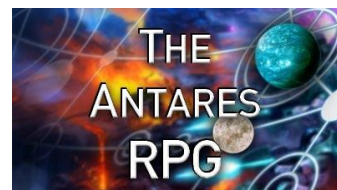


# The Hunt of the Exnarkh



An Antares D10+ RPG campaign by Tim Bancroft

## BACKGROUND

### INTRODUCTION

The Virai have returned with a vengeance. The Dronesourge's discovery on Taskarr has caused deep concern within the Senatex and Concord IMTels. Research has been initiated, sparking and near-frantic searches through all the databases going back thousands of years. But much of the data has been lost, or is encrypted in unknown formats – which on being cracked has proven to be corrupted beyond repair.

The Virai are now spreading from system to system up and down the Northern Interface and have spilled out into the great Spill region known as the Determinate. It doesn't help that Antares appears to be shutting down, with more systems disappearing than are being reconnected – and the systems being reconnected are mostly barren, probably from aeons in the past.

But where there is chaos and a thirst for real knowledge, there is ample opportunity. House Vynoa is a small vardos trading between the Senatex and Concord and the Spill fiefdoms along the southern end of the Northern Interface. They have few ships – perhaps thirteen in all – and a few manufacturing stations located around gas giants in resource-rich but people poor systems. But they have excellent and willing crew, copious databases and a ship that has just been released from a regular contract: the Vynoa Exnarkh.

The Domas Exna'ar are offered the task of researching the origins, weaknesses and spread of the Virai in the Seventh Age. Like all ships of the Vynoa, they are also to look out for new systems – particularly so as the Virai may be returning through such gates – and any lost gates or the Yu Hamnu artefacts which are coming to light around the Determinate.

With plentiful supplies, a new refit and the blessings of their vard, the

Exna'ar took their ship, the Vynoa Exnarkh, and set off on their mission. Stopping only to recruit a few teams of explorers from Highfors Glory station, they are now heading towards the mouth of the Northern Interface, hoping to find one of the recently-opened gates from which the Virai may well have spread.

### Notes

Highfors Glory is an independent cylindrical orbital around a gas giant in the Highfors system on the borders of the Tranlin Ascendency, an Advanced Spill fiefdom of around nine core systems and four whose membership is disputed. Highfors Glory is known for its neutrality and is the permanent base for a number of small mercenary companies as well as being a local trading and recruiting hub, as well as a Boromite ore exchange (the ore being stored on a nearby moonlet, of course). House Vynoa keep a permanent consulate and R&R retreat beside a lake within the orbital.

### BACKGROUND DATA

#### The Exna'ar and the Vynoa Exnarkh

The Exna'ar are one of the smaller domas within the Vynoa vardos, and only run a single ship. The Vynoa Exnarkh is a Wynfalcon class Freeborn armed trader of around 220m (44y) in length. Though small for an independent, Freeborn ship, the Wynfalcons were designed for use along the Interfaces and Spill regions, so are well-armed for their size, but have insufficient space for fabricators (see stats, below).

