

## Finale P2 -02

**The San Martin Elections of 2219** - In an act of keen diplomacy, *Lief of Fort Lendill* and *Clover of Unity* worked together allowing each settlement to vote its own fate. Half of the population centers of the Solar System surrounding San Martin have sided with each of the two nations. The first of these peaceful transitions happened at the colony of Flynne as Pro-Unity colonists held a celebratory sendoff for their Fort Lendill-aligned neighbors who emigrated to the Colony of Talfis on the other side of the planet. Of the 11 planets in the San Martin system, 9 have been split between these two factions. These 9 planets (including San Martin) have moved forward in an excellent example of peaceful co-existence. Their combined trade and economy has begun a new renaissance for both cultures. Since most of the populations of these worlds are former I.R. Citizens, they have benefitted greatly by the advanced medicine, education and technology of the Unity and Fort Lendill. While this peaceful co-existence between the Unity and Fort Lendill has not extended to other star systems, there is still much hope on both sides.

The Unity Dome of San Martin has seen a massive increase in population as Praetorian, Triarius and Vrangian Guard cloning vats were installed within a newly built Immigration hub. The population of the Unity Dome will triple within a few weeks, and work already begins on added housing, education and entertainment centers. Many have credited Clover of Unity with these impressive accomplishments, though she often humbly gives credit to the Unity connected who work together every day to make Unity Dome the safest vacation destination in Known space.

The Fort Lendill Freedom of San Martin has spent much time tending large gardens of sentient Khaz'gha trees, which now spread as a lush forest for as far as the eye can see from the walls of the Freedom. The forest is filled with chanting Ohmite Monks, whose peaceful meditation fills the woods with music. The Freedom itself is also lush and full of foliage, and boasts some of the most content colonists in Known space.

While these two dome-cities on the planet San Martin constitute one of the remaining planets, there is still one planet in San Martin's solar system that has refused to go along with the peaceful plans of the rest of the system. The ice planet of Ivaine, is home to the spaceport and mining colony of Legar. The space port of Legar is home to many Pirate groups that raid interplanetary shipping in-system. However this is just a front as under Legar is a laboratory run by Unity Cyborg Hunters. Their presence is unknown to Clover of Unity and the rest of the Unity connected of the San Martin system. These Cyborg Hunters are spying on the nearby planets to see how long-term exposure to the disconnected effect the health of the connected. They will also export "tests" to other planets in the form of demonic Unity Cherubs and blood-mad Berzerkers.

### **Effects of the Treaty of 2219 on the San Martin**

The Treaty of 2219 has no official effect on San Martin. It is far from Refuge, and gains no benefits from the treaties made by the EEF and the Iron Republic. However the battle of Refuge, has led to added focus across both Unity and Fort Lendill colonies on hunting down and banishing any demonic entities found in hiding.

Unofficially the Treaty of 2219 has had significant effects, with I.R. Starfighter fleets making hit and run attacks on all San Martino starships found outside their own solar system. This has cut down on much of the trade with other starsystems, but has increased the success of smaller independent trading companies like Maehl Holdings IRLC. In fact it is these smaller trade companies that have kept the commerce flowing from San Martin to abroad. Allowing many of the impressive pieces of artwork and music being made in San Martin to spread across a galaxy mostly cut off since the Quiet's attacks on the Faster than Light (FTL) communication relays.

## **Finale P2 -02**

**Fort Lendill finds itself at a crossroads** - With the Treaty of 2219 signed, Dear Leader *Cha'ain of Fort Lendill*, found his kingdom on Refuge officially cut off from its spaceward colonies, including San Martin, Rodall and the Binery Systems. He had always suspected the Iron Republic of playing dirty, and had put into place plans months before. As soon as the blockade of Refuge began, hundreds of small bays throughout the capital-city of Fort Lendill activated. Each was a magnetic launching station, pointed at open energy bridges to the plane of awareness. As the cargo or ship was loaded it would be fired through the open energy bridge. After a few moments at supersonic speed they would reach similar bays set up on the plane of Awareness allowing a smooth transition back into our reality at Rodall and the Binery Systems.

This has led to a significant influx of food and resources along these secret jump-routes. As the Northern Kingdoms move into a deadly winter, it is these external food sources that have kept Fort Lendill's citizens healthy and wealthy while much of the rest of the Northern Kingdoms starve.

