

the

No. 1

# JOURNAL

*of the Traveller Republik Aide Society*



## *Kobra Worlds*

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## CONTENTS

TRAVELLER NEWS SERVICE (Updated July 8 <sup>th</sup> , 2017) .....	1
AMBER ZONE: Terb.....	3
WET NAVY: Caledonia .....	3
FEATURE ARTICLES.....	6
THE DOLPHINS OF FRONOMIOS .....	6
ROBOT CLASSIFICATIONS.....	7
CARGO CLASSIFICATIONS .....	8
AUGMENTS.....	9
CIVILIAN AUGS.....	9
MILITARY AUGS .....	11
SHIPS.....	11
CULT: LIGHTNING BROTHERS .....	12
HISTORY: JURADO JIHAD .....	14
BEASTIARY .....	15
SHIPS CARGO .....	16
WHERE IN THE WORLD IS DMITRY SOLOTOV? .....	17
FAMSIT.....	18
LIBRARY DATA: KOBRA WORLDS SECTOR.....	19
CASUAL ENCOUNTER.....	27

Throughout its history, the planet Terb has always been a balkanized world (currently CA74975-9) and has always had a turbulent past. The original colony ships that were sent to this planet were under a misguided idea that "diversity" within the newly arriving colonists would be a good idea: instead it turned out to be a disastrous one. With initial limited resources, groups of people shortly began to fight over food and natural resources, dividing up along racial and ethnic lines almost immediately. As the population of Terb grew, the tensions between these groups continued until multiple ethno-centric nations were formed, the two largest being the democratic nation of Terb and its totalitarian opponent, Wu-Feinstein. After several world wars, the more powerful players began to import off-world weaponry in order to achieve supremacy, but the Collapse caught up with them and the varied nations of Terb had to fall back on more traditional weaponry to shoot at each other. Today, the planet is highly militarized and again on the verge of global war. To further complicate matters, a disastrous event has recently occurred on the planet but most Terbians know nothing about it. A borganism outbreak has occurred within the intelligent defense computers of Wu-Feinstein, potentially threatening global annihilation of all humans, or at least their absorption into the deadly hive-mind. Terb is an extremely large planet that is 3 times the size of Olde Earth.

### **Major Terb Nation States**

Alfeld (105 million)

Bukharin (290 million)

Caledonia (120 million)

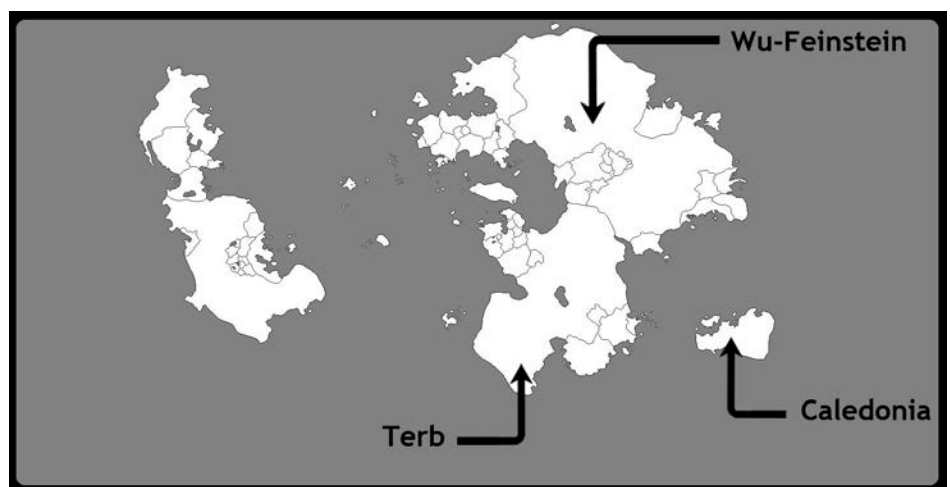
Carruthers (245 million)

Flesses (94 million)

Takara (83 million)

Terb (700 million)

Wu-Feinstein (1.2 billion)



### **WET NAVY: CALEDONIA**

On the balkanized world of Terb in the Calafat Sector, the Royal Caledonian Navy (RCN) is said to be the 5th most powerful on that planet. Since the Collapse, their "wet navy" has had to fall back from using high tech weaponry to more local (and more sustainable) armaments. Caledonia has had an extensive history on Terb as a global power but in recent years its empire has waned sharply and the nation has come to terms with its place in the world now. In a recent White Paper, the Caledonia Defense Ministry states that its primary goal

remains the "protection and security" of Caledonia and its dependencies "against any major threat". While Caledonia's strength has shrunk, it continues to see itself as a major power on Terb, with worldwide economic, commercial and security interests. Its military is properly sized for "a medium-sized country with global influence but not global power". In sheer numbers, its military is not enormous compared to some of the other nations on Terb, but they do have one of the world's largest **competent** armed forces: it is extremely well-trained and well-equipped and Caledonia will always be a nation that delivers "a punch above its weight". The RCN has 210,000 servicemen and women, and 18,000 marines.

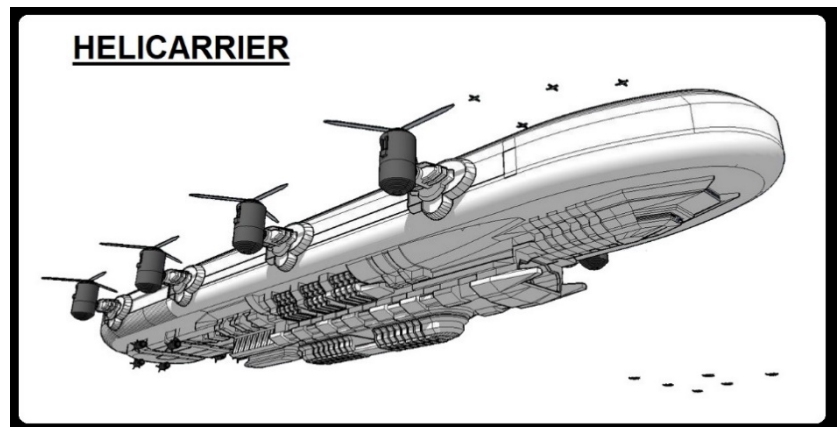
The Caledonia Navy's surface fleet is based at five principal installations around Caledonia and has leveled off at around 144 cruisers, destroyers, and frigates and other surface vessels. Nuclear forces "underpin" Caledonia's security and it deploys the planet Terb's seventh largest nuclear arsenal. The Caledonia Navy's most important role, however, remains the deployment of Caledonia's nuclear deterrent.

Caledonia has retained three smaller jump-jet style carriers that gives the country the ability to project a modest amount of firepower beyond its shores. More than 120 vertical take-off and landing planes (VERTOL) are housed within the carriers. These vessels also maintain a small arsenal of nuclear bombs and depth charges.

The Navy's most important role, however, remains the deployment of part of Caledonia's nuclear deterrent. The Royal Navy maintains six Palmyra-class submarines (SSBNs), that carry sixteen highly accurate D9 missiles (SLBMs) armed with a total of 128 independently targetable 150kt nuclear warheads. At the present time, the Caledonia Navy keeps three missile-firing boats at sea, augmented as tensions warrant and maintenance cycles permit. Caledonia coordinates its's subs locations with the allied nation Carruthers naval force to assume maximum coverage and minimum vulnerability.

In its dealings with the Continent, Caledonia guards its security as it has for centuries--taking a strong international leadership role to make certain that potentially hostile powers on the mainland do not coalesce against it and that no one Continental power gains the upper hand. Caledonia also continues to nourish the so-called "special relationship" with then nation of Carruthers that twice brought armed forces to Caledonia's aid in this century.

The Caledonian Navy also employs three heavier-than-air (HTA) helicarriers, the *Kensington*, *Ark Royal*, and *Black Duke*. When the Collapse overtook Terb, the antigrav units on these helicarriers finally failed and were swapped out with large heavy-lift rotary fans. These vessels carry 28 combat aircraft and 12 support planes each (AWACs, mid-air refuel, cargo, etc). The helicarriers work closely with other Caledonia Navy units, especially the wet navy carriers and are armed with 6 supersonic nuclear missiles, and 60 nuclear bombs and depth charges to be used by its aircraft. These





helicarriers have a strategic range of over 2,000 kilometers and its conventional armaments are quite heavy as well, including several vertical-launch systems (VLS) armed with several hundred missiles of varying types. Made out of "bubble steel", this craft is 100 times stronger than steel but having just 5% of the weight. This type of metal enables airlift capacity on most worlds with any significant atmosphere.