| Vynoa Exnarkh   |           | Minor Damage                 |          |          |          |          |          |             |   |   |    |
|---|-----------|------------------------------|----------|----------|----------|----------|----------|-------------|---|---|----|
| Wynfalcon class Armed Trader                                |           | 1                            | 2        | 3        | 4        | 5        | 6        | 7           | 8 | 9 | 10 |
| X-Rail (Spinal, FA)   |           | Points: 338                  |          |          |          |          |          |             |   |   |    |
| MSD Acc. FCS-1; Range: 20/30/50;                            |           | Repair: 8(1)                 |          |          |          |          |          |             |   |   |    |
| Shots: 1/SV9 Critical. Massive Damage. X-Rail               |           | XCM: -1                      |          |          |          |          |          |             |   |   |    |
| LIGHT MISSILES Acc 6; Range 5/10/20; Shots:                 |           | Crew: 3                      |          |          |          |          |          |             |   |   |    |
| 1/SVD6+2  |           | Marines: 1                   |          |          |          |          |          |             |   |   |    |
| OR DRONE Acc 8; Range 10/20/30; Shots: 1/SVD6+6.            |           | Transmat: 2                  |          |          |          |          |          |             |   |   |    |
| DC: 2 of: <input type="checkbox"/> <input type="checkbox"/> |           | Shuffle: 2                   |          |          |          |          |          |             |   |   |    |
| Mag Cannon (1 of – FAPS)                                    |           | Cargo: 4                     |          |          |          |          |          |             |   |   |    |
| Acc. FCS: Range: 20/30/40 Shots: 1ea/SV6; Massive Damage    |           | Passengers: 3                |          |          |          |          |          |             |   |   |    |
| Mag Carronade (2 of – FAPS)                                 |           | Special: –                   |          |          |          |          |          |             |   |   |    |
| Acc. FCS: Range: 10/20/30 Shots: 1ea/SV6                    |           | Bridge / Control             |          |          |          |          |          |             |   |   |    |
|   |           | FCS Acc 5 Acc 4 Acc 2 Acc 1  |          |          |          |          |          |             |   |   |    |
|   |           | Co 8                         |          |          |          |          |          |             |   |   |    |
|   |           | -1 all tests                 |          |          |          |          |          |             |   |   |    |
|   |           | -2 on all tests: Morale Test |          |          |          |          |          |             |   |   |    |
|   |           | AD DR Mag. 2 of              |          |          |          |          |          |             |   |   |    |
|   |           | DR4 DR2 DR0                  |          |          |          |          |          |             |   |   |    |
| Field Integrity & Thrust                                    | Armour 12 | Armour 10                    | Armour 8 | Armour 6 | Armour 4 | Armour 2 | Armour 0 | Morale Test |   |   |    |
|   | Thrust 4  | Thrust 3                     | Thrust 2 | Thrust 1 | Thrust 0 |          |          |             |   |   |    |

The *Exnarkh* is highly automated, but still requires a physical crew of around 40-50, with (cramped) space aboard for up to 20 vardanari though good entertainment and exercise facilities. In addition to passenger cabins, it has three spare suites for passengers with sleeping quarters arranged around a central living space. Two of these suites are now occupied by teams of explorers.

In its two-shuttle bays the *Exnarkh* carries a small, 12-person shuttle and a larger cargo shuttle with an embedded cargo transmat. Its weaponry is surprising for such a small vessel, consisting of a spinal X-Rail with MSD and light missile magazines and, for this mission, two advanced survey drones replacing some of the light missiles.

## THE VYNOA

House Vynoa is a small vartos trading between the Senatex and Concord and the Spill fiefdoms along the southern end of the Northern Interface between the great IMTel nations. They have few ships – perhaps thirteen in all – and a few manufacturing stations located around gas giants in resource-rich but people-poor systems. The house has excellent information facilities and specialises in information provision to the Spill fiefdoms, IMTel update carriers to the more remote IMTel nations, as message brokers between the nearby border Concord and Senatex military/university worlds, as well as specialising in the offer of well-equipped facilities that can offer neutral grounds for trade and treaty negotiations to the Spill nations that populate this area of the Antarean surface.

The Vynoa speak a dialect of panhuman that can, at first, be difficult for strangers to comprehend. The dialect is laced with words from the nearby Spill systems and fiefdoms.

To the Vynoa, virtually each ship is a domas in its own right. Their current vard – Chairman Tranj Vynya'ar – rules from the vartos' trading cruiser-cum-flagship-cum-headquarters, the *Vynoa Principal*, as it is kept independent of the domas as a vartos-owned vessel. Apart from acting as a headquarters it also acts as an independent host for trade disputes and diplomacy in this area of the Determinate.

One of the larger local fiefdoms regularly serviced by the vard is the Tranlin Ascendency, the *Principal* regularly ferrying ambassadors, consuls and diplomats between Tranlin and the surrounding systems and fiefdoms. The fact that the *Vynoa Principal* is as powerful as any of the Tranlin's few heavy cruisers is not lost on the Tranlin and the Highfors system!

## Ships of the Vynoa

Generally the Vynoa use *Wynfalcon* class armed traders, the ships adapted from older Isorian designs for Freeborn use. They have two *Oszoni*-class Freeborn trading frigates, two Concord-derived survey vessels and the HQ cruiser, the *Vynoa Capital*.

