioenergy cells removed beforehand on the recipient and cultured. Thus, the chance of rejection has been pushed back below 1 %.

Biotechnics Protheses

Model: cyber-implant
Type: biotechnics limb
CP: 1
Cost of biotek arm: 2,000 Þ
Cost of biotek leg: 2,000 Þ
Cost biotek eye: 2,700 Þ
Cost biotek ear: 2,700 Þ
Cost of biotek pneumogen: 4,000 Þ
Cost of biotek myocard: 5,000 Þ
Availability: B
CB: 0
NOTE
After activation of his Neuroprocessor, the patient takes 14 standard days to accept his prosthesis. The injection of nanomachines can improve the process for an additional cost of 50 % of the base price.

These prostheses have a neural interface that allows total control of the artificial limb, thanks to the nanomachines sent by the Neuroprocessor. Thus, the patient finds almost all of his lost limb, but with less skin sensitivity. The most efficient prostheses have a sensitivity of 16^2 (number of neural endings on a surface of 1 mm^2).

Cyberoptic

The cybernetic prostheses of the Sierra private agency *Neurosavv* are primarily aimed at wealthy patients and are regulated by imperium Omega. However, these implants offer higher than normal abilities, with the risks of entering into obscure and devastating biotechnics. However, developed by a powerful businessman – a MariaKlauss – this agency works today in close collaboration with Andros RCA to provide advanced equipment to special agents of 2IR, the famous Omega-9 section of the TeSer.

Neurosavv's Cyberoptic offers the full range of light spectrum, from infrared to ultraviolet. Thus, by an automatic adjustment with respect to the ambient light, this prosthesis makes it possible to see the night, either by discerning the heat emitted by the objects, or by using UV Fluogens for a total discretion, while seeing as in broad daylight (in black and white). In addition, its high-resolution Microcam has an optical zoom of 8 × and a digital of 12 ×. The eyelids of the patient are controlled by the Cyberoptic's flaps.

Cyberoptic

Model: CE-53
Type: cybernetic eye
CP: 2
Cost: 3,300 Þ
Availability: none
CB: Perception +4 (Sight)
NOTE
As a Missionary, it is very difficult to get such equipment one day unless you have amassed enough money to afford such high-end cybernetics. This is why there is no indication of availability.

Repulsorlift Manomodule

This cybernetic prosthesis, manufactured by a subsidiary of the RCA, secretly controlled by the Darki Force, is different from other prostheses because it falls into the category of cyber-weapons. These cybernetic prostheses are of course prohibited by the Millenian Empire and do not try to imitate the replaced limb. It's a weapon and nothing else. The Repulsorlift Manomodule does not even have photochair or sensitive area, and must be hidden in a glove not to be noticed. Thus, the user feels no pain or other stimulus using this cybernetic hand.

Repulsorlift Manomodule
Model: CH-54
Type: repulsorlift cybernetic hand
CP: 3
Cost: 5,000 Þ
Availability: D
CB: Wrestling +4 ; Throw +2
NOTE
The effects of the Repulsorlift Manomodule are equivalent to those of the Obscure power of ***Kinetic Attack*** (see **Psionic** chapter)

The Repulsorlift Manomodule has a small magnetic repulsion in its palm – powered by a built-in nucleic cell – that can push a humanoid down several meters with a simple gesture. This bio-weapon is useful for hand-to-hand combat, especially for Obscure Priests who do not hesitate to use it in combat against a Millenian congener, in addition to their Psionic powers.

Some say that Prince Hillerr himself has this kind of cyber-weapon ...

Biomediatics Interface

The engineers and technicians working within the Sierra-based RCA have become experts in cybernetics, compared to their colleagues in the major system. Solicited by requests from 2IS, and in particular special sections – such as TeSer's Omega-9 – RCA is starting to offer non-aggressive cybernetic implants to circumvent the anti-cyborg law of the Millenian Empire.

This is how the first biomediatics interface was developed to allow an intelligent being to interact with a Cyberdin computer or droid. It is a Homogunes of TeSer who was the first to undergo this kind of implantation which consists in connecting a cybernetic terminal directly on the neural network of the cervical cortex.

This implant allows the user to connect directly to a mediatics system and to program it more easily. In addition to the standard library of data stored in a mini DRAM implant, it is possible to add a Bromed. This biomediatics interface connects to any system via a plug an RS-232 plug. Of course, an antiviral barrier has been implanted in the prosthesis.

Biomediatics Interface
Model: AJ-6
Type: biotechnics interface
CP: 3
Cost: 80,000 Þ
Availability: none
CB: Mediatics +4 ; Sensor Operation +2
NOTE
As a missionary, it is very difficult to own such equipment one day unless you have amassed enough money to afford such high-end cybernetics. In addition, this equipment is still in the development phase and very few special agents are currently testing it. This is why there is no indication of its availability.

Misc props

The following table offers the most popular props, with their price in Imperial Disposals and their availability.

MISC PROPS AVAILABILITY					
Model	**Cost**	**Availability**	**Model**	**Cost**	**Availability**
Auricom	50 þ	**A**	Holograph	1 000 þ	**B**
Bipor	250 þ	**A**	Holophone	500 þ	**A**
Blister	50 þ	**A**	Holomobile	100 þ	**A**
Energy cell	500 þ	**B**	Macrosensor	200 þ	**A**
Thermoconvector	300 þ	**A**	Nanocell	100 þ	**A**
Suvival blanket	100 þ	**A**	Survival pak	200 þ	**A**
Thermal pot	50 þ	**A**	G-Tabula	100 þ	**A**
Fluogen	50 þ	**A**	Antigrav	1 600 þ	**A**
Focus	20 þ	**A**	Pointor	50 þ	**A**
Holocam	600 þ	**A**	Technopak	300 þ	**A**
Holocap	400 þ	**A**			

Auricom

The Imperial Intelligence Services (2IS) have developed in recent years miniature intercoms called Auricoms, which are actually transmitting / receiving earpieces whose microphone captures the vibrations of the user's jaws. Some elite units of the Empire's forces also use these ear intercoms, which have a range of up to one kilometer, and use the Artemis network of 2IS radio antennas.

But Auricom has also developed in the professional domain to use its Holomobile (see further) in all circumstances, by radio.

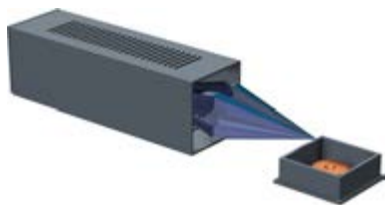
Bipor

The Bipor is an individual distress beacon that transmits manually or automatically a radio signal which can be picked up at a distance of 100 kilometers.

Sending at regular intervals a coded frequency or not, this polyhedral box can be picked up by a sensor scanner or a standard radio.

Blister

Energy battery consisting of a proton laser cut actinium crystal, then packaged in an insulated housing. The blister exists in different shapes and sizes adapted to its use.



The blister is mainly used for shooting weapons and various portable devices. Some may contain two crystals, such as those used in LM-32 assault rifles.

Energy cell

Once emptied of its energy, the actinium crystal becomes an inert stone. Moreover, this crystal is limited in power, whatever its size. Also, to power portable equipment requiring a greater energy power, the imperial engineers have used the nucleic. But an antimatter reactor also has a limited life.

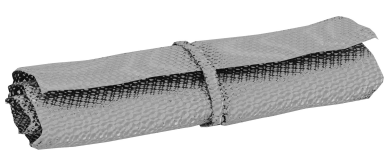
The energy cell is a battery of accumulators using the principle of exchange of potential between metallic elements, like the plum and argyroz (see the chapter **Elementary physics**) assembled in sandwich. Thus, these elements can store a given amount of pure energy and restore it by a load shedding circuit connected by cyprium terminals. The power of an energy cell is determined by the number of elements that compose it, as well as the quality of the metals used. The most common energy cells are those used for portable laser cannons.

Thermal convecter

Also called “thermoconvector” or “thermos”, the thermal converter is a kind of bivalent radiator that, thanks to a nuclear fission power plant, is able to cool an environment. To heat an enclosed space, the thermal converter fission the natrium molecules (inert gas present mostly in a breathable atmosphere), creating a release of pure energy radiating a heat wave. To cool an environment, the Thermoconvector ionizes natrium molecules by losing their energy and thus creates a cryogenic radiation.

The thermal converter is available as a wall stand version for homes and as a portable version for imperial soldiers (blister).

Survival blanket



The Survival Blanket is a true warm-up sleeping bag with asbest lining similar to the Special Suits. However, to conserve the energy catalyzing fibers, the cover is equipped with a blister whose autonomy is about twelve hours.

The survival blanket is the standard equipment part of the Imperial Troops units.

Thermal pot

The “flames” in the **TTM** universe are blue, regardless of the fuel, and have a different appearance. Indeed, in the milky way, the flames are rather the chemical resultant of the combustion of a carbonic material by the oxygen. In the pure energy cycle, combustion actually comes from the molecular heating of energy matters. This results in luminescent gas emissions like plasma.

The thermal pot, as well as all other materials using energy combustion, employ the energy induction of a synthetic plasma crystal. This induction causes the heating of the trioxin molecules which then release a high calorific energy. This combustion results in a strong, continuous energy arc of high luminous intensity.

The thermal pot is the survival Pak part of the Imperial soldiers.

Fluogen

Generic term for any light source with concentrated beam or not. This lighting system uses the energy excitation of a synthetic plasma crystal. This reaction emits a powerful, continuous flash like a true microscopic sun. The size and power of the fluogen beam is determined by the type of parabolic deflector employed, as well as by the power source.

The pocket Fluogen is powered by a blister giving it an autonomy of about two hours for a range of one hundred meters.

Focus

The focus is a lighter whose technology is identical to thermal pot's one described previously.

Powered by a non-interchangeable energy battery, the focus has an autonomy of a hundred ignitions.

Holocam

Holocam is a portable device for recording holographic images and sound on the same medium. It combines the functions of an HV camera with those of a digital audio recorder. Most Holocams use a DIN as the registration unit.

Instead, a higher capacity DRAM reader is used for professional Holocams. In the studio, these same devices are connected directly to a video processing computer.

Holocap

Digital camera rendering fixed holographic images. According to the models, the Holocap has either an instant hologram system or a memory cartridge. The instant model has a capacity of ten holograms while the memory cartridge model can capture up to fifty or more virtual images with a Bromed.

Holograms – or Hologs – from a Holocap are made of a silicate sheet glued to a flexible semi-reflective support called celluloid or cellulo. The silicate renders the interferometric information recorded by the energy lenses of the device at light points (photons) having their own energy. To look at a Holog, it is enough to illuminate it either by retro-projection (Fluogen), or simply by direct lighting (sun). Thus, by slightly turning the Holog, one can see the photographed scene from different angles. A Holog, however, has a limited life (photon autonomy).

Today, as for Holocams, Hologs from a Holocap are recorded on a memory cartridge in the form of mediatics files to be processed later on computers.

Holographer

Holographic projector reproducing as faithfully as possible images from a Holocam or Holocap, or a graphics computer. The principle is to resume the process of holographic shooting (see chapter **Technology**), but in reverse. Thus, the encoded holograms are reproduced in three distinct beams: the reference wave of the initial scene, and two projections originating from the original parallaxes. The three optical transducers of the holograph project a virtual image by converging all energy waves into a single optical focus. We can see the scene from every angle ... or almost.

The holographic projection is much more faithful than the holovideo screens, but more expensive. Holographers are mainly used in videoconferencing or in high-end salon Holophones (see below).

Holophone

Kind of videophone with holographic images whose versions vary according to their use. The public Holophone is usually with a HV screen, while the so-called “living room” fixed unit is a holographic projection with real three-dimensional images. The standard unit used mostly by individuals is vaguely like a slate with a mini-holocam and a “hands-free” audio system or Auricom.