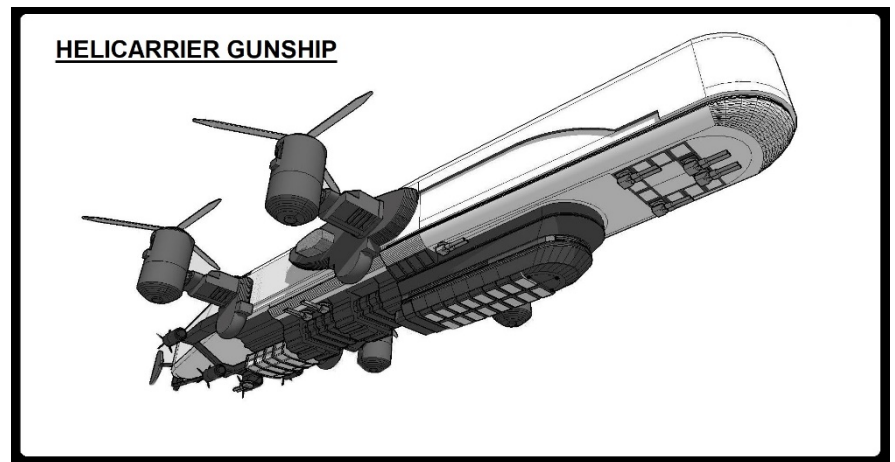
Finally, the Caledonian Navy fielded an additional three heavily-armed helicarriers (gunships), which supported Navy missions across the spectrum but as technology gradually fell on the planet, only one remained operation, the *CNS Nottingham*.

The overall commander of the RCN is Henryk Tremaine, a junior member of the Kensington Royal family. He has hired the players to stage a military raid on one of the Wu-Feinstein supercomputers that has gone "borg".

Since the facility is several hundred miles inside WF territory, they will be

airdropped by the Caledonia Navys' airships, backed up and supported by their lone gunship, the *Nottingham*. The goal is to physically destroy the supercomputer. Additional raids against the other borganism AIs will take place around the same time. The Wu-Feinstein AI that the players will hopefully destroy has named itself "Lucifer" and protects itself with automated gun towers; the humans were driven off the base 24

hours earlier by force of the base defenses. Across Wu-Feinstein, eleven other AIs have become sentient and are now a serious threat to the planet. The AIs may hack into the WF defense network and launch all the nuclear missiles at neighboring states, or engage in biological or chemical attacks as they grow in strength and power. Intelligence strongly suggests that the WF military will not interfere with a strike on these rogue AIs. The players are to deploy from the airships onto the base and blow up the supercomputer, which is located three stories below-ground in the main administrative building.



## THE DOLPHINS OF FRONOMIOS

The planet Fronomios was colonized directly from Olde Earth over 80,000 years ago, with nearly 50,000 colonists in stasis and several hundred modified (uplifted) dolphins. At the time, the colony was funded from a "green" non-profit organization that was deeply worried about environmental degradation on humanity's homeworld and included those who were like-minded. Even with jump technology the journey took almost a year and the colonists (mostly from the European subcontinent) were grateful to see a nearly pristine world that they could occupy with only a little terraforming needed, mainly the introduction of human food plants and animals. As a growing colony, Fronomios built strong trade alliances with its neighbors over the next few millennia, becoming a major source of robotics and android production before the Collapse. The population of the planet also grew substantially during that time to numbers so large that the original charter enforcing "green" government nearly had to be set aside; the population had grown to over ten billion people and there was no sign of stopping this growth pattern. After much debate within the central government, large floating cities housing these billions were built in the sky prevented a disaster on the ground and in the oceans. At the same time, the technology from the oceans of Fronomios became very dominant in the sector as sonic weaponry developed by the dolphin population became incredibly popular among planetary police forces and mercenary units. This weaponry boosted the offworld trade of Fronomios into the hundreds of billions of credits and the resulting surge in finances spurring even greater research and development on the planet, leading to huge advances in technology. By the time of the Collapse, the tech level of the planet had far surpassed its neighbors and exploded to the highest level in the sector; eventually it decreased due to those effects, stabilizing at a surprising TL18.



Originally uplifted to sentience on Olde Earth, the Dolphins of Fronomios have continued to genetically tweak their species over time, and also created numerous mechanical sets of "waldoes" to be able to move around on land and in space. Their increasing intelligence worried many in the scientific community across the sector and actually led to a ban on such practices for over 10,000 years on Fronomios itself. This techno-suppression enflamed a great deal of anger on the planet, but recently research into the field has increased dramatically since the outbreak of the Double War. Cybernetic augs (or augments) are currently popular with the dolphins and genetic experimentation continues.

Overall, Fronomios is now considered one of the five most powerful and technological capable planets in the Urbanos sector. It enjoys dominant trade rights across the region and has even colonized 6 other worlds with dolphins further down the Orion Arm: recent communications with these daughter colonies, unfortunately, have been cut off by the advances of the Riders.

## ROBOT CLASSIFICATIONS

An enormous galaxy is filled with various types of life forms and robots. Therefore, creating a broad standard for the discussion and classification of robots is necessary and the basic outline of robots across human space is listed below:

A robot is a machine, controlled by a computer brain, capable of perceiving and manipulating its environment. Many robots are typically designed for jobs that are considered too tedious, unpleasant or dangerous for human beings. Most robots are restricted to high tech worlds, since they tend to break down over time and must be repaired. On some very advanced worlds, robots are indistinguishable from regular people, while some keep their robotic look for various cultural, philosophical, or religious reasons. Below is a list of the robots in intensive use in the Orion Arm of the galaxy:

**Naval Android:** With life support and consumables at a premium on naval vessels, naval androids are designed as standard all-purpose crewmen. There are several more advanced specialized versions of this design, but the standard options for the typical android are extremely practical, such as infrared vision to aid in spotting overloading circuits. There are several popular models in this class and they are programmed to be extremely loyal; it is the perfect crewman for any naval vessel.

**Pleasure Android:** This type of robot is designed for one purpose only, to do anything its master wishes. They are incredibly life-like and are totally submissive. They are almost always stunning looking, a 10 out of 10 for most people. Some regions of these galaxy ban these "prostitution type" androids while others fully embrace them. Be sure and check out the local laws before debarking your pleasure bot to a new world.

**Technical Repair Android:** This bot is an all-purpose repair android and is designed to fix nearly any repair task thrown at it. They are popular on ships and freighters. Cost (and quality) varies from one sector to another, with the best and most comprehensive being built at the Jerlea Ringworld and the Minerva System.

**Construction Android:** These types of constructs are an all-purpose construction unit, designed to be big, strong, and dumb. They are the ultimate cheap help in the construction field.

### **ROBOT CLASSIFICATIONS**

**Class A:** Highly intelligent sentient robots. These types of robots can be citizens as well in more progressive star nations. These bots have some rights, depending on the star system, organization, or polity that "owns" them.

**Class B:** Intelligent property: sex bots, research assistants, home and health aides, etc. These bots have some rights, depending on the star system, organization, or polity that "owns" them.

**Class C:** Dumb bots; any robot that performs mindless tasks (ie construction robots, assembly bots). These bots have low IQ and therefore they have no civil rights.

**Class K:** Killer robots: all military bots and ANY armed robot. These bots rarely have a high IQ, therefore they have no civil rights.

## CARGO CLASSIFICATIONS

Space is big, so many merchants have specialized into certain task as to better serve the people they meet. In the Kobra Worlds sector they can be licensed to have the following title:

**Transport Captain:** Transports goods and people between destinations. May be a trader (d6 1-4 = no 5-6 = yes).

**Dry-Goods Seller:** A hardware shop, a feed store, a fabric merchant, a little bit of everything and at a reasonable price.

**Snake Oil Salesman:** Sells wonder tonics and elixirs to a needy world. Travels a lot.

**Weapon Shop:** Buys and sells weapons: typically specializing in one variety such as blades or firearms.

**Green Grocer:** transports fresh vegetables, fruits, and other healthy foods from world to world, and especially space stations.

**Wine Merchant:** Sells the finest vintages along with cheap tavern wines. Ships offworld, mainly to asteroid colonies and rich worlds.

**Colonial Captain:** A pilot who specializes in delivering good, resources, and people to fledgling colonies.

**Liner Captain:** A very experienced pilot that transports large numbers of people between planets, usually on larger passenger liners.

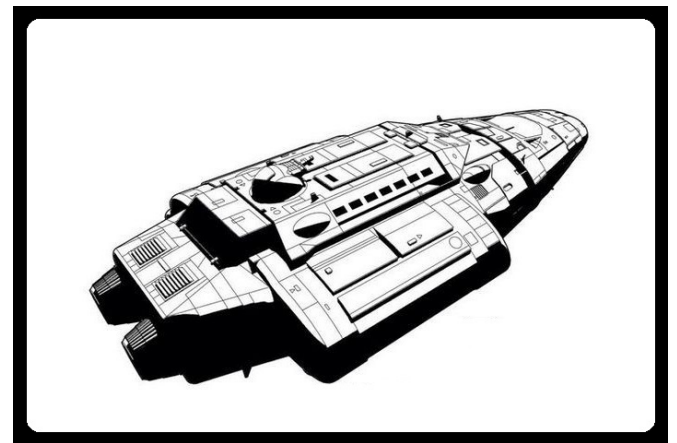
**Importer:** A general shipper of trade goods, including spices, raw materials, crafts, grain, curios, and wild animals.

**Livestock Trader:** Buys and sells cows, pigs, sheep, horses, chickens, etc and then ships them to other worlds to sell.

**Shipping Agent:** Arranges the transportation of goods to many destinations. May run caravans or own ships, but more usually uses others.

**Bulk-Goods Captain:** Transports general goods, bulk items, non-specialized products, and any-temperature goods (usually minerals).