The Vynoa sometimes hire out their two survey ships to the Tranlin or other Spill fiefdoms, and have even contracted out the ships to the Concord and Senatex. Otherwise, one of the two survey vessels is used as a fast tender/messenger for the *Capital*.

One domas in a *Wynfalcon* class armed trader – the *Vynoa Messenger* – even run a regular route between border IMTel systems, carrying data and ferrying the independent passengers the IMTel ships cannot themselves ferry to a hostile IMTel!

## Domas of the Vynoa

The Vynoa domas are ship-based and each fairly small. The known domas of the vartos are:

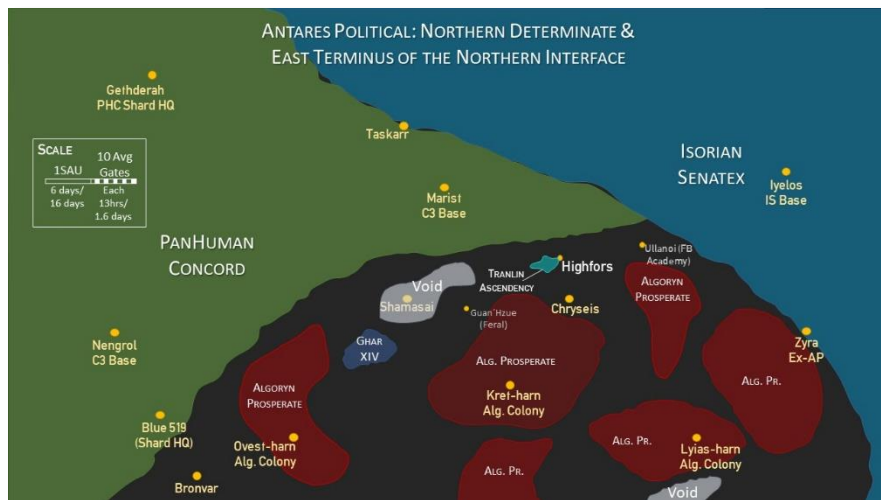
- Exna'ar, in *Vynoa Exnarkh* (*Wynfalcon* class), sometimes referred to as the 'snark by its crew;
- Extarrin, in the *Vynoa Messenger* (*Wynfalcon* class);
- the influential Vynya'ar, in the *Vyna'arkh* (an *Oszoni* class Trading Frigate) who also run one of the survey ships, the *Vynoa Explorer*;
- the Garen, in the *Oszoni* class frigate of the same name, who are originally the remains of the small House Garen that collapsed around 90 years ago.

The *Vynoa Principal* is a domas-neutral ship and belongs to the house as a whole: crew come from all the domas and the board, or executive committee (the 'Exec'), has a senior member from each domas able to influence decisions made by Tranj.

## SCENARIO 1: HIGHFORS INGLORIOUS

Scenario Difficulty: Easy  
Scenario Rewards: €EU100 or 0.5BP  
When: 1327. After Dronescurge

This is based on a cylinder orbital, *Highfors Glory*, which orbits the gas giant Highfors 6 in the Highfors system.



The PCs have to get as much information as they can about the route of TOR 563 so as to pinpoint the system in which it picked up its Virai. The only way they'll really manage this is by questioning a Ghar navigator who is hiding on Highfors, but there is other information they can find around the station.

### Hacking

At places, it is possible the PCs may want to hack the station's databanks. This is possible using, perhaps, Ops.Sensors for sensor data, or .Comms for communication logs, etc, or Nanosphere.Control (or similar – let the PCs be imaginative). The technology of the databases for admin and individuals is nanospore based – it's only outside and in the villages and shanties where the technology has broken down.

The main issue is the alarms that will be raised on a critical failure, or on any failure where the PCs have not stated they are being wary of detection. As soon as such alarms are raised, police and police (spotter) drones are dispatched. The police are armed with stun weapons (normal +4 to hit, Stun 1d6 rounds).

If the PCs are found to have broken into confidential datbaases (and most are beyond general information, getting around, and such) then they will be thrown off the station and their IDs burnt into a visitor blacklist database.