### **Effects of the Treaty of 2219 on Fort Lendill**

The Treaty of 2219 has also had some significant consequences for the colonies of the Fort Lendill. Officially a vassal-state of the I'tashi Alliance, Fort Lendill has been so far unable to make any treaties with the Iron Republic regarding their locations in the Northern Kingdoms of Refuge. While San Martin was legally bought, the Iron Republic has forcibly attacked any Fort Lendill San Martinos the second they leave their designated space.

On Refuge it is far worse. I.R. Capital Ships can take pot shots at any orbitally capable Fort Lendill vessels they spot. Traditional Airships and Leyas Powered Airships have been exempt from these rules, allowing significant airship traffic to continue in the Northern Kingdoms. If the Fort Lendill fleet dares attack the blockade in retaliation they put their allies in the EEF in an untenable situation. So far neither side has pushed this into more violence.

**SUARM Space officially declares its independence from Fort Lendill** - Commander Mor'aye'ahn has given up his commission within the Fort Lendill to begin spreading his mekanoid creations. Three planets have been colonized by the SUARM and those few colonists who left Fort Lendill along with them. Sylvia Alice is the Prime Minister and handles the law and government of Mechani-1, capital planet of SUARM space. Her first-husband Exarch-09, a S.U.A.R.M, also leads the government. The head of the Trade and Productions is former Fort Lendill crewman Azimof Figgz. They lead the territory in the name of SUARM and Mor'aye'ahn but will defer final judgment in any crisis to Mor'aye'ahn. Officially Mor'aye'ahn is only in charge of a floating research vessel which he uses to begin planetwide experiments on the currently uncolonized planets in SUARM space.

### **Effects of the Treaty of 2219 on SUARM space**

The Treaty of 2219 has also had some unintended consequences for the SUARM. Being mekanoids they are not considered individuals and only property by the Iron Republic (completely at odds with their own laws in SUARM space where there is no legal distinction between the rights of Artificials and Organics). This has resulted in a near constant attack by Iron Republic warships since the habitation of SUARM space. Only the hardiest colonists have been able to thrive in this environment of constant warfare. The I.R. has not bothered with a full scale invasion, only sending in a few platoons of Brethren every couple of weeks to murder innocent colonists. It has been a dangerous life on the frontier of SUARM space, luckily all SUARM are trained in military tactics once they come online.

It is important to note that while SUARM space may not be subordinate to Fort Lendill, but they do consider Fort Lendill Honored Allies.

## Fort Lendill Box o'Rockets & Call For Fire Special Training contributed by Christian Westervelt

### Box o' Rockets

This refrigerator-sized black box is a technomantic artifact. (Struts emerge from the corners and bury themselves into the ground to steady it and the top half swivels up exposing 4x missile launchers artificed with assembler to ensure unlimited ammo).

Once deployed, this launcher can provide 4 different types of ammo: High explosives (30 Energy dmg, Lowers V.A.R. & S.A.R. by 30 pts), AntiPersonnel (30 Missile dmg, Half A.R., Area Effect), EMP (30 Chill dmg, EMP to Vehicles, Mekanoids and Technomantic Creatures, Area Effect), or Illumination (30 No A.R. Energy dmg, Light to Vampires, Vampyrs, Bandits and Nightmares only, Area Effect).

The system can launch up to 4 rockets (any variety) each combat round, but each tube takes one turn to recharge. Unlimited Ammo.

*Example-* You call in all 4 rounds you just spent your load, and must wait 1 full combat round before you can call in a single rocket strike, however you can do single rocket strikes all day and night. **Blackmarket Price-** 10,000 ghaz

***To use the Fort Lendill Box o'Rockets one must have the Call for Fire Special Training and Fort Lendill Tactical Goggles.***

To use this sort of Artillery Requires a bit of gear. This requires either a Map & Compass or a Positioning Computer.

Characters can try and use this weapon without the gear but gets these Modifiers:

No Map or Positioning computer -8

Yes Map but No compass -4

### Call for Fire Special Training

When using Artillery including Mortars, Howitzers, Naval Guns, as well as artificed Artillery like Box o'Rockets and I'tashi Rocket Rack, one can see where missed shots hit and can walk their next shot into a target. Each missed attack gives a +1 to hit with the next attack *if and only if* A) The target is the same target and B) The weapon is an Artillery weapon (Narrator Discretion).