The mobile Holophone or Holomobile is in fact a radio intercom (see next) using the Holotel network of the Millenian Empire (Interstellar Internet) from which it is possible to access any type of computer files, or simply to be able to converse by seeing his interlocutor.

Intercom

The intercom is a transmitting / receiving radio unit using standard THF (Very High Frequency) waves. The portable or mobile versions used, among others, by the imperial missionaries, are in fact videophone – or Visiomobile – equipped with a small plasma HV screen and whose range does not exceed three kilometers.

The embedded version as intercom spacecraft has a range of several thousand kilometers. The intercom set installed in military vehicles has a range of fifteen to thirty kilometers.

Macrosensor

Pair of panoramic holographic HV binoculars with interpolated digital zoom. Virtual images are accompanied by basic topographic data such as distance, target object velocity, and planetary coordinates.

The holographic shooting of a Macrosensor is similar to that of a Holocap, except that its energy lens capturing reference waves is special. First of all, it is the smallest because its focal length is higher and its double focus allows the emission of a telemetric laser. A Macrosensor does not record images on any media.

The Military Macrosensor has a light intensifier or infrared sensor for night vision. In addition, he can send images by radio, to a nearby laptop or a command center and information processing.

Nanocell

Nucleic energy is undoubtedly the incontestable proof of the atom control by the Millenian Empire's engineers. In addition to making fearsome nuclear explosives, nobelium is also used to produce extremely powerful and durable energy. The power of miniaturization has made it possible to take over the technology of nucleic reactors that supply entire cities and adapt it to smaller equipment. Thus, by design, a Lightblade requires a large amount of energy to produce a sufficiently sharp arc. This is how the Nanocell was born: a micro-nuclear reactor in a handle!

A Nanocell takes up the principle of the interaction of two nobelium nuggets in charge opposition. The antimatter energy that emerges from this reaction makes it possible to supply very energy-thirsty equipment. The Nanocell can also be used to power small appliances, just like an energy cell.

Survival Pak

Waterproof backpack mainly used by Imperial Troops units. It contains all survival equipment for three days: survival dome, Compumap, survival blanket, Fluogen, Focus, Pointor, Biopak, Biorations).

A simpler version exists for campers and hikers.

Repulsorlift board

Repulsorlift boards are nothing more than antigrav skateboards. Their difficulty of use lies in the balance and in the way of “driving” them with the feet and the position of the body.

Sliding thirty centimeters off the ground, the “G-Tabula” is the most widespread of repulsorlift boards. This machine quickly reaches the racing speed and can easily exceed 62 mph downhill.

Antigrav board

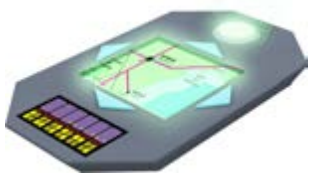
The Antigrav board – or Antigrav – is a repulsorlift cart that can carry loads of several hundred pounds. It comes in different forms, the most common is that of a rectangular metal marble of about ten centimeters thick. An anatomical form of the Antigrav is often used as a stretcher in hospitals. The repulsorlift system placed

under the plate is controlled by a microprocessor which adjusts their power according to the load distribution on the machine in order to stabilize the latter.

The Antigrav board can be powered by either solar collectors, a blister or an energy cell.

Stand Pointor

Imperial soldiers use digital display compasses called pointors. These topographic tracking instruments indicate the carrier's direction of motion, as well as its position on the planet along the three geometric planes using “three-dimensional triangulation”.



The stand pointor is generally in the form of a hand-sized tablet on which an HV screen displays a staff map, while the dynamic topographic data appears via a virtual grid, giving the instant direction relative to the magnetic axis of the planet. A more sophisticated model is used in vehicles, coupled to the computer.

Technopak

Sort of waterproof toolbox that can carry a whole range of utensils adapted to the job of the user (Technician, Biotek, etc.), in addition to a Tekscann (or Bioscann in the case of a Biotek).

Elementary physics

The small galaxy Andromak is located at the infinite confines of the universe, in another space-time. It is easy to imagine the laws of physics which govern this galaxy are somewhat different from those of the “Milky Way”. Here is an overview of the andromon laws of physics used in the role play **THE THIRD MILLENNIUM**, from language to physical units, to the most widespread resources in the Millenian Empire.

Languages

Within the Millenian Empire founded by Humans, there are mainly two forms of advanced dialects: the Common (or Andromon) and the Milen. However, the primitive tribes of the known Third Quadrant planets still use their native language. But non-human individuals who have integrated into imperial society have been forced to learn the universal dialect of the Millenian Empire.

Common

Also called Andromon by the high dignitaries of the Millenian Empire, the Common is the universal language developed by humans two millennia ago. This relatively simple dialect is based entirely on the word's phonetics. The sounds used by the Common remain however very difficult to pronounce for the inhabitants of planet Earth; that is why it is useless to go into detail with regard to the exact pronunciation of the alphabet presented at the bottom of the page.

The Common still has the particularity of owning neither article nor plural. Its writing does not have any upper or lower case. Verbs do not have any conjugation or declination. The signs used in the Common are quite close to Greek symbols, while the sounds are similar to those of Latin.

Today, very few documents are written because most of them are audiovisual. However, the writing remains in the signs and other advertising displays, as well as the matriculation plates of the Imperial vessels, all in the form of holograms, of course. The only place still possessing manuscript documeents are kept in a secret room of the Millenian Palace.

The table below proposes the Andromon alphabet with its main signs and its French phonetic equivalence.

ANDROMON ALPHABET

(alfa) = a	(feta) = f, ff, ph	(lima) = l, ll	(pia) = p, pp
(ana) = an, en	(gama) = gu	(mana) = m, mm	(ra) = r, rr
(beta) = b	(sha) = ch, sh, sch	(nina) = n, nn	(teta) = t, tt
(ceta) = c, ç, ss	(ita) = i	(omega) = o	(uta) = u
(delta) = d	(ina) = in, ein, ain, un	(ona) = on	(vega) = v, w
(euta) = e, eu, œu	(jina) = j, ge	(uma) = um	(ya) = y, ill, LL
(eta) = é, è, ê, ei, ai, œ, et	(kata) = f, c, qu	(outa) = ou	(zeta) = z, s

Milen

Before the birth of Humanity in the Third Quadrant, LLodas, primordial creatures of the Great Universal Designer, used a complex and subtle dialect made of phonemes and cuneiform ideograms: the Milen. Today, this dead language has been preserved by the only Millenian priests within the Millenium Order. It is still commonly spoken and written by LLodas.

The Milen can be likened to the Egyptian hieroglyphs by its sounds and signs, but no similarity in terms of its terminology. By its structure, Milen is probably the etymological root of the Common. However, its syntax is radically different. We can

only remember that each word expresses an idea whose subtle meaning adapts to its context.

The Milen is indecipherable for an ordinary Andromon, and that is why only Millenian priests can understand it, speak it, and write it.

Numerical system

Humans have established a system of calculation on the digital basis of twelve, whose original reason has been lost in the mists of time. This mode called “duodecimal” is a logical numbering proceeding by twelve units and having the numeral 12 as numerical base. The units of computation thus evolve thus in increasing and decreasing of 12 by 12. A duodecimal figure is in fact the twelfth part of this base. The number duodecimal system is a numerical sequence in which the multiples and submultiples of the units are powers of 12 of these units.

This calculation base is also used in the mediatics units (see chapter **Technology**). But, paradoxically, it is the decimal unit that governs time and space within the Millenian Empire.

Here is in the table below a simplified approach to the Numerical system of the Millenian Empire used in all science and technology domains, as well as in everyday life.

IMPERIAL NUMERICAL SYSTEM TABLE			
O (nulo) = 0, Ø, zero, nul	(kinto) = 5, five, …	(deco) = 10, ten, …	■ (mego) = $1{,}2\times10^{6}$, mega
— (uno) = 1, one, first	(hexo) = 6, six, …	(ondo) = 11, eleven, …	● (gigo) = $1{,}2\times10^{9}$, giga
= (divo) = 2, two, second	X (seto) = 7, seven, …	▲ (duo) = 12, twelve, deca	▲ (tero) = $1{,}2\times10^{12}$, tera
≡ (tero) = 3, three, third	(arto) = 8, eight, …	(ecto) = 120, hundred, hecto	
(karto) = 4, four, …	(nivo) = 9, nine, …	(kilo) = 1200, thousand, kilo	

Imperial Unit System

Each element of a technology, as evolved as it may be, must have its own system of calculation in order to parameterize each of the data that compose it. Thus, one can evaluate, quantify, enumerate the elements of a given subject in a scientific ensemble. For this fact, Humans have established, for a millennium, a mode of digital conversion based on the very structure of the universe, knowledge provided largely by the universal laws instilled by LLodas. Thus was founded the Imperial Unit System (IUS).

All units of measurement that parameterize the different physical elements of imperial technology are based on the IUS.

The table below represents a non-exhaustive list of the planet's most important andromon **TTM** measurement units, with approximate equivalences for the earth units.

IMPERIAL UNIT SYSTEM			
Imperial Unit	**Equivalence**	**Value**	**Symbol**
UNIVERSAL TIME			
Nanon	Nanosecond	10^{-9} micron	**n**
Micron	Second	1.6438356 seconde	**mn**
Centon	Minute	100 microns	**cn**
Centar ou *solaire*	Hour	100 centons	**C**
Révolu	Day	100 centars	**r**
Période	Month	50 révolus	**P**
Stellar	Year	12 périodes	**s**
Centuri ou *Centurion*	Century	120 stellars	**D**
Myriade ou *Millennat*	Millennium (Millenium reign)	12 centuris	**m**
DIMENSIONS & DISTANCES			
Fitt (dimension)	Meter	1.852 meter	**ft**
Notic (planetary distance)	Kilometer	1,000 fitts	**nc**

Parcek (space distance)	Astronomical unit	300,000 notics	**pk**
WEIGHTS & VOLUMES			
Lumb	Gramm	2.54 gramms	**lb**
Pod	Kilogramm	1,000 lumbs	**pd**
Ons (Fitt cubique)	Liter ou dm³	2.54 liters	**os**
TEMPERATURE / ANGLE			
Radian	Degree	0.32° Celsius	**° (temp.)** **rd (angle)**
PUISSANCE			
Dyn (mechanics)	Horsepower	0.16666667 Hp	dn
Calor (thermal)	Joule	4.184 joules	cr
Tronic (energy)	Watt	2.54 watts	tc
COMPUTER & INFORMATION PROCESSING			
Tec	Bit	0.6666667 bit	t
Duotec	Octet	12 rits	dt
Kiloduotec	Kilo-octet	1,200 duotecs	Kdt
Megaduotec	Mega-octet	1,200 kiloduotecs	Mdt
Gigaduotec	Giga-octet	1,200 mégaduotecs	Gdt
Teraduotec	Tera-octet	1,200 Gigaduotecs	Tdt
Processor rate	Hertz	Megacycles per micron	Mc/m
SPEED			
Nod (ground)	Meter per second	6.7 miles per hour	nd
Vim (angle)	Rotations per second	Volutes in micron	vim
Sonic (atmosphere)	Sound	340 nodes	mk
Celerity (space)	Light	1 parcek/micron	ce
SEASONS			
Perihelion	Summer	300 revolus*	—
Aphelion	Winter	300 revolus*	—
CURRENCY			
Pecun	—	—	Þ
Kilopec	—	1,200 pecuns	KÞ
Megapec	—	1,200 kilopecs	MÞ
Gigapec	—	1,200 Megapecs	GÞ

(*) Durées standards sur Barthelima

Resources and raw materials

Planets of Andromak's Third Quadrant are full of wonders and mineral and vegetable curiosities that have contributed to the tremendous technological boom of the Millenian Empire. Here is a non-exhaustive list of the main resources used for imperial technology.

Acerabolos

Xylogenous plant with broad leaves of the order Sapindaceae. Most Acerabolos can reach between ten and forty meters in height. Most Acerabolos tolerate the lack of luminosity: many small specimens live in the canopy of foliage trees larger than they, so that the largest specimens become dominant outside the canopy.