Trade in the Collapse Zone has dropped more than 80% but is slowly recovering. The enormous decrease in the availability of technological items and simple foodstuffs has caused a catastrophic affect across over a hundred sectors, leaving death and chaos in its wake. However, smart entrepreneurs can make huge amounts of money be delivering the right cargoes to areas of heavy demand. Loss of trade has severely hit the high-population worlds of the lower Orion Arm, sometimes causing death in the billions. Most worlds now hope that trade will begin picking up, now that the worst of the Collapse effects are over.





## AUGMENTS

### *Popular Civilian and Military Types*

Augmentations (or Augs) are cybernetic devices that increase the abilities of people, and most of the higher-end ones are of military design. Augs are generally brain-computer interfaces that are extremely common on high-tech worlds, and rare on low-tech ones. On most totalitarian worlds they are banned for their “subversive” capabilities with the most infamous event taking place on Oman IV where the local unpopular monarch (His Majesty Juno Arrad V) hanging them upside down and over a period of 8-10 hours, extracting the cybernetics himself with a manual scalpel. They use a wide-range of useable software. Some of the most popular augs in the Orion Arm are listed below. Additionally, all cybernetics are extremely vulnerable to meson shrapnel.

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### CIVILIAN AUGS

**Bio-Maintenance Aug:** a typical biological enhancer implant that boosts a persons’ immunity system tenfold, an alcohol blocker, an instant awareness booster (from sleep, stasis sickness, or drunkenness), auto-healer (nano), a health watcher (a broad health scanner, including blood pressure, blood glucose, etc), and a standard e-doctor that knows your entire case history and is designed to keep you in optimal health. Also has a contraceptive function that can be turned on or off.

**Body Ink:** A full-body electronic ink tattoo. You can keep your own skin tone but its fully customizable; you can create any skin tone necessary, birth marks, and tattoos. Widely available in civilian circles.

**Civilian-grade Sensor Aug:** This implant is a standard package used by most civilians in a high-tech society. It is usually mounted under the hair on the head, and has the following functions: local audio recorder, environmental sensor (with danger options), back-up networking option, med-sensor options, smell/taste sensor, augmentator and filter.

**Cogito:** Its a brain implant that increases cross-brain connectivity (which significantly boosts critical thinking and creativity), and expands raw intelligence by 15-20% above a baseline humans' brain. The hardware also increases a persons' memory capacity by up to 50%, depending on the subject as well as adding near-total recall of information. Cognito is a standard brain implant for citizens from planets with a very high-tech level.

**Cram:** Originally developed as a treatment for people with memory related disorders, this aug became highly popular amongst students on the black market on worlds with significant legal cybernetic restrictions. This pea-sized aug is a storage collection memory device, encapsulated in a delivery system designed to maintain optimum mentality over 8-10 hours (in other words throughout a night). Shortly after activation, Cram grants a window of eidetic memory, allowing users to process and remember great amounts of information with high fidelity all the while feeling constantly motivated. Lower tech level versions of this aug suffered from potentially harmful side effects by causing a strong retention of the user's emotional state e.g. a recently bereaved user attempting to learn a subject will always associate that subject with pain. More sophisticated versions of this aug (TL17 and higher) using nanite clusters of reactive nanoparticles removed this effect by creating a more selective effect.

**Info Node:** One of the typical implants that humans receive in utero (or in vitro) as a fetus, it grows in complexity as person grows into adulthood. It typically serves many functions, especially as net

agents for the owner. These agents constantly search the local information network as serve as secretaries, librarians, data-valets, and even personal stand-ins. Info nodes are located in the brain and are grown through nanotechnology. They are a critical function of expanding ones e-memory. It also is the basis for all basic education as child grows into adulthood. These nodes also encompass a broad array of civilian options, including EM telepathy, auto-translators, e-conferencing in virtual space, access to weather, medical access, virtual entertainment, personal access to e-memory, e-pedia information feeds, travel data, life journals, and hundreds of other data downloads necessary for a normal (fast-paced) life in the modern world (TL12 or higher). MORE HERE (Control machines with your mind)

**Insight:** The true veracity of this aug has always been hotly contested. The action of this cybernetic implant is to cause the user to fall into a lucid state filled with mild hallucinations, usually involving memories from the user's past. Whilst in this state the aug is designed to help the user find patterns, connections and revelations. There are many anecdotal accounts of this resulting in profound positive effects on the individual's personality and of genius moments of insight leading to ground breaking academic work. However, for every account of positive results there are accounts of users who have come away paranoid, or obsessed with a fallacious idea. User caution is advised.

## MILITARY AUGS

**Speedo:** This cybernetic implant directly affects a soldiers' movement, causing bursts of speed for up to ten minutes by 25% above normal. Used sparingly on the battlefield because of enormous chemdrain side effects, it is one of the more popular augs with the troops and is located in the pituitary gland.

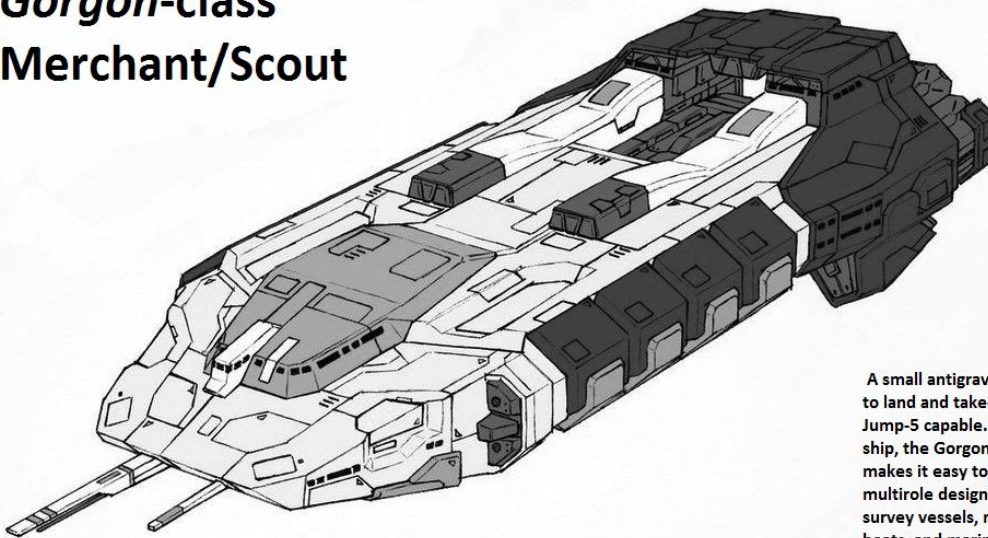
**Nightingale:** This is a military-grade cybernetics device (an augmentation) that is typically located near the heart of a soldier and can call for aide when needed. Nightingale also sends information about the health of an individual to local leaders and sometimes military headquarters as well. Its primary role is to be able to call for evacuation on its own for a soldier if he/she is seriously injured. It

also has a secondary healing storage unit that deals mainly with light wounds and also can flood the body with pain suppressors as well as dealing with shock. This augmentation (aug) is standard for high-tech troops from advanced technology worlds. The Nightingale is named after a famous pre-spaceflight nurse from Olde Earth.

**Testament:** This is a cybernetic system that are disguised to look like harmless medical implants, but they secretly record the last 24 hours of a persons' life. When retrieved, this item is helpful within the military to understand combat losses, as well as other operations on the battlefield. It is basically a black box for your body. Non-military versions of this device are legal on most planets, often helping in murder cases that would otherwise go unsolved.

## SHIPS

### ***Gorgon-class Merchant/Scout***



This class of transport is one of the more popular designs build in the Orion Arm of the galaxy. The Gorgon-class can carry double the normal cargo a merchant ship of its size (due to the external docking bays) and can carry up to 18 passengers in relative comfort (no low berth). Designed from the keel up as a transport/cargo hauler, the Gorgon-class was build by the thousands on a dozen worlds, but most were built by the ship-building company "Great Ships" in orbit of the water-planet Pacifica.

A small antigravity generator allows the vessel to land and take-off from planets, and it is Jump-5 capable. Built primarily as cargo-hauling ship, the Gorgon-class' modular construction makes it easy to transform the vessel into multirole designs; many are being used as survey vessels, mail packets, tugs, custom boats, and marine assault vessels.

## CULT: LIGHTNING BROTHERS

Over the last 50 years, religious churches within the Kobra Sector have been targeted by an incredibly bizarre quasi-Christian cult--the Lightning Brothers. These religious fanatics have ravaged many churches inside the sector through a brutal campaign of kidnapping, beatings, blackmail, and, according to some Protestant church leaders, murder. The name comes from the Bible (Matthew 24:27) and its adherents believe that God revealed Himself in three different dispensations: the Era of Law (Jehovah in the Old Testament), the Era of Grace (Jesus in the New Testament), and the Era of the Interstellar Kingdom (the female Messiah).

The basic belief is that neither God nor Jesus quite finished the job they were trying to do. God's management of things, according to the Lightning Brothers, is developing all the time. The latest development is the incarnation of Jesus, as a woman named Deng, now believed to be in her mid-thirties, in the eastern CSA. Jesus, the Brothers declare, managed to take bear people's sins, but now the new incarnation will sweep away all human corruption. Furthermore, Deng has prophesied that the CSA will collapse from within, part of the overall judgment of the female Christ on the world. Last month thirty-four neo-Baptist leaders were kidnapped in one swoop and held for two months in six different Lightning safe houses. They were drugged and photographs were then taken of the church leaders in compromising positions, and blackmailed them by saying they would show them to their congregations. LB is becoming a serious national menace as its operatives are spreading across the country quickly and their ultra-secrecy and destruction of evidence has been so thorough that it has been extremely difficult to prove any LB members involvement in these crimes. Their efforts have rocked the societies of several worlds:

On Civetta their direct involvement in blackmail scandals in the First Miradorn Church caused that organization to collapse, dis-enchanting millions and sparked a six-month civil conflict.