Area Effect and City Effect Artillery attacks can be used with this special training to hit multiple people in proximity or multiple vehicles moving in a convoy.

This Special Training also allows a character to use their Navigation Skill as their F.S. for attacks with Artillery Weapons.

They may also use their Intelligence bonus instead of Agility bonus for their attacks using Artillery Weapons if and only if they have a proper Map and Compass or they have a Positioning Computer (or A.I.).

**Cost: 5 Points**

## Unity Download Special Training

contributed by John Miele

### Unity Download Special Training

This Special Training also allows a character who has a Unity Uplink to allow another member of the Unity to download a portion of their memories. This allows a Unity Connected character to display skills for a short period of time that they themselves are not actually trained in. Each day this character can download either one Knowledge Skill, one Militant Skill or one Social Skill as a skill of 5.

In addition, this Unity Connected can download one Pilot skill at lvl 4 every day.

Requires either a Unity Community Uplink or a Quantum Larva to use this Special Training.

**Cost: 10 Points**

**Cannot be used to access Combat Skills, Special Trainings or other skill types** (unless otherwise noted).

# TRILAT OLIGARCH

## Heavy Starship

contributed by **Dean Linney**

V.A.R. Starfighter Armor over Nightmare Flesh

vs. Melee 80

vs Missile 80

vs Energy 80

BrainLeech Pilot uplink: +2 Bonus to Hit & Dodge  
Move 0, Fly 18, Space 20 + Shadow Drive

Crew: 1 Pilot + 40 Passengers

Immune to Leyas Chill attacks

**TRILAT Acid Spitters** (x12)-

10 (No A.R.) Acid dmg,

Lowers V.A.R. & S.A.R. by 10 pts

**Strafe** (takes all attacks)- Lowers V.A.R. by 60.

Can only Strafe Capital Ships

### **TRILAT OLIGARCH Hijack Cannon**

It fires a blast that shapeshifts any Leyas User hit by it into a Loyal TRILAT BrainCrab for 1 combat round.

Those turned will automatically hack the nearest command system on their own ship and transfer control over to the pilot of the OLIGARCH.

Then they will shapeshift back into their previous form. Pilot retains control of system for 1 rd.

The TRILAT **OLIGARCH**-Class Starfighter is the newest troop transport being developed by Belas Univore. They are designed to carry mixed squads of Unity, E-strain and Kasanthian Nightmare troops. While its main passenger compartment can hold up to forty passengers, its modular design allows it to be set up as specific types of habitations. It can even be reconfigured to allow ten different rooms for inhabitants that prefer more personal quarters on long haul flights. The force being carried by an OLIGARCH can vary dramatically, though it usually carries at least one Unity officer who will keep the ship up and running.

**OLIGARCH** Starfighters are Nightmare driven, and utilize the same engines as a YRS2 Starfighter. Instead of a control stick, the pilot must plug him/herself into a Brain Leech Nightmare that allows them direct control over the vessel (Agility as Pilot Skill). This also allows the pilot telepathic communication to Nodachi, YRS2 & Yrs Starfighters and Nightmare Lord Starships, ONS & Behemoth Capital Ships.

The ship also has a full computer suite designed using the highest levels of Unity technology. It has significant electronic countermeasures.

**Onboard Countermeasures:** This Vessel's Pilot automatically can reroll failed dodges against Guided Missiles and Targeting Computer attacks only. Each dodge can only be rerolled once.

**Blackmarket Price-** 50,000 Ghaz

# Apples of Indifference

## TITAN-Class Station

contributed by **Steven Behr and Jason Flax**

### **Dual-drive Capital Ship** (Leyas & Tech)

V.A.R. Capital Ship Armor

vs. Melee 300

vs Missile 300

vs Energy 300

Takes Half dmg  
from Melee &  
Missile attacks

S.A.R. Inner Superstructure

vs. Melee 100

vs Missile 100

vs Energy 100

Move 0, Move 15 (Space) + Shadow Drive

Crew: 2 Pilots, 1 Main Gunner, 15 Technicians

10 Mechanics.

Sylvan Power Converter + Plasma Reactor

Titan Orbital Cannon

Maximum of 1 Shot each Combat Round

500 Missile dmg,

Lowers V.A.R. & S.A.R. by 1000 pts

**If Fired from orbit at a planet-** It will be considered a City Effect (+15 Dodge T#). It will affect an entire city or section of countryside hitting all targets (friend or foe).