The leaves of acerabolos are always opposite and are, in most species, with web-like venation. The flowers of acerabolos are green, yellow, orange or red. Although these are individually small, the entire tree in bloom can be impressive in various species. Maple trees are early spring pollen and nectar for insects, especially Anofells (see chapter **Creatures**).

The fruit of the acerabolos, called *acer*, is shaped like a helix and is very popular with birds. The seed can, thanks to the wind, be transported over considerable distances. It matures on the tree from a few weeks to six periods depending on the species and is dispersed shortly thereafter. Most species need stratification to germinate. The seed can remain dormant for several years before germinating.

Syrup of Acerabolos – or *bolo* – is a liquor produced from the raw sap of the tree. The Acerabolos syrup is produced in the Barthelima forests by indigenous Androgunes, and is now sold throughout the Millenian Empire, and its value can rival actin liquor (see chapter **Creatures**).

Actinium

Photo-organic crystal with energy inductance. Once cut into a regular plasma polyhedron, the actinium crystal becomes a real generator of pure energy.

This slightly opaque stone with pearly reflections is in the form of crystalline rocks in the active mines of Barthelima and Sierra. Once packaged in blister, the actinium crystal takes a cobalt color (see the previous chapter) and also enters the manufacture of Sabroplasma (blue color).

Amaryl

Bulbous plant with long leaves and broad, bright red flowers. Preferring the tropical climate, Amaryl is found naturally on the Amazon Gynesia. It is now cultivated everywhere on the Millenian Empire's planets because the nectar of its flowers is transformed into essential oil for medicinal purposes. Its thick, fibrous leaves are used in woven garments, as do andrinopla (see below).

Amaryl is of course used for its flowers in private and public gardens.

Andrin

A shrub grown in the hydroponic farms of Carrius and in Antarius helionic greenhouses, of which a natural textile fiber – the Andrinopla – is extracted from its seeds. Originally, it was the Seniorhotts farmers who discovered its virtues.

Once woven, andrinopla is used for making garments and various draperies. Andrin oil is generally used in cooking.

Argyroz

Precious white, brilliant and very ductile metal (Az). Argyroz is largely found in the ground in its pure status. However, it is more often combined with different sulphides. Stainless by the trioxin, it darkens on contact with the air and dissolves in the acid. Argyroz is the most ductile and malleable of all metals after aurum (see further). It is a metal with outstanding reflective power; it melts at 960 °. Its density is 10.5. It is combined with Cyprium (see next page) to give it more hardness. Laminated sheets, this alloy is used to make laser deflectors special outfits and other protections (Argyroz platinum). Once polished, argyroz becomes a real mirror.

Argyroz is found only in the silver mines of Hermes.

Asbest

Fats and fibrous matter from the plant of the same name. The property of Asbest lies in its natural power of thermoregulation. Even the dead plant, these fibers can be activated again by a low energy induction. Once woven and organized in a microscopic network, the asbest is impregnated with a liquid plasma and sewn into the lining of the famous special suits. Running through an energetic induction, this fibrous network finds its homeothermic properties.

Asbest is cultivated on almost all the worlds of the Millenian Empire, but it is mainly from Carrius where the Seniorhotts have been using it for centuries.

Aurum

Precious crystalline (Am) metal of brilliant yellow, unalterable in atmosphere and water, melting at 1,064 °. Aurum is the most ductile and malleable metal of the Third Quadrant. It can be reduced to sheets with a thickness of 10,000:1 of a millimeter. Its density is 19.5. Very good conductor of heat and energy induction, unassailable by acids and insoluble.

Once sublimated by atomic fission, the aurum is used in the manufacture of cosmic sensors that feed the spacecraft. Merged with Cyprium particles, aurum plasma enters the manufacturing process of the helionic panels.

The aurum is found in the form of nuggets (aurits) embedded in the sheets of gold sands of Carrius. This has given a special status to this planet.

Cyprium

Crystalline metal (Cm) orange-brown, malleable and ductile, main conductor of energy induction. Cyprium exists in nature in the native state (cyprits) or in combination with different bodies, especially sulphides. With a density of 8.94, it melts at 1084 °. With a low hardness, it is, after the aurum, the best conductor of energy induction. Unalterable with water or steam, it is used for the manufacture of many objects: cables, waveguide, cookware, etc.). Once cryogenized, Cyprium becomes an energy superconductor used in magnetic repellents and lasers.

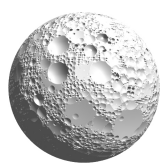
Cyprior mines are found only on Hermes.

Eritroxilac

Eritroxilac is a plant endemic to Gynesia of the lineal family. It plays an important role in Homocanin culture, through its ritual or medicinal uses. A powerful hallucinogenic drug is extracted from its leaves. Imperial scintists are divided on the origins of the shrub but agree to denominate *troxin*, the chewing substance that provides the plant. This drug is called mama inala in local dialect used by stellar Amazons who have also become consumers.

Eritroxilac grows wild only in the open plains of Gynesia because it needs the little light that passes through the thick cloud layer of the planet. Its leaves contain alkaloids, the majority of active ingredients are used in pharmacology. But basic, the *troxin* is the natural drug used by Homocanins before going to hunt Amib. Amazon warriors also use this drug during rites of passage.

Iridium



Precious mineral, greyish white, very dense (15). The main property of this spongy rock is its excellent energy insulation. Iridium is used in the manufacture of energy battery shells and in the isolation of power circuits.

This mineral of volcanic origin is in a natural status soiled only in the deep valleys of Hermes.

Lith

Hard mineral material and fusible at more than 3,000 °. Crushed and mixed with various chemical binders, the Lith enters the composition of the Betonit, cement used in building. Once treated, this rock can also be used to manufacture ceramics in cryogenics.

Lith is the fundamental component of the earth's crust of a telluric planet in the Andromak galaxy. It is therefore normal to find it in the natural status on all the Millenian Empire's planets.

Malvak

A giant xylogene plant from Gynesia, from the order of the Andansonias, whose trunk is big-bellied and the soft wood is waterlogged (the natives call it “tree-amphora”), giving it a characteristic appearance. The Malvak is generally very massive and can reach 50 meters high and more than 75 meters in circumference; its diameter can reach 24 meters. It presents at the top of the trunk a crown of irregular branches and leaves free a good part of the local year (in any case, the leaves are absent throughout the perihelion), it is an explanation to its name “bi'tree tourni” made by homocanine tribes because it seems to have been turned upside down.

The bark of Malvak is fibrous, gray and scaly, which gives it a reptilian appearance when seen from a distance, sometimes irregularly tuberculated. It has the particularity of being able to regenerate quickly. The wood is soft and spongy. This special regenerative capacity has enabled the tree tribes of the Barthelima forests to use Malvak as the supporting structure of their homes.

Malvak has a unique botanical character: hanging white flowers, unlike other erect flower species. These flowers are suspended at the end of a long peduncle. Flowering occurs during the first two periods of perihelion.

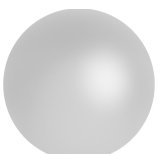
The fruit of the Malvak (bread apple) comes in an oblong form. This fruit is surrounded by a rather hard shell, woody, and contains seeds coated with a moisturizing pulp.

Marmor

Metamorphic rock resulting from the transformation of a limestone, hard, often veined of varied colors, capable of receiving a beautiful polish and which is very used in the arts. Converted into a powder, Marmor is used in ceramics with high mechanical and thermal resistance.

The Marmor is found in the natural status on the majority of the planets of the Third Quadrant, except on Hermes and Calcinera.

Nakar

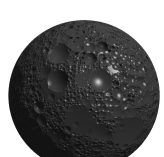


Nakar is the lining of some shells of molluscs, consisting of silicate crystals and chitin, translucent appearance. It is a sought-after product for a long time for the decoration, the marquetry, the making of jewels or buttons, to the point that certain shells have locally disappeared. Some are bred for their Nakar, which is more resistant to acids than the shell and rebuilds when it is pierced or damaged in live shellfish.

When an irritating foreign element enters the shell of these molluscs, they also secrete Nakar, layer after layer, all around to protect themselves, forming one or more pearls.

Unlike other layers of the shell, Nakar is synthesized by the mollusc throughout its life.

Nobelium



Crystalline metal (Nm) very dense (21), brilliant black color non fusible, little ductile and unstable. Once polarized by a powerful proton magnetic bombardment, Nobelium atoms become bistable and then oppose symmetrically to form antimatter. Once calibrated and split into twin nuggets, Nobelium becomes the main component of nucleic charges and enters the manufacture of antimatter weapons and nanocells. The controlled fission of radioactive Nobelium is used in the operation of power plants.

This rare metal is found in an inert state in the form of heterogeneous crystalline amalgams (nodules) on the seabed of Antarius, and radioactive nuggets in the Beltegeuse asteroid belt.

Plum

Metal (Pm) dense, bluish gray. With a density of 11.3, the Plum melts at 327 ° and boils at 1,740 °. It is found in nature especially in the status of sulphides (galens) on almost all the worlds of the Millenian Empire. He is often allied with argyroz. The Plum is used:

- in sheets, to line the helmet's shell of imperial battle armor, because it is an excellent psychomagnetic insulator (Psionic)
- in ionic solution in the composition of pharmaceuticals as anesthetic
- sublimated, in the manufacture of armored glass aboard space warcrafts.

But the Plum is mainly used as vibratory and magnetic insulation for the manufacture of high power circuits.

Polymer

Plastic gum from the chemical treatment of Xulon sap (see further) linked to a synthetic rubber. Once baked and heat molded, Polymer is used in the domestic industry. After surface chemical treatment, Polymer's sheets are used in the manufacture of domes and survival blankets, as well as in the manufacture of air-cushioned hovercraft “skirts”. Injected cold in the form of foam, the Polymer is used to make special clothing suits and dresses the handles and knobs of individual weapons and tools. When bonded to Marmor powder, the Polymer becomes an epoxy resin – called Bakelitt – with very high mechanical strength while keeping a relatively low density. In this form, this Polymer is used for the manufacture of supporting structures in the modern building and in the manufacture of weapons. Recently, the Bakelitt entered the manufacture of SHA-6 assault suits for the Imperial Mariners.

Quayah

Xylogene plant that is distinguished by its volume. The Quayah can reach an average height of one hundred meters but its diameter does not exceed seven meters. Moreover, the Quayah can live for thousands of years. Thus, a dendrochronological study assigns an age of 3,500 years to a specimen of the Lutecia forest on Barthelima. These qualities make this tree, venerated by the Andogunes tribes, the giant of the vegetable kingdom. Some Quayah species are well over a hundred meters tall in the vast tropical forests of Gynesia.

Shett

Crystalline (St) tenacious and malleable metal, density 7.87, melting at 1,535 °, widely used in technology and the metallurgical industry in the form of alloys, steels and cast irons.

The pure Shett, called “ferdu”, is capable of being magnetized under the induction of a photomagnetic energy. He thus enters the manufacture of DRAM. Once molded, the Shett is used to manufacture magnetic repellents by forming the core of the inductive coils. Very ductile, but at the same time very resistant, this common metal is easily worked hot or cold. Shett is most commonly found in the form of oxides or sulfides. Processed in the plasma furnaces, the ore gives the cast iron which is then transformed into iron or steel. Shett oxidizes quickly in moist air, forming rust. Shett objects are generally surface-treated with insulation products, or molded with other stainless metals or galvanic binders. Following a recent chemical process, the Shett transformed into steel and bonded with Polymer gives an alloy called “Plasteel”. This new alloy is now used to manufacture hulls for passenger vehicles and many household appliances.

Shett is mainly exploited in the iron mines of Barthelima, Antarius and Sierra, and their moons.