## HIGHFORS SYSTEM OVERVIEW

The Highfors system is on the borders of the Tranlin Ascendency and has no habitable planet. There are some barely-habitable moons orbiting its three gas giants (Highfors 4, 6 and 7), but the inner planets are either too hot, (Highfors 1 & Highfors 2), too arid and cold to support life (Highfors 5), or are too massive at about 8 standard masses to support anything but microscopic extremophiles (Highfors 3).

There are a number of widely-dispersed mining colonies on asteroids and some of the moons orbiting the gas giants, as well as two small orbitals acting as waystations for the Boromites and the local Spill fiefdoms.

*Highfors Glory* is the main orbital and in the system - the capital, perhaps, though it does not proclaim itself as such.

*Glory* is a cylindrical orbital around the massive Highfors 6 and is known for its neutrality. It is also the permanent base for a number of small mercenary companies, a local trading and recruiting hub, and also hosts a Boromite ore exchange (the ore being stored on a nearby moonlet, of course).

Freeborn [House Vynoa](#) keep a permanent consulate and R&R retreat beside a lake within the orbital.

## HIGHFORS 6

A gas giant with a faint ring belt and around 30 moons and moonlets or 50km of larger, most of which are sub-500km. There are around 50 smaller objects orbiting Highfors 6. Two of the moons, numbered Highfors 6.1 and 6.2, are approximately 2000km and 1600km radius respectively, both rocky and both ice-laden but with minimal atmosphere, and orbiting in opposition at around a million km from Highfors 6.

## BACKGROUND ON HIGHFORS GLORY

*Highfors Glory* is a cylindrical orbital about 10km long internally by 5km diameter (2ky×1ky) with about 1km extra on either end to make a total of approximately 12km×5.1diameter. It is aligned with one end ('downside') facing the gas giant Highfors 6, around which it orbits: the radiation, light and heat are captured by a huge solar/radiation array facing the giant. The technology in construction was that of an advanced Spill fiefdom approximately 1500 years ago – before the 7<sup>th</sup> Age officially began – but

it has been maintained with a mix of technology, including numerous 'Primitive' tech add-ons depending on the ownership. The core databanks and control circuitry is still nanosphere based, as is much of the new equipment and orbital maintenance facilities.

Internally, the cylinder is lit from a spinal column travelling the length of the cylinder which comes on with a day/night cycle for the vegetation (and human comfort!) – night-time is a pale glow, with some streets in the villages lit by intelligent lighting. On the opposite end from Highfors 6 are some missile and weapon arrays as well as landing platforms for shuttles (difficult, though!), but there are numerous transmat in reception lounges to receive travellers from ships visiting the system – the visiting ships are asked to come to rest relative to *Glory* about 200km away then to transmat their passengers and cargo to the reception areas, if they can, before moving off to synchronise their orbit around one of a dozen moonlets nearby.

Each cap is reserved for industry, manufacturing, power, docking, cargo storage and transfer, prisons and enforced labour areas, offices, etc. There is also a small survey maintenance/refit yard for independent or Freeborn survey vessels. Around the edges of the caps are thrusters, weapon and missile launch arrays, though spin often takes the weapons out of arc! As a result, it relies on a flotilla of system boats for defence, some stationed around *Glory*, others in orbit around Highfors 6, others on the nearby small moons, most of which are sub-100km.

The interior is largely landscaped for grazing, parkland and crops, with plentiful buildings scattered in small towns and large villages plus a number of shanty towns clustering around each end. The total population is around 3 million, depending on how many refugees there are at any one time: refugees from the Prosperate, Tranlin and surrounding fiefdoms and Determinate systems pass through, or end up within, *Highfors Glory*.

The shanty towns are despised by the elite of the station as they demonstrate the sordid underbelly of Retrograde Spill life, in contrast with the Advanced Spill technology and outlook of the station's ruling council.

Midway along the axis there are 4, radial transit tubes to a central 'hub' on the spinal power/light column which also provides 'linear' (a tube train, effectively) to either end. In this hub there are a few consulates for zero-g species, one being permanently occupied by the aerial K'kwii.

