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CREATE WALL & BANISH WALL

These are two complementary functions. The first, as may be expected from the name I have given it, creates a wall directly in front of the Caster. The creative possibilities would be endless if this could be more finely controlled. It would seem, however, that the only walls that can be removed are the same walls that were created in the first place. I have not been able to get it to remove (and thus demolish) anything else. I suppose a fireball would be more effective for that sort of behaviour.

There are numerous effects that I have not yet got around to investigating. It may take me the rest of my life and I am unlikely to find the answers I am seeking. In the meantime, however, the Psi-Amp is a practical fact. It would be foolish to have such abilities and not make use of them. Perhaps there are more such effects waiting to be found. I can only hope.

and marketing disasters were frequent. Interplanetary trade is feasible only in special cases.

Recently knowledge became an export by broadcasting encrypted and protected information across interstellar distances in return for other knowledge. So far, the scheme seems to be working. Other than this, Star Systems have become very isolated.

GRAVEYARD

Because of the highly inclined orbit and great distance from the sun, Graveyard has exceptionally complex weather systems. Initially it was just a moon of Yalhoth, but surface conditions were deemed right to begin a limited terraforming programme which went according to plan until the money ran out. This unfinished state contributes to the unstable atmosphere. The plan lasted long enough for the already largely oxygenated atmosphere to be boosted with the introduction of liquid water. This was done by slamming asteroids into the surface which provided enough heat to melt the ice that was already present and it was kept up long enough to get the atmosphere to trap enough heat to keep things stable. Animal and plant life was was introduced prematurely and plans were aired to turn the planet into an agricultural world. These plans failed through lack of funding.

Despite being so far from the sun, a reasonable range of temperatures exist. These are extremely varied over the entire planet and are rarely constant. However they do fall within a relatively small band of

SHIFT

The Shift effect had me fooled as to its function initially. When activated, nothing seemed to happen aside from a brief burst of light. in fact the unit was attempting to move me forward. The path in front of me was blocked so the attempt failed. When I used the device with a clear space I was shifted forward until my path eventually became blocked. During this time I even negotiated gaps. It works on line of sight and does not follow the contours of the land.

The effect is similar to the teleport. The difference is that it is a number of discrete ports which require less energy. I assume with a completely clear path it would go on indefinitely. Does it take into account the curve of the horizon, I wonder? On open sea, for example, would I find myself heading out of the atmosphere? Someone else can try that in a spacesuit. An experiment for the future perhaps.

PART WAVES

The symbol for the water molecule is unmistakable, so it was obvious that this effect had something to do with water. This assumption was borne out by testing it on a low scale in my back yard. It had an immediate effect on my pond. A straight-edged section had been bodily removed from the water, allowing safe passage through the gap. This seems to have been achieved by a wedge-shaped force field being lowered over the body of water, parting it. It only however, works to a limited depth.

TESSERACT

Physically, Tesseract is the same size as Mercury in the home system. It is a rocky planet with a ring system that is only visible from Tesseract itself but is nevertheless a spectacular sight in the night sky. Tesseract is essentially Luyten's centre of industry and, by extension, the basis of Luyten's previous war effort. Since the economy would collapse if military construction was ceased, Tesseract still produces nearly 100% of the military space vessels in the system as well as transport vehicles. It is the most heavily defended place known to humanity. Raw material is close by, as planetary distances go, in the form of the Inner Asteroid Belt. For this it has an extensive network of mass drivers and mining installations. It is probably fair to say that the Luyten System could not have been viably colonised without Tesseract and the Inner Belt. This fact is less impressive though after a thorough geological survey was carried out and Tesseract found to have extensive deposits of Rare Earth Elements. The colonisation would have been far quicker had this been known originally. It is a sobering thought to realise that Tesseract contains less

than a half of one percent of the mass of the system, but almost 80% of the wealth.



FIREBALL

I quickly learnt to test this Invoker outdoors after discovering the Datacard. A fireball was created and thrown forward, doing incredible damage to my workshop. Apparently this is just one of a number of variations of fireball effect. The fireball itself was a sphere of ionised gas. In essence it was a ball of fire as opposed to an actual plasma such as a more conventional weapon might fire. The temperature fell within normal ranges for a fire but there were no indications as to how the fireball was generated. Again I can only speculate.

GILLS

Sometimes the Datacards contain mathematical symbols. At first I had hoped they contained some hint as to the functioning of the device. Alas it was merely a language form deliberately easy to translate - that told what the card made the device do. Perhaps these types of cards have a different origin from others found? This one, if it was to be believed, allowed one to breathe underwater for a time span equalling four minutes. It does this by surrounding the Caster's head with a forcefield that keeps water out and air inside - but only enough, as I said, for around four minutes.