Silicat

Mineral salt (SiO3) formed from an elemental molecule of trioxin and a Silicum atom (see next). Silicat is actually an organic mineral, a fundamental component of non-bioenergy life; it enters the primary state in the composition of the majority of the magmatic (Lith) and metamorphic rocks (Marmor). The Silicat is present in the majority of the galaxy Andromak's planets.

Because of its simple molecular pattern, the salt of Silicat – or *Sillis* – is today synthetically reproduced to produce new optical and electronic components. This avoided the extermination of animals producing pure Silicat like Lumric and Polypus: see the chapter **Creatures**).

Silicum

Metalloid crystal (Si) with a density of 2.35, a light gray color fusible at about 2,000 ° and sublimating in the energy furnace.

Present in nature in the form of *sillis* (sand's grains), Silicum is mainly exploited in the vast desert of Carrius. It is also found as a mineral glass in the sulfur valleys of Hermes. Molded with alkaline impurities, Silicum is used to manufacture industrial glass. Once purified by magnetic induction, Silicum goes into the manufacture of optical components in Photonics, and melt to Silicat, in the manufacture of high-performance Wireoptics. Once crystallized and doped with radioactive isotopes, Silicum becomes the main component of microprocessors and other integrated circuits used in the media, like the photonic chips of Memocards. Silicum crystal is also the basic component of Sabroplasma (yellow color).

In the natural status, Silicum can be mixed with aurits to form auriferous layers, sources of the Aurum, on Carrius and Tyrania.

Recently, the sand analyzed on Tyrania showed a presence of extreme purity of Silicum. But its exploitation is of course impossible because Tyrania is for the moment the lair of the Spacejackers ...

Smaragdyt

Precious crystalline mineral, transparent and vermilion red. The particularity of this crystal is that its atomic structure allows it, once induced by a powerful energy field, to emit a coherent pure energy beam. The Smaragdyt is used in all laser instruments (weapons, utensils) in the form of calibrated nuggets called *rubis*. The Smaragdyt is found in nature in the form of dirty red crystals, only in the rubella mines of Antarius. The Samragdyt crystal is used in the manufacture of Sabroplasma (red color).

Solanac

Solanac is an annual dicotyledonous plant of the family Nicotiana, native from the plains of Barthelima, widely cultivated for its dried leaves, rich in Narcotic (toxic alkaloid), which are used for the preparation of manufactured tobacco.

The swivel-type root is long and fibrous. The upright stem, circular in section, pubescent and viscous to the touch, branches mainly near its upper extremity. Leaves many, whole, large, fragile, are alternate, sessile, a little decurrent, oval to lanceolate, pointed and pale green. To the touch, they are viscous like the stem. They exhale a slightly pungent fragrance, due to Narcotic, whose flavor is aggressive and the intense smell. The flowers are yellowish-green, white or pinkish depending on the variety, with a reduced calyx and a pubescent corolla with five oval lobes. It is the end of the corolla which is colored, the tube remaining always greenish. They are grouped in loose panicles. The plant is hermaphroditic, each foot bearing flowers of both sexes. Pollination, entomophilous, is provided mainly by insects. They appear at the beginning of the perihelion. The fruit, which forms until the end of summer, is an ovoid capsule with septicidal dehiscence. It contains many small seeds.

Solanac is cultivated on almost all the Millenian Empire's planets, and even on Gynesia by Homocanin tribes. This established a profitable trade between Homocanins and Stellar Amazons.

Spath

Precious crystalline, very bright, extremely hard and colorless mineral. Spath can scratch all known materials without being tampered with. Its refractive index is very high. Fused into special plasma furnaces, this noble ore is extruded into capillary rods, thus forming photonics circuits and superconducting optical components. Spath is particularly used for the design of precision optics in lasers.

This rare ore is found only in the sulfur mountains of Hermes and in the tectonic layers of Carrius. Spath crystal is used in the basic production of Sabroplasma (white color).

Tantalium

White silicate metal (Tm), hard, melts at 1,800 °, density 4.5, the molecule contains Silicum atoms. Tantalium is the most resistant metal of all known metals. It is mainly used for the armor of war spaceships and special suits. Once cold-rolled sheets, Tantalium is at the base of the manufacture of shutters integrated into laser guns.

In the mineral form, Tantalium is found in pure form in the tantalum mines of Barthelima and Sierra, and their moons.

Xulon

A Xulon is a common xylogenous plant capable of developing itself in height, usually above seven meters.

The Xulon acquires by secondary growth a rigid structure composed of a trunk which generally ramifies by forming branches. The height development and branches branching allow the Xulon to increase its capacity to exploit the airspace. The position of the leaves on several levels allows the Xulon to multiply the exchange surface for photosynthesis. Xulon is a perennial plant most widespread on the Millenian Empire's planets where lives from several years to several decades.

More than all other plants of this species, Xulon plays a major role in the ecological functioning of a planet, because of its ability to store the star's energy, to take an active part in the pure energy cycle, and provide the trioxin, vital gas for all bioenergy beings.

The Xulon is also for the Millenian Empire's peoples a considerable resource of materials (mainly wood), food (including fruit) and multiple services. In almost every indigenous culture they occupy an important and symbolic place.

Navigation standards

When you are at the controls of a vehicle or a spacecraft, it is not enough to know how to fly to a destination. There are ways to navigate in order to steer your device in the right direction. All vessels have various sensors that allows them to know their position in space following a geometric system specific to andromon standards.

Here is an approach to the different navigation standards available to pilots and vessel navigators.

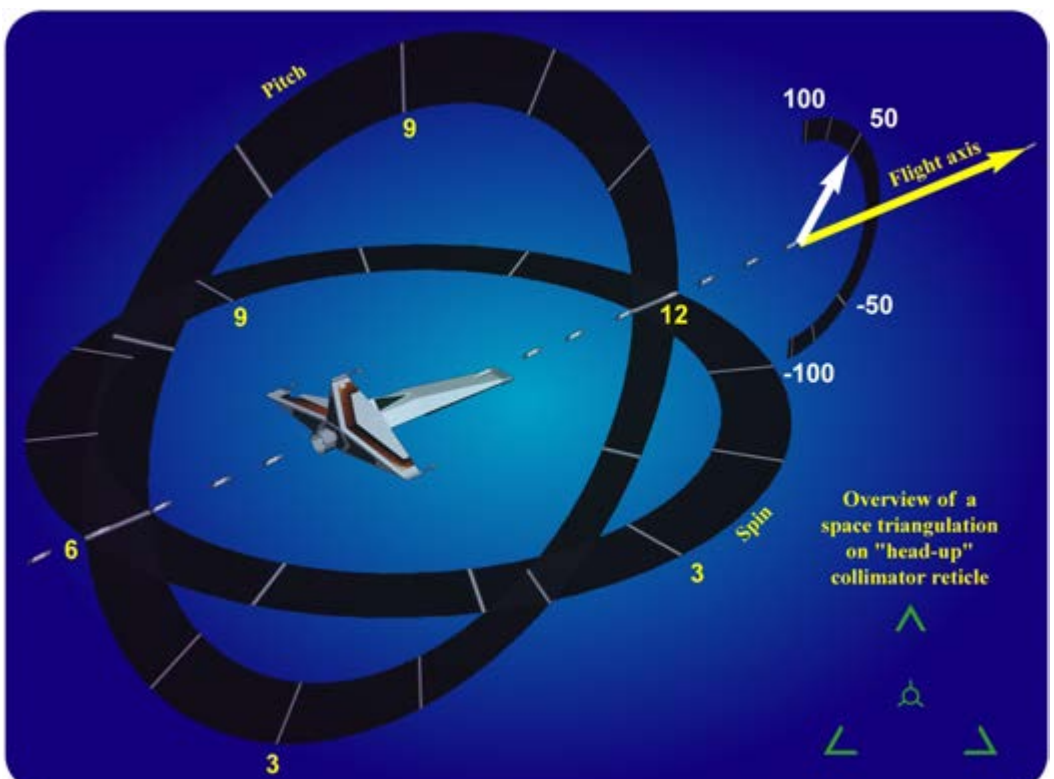
Spaceflight Visualization

Spacecrafts, and in particular warships, employ a three-dimensional system for visualizing the flight configuration. This system, commonly called “triangulation”, is based on the virtual representation of two perpendicular flight planes coupled to a vector. Indeed, in space, there is no reference to “high” and “low”. The whole

spatial coordinate triangulation originates from the weight center of the spacecraft. This is where the inertial unit of the device connected to the computer is located. This system has the function of knowing the relative flight configuration of the spacecraft, regardless of its position in space.

Triangulation

The flight configuration of a spacecraft is constructed according to, first of all, a horizontal plane graduated from 1 to 12, the last digit of which is located at the front of the vessel, in the direction of flight. This plane represents the “spin” of the ship. Then there is the plane perpendicular to the first, also graduated from 1 to 12, the 12 being superimposed on that of the foreground. This second plane represents the “pitch” of the spacecraft. Finally, to represent the relative flight angle, a vector was used. The origin of this vector is on the flight axis of the spacecraft and rotates relative to it on a virtual plane perpendicular to this axis, graduated from 0 to 100 (towards the “high” or positive flight) and from 0 to -100 (to the “low” or negative flight). The statement of such a geometric configuration is as follows.



A spacecraft flies Spin 12, 10 in pitching and flight vector 25. Its configuration is the flying straight says “Azimuth”, slightly sloping rise of a quarter turn to the right. In this case, we will state: astronef in 12.10 vector 25.

For this flight configuration to be complete, it is necessary to specify the instantaneous speed of the spacecraft. Thus, it suffices to add, following the flight configuration, the speed in Celerity; either: 12.10 vector 25-09 (0.9 ce).

Space coordinates

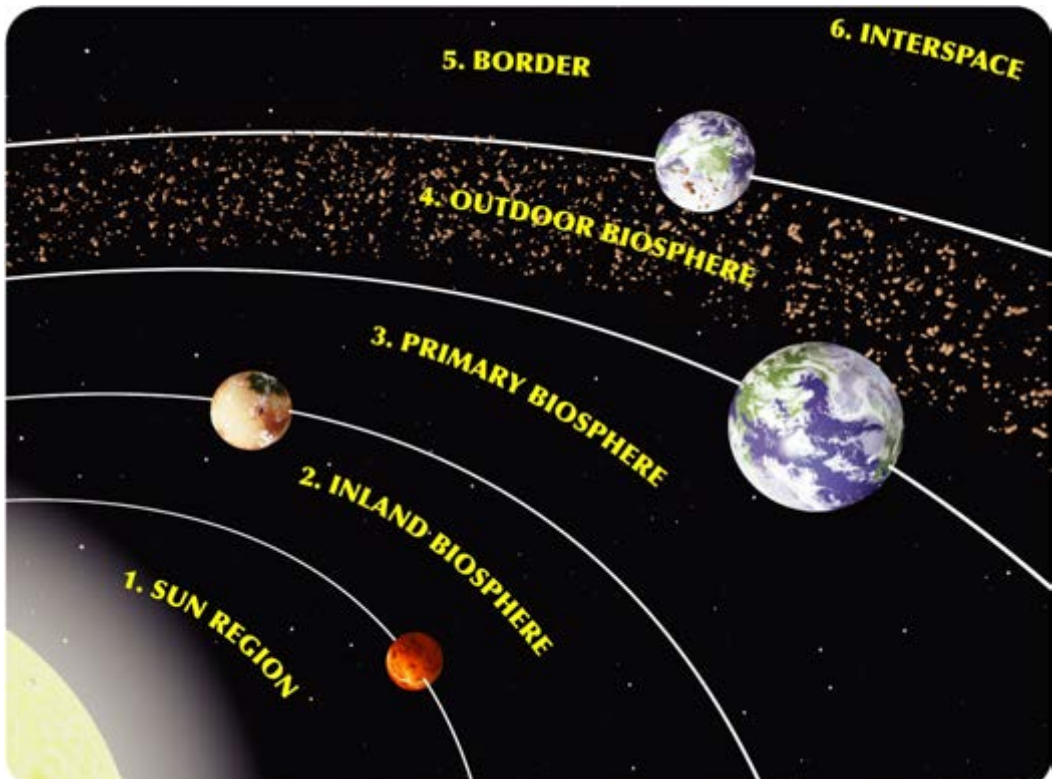
In space, in order to locate a star body (planet, space ship) space gap has been cut into parallelepipedic sectors of three hundred thousand kilometers of side. This process was invented by the first imperial explorers for each of the known star systems of the Third Quadrant. The numbering was carried out from each sun of each of both imperial systems to their periphery, spiraling from the right, or in the opposite direction of the galaxy rotation.