There are eight opposing lakes in two groups of four, each set ¼ of the way along the length from either end. The lakes are fairly irregular and about 1km long by 500m wide – these are used for stability (pipes run underground) and for emergency water or fuel, should the station have to move. Water sports are encouraged but flight from the central hub is a popular pastime and launch platforms have been built at waypoints along the spinal column and at which the linear can be requested to stop.

The rotational issues were a problem for the cylinder's early transmats, so they were set in strict lines along the interior with transit cars (more 'linears' around the edge to the next line of transmats).

### Security and Law

*Highfors Glory* has tight constraints on weapons and dangerous creatures or items coming onboard. All objects must pass through IMTel detection and a subsequent Freeborn de/re-sharder to

- Creatures (lavans) – in storage/hibernation
- Weapons – checked in, only pistols allowed, no grenades!
- Contents of compactor blocks to be displayed.

**Currency** is all automated via Highfors current chits (small, sim-like cards) or is barter.

### THE PROBLEM: WHERE DID THE TOR GO?

The *Vynoa Exnarkh* is stationed at moon 6.7 having dropped off a few recruiters and their bodyguard into Highfors. Here, they are to pick up suitable personnel for the investigation teams from the adverts in the local recruiting station (posted by the Vynoa Consulate) and also try and tie down some of the problematic locations – in any way they can.

### Consulate

The main business township (Upside Twotown) is on the upside end of Upend Lake Two. The consulate is easy to find as it is in the township dedicated to diplomacy and out-system needs (and the few tourists the orbital receives) with a few hotels, plentiful bars, accommodation blocks, food and eateries, home hardware (nothing illegal).

The "Consulate" is really a small suite of offices on the main drag in a commercial and residential block alongside small offices for the Delhren, Feyad and Rowhin Houses. Over the road are the general recruiting centre for the Freeborn as well as four mercenary companies and an agent that deals with all four and the Horde (the Feral combine).



## Consul's Briefing

The Consul is a bored-looking young male, barely 32, and obviously unimpressed with anything. He has a shimmy, gilded uniform, Lt's rank tabs and a tag that says "A. Vynya'ar".

He is Aleth, a nephew of the current vard and rumour has it he is incompetent but got his position due to a lucky trade deal with the Delhren arranged by his mother and a shooting when young that killed his father but just left him alive.

- Aleth is particularly resentful of anyone in the vardos who he perceives as being "lesser" but who is more capable or who seems to be doing better (the guy has issues!).
- Aleth will also try to put anyone in their place who looks scruffy or messy. This includes male Boromites except Rockfathers or serniors.
- Aleth will give basic, brusque and even dismissive answers ("It's Virai hunting – you've seen the post. Hazardous. Information."), will skim CVs and then ask for contracts to be signed (holographically, DNA-encoded on his contract pad).
- Aleth makes a point of highlighting the confidentiality clauses – "no dissemination in any media of information garnered and obtained whilst serving the Vynoa without direction permission from a Captain."
- He'll then just contact the Captain.

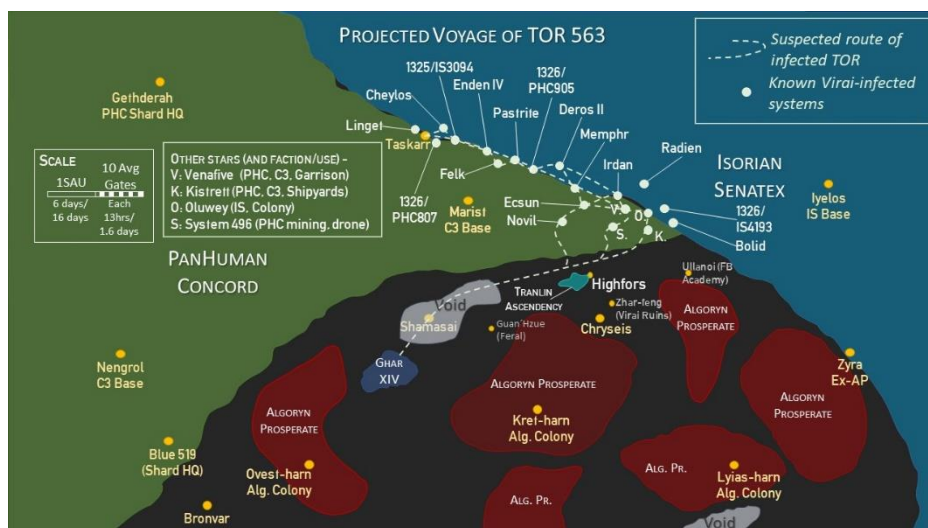
## Captain's Briefing

The captain of the *Exnarkh* does not want to go off on a blind chase as it will take months, elapsed time, just to anywhere. He wants answers. His briefing is held remotely from the ship in the Consul after the contracts are signed and before the team(s) depart for the *Exnarkh*.