It would seem reasonable to assume that a larger force field would hold more air but there is no means I have been able to find to accomplish this. Any larger of course and movement becomes unwieldy. It is truly a strange sensation.

NEW EUROPE

New Europe was the only planet in orbit around Luyten that had a breathable oxygen/nitrogen atmosphere and a liquid water ocean. It was slightly larger than Earth and in a closer orbit. When discovered, it did indeed have carbon-based life on it. Unfortunately it was in the form of single celled creatures which were the largest living things in the system. A few voices were raised about the rights of this indigenous life but the need for real estate overrode any other considerations. New Europe, originally catalogue number La64-2404 before the reformation, was ruthlessly sterilised before the introduction of Earth species. In effect the arrival of humans meant genocide.

New Europe has been called a water world. Oceans cover 90% of the surface. Remarkably the other water worlds known, Bessel, Tharagrene and Earth point out the fact that for a water world, Earth is unusually dry. New Europe has two major landmasses, one in the Southern hemisphere and one in the North. It is the closest planet to ideal conditions

and thus supports the largest population, even though this is increasing every year and fears of an Earth-style overcrowding are being voiced, this is unlikely to become a problem for another fifty years. A secret plan was put forward to eliminate overcrowding by creating a nuclear 'accident' when necessary, but fortunately this doesn't appear to be in favour at the current time.

The capital city of New Europe is
Cordiandis and is essentially the seat
of Government for the whole star
system. Tesseract is making noises
about independence which is causing
some tension. It is expected that
Tesseract will declare itself the new
capital planet. While an interstellar
war such as the previous one is
difficult but not impossible to wage,
an interplanetary one is all too easy.

actual contents of the memory, though known, are beyond analysis. It would seem that this is deliberately encrypted. I am certain that I have only begun to scratch the surface of the potential uses.

FLOAT

The Caster will float slowly downwards. This seems to work by increasing the Caster s drag coefficient to a high degree and not by the anti-gravity method that I expected. Air resistance, then, becomes so great that it acts in the same way as a parachute, although vastly more advanced.

This method allows it to operate in the artificial gravity generated by the rotation of a Space Station. (A genuine method of reacting against a gravity field would have nothing to react against in a Space Station, whose gravity is nothing more than centrifugal force.) Although I have not tested this in depth, the implication is that this would not work in a vacuum.

FUYSIJE

This was the last Orbital to be started. It was scaled down by around 50% to conserve raw materials which were beginning to rise in price rather severely due to the war effort in progress at the time. Because of the delay, Fuysije was able to incorporate newer technologies made possible by the accelerated research that a war always provokes. A late development was the use of designer styling in the interior and on some of the external features. As a result, the rich have taken over Fuysije.

FREEWILL

The model Orbital that all others were to be based on was Freewill as it was the first to be constructed. The others were started when Freewill was only half way through the construction phase. This proved to be the first of many mistakes as the lessons learnt from Freewill during this time were not applied to the others. All were placed in a synchronous orbit which proved to be too far for an effective shuttle service. When Freewill became effectively self governing, plans were made to equip it with Fusion Drives to move it into a new orbit around Luyten itself.

All planets up to this point form the Maxellamar Ring of Luyten, equivalent to the Inner Solar System or to a hemisphere on a planet. The rest of the planets outward of this point form the Minellamar Ring of Luyten.

DAL-ROGRA 323-400 DROPSHIP

The vessel category of Dropship is a very loose one in that there is nothing in particular that makes a vessel a Dropship. Cruisers and Heavy Cruisers, for example, are defined by tonnage but the various type of vessel that have been called Dropship is truly astounding. Almost anything that can make a hot re-entry can lay claim to the title and few, if any, are designed specially for the role. There are subtle differences between this category and OSVs (Orbit to Surface Vehicles) that even experts disagree on. There is a growing tide of opinion that a Dropship is anything that can be used in a covert operation.

The Dal-Rogra 323-400 would seem to support the above assertion. In the military category - if the manufacturer s spec s are to be taken literally - it would seem that the overriding criteria is to have an extensive avionic suite and the latest in sensors. This is to provide deep, undetected penetration into hostile airspace, making it a Dropship. However, the tonnage and engine rating would suggest that the 323-400 be called an OSV, intended for

limited heavy cargo transport to and from close orbit. Without the added burden of a large cargo, performance increases dramatically. To further illustrate the confusion surrounding the categories, other high volume, low mass cargos such as tritium fuel are typically transported to and from orbit by OSVs. Dal-Rogra themselves are reticent about the matter, preferring to state that their products are better specified than those of their rivals. Certainly the 323-300 saw extensive use over the closing years of the War and the 323-400 is a logical next step. Improvements include the incorporation of passive stealth **ERADAS** (Emitted Radiation Absorption, Deflection and Scattering), Jamming Pods and active stealth EREP (Expected Return Elimination Processor). This relies on a secondary effect of some radar installations that allows the Dropship to substitute its own radar return echoes for the original ones, editing out the Dropship in the process. The technology is still experimental and this is the first use on a production vessel