Star regions

The inhabited systems of the Third Quadrant were divided by imperial astronomers into six regions, ranging from the area near their star to the boundaries of the system.

Sun Region. The sun region occupies a central position in a system, traversed by radioactive winds and incandescent gas waves created by eruptions on the surface of the star. Planets of this perimeter are almost always inhospitable worlds where very high temperatures prevail.

Inland Biosphere. While moving away from the star, we find more hospitable planets, although their atmospheres are still often tenuous. It is nevertheless the environment that sees the appearance of the first imperial colonies.



Primary biosphere. A fragile equilibrium is finally reached between the high heat of the sun and the freezing cold of emptiness in the primary biosphere. This is where the governmental planets Barthelima and Sierra meet, and logically most of the space defenses.

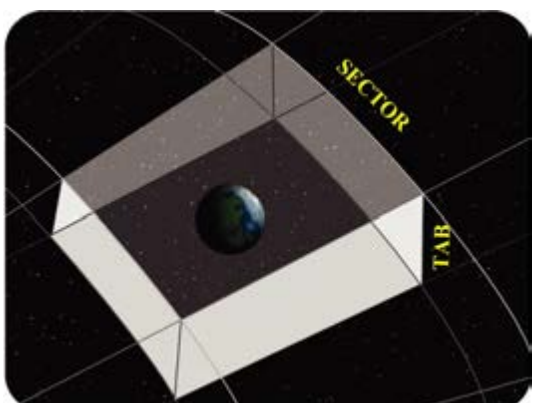
Outdoor Biosphere. Fringes of the system are the domain of Beltegeuse and Cingulum asteroid fields. This is the gateway for hyperspace flights.

Border. The system confines are the domain of planets too cold to accommodate life.

Interspace. Systems Orlesia and Omega define exit points by spatiotemporal doors.

Positioning by tabulation

Each of the star systems has a certain thickness which approaches the light-year, more than nine thousand four hundred and sixty billion eight hundred million kilometers! As a result, the sectors were virtually stacked in different layers of three hundred thousand kilometers thick, in Parsek. These spatial layers are called “tabs”.



For example, a star body in the Orlesia system has spatial coordinates:

Planet Barthelima, sector 490.3 tab 2

The first number indicates the orbital distance in Parsek, followed by the number 3 indicating the sun region from the center of the system (in the case of Barthelima, it is the Primary Biosphere). The tabula is the layer where the planet is located. If the space coordinates represent a ship, in particular a cruiser, its flight configuration will be definated following these coordinates. These last ones are the first parameters to calculate a “jump” in hyperspace.

Terrestrial coordinates

By “terrestrial coordinates”, it is necessary to hear the coordinates on the planet surface. Indeed, to position itself exactly on the ground, the troops, as well as all the vehicles drivers and the spaceships pilots, use a method of coordinates called

ISG (Integral Surface Grid). Clearly, this means that the ground of a planet is virtually squared in areas of one hundred meters side with an altitude data.

For example, coordinates of any object placed on the planet ground is as follows:

Sector 322B-0

The letter “B” means Bore (north). The digit zero means the current altitude of the object, relative to the ocean level.

If coordinates designate a moving object as a vehicle, they will be stated as follows:

Sector 322B-1-90/11

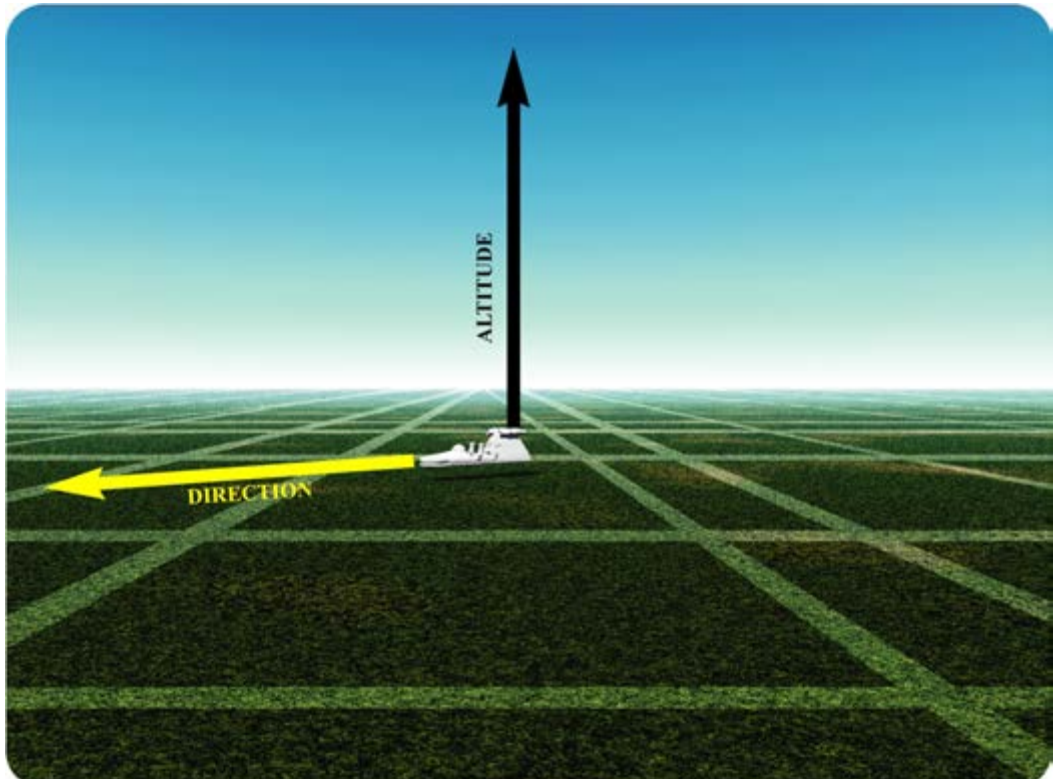
The last number therefore indicates the vehicle speed expressed in Nod, followed by the direction according to the Spin (see previous page).

For the spacecraft moving in the atmosphere, the coordinates will be more complex because they resume the flight configuration presented on the previous page:

Sector 322B-1.1-12.10 vector 25-1

This time, the last number, which is the ship airspeed, will be not in Celerity but in Sonic.

All topographic devices and sensors use a calculation base which uses the ISG system, such as Compumaps (see chapter **Equipment**) and onboard calculators.



Imperial Infrastructures

Established for nearly two thousand standard years, the Millenian Empire currently extends over two solar systems have colonized five worlds. Each planet is under the tutelage of a capital where sits an imperial Governor and his advisers. The governmental planet Barthelima has the largest capital where the Emperor sits. Each of the planetary capitals has under its jurisdiction a number of megacities and imperial cities, managed by a legate. Then, there are numerous towns and bleds more or less isolated at the head of which are imperial dignitaries sponsored by the nearest geographically legate.

Imperial cities

The imperial cities are classified in three categories, according to their area size and their population.

First, there are the planetary capitals which house the Governor and his advisers. These capitals are immense and generally represent more than one million souls, all species combined. These large cosmopolitan cities have an interstellar spaceport, a technical relay, a large force space base and a large imperial garrison.

Under the direct tutprship of the planetary capital are megacities and cities. These big cities of a few hundred thousand inhabitants are in fact smaller scale replicas of capitals. For their part, they have a spaceport or a simple spaciodrome that is in fact the technical relay on which they depend. They are generally protected by a space unit of the Fleet and a small imperial garrison.

In greater numbers, there are the villages and the bleds of a few hundred inhabitants who are built in a more anarchic way and do not have any particular installation. Some of these villages are built around a Millenian sanctuary on which they depend and only gather the faithful of the Millenium Order, more commonly known as *moes*. Some of these villages have developed around a pier that used to be used for maritime connections and today serves as a spaciodrome.

Centralis

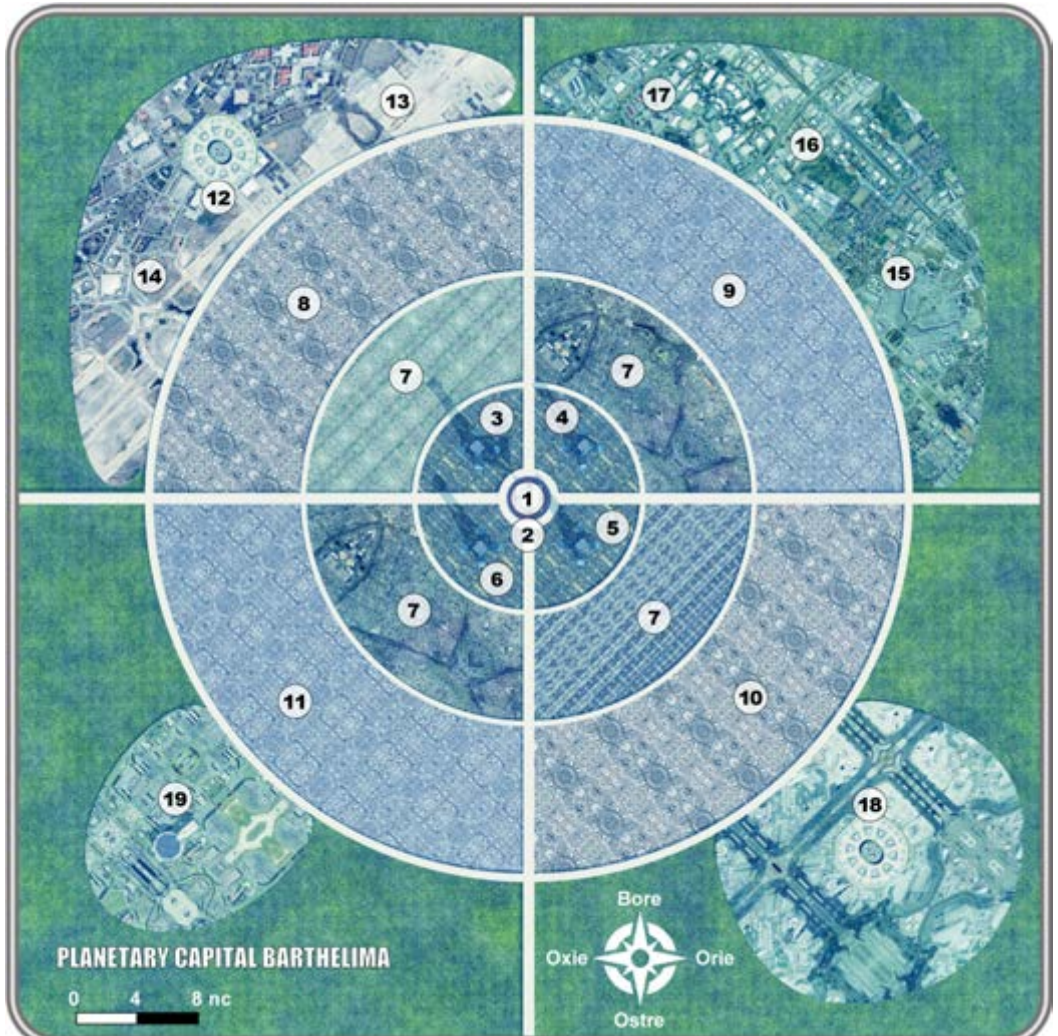
Centralis, capital of the governmental planet Barthelima and seat of the Millenian Empire, represents the archetypal imperial city in its architectural and social organization. This immense city is built according to a strict geometric pattern based on a network of boulevards forming symmetrical and concentric arrondissements. The city is divided by four perpendicular avenues. A square

network of streets completes the urban pattern. However, only avenues and boulevards are equipped with magnetic ways.