On the planet Walmar, Lightning Brother agents were able to destroy the Federation of Religion, a multi-religion group that worked to solve inter-faith problems. Apparently the agents got away with millions in blackmail money.

Lightning Brothers were also able to destabilize the religious government on Tosti, which initiated a ongoing civil war. Cyber-attacks were primarily used to exacerbate this conflict.

At the high-population megahab station Soria, LB agents ignited a internal conflict within the Soria High Church; hundreds of thousands of people went on a rampage when they discovered that leaders of the church had embezzled hundreds of millions of credits from poverty-stricken members of their organization. The information had been leaked by Lightning Brothers onto the local infonet, sparking rioting that lasted for

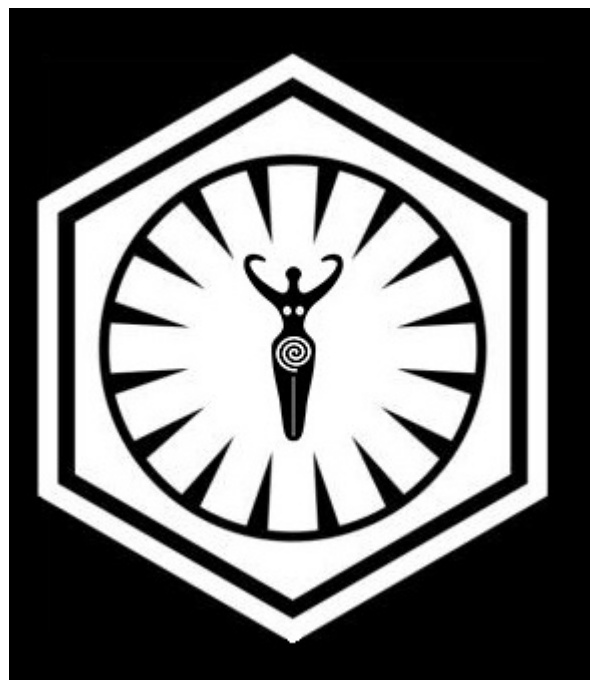
weeks, cause more than 100 million credits in damage to the stations' interior, and resulted in the deaths of over 34,000 people.

On Tothpal, stealthy LB agents assassinated the Eco-Pope, disseminated false information about the planetary-wide government-church, and eventually brought about a regime change to the world; a brutal military dictatorship now rules the planet.

The Lightning Brothers has thrived in the Confederacy at least in part because of the beneficence of the ANZAC League. Some time around 15 years ago the man regarded as the founder of the Lightning Brothers went to the League with a false passport and applied for political asylum. He claimed that his faith was "Christian" and that he had been persecuted for his faith while living in the CSA. This man, Eli Underwood, was involved with the "shouters" before he left the CSA, is now in his 50s, and remains the spiritual head of the Lightning Brothers cult. CSA officials describe the group as "a band of thugs seeking to enlarge their planetary and interstellar influence through lying, kidnapping, blackmail, torture, and possibly murder".

A recent discovery of a LB handbook has a chapter on "spying", presumably to target religious churches. "Don't put people off," the handbook says. "Be a normal person and leave a good impression. Be well mannered, dress neatly and normally." Interestingly the handbook instructs the LB followers not to spy on polytheists, atheists, or secularists, just "monotheists".

#### LIGHTNING BROTHERS SYMBOL





## HISTORY: JURADO JIHAD

Jurado Jihad (50,833 to 50,835): A post-Collapse religious conflict started by the Warlord of Jurado and backed by his Meccanite allies (the Arab Red Knights, Abu Jihad, and the Followers of Allah.) This devastating two-year war was the first conflict in Kobra Sector after the detonation of the Hammerstar and cited by historians as the beginning of the Collapse in the sector. This conflict involved the Warlord and several different factions of religious fanatics on the planet Jurado that expanded across the sector (the Jihad), which killed billions of innocent bystanders. It began when the Warlord (after much planning) moved against neighboring star systems in Kobra subsector, occupying Tromph and Baslomar within a week of each other. The Battle of Tromph was especially brutal as the Warlord annihilated the systems' meager defenses and brutally bombarded the planet with nuclear weapons until the government of Tromph surrendered, an attack which killed millions and sparked indignation in those star nations who regularly traded with the people of Tromph. Naval forces under Sector Admiral Wahill began assembling in the area to stop the Jihad but the Warlord anticipated such a move and ambushed the Sector Fleet in the high-population Canway System, destroying many naval units there and capturing Canway. This act alarmed the neighboring Kobra System; Canway at the time had very heavy system defenses and was a strong trading partner. A few weeks later the Jurado fortress planet of Closky was utterly bombarded by Republic Navy in its' first counterattack against Jihadist forces. At the same time the Warlord continued his conquests, burning off Toptee's atmosphere and killing all 32 million people on the planet for their refusal to surrender. In response, additional Sector naval forces were called up from several high-pop, high-tech planets, including the entire Radisson System Navy under Admiral Drake Belgrano. Admiral Adem Troxel from Barwatten assembled most of that planets' capital naval units under his command and met Belgrano in the Jimenez System, to plot strategy. More military forces under the seasoned Admiral Hernandez de Soto from the Yanhe System and Admiral Nicholas Bane from Titania assembled their forces in Congetti. A three pronged attack was begun against the Jurado fanatics in 50,834, including an extremely large naval fleet (over 1,400 warships, escorts, and supply vessels) from the Kobra System under Admiral Domitus Metaxas, Legate Cassius Clay, and Commodore Toby Chu. Admiral Noah House and Renaldo Chavarra from Canway reconstituted their forces (which had fled to Coropuma) and advanced with the Kobra Worlds contingent. Meeting heavy resistance in the Canway System the combined allied forces (after several nerve-wracking hours of thrust and counter-thrust) utterly defeated the forces of the Warlord. Seeing defeat at hand, the Warlord then nuked every megahabitat, orbital platform, and asteroid colony in Canway while passing out of the system. This attack killed over 20 billion people. Out for blood, the united forces of Kobra obliterated every Jihad naval unit, planet, and installation they came across in the Sector, finally bombarding the planet Jurado from space in 50,835. This event killed the Warlord and all his fanatical supporters on the planet; a loss of life of well over 100 billion people. Finally, historians believe that this conflict doomed the rest of the sector to continual fighting as the Collapse expanded across the region, eventually killing an additional 600 billion people.

## Yavvin Zebra-Beast (medium)



Located originally on the colony world of Yavvin, the Zebra Beast is a docile domestic animal that produces fine meat in less than a year. Typically as tall as a pig, they are a hearty creature that rarely gets ill and they adapt well to most planets. Their hide is also in heavy demand, mainly for chair and couch covers. The Zebra Beast can be found across a dozen sectors in human space and is a standard animal for newly emplaced colonies.

## SHIPS LOCKER



### Gravity Belt

The gravity belt is sold on every high-tech world in the galaxy, making it easy to find and purchase. They are especially valued on low-tech and high-grav worlds. Grav belts are strong enough (in an emergency) to carry two people, if needed.

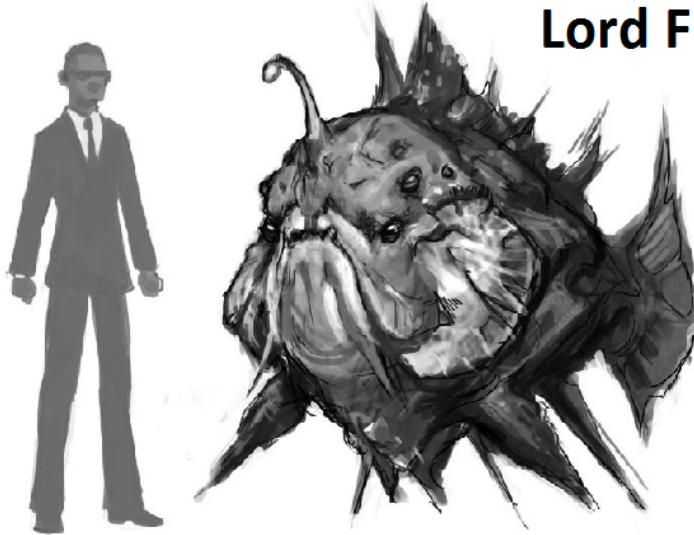


### Ring Chemputer



The Ring Chemputer is an automated emergency option for travellers in dangerous areas. The imbedded computer watches for dangerous signs in the wearers body and can inject small amounts of life-saving drugs when needed. Most rings include micro-doses of anti-shock meds, anti-histamines, and cardiac intervention drugs.

## Lord Fish



Originally from a prehistoric world, this valuable fish has spread to 6 different planets in the Maya Sector. It must be shipped live, killing it and freezing the meat destroys the taste and value of this aquatic cargo. Lord Fish is extremely expensive and wealthy people across the galaxy have made it into a high-demand product.