Read through the briefing, then follow allow PCs to explore, ask Consult details, etc.

"Welcome to the clan. I'm Captain Shey Exna'ar of the *'snark*. We're a friendly ship, but for those new to the vardosi, we expect everyone to pull their weight.

"Frankly, this is a difficult assignment for us all. I am hoping to find where the seed system is located as soon as possible. Trouble is, all we know is that TOR 563 spread the Virai but before passing by the Tranlin Ascendency on the way to its run along the



Northern Interface and, ultimately, to Taskarr. The sighting came from a loan-out, an independent survey ship doing some long-range work for the Ascendency. It's long since recreated but there may be data somewhere in the survey's dock on Glory Upside."

::chuckle::

"I guess that makes this your first assignment, as boring as it seems. Find out what you can about the route that damned TOR took. Questions?"

Shey knows:

- If asked about the route: "Guesses have been made as to the route of TOR 563 on its way to Taskarr, but it's a case of backtracking otherwise the hunt could take months." They will send the route map (see below).
- Asked about TOR 563: "Jai Galeyou, a Concord NuHu, identified the Virai and was the first to identify TOR 563 as the superspreader – the ship apparently being chronically understaffed and by a rebellious/exiled Ghar commander. A Salvageer fleet caused all sorts of issues – builder's only know where he is now. Don't know where the TOR is, either."
- The survey ship is the *Highfors Starseeker*, based out of Highfors.
- He'll give the team a little run on the clan's credit in the Highfors system. The Consul will protest but will be politely admonished. After the interview, Consul Aleth will print out and hand them Highfors *physical* credit chits encoded to their DNA and "Not too much, or I'll have you listed." (Blacklisted – no, he can't really do it as he has no credibility.)

Other useful facts from the interview or post-interview:

- (Consul) Sure, I can call up the estimated routes [gives map of guessed routes]

- (Consul, opinion) We've no idea where the TOR 563 is – pointless finding it, isn't it? ::shudders:: a mob of Ghar?
- (Consul) The shanty-town refugees and primitives are called shanties
- (Consul, opinion) The shanties are a blight on the cylinder, a waste of space – especially downside.

#### FACTS AROUND TOWN

Facts which can be determined around Upend Two Town or around the cylinder as a whole are as follows (roughly grouped).

#### Townships

- (township) There are always salvageers and privateers on lay-over in the two gambling dens and bars on the outskirts of town [the colourful tourist district]
- (township, hotels, bars) Salvageers can be found who claim to know all about TOR 563 and will chat if given a drink and a few ¢EU
- (outskirt bar on Upend Two Town) One salvager, a Boromite **Greyschizt**, really *did* serve with Taras Kalemon.
- (complaint, true) Shanties are often caught poaching fish from the lakes. The police have taken to setting scout drones on special patrol to catch them (not true).
- (rumour, Highfors) Apparently, some Ghar were captured in the fighting in Taskarr and never wanted to be returned
- (rumour, Highfors) They captured Ghar are now refugees, somewhere in the station. *Reality: One of the Ghar is an astrogator/ navigator who knows the route.*

#### Greyschizt

Greyschizt really *did* serve with Taras Kalemon – and resents the “Admiral” and hates the Virai. He is quite happy to chat to someone who is going after the Virai but will not volunteer!

Greyschizt will explain all the gory details as he sees them, but is none too reliable: tool arms – “ten of them”, fusion welding torches, “countless swarms”, two types: “thin ones with all the legs and horrible warriors”.

After suitable persuasion, Greyschizt is happy to mention: “No, all we did was track the TOR from Pastrite – four, no five drops from Taskarr.” If

questioned further: “The TOR kept dropping in and out and we followed her – all short gates, though.”