Centralis is located on Primalis, the most important continent of Barthelima, humanity cradle. For more than a thousand standard years, this immense cosmopolitan city stands in the verdant province of Lugdenesis, surrounded by large forests. Unlike the other imperial capitals founded until today, the four avenues are completed and lead to another city. The western avenue was, however, the last to connect the city of Totahinn with Mogadann. This is proof of the galactic empire youth and its unfinished infrastructure testifies to its continued expansion. Thus, the three other magnetic ways, older, connect the cities of Montesly, Totahinn and Gartempe. Today, Centralis remains the most important city of the Millenian Empire with eight million inhabitants out of the eight billion citizens enumerated on all imperial worlds.

The map on the next page shows an aerial view of the imperial city with landmarks mentioned in the following text.

The center of the planetary capital is occupied by a high security area where the Imperial Palace and the Millenian Palace [**1**] enthroned, the two structures being superimposed. This neuralgic quarter is protected by the various phalanges of the Imperial Guard, close protection of the Emperor (see ***TTM: The forces involved***). The inner circular boulevard [**2**] does not in any way allow access to the high security neighborhood and it is there only to allow the junction between the orthogonal avenues. All around the imperial quarter are four large glass towers where the headquarters of most imperial companies reside. Each of these towers is more than three hundred meters tall, which represents one hundred and twenty floors. The first district [**3**] includes commercial areas. The boreal zone includes the headquarters of the Imperial Company of Astronautical and Space Technologies (ICAST) with its various technical agencies. The suburb of Centralis is full of standard and somewhat anarchic dwellings constituting the least favored urban population of the city. On the outer periphery of the planetary capital, around the perimeter of the ring road, are arranged various installations, some of which may have the size of an average town.



First, there is the **FSB-900** [**12**] space base, home to the personnel of a full combat flotilla, as well as the Imperial Fleet headquarters and its various headquarters. Its

vast platform of 36 square kilometers can accommodate cargo ships and, in case of emergency, a Sloop. Attached to this military base is a huge depot of ammunition, arms and spare parts constituting the arsenal of the Fleet [13]; as well as the campus [14] where all the staff of the base live. Eastern Zone [4] encloses the offices of the Imperial Disposals (ID) surrounded by the main civilian and military commercial stands. It is in the southern zone [5] that the Imperial Company of Interstellar Tourism (ICIT) head office is located, with its main travel agencies and its largest urban taxi stations. Finally, the western zone [6] houses the Imperial Company of Education (ICE) head office with its various rectorates, as well as the different residential neighborhoods where civil servants working in the big imperial companies live.

The second district of Centralis [7] is occupied by residential neighborhoods and represents 70 % of the agglomeration. This district includes all the imperial citizens having an activity of which the most important and the richest are housed in the residences of the boreal zone.

The third district includes all warehouses and industries, the economic core of the planet and part of the Millenian Empire. The boreal zones [8] are home to all major supply stores. The southern areas [10] include the technical depots representing all the mechanical industrial elements as well as the new and used parks of the civil vessels. Eastern industrial zones [9] bring together all the processing plants and refineries. The industrial areas [11] are a high security neighborhood because they house all the major production plants in both the civilian and military sectors.

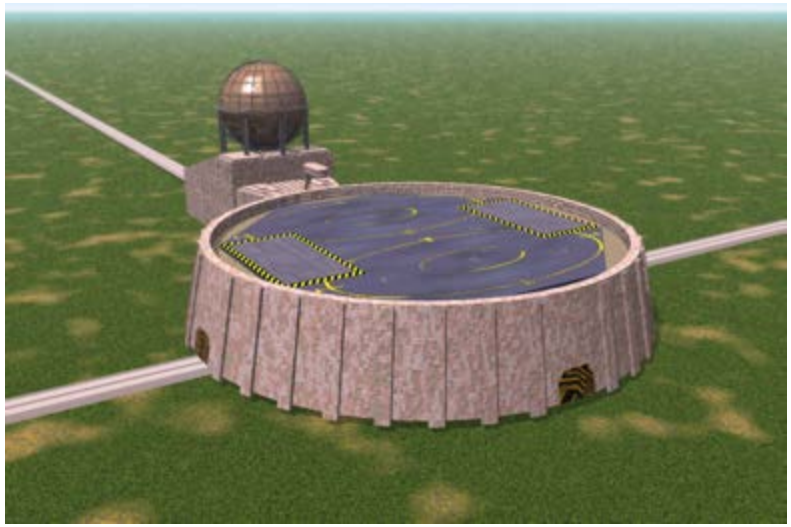
The western Rocade of the capital is occupied by a large imperial garrison [15] sheltering a company of Infantry and Militia; as well as the staff of the Imperial Troops and its various headquarters. Like the space base, the garrison has a dormitory city [16] for troops and a campus [17] for officers.

In the suburbs, south of the capital, spreads the interstellar spaceport [18] whose two main functions are tourism and commerce. Its huge landing platform is similar to that of the space base and can accommodate several transport spacecraft such as shuttles, space liners and cargo ships. Its astrogar can accommodate several thousand passengers in transit per day while its docks can transfer several thousand tons of various goods. The Centralis Spaceport is currently the largest space platform of the Millenian Empire.

Finally, in the eastern periphery of the capital, is the largest technical relay [19]. This huge station is composed of a platform equivalent to that of the interstellar spaciodrome and different warehouses of spare parts. The platform can accommodate in dry dock all types of spacecraft, except sloops and cruisers.

Technical Relays

Each imperial planet has at least one ground technical station whose main mission is the maintenance and repair of vessels. These stations, called “technical relays”, are real dry-docking workshops for civil and military spacecraft. It is in fact huge octagonal buildings whose roof is the landing platform. It can open to receive the spacecraft directly in the main workshop. Powerful hanging blocks hold the ship in levitation all along its technical visit.

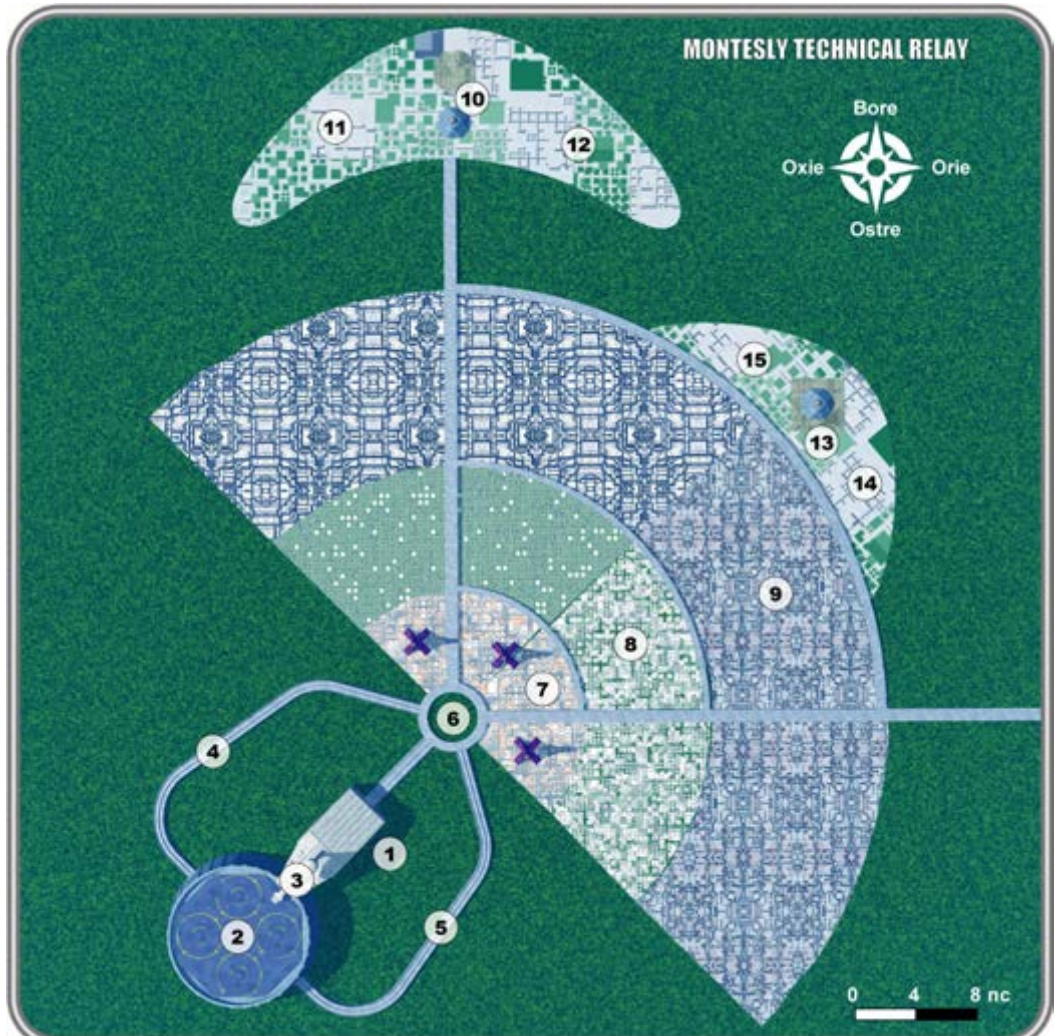


Technical relays, such as Montesly, are designed according to an infrastructure standard that is found everywhere. A technical center like this one also calls many jobs, which makes develop an agglomeration nearby, to lodge the technicians of the space relay and their families. In addition, a trade is also set up, which makes grow this proletarian agglomeration. In the end, it becomes a real imperial city.

Montesly is one of these cities, and even a megacity, built around a technical relay and exists only by it. Today, Montesly represents the most important technical relay of the whole Millenian Empire, in area at least. The city currently has a population of almost three million inhabitants, the majority of whom are technicians. Like all imperial cities in this category, Montesly is protected by an imperial garrison and a space base.

The plan opposite shows an aerial view of the technical relay with benchmarks mentioned in the following text.

The Montesly platform was built on the west coast of the Primalis continent, in the province of Civitasis, on the Mishigann River borders. Like all technical relays, Montesly represents only half of the urban pattern of a global capital and has only two orthogonal avenues. In the case of Montesly, only one is operational and heads east to reach the capital Centralis, while the other only allows access (limited) to the force space base.



The Montesly spaciodrome [**1**] includes a retractable platform [**2**], a captaincy [**3**] with its control tower for the regulation of commercial flights and technical

stopovers, as well as a multitude of workshops within it. Two access routes allow the movement of passengers [**4**] and vehicles under review [**5**]. In the captaincy there is also an Imperial Militia Brigade and an Imperial Intelligence Service (2IS) office.

The center of the city of Montesly [**6**] is occupied by three administrative towers, one of which houses the Legate and its councellors. For the boroughs, it is the same urban pattern as the imperial cities. The first district [**7**] constitutes the commercial zone, the second [**8**], the residential zones and the last [**9**], the warehouses as well as some factories. At the edge of the Boreal Bypass is the **FSB-700** [**10**] space base of the 2nd Imperial Fleet with its arsenal [**11**] and military campus [**12**]. To the west of the outer ring is an imperial garrison of the Troops [**13**] with its dormitory town [**14**] and its officers' campus [**15**].