## Tomson's Tuna



Found on a half dozen worlds but transplanted originally from the aquatic-world Adriatica III, Tomson's Tuna grows to enormous sizes, typically as large as a human being. Its highly sought after for its succulent non-fishy tasting meat. However, it must be transported live since the quality of the fish breaks down rapidly once its killed. Consuming the oil from this fish also lowers heart health problems in the elderly.

## WHERE IN THE WORLD IS DMITRY SOLOTOV?

In many ways Dmitry Solotov is the prototypical secret agent; smart, savvy, and ambitious. He's good with numbers, speaks several languages, and knows how to seize opportunities when they arise. According to those who have met him, he's polite, professional, and unassuming. Solotov loves his family. He's fed the poor. And through his hard work he has become extraordinarily wealthy. During the past decade, Solotov's business acumen has earned him hundreds of millions of credits. What exactly does he do? Former colleagues describe him as a postman, able to deliver any package virtually anywhere in the world, but the Flannish call him the "Merchant of Death".

He is, after all, the galaxy's most notorious arms trafficker. After buying several fleets of outdated space transports from several down-on-their-luck planets, Solotov put them to good use. His vessels drop off tell-tale military-green crates from any starports in orbit or on the ground, and even bleak hillside runways on lower developed worlds. He has developed a major network of logistics, maneuvering through a maze of brokers, transportation companies, financiers, and weapons manufacturers--both illicit and legitimate--to deliver anything from fresh-cut flowers, frozen poultry, and peacekeepers to assault rifles and tanks across the lower Orion Arm. He has been known to fly for several lax governments, including New Burma and Cambodial. He has built his fortune by flying legitimate cargo, too. Several reports tie him to organized crime in the Ganges Sector but apparently he is no longer an agent of the those infamous pirates, having struck out on his own almost 20 years ago.



Although Solotov's spacecraft are registered and reregistered in far-flung corners of the Arm, they almost all operate out of New Baluchistan, a small desert planet in the Cardosa region. The Baluchi government has used a fleet of Solotov's ships to haul tons of arms and material into the sector, but sector officials also concluded that the vessels also ferried militant operatives, narcotics, and cash. His most profitable enterprise was flying high-demand Luminois Flowers purchased for pennies on Nederland and resold on Kobra World for 800Cr a bunch. Ironically Solotov's humanitarian flights delivering aid (frozen chickens) to the devastated New Dominica led authorities to his illicit activities. However, his cargo vessels were again in action as Flannish troops and supplies were rushed to the rebellious provinces in the Flann subsector. In the days that followed the outbreak of those rebellions, Solotov's flagship firm flew hundreds of sorties in and out of Tannish and Yout III, earning tens of millions of credits from Flannish taxpayers. The reason was as simple as Solotov having the foresight to position his spacecraft in the region. When the Flannish Foreign Office discovered the ruse, they reacted quickly, revoking fuel allowances and flight permits to Solotov's spacecraft. But the Flannish military forces insisted that they had no responsibility to scrutinize second-tier subcontractors.

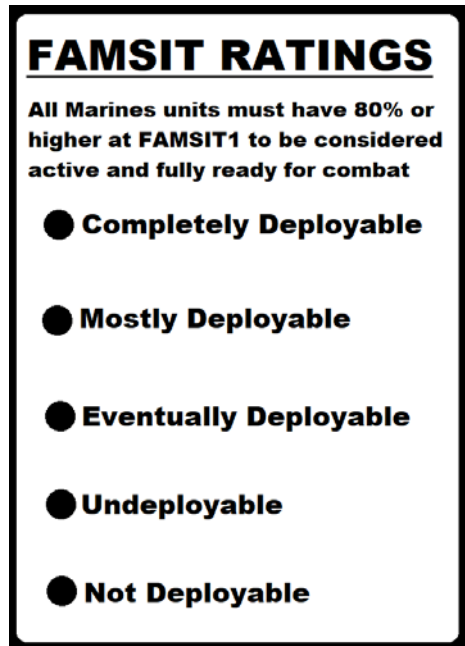
Apparently Solotov continues to operate in multiple sectors and has been seen delivering arms into the war-racked Orissa Sector and other nearby warzones. He remains one of the most wanted men in the galaxy.

## FAMSIT

The Kobra Space Navy has a little more than 80,000 active Marines in service, with another 360,000 in Reserve or available for activation. While the Marine service prides itself on expert combat, it also strongly considers the well-being of a Marine when considering them for deployment. The "Family Situation" rating is a result of this system and all Marines have this rating and the FAMSIT rating changes from time to time for each trooper:

### FAMSIT RATING (1-5)

- 1:** completely deployable; few if any worldly connections (available within 24 hours)
- 2:** mostly deployable; needs a few weeks to wrap up real life responsibilities and relationships (ready in 1-4 weeks)
- 3:** eventually deployable; needs additional training or experience (available within 3 months)
- 4:** undeployable; critically ill, significant family loss, or extensive real-life business or connections that require their presence; ie huge financial loss. (takes up to 6 months to become available for service)
- 5:** not deployable; serious injury or illness, or mental health issues (availability unknown)



All "active deployable" Marines units must have 80% or higher at FAMSIT1 to be considered active and fully ready for combat. Reserve units also use the FAMSIT rating.



**Aug(s):** Short for 'augmentation,' a catchall term for the numerous bionic and cybernetic systems most high-tech world humans use for communications, first-aid, protection and entertainment. Aug services can include full biomedical monitors, virtual reality displays, mapping and location apps, targeting and sensory arrays, among many others.

**Bett Farris:** Senior Leader and Councilwoman of First District is trying to hold together a world with a total population of one trillion sentient beings, Governor Bett Farris oversees the turbulent Kobra Worlds Council, a government body that helps her rule the megapopulated planet. Luckily, she has the support of the local military commanders, including the Skywatch Commander Admiral Orlando Zhu and Vice-Admiral Joe Yakovac, the newly appointed head of the Kobra World Bureau of Ship Production (KW-BSP). She's the head of the immensely productive industrial combine Zeor Corporation and is a trillionaire in her own right, money that she often (and very visibly) puts to good use helping the poverty-stricken of the Kobra World underclasses.

**Boarding Sleds:** Usually launched by warships, these small craft are an effective way to board enemy ships, bases, and asteroid forts; and KW SLEDs also have the ability to assault planetary targets as well. The Kobra World Navy has several ship designs that incorporate boarding sled technology, including the *Roughneck*-class troopship and the *Mauna Loa*-class battlespace cruisers. Boarding sleds most common moniker are "boarding torpedoes" and they vary in size and number of people they carry according to class, with Class V (military grade) being the largest.

**Borganism:** A dangerous organization of formerly autonomous beings that have merged their individual wills to create one, collectively conscious being. Borganisms are a highly contagious group-mindset that routinely springs up within Republik space, the cause being unknown but quite possibly the perverted use of nanotechnology or AI corruption. The "Builders" are a borganism collective, although not as lethal.

**Brontios:** is a high-level police AI and he is a top investigator for the Kobra World government. He makes clone bodies to interact with the "real world" and pursue investigations among humans. When a clone is killed in the line of duty, Brontios just makes another to replace it. A concentrated intelligence, he is physically located in the First Federal Building (the floating annex) on Kobra World and is technically under the "control" of the KW Bureau of Priority Investigations (KW-BPI). Brontios generally "run"s twenty-five to fifty *meat puppets* at one time, most of which are running separate investigations from each other. Finally, Brontios is also responsible for dozens of high profile arrests every year, including extremely dangerous anti-government saboteurs.

**Bubble Steel:** Combining high-grade steel and graphene creates an incredibly strong (and light) material known as "bubble steel". This advanced metal is nearly one hundred times stronger than standard steel but weighs 95% less. Naval architects have used it for centuries using it, equipping ships with this fantastically hardened metal that is called "battlesteel". This metal is used especially in airships on low-tech worlds, hovercraft, mobile land bases, mobile airbases, and on very large wet navy ships.

**Caine Dynasty:** This wealthy family have been the movers and shakers on Kobra World for generations. Their combined wealth is in the trillions of credits and they dominate much of the upper crust social life on the planet. Most of these families have several thousand senior and junior members. Their money, combined with their powerful influences in business, make them a virtually untouchable dynasty on Kobra World.

**Casper Newellan:** is the top leader of the Anti-Robot League, an anti-tech union. With over 40 **billion** members, the Anti-Robot League is a powerful voice on Kobra World. They oppose getting rid of human workers and replacing them with robots; some parts of this organization have become terrorist in their dealing with robots and bot-friendly humans. Casper publicly refuses to refute the more violent members of his group.

**Claytonism:** A grand philosophy that takes parts from communism, Buddhism, and techno-literacy, Claytonism was first created by Laquita Clayton, a e-Guru from the planet Urbanos who quickly gained a vast following on her home world and via the Interlink. She was killed by the unknown assassins after she gained significant notoriety within the Republik, but her legacy lives on in the form of a symbiosis of philosophy and economic theory. Many worlds within the Republik subscribe to Claytonism (including its pro-environment format) and especially the technological aspects of the philosophy; this includes including e-ism and cyber-relativity.

**Crime World:** Heavily populated planets have a hard time policing their populations, thus the moniker "crime world". This is also a derogatory word on many low-pop worlds: "crime!"