- Greyschizt can also be a source of gossip and township rumours about other items here.

#### Survey Refit Yard

- (Survey refit yard) No one present knows anything about the survey ship that spotted the TOR originally.
- (Survey refit control) A small fee can give access to specific survey logs. Which log was it?
- (Paid for, or an Ops.Sensors check to break into the Survey files) **Survey Log Entry** in survey highlights location of TOR 563 sighting at the ‘N’ in Ascendency on the map.
- (info, true, around the repair bays or even hacking the scout dock's crew schedule) One of the scouts on board at the time is on-station, taking a few months down-time: Veen Harnis, a human female, S/4 – experienced.
- (asking around, possibly hacking orbital's computer) Veen's address is somewhere in DownEnd Three, living in a three-story building.
- (asking around, info sheets) DownEnd Three is an almost purely residential, small shopping and hospitality industry village.

#### Veen Harnis

Veen is neutral towards enquiries but will gladly exchange details of the journey over a few drinks or over a meal. [[Give sighting map]]. TOR 563 was seen at Rown, exiting the system as the Survey was about to enter.

The Survey was trying to identify new stars around Highfors and the Ascendency as Tranlin wants to expand and is looking for vacant or backward planets.

Veen can also be a source of gossip and township rumours about other items here.

#### Shanty Towns

- (rumour, shanty towns) There are groups of Ghar living in the shanty towns who come out at ‘night’ to scavenge
- (rumour, villages) There's a group of Ghar who've established a crime ring in the shanty towns.
- (rumour, villages) Ghar are stealing everything in the shanty towns that isn't locked down (this will bemuse the shanties).

- (Shanties, after bribe) There is a group of five Ghar led by a reasonable Outcast called TREM. The rest are bonkers, fascinated by almost anything.

#### The Refugee Ghar

##### Possible Conflict

The few Ghar (outcasts) on the station live in the downside shanty town in the midst of a warren that is rarely visited by police or cleaning drones.

There are five, led by the Navigator -TREM-16. All are scrawny and hungry and living on their wits, struggling to make a life amongst humans. They all wear ragged flight suits (now armour 3) and have long since run out of lugger ammo. Instead, each carries a ragged blade made from scavenged drone parts.

#### Ghar Refugees (5 of)

**Ag:** 6/+1 **En:** 4/-1 **St:** 3/-2 **In:** 4 (5) **Em:** 3 (3)

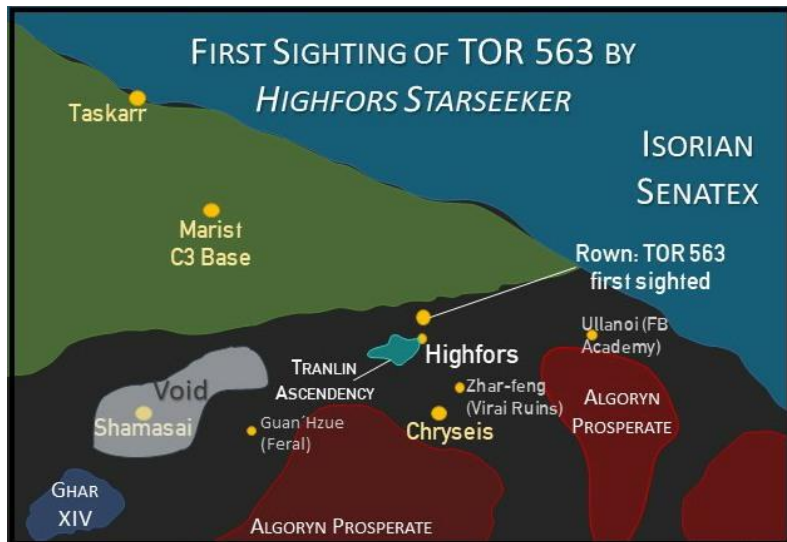
**Mv:** 5 **Traits:** Regrow, Rugged(rad+2,dis+3)

**H2H:** Knife, 1 Att @ +2 SV1d5-1

The navigator, TREM-16 DOES know the exact route and can pinpoint the systems. For a price. Being ferried to a nicer place than the shanty town would match – preferably a nice island paradise with plentiful food. Of course, Cap. They would need persuading it's a good idea, too!