Mining station

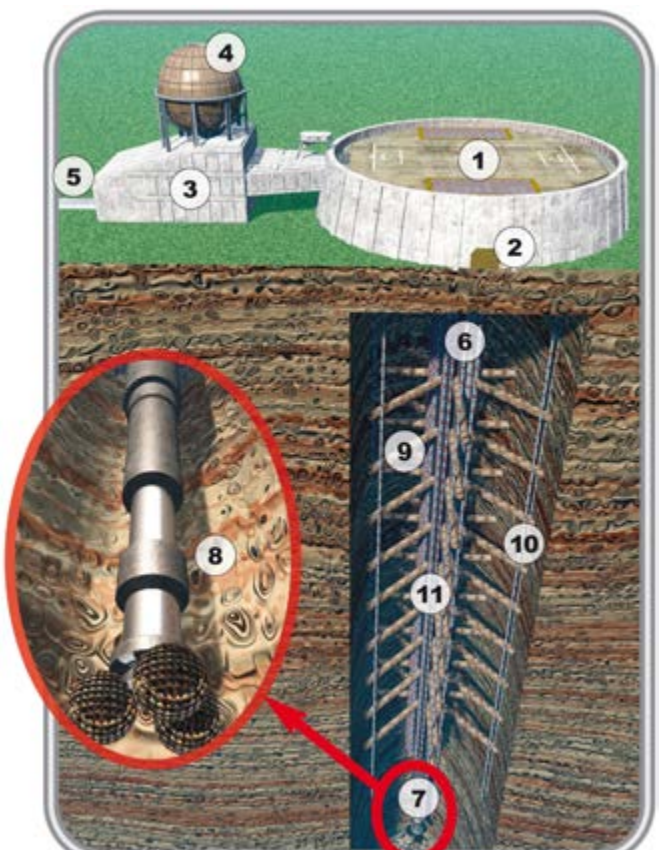
Mining stations are areas of exploitation of the main mineral resources managed by Mining Company of the Empire (MCE). These are huge complexes, 90 % of which are in the ground at depths that are sometimes considerable, depending on the type of ore mined. One of the most important mining stations is on the governmental planet Barthelima, in the province of Lugdenesis, about 1,500 kilometers from Centralis. The **BAR-210** mining center operates the largest tantalum vein (see previous chapter) of the Millenian Empire. Protected by an imperial garrison, this industrial mine mainly supplies the armaments factories of the Empire forces as well as the workshops and shipyards of the Imperial Company of Astronautical and Space Technologies (ICAST), which manufactures the Fleet's spacecraft.

The opposite map shows a section of the mining center with landmarks mentioned in the following text.

The **BAR-210** mining station, like all the other mining operations of the Millenian Empire, is mainly composed of the surface of a large second category space [**1**], that is to say that it can accommodate spaciodrome of space cargo-class ships.

The landing platform is on the roof of a reinforced Betonit infrastructure at a height of sixty meters, a twenty-three-floor building. Despite its large size, this installation has no maintenance workshop and therefore can not in any case do the work of a technical relay. Three heavy armored doors serve as emergency exits [**2**].

The platform is connected to a building [**3**] which houses the administrative offices and the control center of the station. This base supports a huge dome [**4**] covered with helionic sensors ensuring the power supply of surface installations. This energy source can also supply relief to underground survival facilities. At the back is the magnetic pathway blocked by a huge armored door [**5**] which gives access to the living area in which there is a refectory, rest rooms and changing rooms, as well as the apartments of the director of the center. Inside this building is a large air-conditioning plant that regenerates the mine's air and maintains its constant temperature.



In the vertical of spaciodrome, towards the bowels of the planet, are the foundations of the mine with its borehole [**6**]. This huge cylinder of raw steel is composed of rings nested in each other that slide between them as the

exploitation sinks. This armored sheath houses the drill string [**7**], commonly called “carrot”. This imposing metal column, five meters in diameter, is made up of “pull” nested cylinders. This design allows the drill string to change its length automatically with respect to the location of the mineral vein. Currently, the **BAR-210** mine column is 1,198 meters with a total weight of 19,000 tonnes. At the end of this column is the drilling head [**8**] with a huge excavation machinery. It consists of shearers, manipulative robots and chemical sensors.

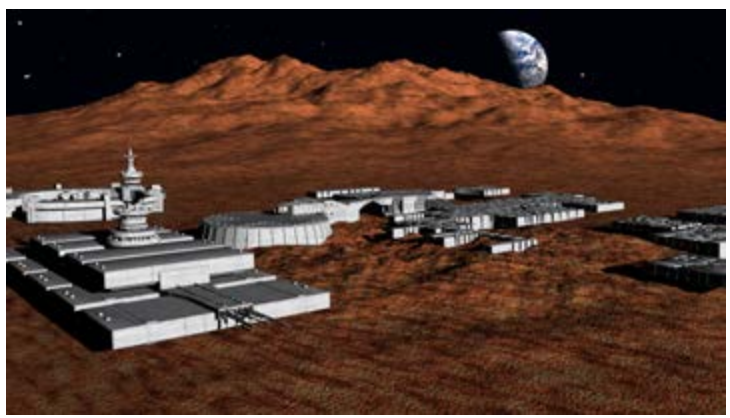
The **BAR-210** mining station is made up of several underground levels every fifty meters, which is currently more than twenty levels. Each level of exploitation is crossed by technical corridors [**9**] converging towards the wellbore. These three-meter wide corridors are equipped with magnetic tracks that serve for the circulation of ore cars and mining crews. Their length is about 200 meters. In fact, these corridors made of metal structures serve as props for the main frame of the mine. On either side of these technical corridors are arranged Lifters' cages [**10**]. These magnetically repelled lifts are used by mine personnel. Magnetic lift hoists [**11**] are also installed in the corridors near the wellbore. These lifts are used to transport ore containers and heavy equipment.

All the underground facilities at the **BAR-210** mining station are powered night and day by a nuclear power plant with a power of several million watts. Coupled with the solar cupola, the antimatter reactor operates at low speed, which considerably extends the life of its fuel. This is estimated at more than 500 standard years. The pure energy produced by this reactor is stored in huge capacitors capable of powering for a day all the primary installations of the mine (lighting, elevators, domestic systems, etc.).

Shipyards

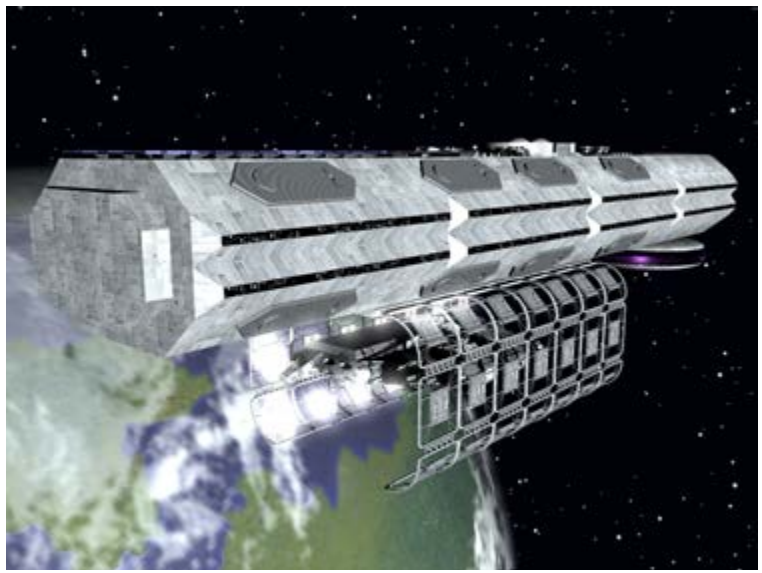
All low-tonnage vehicles and spacecraft (starfighters, escortships, shuttles) are manufactured in the astronautics yards of the Imperial Company of Astronautical and Space Technologies (ICAST). These factories are divided into several assembly workshops on Barthelima, Carrius and Antarius. Each type of ship is built in a specific production line, allowing mass production. These production factories are located far from the agglomerations, and the military workshops are even buried, for obvious reasons of safety. The workshops intended for the development of military prototypes – vehicles or small vessels – are located in isolated areas and the place is known only to the personnel working there. It is even said that the personnel currently assigned to the last **VS-29 starfighter** is recorded in the factory even until the end of the experiment.

The natural satellite of Barthelima, Selen, has for a century of a large shipyard dedicated to medium-sized ships, both in the civilian sector (cargo) and military (sloops). All spacecraft are assembled in a construction screed up to 900 meters long and 70 meters wide. Each screed is supplied with equipment (plates, shielding, reinforcements) and equipment by conveying tunnels directly from the Clavius lunar base. A prefabrication workshop is attached to each screed and is fitted out for a specific model of spacecraft. Since the establishment of the **UTS-700 Scula** stellar advisory workshops, the Clavius base has been permanently protected by an Imperial Fight Squadron.



Warships, like cruisers, can never be assembled on the ground, or even in low gravity, because their implementation would require too much infrastructure and their “dry dock” during the work would require magnetic repellents too expensive. This is why ICAST had to invest in sites placed in geostationary orbit around the planet Barthelima. Although the construction of such facilities has required huge budgets, this investment has subsequently proved advantageous on two points: weightlessness makes the handling of heavy assembly parts easier and the completed spacecraft can be put in place immediately in service from their construction shop. This is how the orbital shipyards Nazerann, Wesann and Loriann

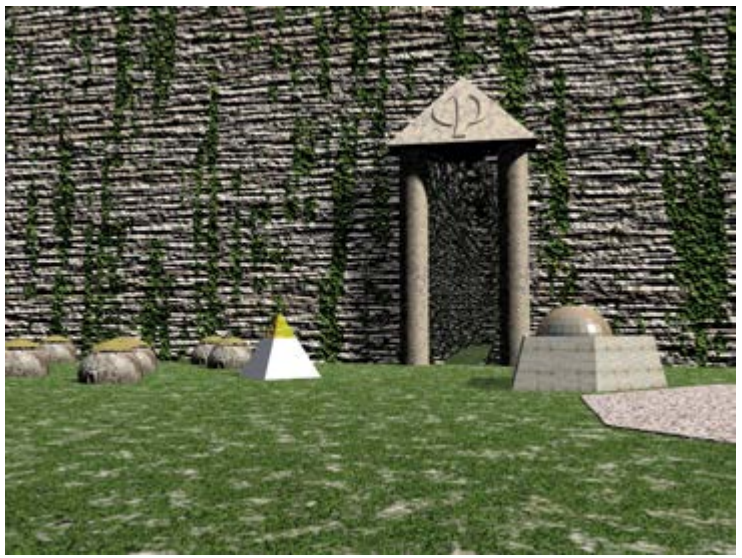
were born more than fifty years ago. Today, the main Nazerann orbital shipyard is engaged in the design and manufacture of a new type of interstellar freighter, in the greatest secrecy and under the protection of the Imperial Fleet. Other shipyards around Barthelima are building two new cruisers for the 5th Fleet, recently decimated during the *Battle of Sierra*.



The galactic war between the Millenian Empire and the Dark Force raised the interest in the shipyards and some budgets had to be revised upwards to ensure their renovation and the training of new technical staff. We imagine that Prince Hillerr had to resort to colossal shipyards for the manufacture of the warships forming his Armada. But no one has yet been able to discover the locations. However, the rumor about the construction of an interstellar destroyer larger than that of stellar Amazons suggests the size of the site for such a work ...

Millenian sanctuaries

The Millenium Order represents the religious community that is the basis of the laws governing the Millenian Empire. Priests of this order, scattered throughout the kingdom, regularly need to recollect, even repent, to enter into spiritual communication with one of their masters: LLodas. For this reason, millenian sanctuaries have been built on all the imperial worlds, places of pilgrimage, each of which is psychologically guarded by an LLodas. The faithful of the MO are also invited to pray before the altar of the sanctuary, as long as they are accompanied by a priest.



The millenian sanctuaries are carved out of the rock in the mountainsides. It is said that they were shaped by the sole force of the Psionic powers of the LLodas, while humans still lived in primitive tribes. When one knows the immeasurable power of the powers of these creatures of the Great Universal Creator, it is not difficult to believe in this legend.