ZEUS

Zeus is a very large gas giant planet indeed. It is a brilliant green colour that is visible across most of the system and is often seen as New Europe's equivalent of the 'Evening Star'. It is so bright in the sky because it is highly reflective and because of its considerable size which is greater even than Jupiter! From Graveyard, when in the right position, Zeus looks like a second sun, although greener. Zeus' atmosphere is rich in Tritium, compared with the only other gas giant in the system, Yalhoth. Tritium is the basic ingredient for Fusion Drives and this makes the most worthwhile extraction site. The place is essentially public property but at least one company has tried to enforce mining rights. Few people would pay for something that can be had for nothing, but processed fuel is of higher quality Those who insist on this higher quality keep the processing companies in operation.

Zeus marks the limits of the Luyten system as far as politics are concerned. Further out yet is the Oort cloud of comets but they are at such range that they are effectively unexplored and largely ignored. One further planet is known to exist, although it is difficult to find even in the extensive New Europe databanks. It is called Taranus.

MEDISTAT

Medical Status is a very important factor when adventuring. MediStats are full health indicators - heart/lung - with a limited diagnosis capability depending on model. They are deliberately made as simple to operate as possible, considering that untrained personnel may have to use them at a moment s notice. It s worth remembering that while they can tell you what s wrong, they can t do anything about it. Attachments can be purchased to filter air samples for pollutants and contaminants to avoid medical problems in the first place.

PSI-AMP

Unknown Item ID



ENEMY FORCES

The Following Information relates to the TIGERLIGHT RESEARCH FACILITY and is Highly Classified. Only personnel who possess Alpha Level clearance may study the contents of this document. Should you see this unattended, notify a superior officer IMMEDIATELY. Data has been abstracted to a degree to minimise potential security breaches.

SONIC STUNNER

AMMUNITION: 1Kjoule charge or more The Stunner range of handheld weapons are the ultimate peaceful sidearms. The simpler models disrupt neurological functioning to render a target unconscious, whilst more advanced models have variable settings. Some are pocket sized, others are shoulder mounted. The greatest of these can pacify an entire crowd. Stunners are available freely and without license, contributing to their enormous presence in some cities.



TUNGSTEN BORE HANDGUN

AMMUNITION: 18 bore cartridge
Compact, Stylish - and Deadly is
how the promotional literature
describes the Tungsten Bore series.
Compact, certainly. Deadly is
never in doubt. Stylish brought a
lawsuit for false advertising which
was subsequently rejected. The
Tungsten Bore Company is less
famous than its advertisers. The gun
itself is unremarkable but a solid
product nevertheless, whose potential
market has been missed through
aiming at the wrong people.



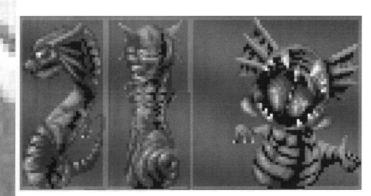
RAHL

The Rahl was a departure from normal development goals. All creatures up to this point were sterile and each individual had to be grown separately. The cost problems are obvious. Allowing a creature to reproduce at will was deemed to be unacceptably risky, considering their purpose.

A solution was found that allowed reproduction for 4 generations before sterile offspring were produced. In this way, deployment of a pair of creatures would enable the growth of a population of approximately eleven hundred before extinction occured. This provides sufficient time for them

to eliminate hostile forces.

No rigid skeletal structure was employed in order to leave no trace after the creatures' death where it decays quickly into its unremarkable organic components.



SHOTGUN

AMMUNITION: 18 bore cartridge

Also known as the Scattergun, the Shotgun is a weapon used for a variety of blood sports as well as riot control. It is short ranged, though very effective. An increasing number of shotguns are available in modular form; the prospective customer simply decides what barrel (and how many) to attach to the other components. In this way a sort of custom weapon can be had for less money than a fully customised one.



SMITH & WESSON 29

AMMUNITION: 9mm Calibre

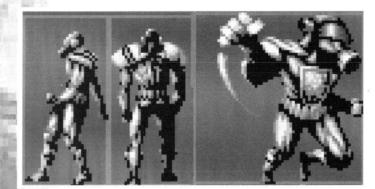
Smith & Wesson replicas are very common. A genuine Smith & Wesson imported from Earth is very expensive and is used mainly as a status symbol. The 29, however is certainly a weapon to be proud of. Its performance is flawless and it is this that distinguishes it from lacklustre copies. To say that it is hand crafted would not be entirely correct, but a greater care goes into individual guns than is possible with automated milling processes. Since the loss of contact with Earth, trade has also ceased, making the 29 even rarer still.