**Datasphere:** The orbital network around a planet; nearly all technologically-capable worlds have built these vast computer networks for economic and military purposes. Also called a "infosphere", Interlink, the Worldwide Web, the Internet, etc.

**Ditana Amanso:** The leading Councilwoman from the Kobra Worlds "Sixth District", Ms. Amanso has stated publicly her neutrality in any Governing Council "spats". Her personal wealth comes from inheriting her family businesses, which are mainly orbital construction and commercial trading with other nearby worlds. She is a strong pro-Uplift advocate, hoping that one day all heavily populated worlds in the Sector will be raised up in tech level and become viable trading partners again. Like most of the leadership elite on Kobra World, Ms. Amanso uses life-extending drugs and is currently over 800 years old.

**Drake Belgrano:** A important reformer during the Bellevue System Revolt, this philosopher-teacher encouraged the use of non-violence in political disputes with the Republik government after the rebellion was crushed. Nearly two dozen worlds were bombarded from space by the Anciene Republik and hundreds of millions of lives were lost during the rebellion that was spawned in the Bellevue System. Now cherished and honored by billions of citizens, Drake Belgrano is a living legend, a man of peace and passion, a modern-day reformer and advocate of change through non-violence.

**Fabber:** A high-tech 3D replicator; "foodies" are a type of fabber. Also see "minion maker". Fabricators (or fabbers) use powdered metal, plastic, or ceramics to rapidly "print" out parts and models. These newly-formed parts are usually subjected to a chemical/heat curing process, and are then ready to use. Light can also be used to "cure" products being made. Though the copies are not generally as strong as the original, the ability to make any spare part while in the field makes them incredibly useful. On high law worlds that use fabrication machines, most fabbers have controls built-in to their firmware to prevent them from being used to make parts for weapons. Of course, military-grade fabbers do not have these constraints, and fetch

excellent prices on the black market. Other types of fabbers are pharma-fabbers, bio-fabbers (for body part replacements), and molecular or nano-fabbers.

**Farris Dynasty:** This wealthy family have been the movers and shakers on Kobra World for generations. Their combined wealth is several trillion credits and they dominate much of the upper crust social life on the planet. Their money, combined with their powerful influences in politics, make them a virtually untouchable dynasty on Kobra World.

**Foodies:** Foodies (food machines) are an advanced machine that can rapidly convert nearly any organic substance into edible food, removing harmful toxins and viruses and adding any necessary vitamins and nutrients. As long as there is a source of compatible organics, food can be created indefinitely although its store of vitamin supplements will eventually run out. Foodies can synthesize additives and coloring to anything it makes. The processor can also distill simple organic compounds, like alcohol. Foodies are available on most interstellar-capable planets and range in technology and capabilities from the low-end (TL9) to the high-end (TL18).

**Godfrey Dynasty:** This wealthy family have been the movers and shakers on Kobra World for generations. Their combined wealth is in the trillions of credits and they dominate much of the upper crust social life on the planet. This family has several hundred senior and junior members. Their money, combined with their powerful influences in shipbuilding, make them a virtually untouchable dynasty on Kobra World.

**Hacksaw:** Hacksaws are one of the many human names for hostile AI-controlled combat robots, which usually fighting hand-to-hand against all organic life forms. These technofossils are utterly deadly and are almost exclusively found in and around the Fathers' Homeworlds.

**Haas-Schuster Dynasty:** This wealthy family have been the movers and shakers on Kobra World for generations. Their combined wealth is in the trillions of credits and they dominate much of the industry on the planet. Their money, combined with their powerful influences in high finance, make them a virtually untouchable dynasty on Kobra World.

**Hasdruble Kincaid:** Owner of a pocket universe, he is possibly now immortal thanks to the unique physics of that region of space when he discovered it. Not much is known about Kincaid's Universe other than it holds at least one solar system with human-habitable four planets in a diamond-formation. Its entryway to our universe is in the Nert Subsector.

**Hologhost:** Many modern space navies prefers face-to-face meetings of its top command staffs but during wartime this can be unfeasible. It can be dangerous to have all your command staff at one location in a combat area, but meetings and coordinating attacks must still be planed and disseminated. Computer-generated "hologhosts" of various ships' captains and command staff can be projected onto a flagship for these electronic meetings instead, especially if a warship is too far distant to physically attend a tactical meeting or planning session.

**Interlink:** A galaxy-wide broadband computer connection that connects most every computer node in a given solar system, creating a virtual reality in cyberspace that has to be seen to be believed. The Interlink is also used by military and government officials in many star systems. Interlink networks are only found in populated

systems that are high tech. They are not faster than light in communications. In addition, the local cyberspace around a planet or star system is called the "datasphere".

**Jump Bounce:** a drive field "failure" that is thought to be caused by the after-effects of the Hammerstar Supernova, a "jump bounce" is ***not*** good. This stellar explosion may have altered or damaged jumpspace on a galactic level. When a jump drive experiences this failure, the ship emerging from Jump space 'bounces' back into Jump space and repeats the Jump, travelling in the same direction until all fuel is used up. This mishap is a rare occurrence that happens in and around the Hammerstar area.

**Kill Cult:** A terrorist group with nihilist beliefs, Kill Cults seek galaxy-wide fame by wracking up large numbers of innocent victims in mass murder attacks. First identified on the Anciene Republikan planet Barwatten nearly 80 years ago, Kill Cultists have spread to dozens of worlds (mainly high-pop) and are the bane of law enforcement officials everywhere. Kill Cultists try and "rack up" as many bodies as possible before they are killed. They follow a few rules: all "kills" must be by hand or something made by hand (ie a bomb). Although nuclear or bioweapons haven't been used yet, many government officials fear just that and have totally banned all Kill Cults on any human world, everywhere. These thrill killers usually do not survive their "spree" but if they do they are automatically sentenced to death by Kobra and Republikan law. The sentence is usually carried out within days to stunt the individuals' popularity among his/her group, a policy that appears to be working. Kill cultists are almost exclusively young human males.

**Kobra World:** A city-planet located deep within the Orion Arm spur, Kobra World's population of over 1 trillion sentient beings makes governing this world a supreme task, one to which Governor Bett Farris is well suited too. Wife of Warlord Sels Farris and a popular planetary leader, she has lately had to deal with the estimated 200-300 billion unemployed people sloshing around the planet in search of work. This unemployment has provided a pool of capable and willing followers for a armed leader known as "the Demon", who preaches radical reforms and (and violent) change. This was especially important where only change would improve a stagnant economy and prospects for the young and ambitious. Kobra Worlds' Achilles heel, of course, is its reliance upon half a dozen different nearby farming worlds to supply its food needs; without them under its control, hundreds of billions on the planet would starve to death very quickly. Kobra World is surrounded by Ivanhoe, Delgada, Paradise, and Trondheim Sectors and has excellent relations with those regions.

**Krulak Family:** A extensive military family that has long-term historical connections to several important military events in the Orion Arm. The current head (Jeremy Krulak) and the rest of his immediate family are located on the planet Terb.

**Lightworlder:** opposite of Heavyworlder; someone who has grown up in a lighter gravity (or no-gravity) environment.

**Lightning Brothers:** A fanatical secular group with strong terrorist leanings, these anti-religious radicals are spread across a dozen worlds in and around Kobra Sector. They mainly attack other religious groups.

**Marsbody:** a Mars-like planet of low atmosphere and low gravity, and low temperature. Usually a worthless planet or a terraformable body.

**MAT:** This form of highly advanced nanotechnology is partially organic and can be "weaved" into a human body. Medinano-derived artificial tissue (or MAT) is often used when soldiers are injured and loose arms or

legs; the MAT rebuilds them and infuses itself into the bone structure, muscles, and blood system. These replaced legs look, act, and feel like normal organic legs and they can also be controlled by implants within the users' body. Also, for short periods of time they can boost normal strength and endurance, letting a person run farther and jump higher. MAT can also shut down pain or exhaustion in the limbs it is intertwined with, and also automatically shuts off excessive bleeding in the equipped appendages. MAT is primarily a military nanotech, although mercenaries, adventurers, and others have been known to equip themselves with it before journeying out amongst the stars.

**Mership:** Slang for a "merchant ship", they are almost always civilian-owned.

**Methuselah Council:** on the city-planet Kobra World it is possible to literally live forever with the super-advanced biotechnology this planet has developed. With this in mind, the Kobra society has emplaced certain laws and organizations to prevent the near immortal ultra-wealthy from dominating the planet, politics, and business. The Methuselah Council is one such organization and its 80 members serve anonymously. Once you turn 300 years old you go on the "MET Watch List" if you continue to live in Kobra World region, and every 100 years by law you must donate at least half your total wealth to the planetary government of Kobra World. The amount of money that Methuselaha give to the government is called "the Gift", and accounts for nearly 10% of all Kobra World revenues in any given year. Nearly a two-thirds of the Council are self-aware AIs, most of who diligently watch the finances of anyone over the age of three hundred. These AIs make sure that the law of giving up half your wealth every century is self-imposed and functioning, otherwise the Council steps in and removes all a Methuselaha's money altogether. Most Thuselah's follow the rules and avoid the extreme penalty of "Forfeiture" that the Council can impose. Finally, with a massive overpopulation of one trillion people, the Farris presidential administration had to make the cost to achieve this immortality extremely expensive to the average person.

