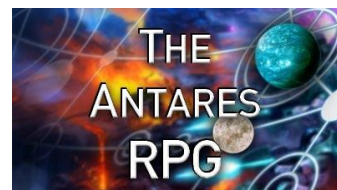


The Hunt of the Exnarkh



An Antares D10+ RPG campaign by Tim Bancroft

BACKGROUND

INTRODUCTION

The Virai have returned with a vengeance. The Dronsourge'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 systems. 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	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

To the Vynoa, each ship is a domas in its own right. Their vard rules from the vardos' trading

cruiser, the *Vynoa Principal*, and provides the ship as an independent host for trade disputes and diplomacy in this area of the Determinate, especially for the Tranlin Ascendency (that the *Vynoa Principal* is as powerful as any of the Tranlin's few heavy cruisers is a fact not lost on the Tranlin and Highfors system!).

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