HADRAL)

The basis for the Hadral is human sourced genetic material that is modified, but not grown. Tailor made adaptable genetic material is introduced into a human subject who then mutates according to the design parameters of the material. When the change is complete, the subject may be introduced into a hostile environment.

The advantage of creatures generated in this way is that they are untraceable. That is to say that in isolation such a case may simply look like a normal mutation. No suspicion will then follow. Initial genetic sources have been taken from [Location Classified] which is sufficiently isolated for the purposes of Project Tigerlight. The above sources are diverse enough to allow for previously unsuspected discoveries. Progress has increased markedly since this policy was adopted.



M73 AUTO GUN

AMMUNITION: .44 Calibre

The M73 is widely known for its manportable firepower. With a single pull
of the trigger, an entire 10 rounds
leave the barrel (under some settings)
before the recoil of the first has been
felt. Even this is gyroscopically
damped down. This makes it very
accurate with an exceptionally high hit
probability. The downside is that it is
all too easy to waste ammo if the aim
is less than perfect. A typical setting
is therefore the three round burst and
of course as large a clip as possible.



MOUNTED MINI GUN

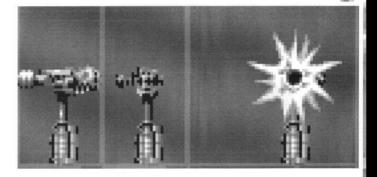
AMMUNITION: .44 Calibre

Mini-Guns are almost never found outside of vehicle manufacturing planets except in the field. The general exception to this rule is when Mini-Guns have been mounted on a combat robot. This practice has been frowned upon since a wargame exercise went wrong after the central controlling computer was struck by lightning and the robot squad wiped out an entire city before they were stopped. Mini-Guns are almost never used against soft targets, being most useful against light-armoured vehicles.

AMREK 5

One of the support items in securing a hostile area or defending an already secure area is the Amrek 5 Gunpost. Essentially this is a proven gun platform married to a specially developed sensor and hardwired artificial intelligence system. (For low cost.) Some models can discriminate between hostile and friendly forces.

Installation has been made as simple as possible. From taking the Amrek out of the case to initial firing tests is 42 seconds in typical cases. No external connections are required excepting a possible belt ammo feed. Digital radio links are available to interface with CR404 equipped controlling robots or command teams. The classified part of the Amrek 5 is the sensor system which detects and reacts to pheromone and gas traces. In effect it has a sense of smell on the order of two thousand times better than human.



OXY6 FLAMER

AMMUNITION: 100cc or more of Oxy6 refill

For massive ground clearances, there is nothing quite like a flamethrower, more commonly known as a flamer. Oxy6 is a registered trademark and refers to the fuel that the flamer is designed to use. The fuel is more advanced than the gun that uses it and is under constant ehancement. A refill, thrown into a fire makes a good explosive. Flamers are, however, risky in their use. An incorrectly adjusted nozzle could lead the flame back into the chamber, causing the weapon itself to explode. Range is very limited. Some models have a destruct timer that ignites the fuel after a delay. Others can make use of almost any liquid fuel. The Flamer is also available in a smaller Junior version, favoured by street gangs.



IMPERIAL AUTO

AMMUNITION: 9mm Calibre

The word Imperial refers to the manufacturer based on New Europe and not to the so called Imperial Army who were created as a public relations exercise and since disbanded. Imperial Arms Ltd. were created simply to design a gun and this was their sole result. No expense was spared in the design phase and this has resulted in reputedly the best sidearm ever conceived. They are available so cheaply from licensed manufacturers as well as Imperial Arms Ltd. that it s never been copied or improved. Production is so vast that the expense of re-tooling the entire production line for another weapon effectively precludes the appearance of any other model.



WEAPONS' GLOSSARY

A short briefing on some weapons known to be in use on Graveyard.

ROCKET LAUNCHER

AMMUNITION: Rocket

North-Europan Inc. have a vast range of rocket launchers based around the proven Litefire system. With the end of the War, most systems have become available on the black market. Litefire systems have become the default standard chiefly because of the wide range of compatible rounds available. In a famous incident of the War, a Litefire 2300 actually brought down a Medium Troopship on its final approach to a battleground. The launcher itself is re-useable and is shoulder mounted. Badly made rounds, however, can damage the launcher beyond repair and sometimes the user as well.