**Milo Langstrumpf:** One of the most influential researchers on the city-planet Kobra World is Doctor-Theoretician Milo Langstrumpf, a "Thuselah" from ancient mother Earth itself! Born over a thousand years ago, he has been a scientist and theoretician that whole time, working on several high-profile projects in the past. Now, his continuing research into quantum teleportation has been making stunning breakthroughs of late and might possibly open the whole galaxy up to "teleportation travel". Doctor Milo is the planets' premier Quantum Gate Developer and is on the cutting edge of this transformative scientific field. Since he never ages or dies he continues to refine his theories, growing in knowledge and expertise in this area. Recently he has had success in the "teleportation" of simple bulk materials into orbit. Eventually, organic and then human trials will take place but for now it appears that "cargo tele-transport" is his newest breakthrough in this field. (see Cargo Wormhole).

**Minion Maker:** On ultra-tech worlds (TL18+) bioengineering becomes incredibly easy, including extremely effective cloning and genetic manipulation on the cellular level. The "minion maker" is a fabber that creates organic "minions", living creatures generally not more than a foot in height (the machine is small). Minion makers are the "pet creators" for high-tech societies; they make dogs and cats, as well as other small minions like living toys and household helpers. Some people use them to make fantasy creatures as well, showing up at some high-end party with a fairy-like creature on their shoulder (it's all the rage on Kobra World). Cons: short life-span, low animal intelligence, available only on TL18 or higher worlds.



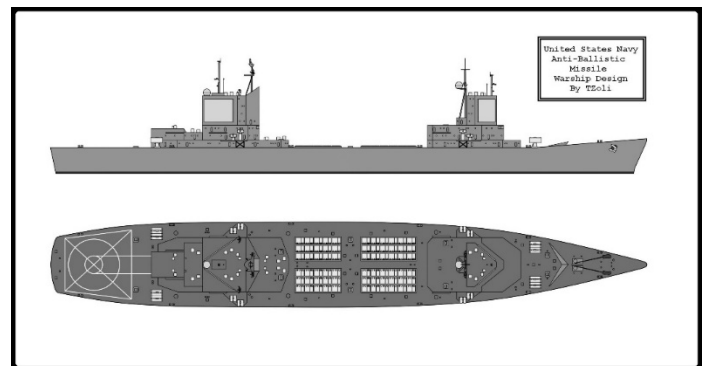
**Mother Murder:** Leader of an anti-Thuselah terrorist group, she is thought to be female but nothing else known about her: nearly a complete mystery to law enforcement officials. She is the top leader of the biological fundamentalist movement on Kobra World and her group is very effective in targeting and killing Thuselah leaders.

**Omega Protocol:** A military order that is rarely implemented within the Kobra Navy, one that requires naval warships to physically ram an enemy ship: only used in the worst possible battle situations. All ship captains in the Navy know about this ultimate order; Admirals may ask for volunteers to ram using the Omega protocol but they can also order certain ships to do so if necessary. This military protocol has not been tested to date.

**Phylemon Jade-32:** The top doctor-geneticist on Kobra world, Dr. Jade comes from a long line of science clones that have been created and employed by the Diogenes Institute, a for-profit company that has consistently produced exceptional genetically-altered plants, animals, and nearHumans. She was also the inventor of the "moreau" line of military animals as well as the popular line of modOtter Buddy, a small intelligent "friend" that has been uplifted from the base mammal from Olde Earth. Currently, ModOtters are in huge demand and the machine that creates them is a Jade-32 Minion Maker. She also invented a dozen popular house pets, including Cat Dinkys (Dinkies) and small human-like Dwarfins, Toy-Fairys and Doll-Faeries, Minikins, and Weenys, Petit-Griffins, Pookas, and the owl-like Strix pet.

**Resolute-class:** During China's attack on America at the beginning of the 30 Minute War (also known as the Pacific War and World War Three) the United States only had a limited anti-ballistic missile (ABM) capability.

The Resolute-class naval vessels fielded by the US Navy were few in number; only 2 had been built before the outbreak of the war because it was a cutting-edge warship that hadn't even been seriously field-tested yet. During that conflict, the USS Resolute was cruising off the US East Coast and was able to shoot down every single missile fired at New York City, Philadelphia, and Boston. At the time, it only had half a warload of missiles; the



design was just too new to fully stock the entire ship with a hundred (very expensive) defensive missiles. Unfortunately, the ship was out of position and couldn't save Washington DC (and the US President, his Cabinet, and the Congress) from its nuclear fate, but it did save millions of lives during that brief conflict. Since then, many Anglo worlds and navies have consistently created ships with the name Resolute in its honor.

**Revivors:** In some star systems, rogue nanotechnology can run amok, causing serious damage and Revivors are one such problem. Borganisms often use Revivor nanotech to bring the dead back to life, making them part of their vast mindless armies. Revivors, however, do not have to be part of a Borganism to be dangerous. Even small groups of these nanotech-undead can infect larger populations and planets across the galaxy deal with this sort of outbreaks with deadly force as early as possible to prevent its spread. The last known Revivor outbreak in Kobra Sector was on Tobermory last year.

**Rif:** A Rif or Rifkinite is a supporter of an ancient humanist from Olde Earth and their anti-genetic engineering, anti-nanotech crusade. They stand against any and all research or implementation of technology in these areas. Having survived for centuries, Rifkin's ideas have evolved into a sect bent on "saving" humanity from rabid technology. They are also a gifted terrorist group that operates clandestinely in the chaos region that is Kobra Sector. They also consider aliens to be a necessary evil at best and pure evil at worst.

**Senkaku Megacorp:** A large techno-colossus company headquartered in the Mission Stars District. They currently have a monopoly on Jump-8 technology. A wealthy organization with extensive ties across several dozen sectors, including Kobra Sector. (CORP UCP: Senkaku (2101 Unkaku/Julliard) 100-E85-7899 Pub Util8 Ind)

**September Family:** Rulers of the planet Centaurus VI and its colonies, this wealthy crime family has strong connections with the black market across ten sectors. A thuggish group of people you do not double-cross, they are significantly involved in the Kobra Worlds Sector.

**Skye September:** This thuggish black-marketer runs the September Family operations on Kobra World, most of which are dangerous or illegal. From gun-running to illegal anagathics production, Skye oversees it all. He is also infamous for dropping his enemies out of mile-high gravcraft without a parachute or grav belt. Finding and arresting Skye September is a top priority for law enforcement on Kobra World, with little success of late. Santiago September is the leader of this crime family.

**Techno-Recency:** A term for how technically updated a warship is. In the Kobra Worlds Navy, all vessels are classified with this techno-standard. Class 1 (brand spanking new), Class 2 (moderately useful), and Class 3 (grossly outdated). Also known as a TR Rating.

**Technofossil:** Located up and down the Orion Arm are numerous fossilized remains of a dozen different alien cultures. Most of these items are technological in form and some are very advanced. These sorts of technofossils can be very dangerous and are usually turned over to specialists who can handle these devices. In fact, a recent technofossil find almost destroyed the entire Hubri race when a lethal planetary-wide nanite swarm operated by an ancient AI was awoken in the Beta Lemnoris system and began to rapidly spread. Luckily it was disabled by Tolat intervention.

**The Fathers:** The probable creators of most humanoid life in the Orion Arm. The evidence of this group of ancient aliens points to their seeding the local Orion Arm with various upgraded life forms, including (possibly) humans. Their region of space is littered with dangerous technofossils and is off limits for exploration. Some races worship the Fathers to this day and numerous examples of their superior technology exists to this day, including the Milky Way's only Dyson Sphere.

**Travelling World:** A huge starship (usually moving at sublight speeds and undoubtedly kilometers long) fully self-contained and ecologically stable that travels between the stars, most likely looking for a habitable world or new home to colonize. An example of this type of generation-ship is the Snee Interstellar Fleet of 14 vessels which arrived at the human world of Communion several years ago (the Snee have since been relocated into the low-population Okinawa Sector).

**Trina Bellhausen:** Trillionaire heiress to the Go-Go Cola empire, she was born into the ultra-rich Bellhausen family more than 50 years ago. She is rich, beautiful, and connected to famous people but doesn't seem to

have a skill to market aside from her skill at self-promotion. For decades high-profile magazines like Harper's and New Vogue breathlessly reported on Trina's life and clothes. She was simply famous for being rich and beautiful. Throughout her life she became friends with the most fabulous icons of the era like Mick Asper, Regal Faithful, and John Targerian. As someone who was always in the public eye, she simply got there, and neither she nor anyone else knows exactly how." In fact, Kobra World news outlets published 5,000 stories about Trina in one six-month period, covering her life of shopping and Stork Club dinners. She was a fashion icon whose style was copied and coveted, including hair that defied gravity. Famous for her extravagance and multitude of husbands, she was an object of fascination and resentment by the public and the press. Now, she seeks a more quiet life, leaving the "it" girl status for life as a leading art collector and real estate mogul.

**Vanguard Dynasty:** This wealthy family have been the movers and shakers on Kobra World for generations. Their combined wealth is in the trillions of credits and they dominate much of the sectors' shipping. Their money, combined with their powerful influences in interstellar trade, make them a virtually untouchable dynasty on Kobra World.