A lesser bargain might be guaranteed food, a cleaning drone, a lock on the door of their hut (they rotate watches throughout the day and night).

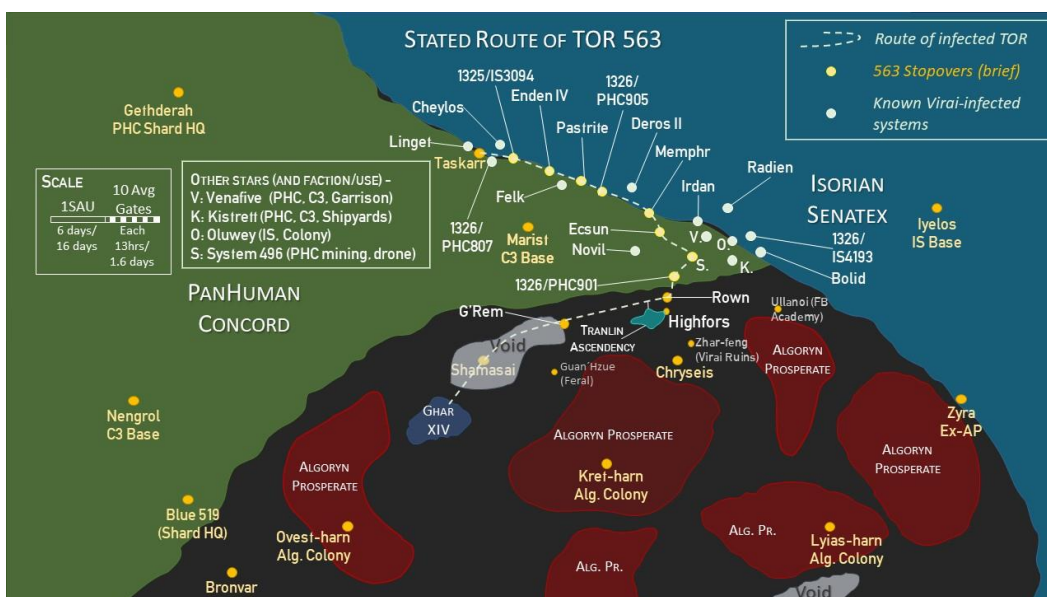
The Outcasts barely know vardarin. TREM can read the charts and understands a little Panhuman, a bit more vardarin, so the conversation may be stilted.



- (Outcasts, not TREM) "Shaltok was brill, controlled the ship, worked out everything! He's a Success-Making Ghar. Pity about the pirates though. And the machines. And the repairs needed."
- (TREM) We weren't really in control. Just luck half the time until Shaltok sorted out the human -Ghar interface,
- (Outcasts, not TREM) "We caught a big ship in that weird system we bombed out."
- (TREM) "We captured a Trading Frigate, kept it on board a while before Shaltok released it. Might be that 'Shamasai' system in the void, there. The commander seemed scary – had an odd drone, and stuff. The crew were a pain, but I guess helped us out with the Rebels and with Karg."
- (TREM) "We were sighted on the surface at that "Rown" system, so thought we'd better change direction. Something we must have done did the job as it headed north."
- (Outcasts, not TREM) "We shot up a Concord

navy ship real good! Swallowed it into one of our bays!"

- (TREM) "We raided a small trader at that system called Ecsun. Grabbed it, emptied it, and let it go. The captain kept gabbling about reporting us to the authorities. Shaltok should have shot him but didn't want to



waste ammunition.” ::pause@@ “Good idea that, really. We needed it all at Taskarr.”

- (Outcasts, not TREM) We chased away a big trader in one system – after Shaltok sorted out the guns.
- (TREM) Shaltok got a few of the quantum gravity launchers interfaced with gunnery. When we entered that numbered system – PHC901? – we came across a human frigate-sized vessel heading the other way. We shot; it got damaged.
- (TREM If asked. ) Sure we lay-over. That 901 system, for a start – a few days, there. It had a rich asteroid field near the gate that we sent a few shuttles out to mine. Some great material for repairs and rebuilds.
-