Nine millenian sanctuaries spread over four planets colonized by the Millenian Empire, are in the form of huge caves whose entrance is protected by a Psionic barrier. The Millenium symbol (the Luminar) is engraved just above the entrance. The interior of the immense cavity is strewn with large columns of stone whose bases in crude Marmor are covered with milenic runes. The walls of this mystical cave are also engraved with texts in Milen as well as thematic frescoes representing the different Creation of the world stages on which the sanctuary is located. In the center of the meditation hall stands the Sacred Altar. This large stone structure is composed of a parallelepiped on which rests a Marmor marble polished covered with milenian ideograms engraved with the fine aurum. On either side of this altar are boulders in the shape of arcs. Lower than the altar, these blocks are intended

for the genuflection of the faithful. This set is, of course, the symbol of the Millenium.

The village which is always near millenian sanctuaries has only a few hovels that do not often meet the current imperial standard. Populated with a hundred souls, this pilgrimage place usually has a host tavern and a commercial stand. Some isolated houses made of local materials can also be integrated into the village. Many of these isolated bleds have remained in the colonial era of the Millenian Empire and still use Pecun, sounding and stumbling, as local currency: Cartalysers and other electronic payment devices are rare. These villages of another time usually contain hermits in search of inner peace. But also old priests can occupy these odd dwellings in order to educate a young suitor on the Millenian Way. There may also be other houses in the meager agglomeration in which families of faithful live.

Station “Fargoss”

GAME SET

The station* Fargoss *can be used as a backdrop to any TTM campaign. In this appendice chapter we will find a detailed description of a part of the technical platform and the offices of the station administrator.* Fargoss *can be used as a set for an adventure which takes place on the spot, or as a meeting point for the PCs.

Technical platform

The Orbital Station *Fargoss* is actually a shipyard of the unfinished Omega Fleet. The imperial credits being no longer sufficient, the Senate of Andros had to appeal to private obscure capital sources. But it has been a long time since the omegon government has had to bow down under the domination of the Dark Force by accepting funds from its corpuscular supporters.

This huge structure is now gravitating around the planet Sierra for several years. It is today the first space relay of the Millenian Empire! Instead of building warships, this construction site is converted into a technical relay repairs and restores all the big ships of the omegon civil and military fleet. It is not uncommon to cross in dry dock a space cargo ship or an imperial sloop, the famous **UTS-700**, under good protection. The workshops are full of activity and teeming with an astrotechnicians crowd of all kinds in space suits, on foot or on repulsorlift discs, which are attached to the spacecraft structures.

The actual station

Docks

The station *Fargoss* is accessed by the space station's platforms, instead of a runway like ground relays. Thus, each dock can receive a spaceship that will be moored throughout the intervention. But the Docks also receive personnel and food supply shuttles that are mainly barges or CAB-type Micronavs.

The PCs can only accost at the station via the Docks, then join the Captaincy. From there, Lifts will take the PCs to the heart of the station in the lounges of the reception area.

Captaincy

It is composed of the space control center and the regulation office. It is from the SCC – which looks like a hive buzzing with activity – that Astroteks guide by intercoms the spacecraft in the approach phase, indicating their navigation axis and the platform assigned to them. The Chief of the Captaincy or his deck officer will always be found in the reception desk, even though most tasks are handled by the station's mainframe computer.

Imperial Customs Office

This office, which reports directly to the Imperial Customs and Standardization Company (see **TTM: Forces involved**), systematically sends an inspector on all ships docking at the Docks to check its cargo and its order of mission or cargo. For example, spirits – such as Actin's liquor – sold in the resort are formally prohibited from operating under penalty of a fine of up to five years' imprisonment on Antarius.

The Imperial Customs of *Fargoss* are particularly vigilant since the station became the center of interest of the Dark Force smugglers.

Security

The 2IS antenna is connected to all the other security posts of the station via an intranet media network, which makes it possible, in case of problems, to quickly send an intervention unit to the scene. These units are comprised of Imperial Militian squads in combat armor and investigative officers, as well as a unit of starfighters detached from the Omega 5th Fighter Wing. It is the 5.2 *Gardians* Squadron which provides the perimeter security of the station. An assault shuttle from the starcruiser *Speculator* – the only survivor of the *Battle of Sierra* – is also attached to the Docks to intercept a suspicious cargo ship that does not meet safety standards.

There are still at least three armed guards in the 2IS office. It is here that any newcomer, resident or traveler in transit makes himself known and is eventually searched if his arrival record is suspicious.

The imperial Missionaries can of course count on the full collaboration of this office.

Headquarters

The direction of the station is ensured by an official of the Millenian Empire. He is a tall, 50-year-old man named KolloTenn. In fact, he has the same status as a legate on the planet and is surrounded by advisors to help him manage the station.

Trade disposal

It is located near the Docks. we can buy almost anything. After order at the ticket office, TisoneLinn, the manager, picks up the goods in his stock. If he misses many items, he takes note of the order by taking a deposit – 30 % on average – and promises to honor it in both years, or even before the departure of the customer in transit, if the latter pays the total of the invoice.

The “Septimium Stella”

The *Septimum Stella* is the main tavern of the station which, without being particularly badly frequented, is sometimes the scene of brawls between members of different crews. It serves both drinks and snacks based on sandwiches or macrobiotic tablets. When a fight breaks out, the innkeeper hits an alert sensor connected directly to the ecurity office CP. In the next minute, a squad of Militia soldiers comes to restore order and embark the offenders in detention cells.

Transports

The majority of the station is accessible ... on foot. However, personnel whose presence is required fairly quickly use **PO-89-**type antigrav discs (see the chapter ***Vehicles***). The corridors are too narrow to allow the passage of other vehicles. But travelers in transit can rent one of these discs for their personal convenience (10 Þ an hour), as well as the imperial Missionaries.

Residents

The people who live on *Fargoss* are basically technicians and engineers working on the technical platform. The rest of the population has the various civilians managing the shopping center, as well as all the staff of the Docks and the administration. There are also the military quarters where factions are the Astropilots and the crew of the assault shuttle.

Do not break the glass in an emergency!

The worst danger that threatens an orbital station like *Fargoss* is of course the depressurization. Whether it is micro-meteorites, an enemy attack, a sabotage of the interior or a simple failure of the life support. The designers of *Fargoss* have tried to consider all these eventualities.

The station has anti-lethal shields [**BD: 90**], six **Venom VP-16** starfighter, a **Gama**-class shuttle with six Combat Spacesuit Mariners, an Imperial Militia Micronav **CAB-02** and a fault-tolerant trioxide air-conditionners group with redundancy on three separate circuits.

In an emergency, each part of *Fargoss* can be hermetically isolated from the rest of the station by watertight bulkheads that automatically lock in the event of depressurization, or manually to neutralize a malicious intruder. Once these partitions locked, nothing will unlock them, apart from a nucleic charge. These heavy armored doors can only be reopened from the security office CP using an activation code known only to the chief of security.

The orbital station knows it could not do the heavy lifting against a direct attack by the Dark Force, which could destroy it completely. As this orbital station is the only one on the planet Sierra, the interest in mastering it is obvious. But there, potential terrorists will quickly run into the intervention units of the security office. If a squadron does not respond to the Imperial Fleet's SCI transponders (identification: see **TTM: Forces involved**) is detected in the station's security space, the Gardian squadron will intercept it, reinforced a few minutes later by the 5th Fight Wing based on Sierra.

Among these potential threats, we must not forget the deorbitation. Indeed, if too many spacecrafts leave the Docks at the same time while a space freighter is docked to the technical platform, the station could become unstable and, in the worst case, leave its orbit and penetrate the dense layers of Sierra's atmosphere, where it would disintegrate in a few hours. Fortunately, powerful repulsorlift gyrostabilisers are constantly rotating, integrated into the superstructure.

Daily life

Daily life on an orbital station like *Fargoss* is similar to that which can be found on an oil rig on Earth or an aircraft carrier. We can therefore take a look at the books describing the daily life of this type of infrastructure.

Non-player characters

KolloTenn

KolloTenn is the commander of the station *Fargoss*. He is very slender, with matte skin (like all omegons) and graying hair. He is frighteningly intelligent. He is strict about the regulations and the laws which manage the station. He is highly respected by the Sierra government. KolloTenn is considered a leader of men and his speeches have a real influence. He spends most of his time overseeing the smooth running of the technical platform.

KolloTenn	Human Technician OFFICIAL	Height 6' 2" Gender andron	Weight 85 kg Age 58
STA 10			**PROPS**
SF 1D			Costume Technopak (malette)
HP/FP 10			
DEX 10	Repair **20** Piloting Cat. A **14**		**WEAPONS**
REF 10			
MOV 5			
INT 10	Andromon **20**, Diagnostic **20** Bureaucraty **20**, Astronautics **14**, Survial **14**		**ADAVANTAGE/DISADVANTAGE**
WILL / PER 10			Honesty, Addiction
PSY 10			**VESSEL**
			VP-16S Vespa Antigrav disc PO-89

TisogoLinn

TisogoLinn is the manager of the *Fargoss* commercial disposal, as well as the owner of the *Septimum Stella*. And this for ten stellars. He spends most of his time selling his articles. He tinted his Homochanin fur in red with blonde locks.

TisogoLinn	Homocanin Trader OFFICIAL	Height 6' 7" Gender asexual	Weight 110 kg Age 45
STA 16 **S** **HP/FP 16**	Wrestling **16**		**PROPS** Vest Cartalysor, Tablet
DEX 12 **REF 12** **MOV 7**	Energy mass **12**, Crossbow **12**, Athletics **12** Driving **21**		**WEAPONS** Energy mass and crossbow
INT 10 **WILL 10** **PER 10**	Fauna **10**, Influence **18**, Glyfork **18** Survival **18**		**ADAVANTAGE/DISADVANTAGE** Bad temper
PSY 6			**VESSEL** Antigrav disk PO-89

LindeBwla

LindeBwla is responsible for the *Fargoss* 2IS antenna. She is usually found at the CP security office. Former Troops officer aboard an imperial cruiser, she kept her argotic language. She left the Troops after losing a leg. She wears a bioenergy prosthesis with which she practices a technique of hand-to-hand combat that she invented. She does not try to hide the scars on the left side of her hard, ungainly face. Newcomers find her very direct and a bit confusing.

LindeBwla	Human Soldier TROOPS OFFICER	Height 5' 6" Gender gynon	Weight 69 kg Age 48
STA 10 **SF 1D** **HP/FP 10**	Wrestling **15**		**PROPS** Overalll
DEX 10 **REF 10** **MOV 5**	Shooting weapons **15** Athletics **15** Driving **15**		**WEAPONS** Pistol PL-55 Blister ×2
INT 10 **WILL 10** **PER 10**	Andromon **15**, Army **15**, Bioenergy **15**, Hide **15**, Explosives **15**, Navigation **15**, Survival **15**		**ADAVANTAGE/DISADVANTAGE** Combat reflexes
PSY 10			**VESSEL** Military antigrav disk PO-89 2 Lasma TB-32B onboard

OliveRyonn

OliveRyonn is the Imperial Customs head on the station. He is tall, bald and has a thin mustache. He is incorruptible and tries to pass his conception of integrity to his colleagues in the Imperial Militia. This is sometimes fruitful. He is always very polite, even when he orders the arrest of an offender.

OliveRyonn	Human Milician MAJOR II	Height 5' 10" Gender andron	Weight 93 kg Age 60
STA 10	Wrestling **20**		**PROPS**
SF 1D			Officer technical suit
HP/FP 10			
DEX 10	Pistol **20** Driving **20** Assault rifle **18**		**WEAPONS**
REF 10			Pistol PL-55 + Blister Energy nightstick
MOV 5			
INT 10	Andromon **20**, Investigation **20**, Illegality **20**, Mediatics **20**, Milieu **20**, Bureaucraty **18**		**ADAVANTAGE/DISADVANTAGE**
WILL 10 **PER 10**			Honesty
PSY 10			**VESSEL**
			Antigrav disk PO-89