**Weiji-Do:** WD is a virtual martial arts form that enables soldiers to better interface and use combat weapons and systems that depend heavily on computer support or military virtual interaction. WD, also known as "the Way of Manifestation" is taught to troops, especially marines and special forces, to help them think and interact effectively in a virtual space. WD meditation techniques and mental exercises enable a user to control thought more, and to precisely control a machine or weapon that they are connected to. Modern power armor and aerospace fighter operations rely heavily on virtual interfaces with their pilots, and WD training has shown a marked increase in accuracy and survival rates when used on the battlefield.

**Wickerman Family:** A wealthy and influential royal family from the planet Darkover. They have widespread ties with many worlds, and some say quite a few nefarious groups as well. They have influential ties within the Kobra Worlds underworld groups.

**Wyner Farris:** Brother of Governor Farris, his appointment to the Council nearly a year ago had been approved by the Governor herself, a move which caused much resentment in the anti-Farris faction of government. He now governs over the Seventh District. Charges of nepotism by the Iddan faction in Council have also stirred dissension, with literally billions and billions watching via holovision.

**Xenoengineer:** A high-tech scientist specializing in utilizing alien technologies, usually very advanced ones. These types of trouble-shooters are generally from wealthy worlds with very advanced technology. The Kobra Worlds civilian bureaucracy has a specialized team in this area.

## CASUAL ENCOUNTER

### Robot Recovery Chick

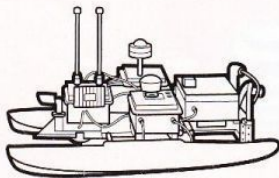
"Hello, my name is Mereni de la Renata and I grew up on a sleepy farm world, which I couldn't wait to get away from. However, for the last few years I have been working in Search and Rescue (S&R) in the Kobra Worlds region, which is part of the disastrous Collapse Zone. A nearby supernova cause a massive trade and technology crash in the regions surrounding it, and my degree in robotics has been helpful in disaster zones like earthquakes, terrorist attacks, and the occasional civil war. I have several different types of rescue bots, in three different classes: low tech, medium tech, ultra tech. The low tech bots are easy to maintain on worlds which have little or no tech support, while my most advanced ones are made out of pure nanotech bots and are extremely useful. However, the nanos tech to be power hogs and have a limited lifespan, so for the most part I use my lower tech bots for my job. I look forward to my journey as there really is no place like home."



**Mereni de la Renata**  
Ex-Navy Scientist AAC766 Age 36  
Robot Ops-4, Admin-1, Computer-1, Electronics-1, JOT-1, Robotics-1, Grav Vehicle-0, Handgun-0

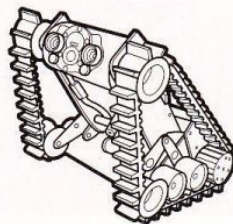
Mereni grew up on a backwards farm world in the distant Urbanos Sector. Her top scores in academics enabled her to receive an off-world grant to study on the city-planet Seneterra. Although she had high expectations in moving to a technologically advanced world, she grew quickly disillusioned at the extraordinary expense of living on such a world. In desperation, she joined the Sector Navy and was trained in the robotics field as a scientist, where she excelled. She spent more than 10 years in the service (3 terms) but was critically wounded in a space station accident that badly crippled her lungs so she was invalidated out of the Navy. By then, the war with the Riders had reached a critical juncture and most of the sectors' resources were devoted to repelling the horrific invaders, so Mereni had no choice but to travel over 1,000 light years to the only other world in the lower Orion Arm that could heal her lungs, Kobra World. After being restored to full health she used her expertise in the robotics field to start a small company that specialized in robotic search and rescue. She excels in robotic operations and made a name for herself during the Titan City Disaster on Kobra World, helping to rescue hundreds of civilians from that catastrophe. On a more personal note, Mereni is an individualist who always fights against group-think and totalitarianism in general. She is a Claytonist as well. Finally, for several years she has succeeded in her goals and made enough credits to finally start the journey back to her home sector, the Urbanos region.

### Mereni's Robot Rescue Crew (TL9)



#### BOATBOT 1

Low tech bot that zips across water to inspect damaged bridges.



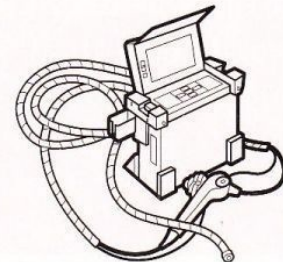
#### G-CRAWLER

Eats through difficult terrain to deliver to-way audio to survivors.



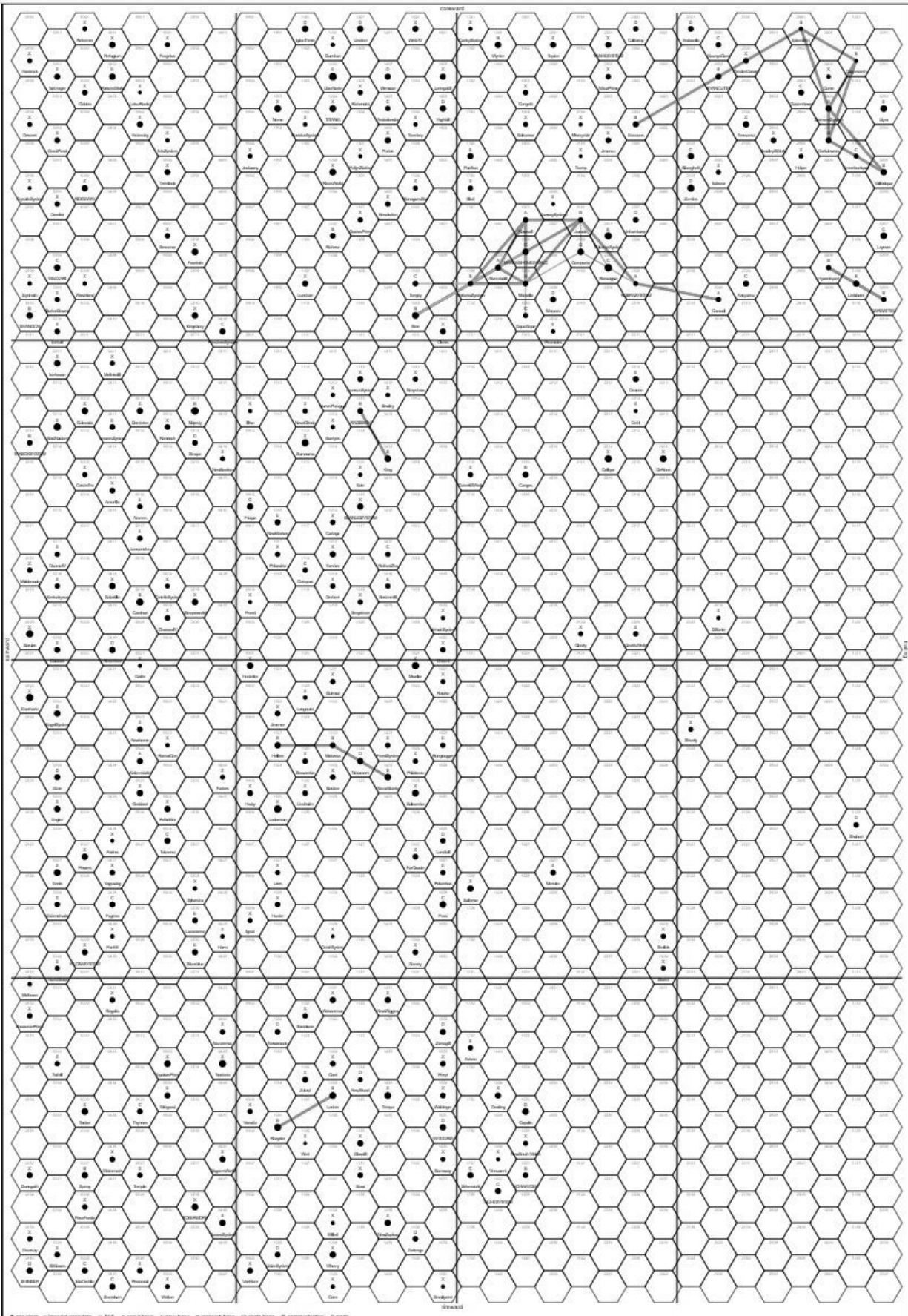
#### HOVERBOT

Hovers over collapsed structures to scout for damage and blocked routes.



#### CATERPILLAR

Wiggles through rubble with a camera to find living victims.





A	B	C	D	E	F	G
H	I	Kobra Worlds	J	K	L	M
N	O	P	Q	R		
S	T	U	V	W		
X	Y	Z	AA	BB		

**A: Inca**

**B: Calafat**

**C: Gehenna**

**D: Paradise**

**E: Trondheim**

**F: Traunton**

**G: Mercury**

**H: Gabaldon**

**I: Medinah**

**Kobra World**

**J: Ivanhoe**

**K: Margrave**

**L: Pioneer**

**M: Rustgrave**

**N: Nordweih**

**O: Camarillo**

**P: Galapagos**

**Q: Delgada**

**R: Kremna**

**S: Saipain**

**T: Respite**

**U: Merced**

**V: Petaluna**

**W: Rhysos**

**X: Transha**

**Y: Kremlin**

**Z: Redwoods**

**AA: Trinity**

**BB: Wedge**