A prototype combination Space Station and Capital Ship designed by the Apples of Indifference Mercenary Army, a **TITAN**-Class Station is little more than a giant orbital railcannon. Only one prototype was built the ZEUS which was built around a 10km orbital rail cannon. It has miles of capacitors and solar cells to focus enough energy to fire even a single shot, but that shot can core an Iron Republic Mothership.

This weapon is so large it cannot enter the atmosphere of a planet. Instead it will orbit a planet, moon, or asteroid in direct line of the closest source of solar energy. It will spend most of its time charging its cannon. That way it will have sustained fire in the event of attack by enemy forces.

TITANs have both a Plasma Generator and a Sylvan Power Converter allowing this to be Piloted by both Immutables and Leyas Users.

**Armored Structure:** This is a railcannon that is sheathed inside of tons of Capital Ship armor. Attacks must first deduct from V.A.R., before they deduct from S.A.R. (except for Annihilation Attacks which will lower both).

**Big Honking Cannon:** This railcannon requires a hell of a lot of juice. Even though it has a Sylvan Power Converter, this Cannon only has 150 E.P. However its E.P. are only lowered by Leyas Chill attacks not by EMP.

**Original Prototype is Priceless**

## Exclusive Space Campaign Character Class

This Character starts with 0 ghaz  
Choose Race- This Character  
can be any Speaking Race  
except K'ias & Half K'ias.



Strength 4  
Agility 5  
Will 5  
Health 6  
Intelligence 4  
Charisma 5

**H.P. 18**

A.R.:Camo-Cloak & Armor  
vs Melee: 5  
vs Missile: 5  
vs Energy: 5  
vs Chill: 5  
+2 Bonus to Dodge

No of attacks  
Melee: 1 (2)  
Ranged:1 (2)  
Thrown: 1  
Leyas: 1

Leyas Rating 3 (Burnout)

Temper: 1

Technomancy Lvl 4

Emotional Control: 4

Pick 2 Elemental Leyas at lvl 3

x2 dmg from attacks that do x2 dmg to Demons  
Counts as a Demon for attacks that hurt Demons & Ancient Evils only.  
Can be resurrected and healed as normal.  
Your Demonic nature is obvious to Spirit Scopes (but not Leyas Sight)

### Combat

Edged Weapons 6  
Blunt Weapons 6  
Rifles 5  
Handgun 5  
Leyas Combat  
Ranged 6

### Skills

Stealth 4  
Pilot (Starship) 4  
Tech Forger 4  
Repair Tech 4  
Military Tactics 4  
Ship Operations  
(Communications) 5

The TRILAT has started fielding command units that are designed to restore to life their Kasanthian and E-strain comrades. Only the bravest Unity Connected can hope to serve in the TRILAT, and before they are sent to that role they are exposed to the full demonic energy of the Unity. It burns them out, and scars their soul. These Unity Officers will not be stopped by holy symbols because they are not truly demons...just warriors honest enough to carry their inner corruption openly.

## **Weapons**

### Soul Corrupting Broadsword

1d6+5 Melee dmg, +2 Bonus to Parry  
Lowers V.A.R. & S.A.R. by 5 pts  
Giantkiller- No A.R. to WarGiants only  
**Indestructible Weapon** (cannot be destroyed)  
Living Demonic Weapon- Can wound all creatures even those normally immune to Melee dmg

### Demonic Hellguns

2W

10 Energy dmg,  
Demonic Spirit Weapons- Can appear and disappear at will.

**Anti-Manslayer Egg Poison Gas Grenades** (x10)  
Automatically sterilizes all Manslayer eggs including E-strain & DevilCrabs. -single use items-

## **Special Training**

**+1 Melee Strike**  
**+1 Ranged Shot**

### **Hell-Gun**

**Unity Download**  
**Quickdraw**

*Sys.Restore Glove-*  
Can restore dead (0 H.P)  
characters to 1 H.P.  
Does 5 dmg to user.  
*Touch Attack*

## Exclusive Space Campaign Character Class

This Character starts with 0 ghaz  
Choose Race- This Character  
can be any Speaking Race  
except K'ias & Half K'ias.

# TRILAT Retired Demon

Strength 5  
Agility 5  
Will 4  
Health 4  
Intelligence 4  
Charisma 5

A.R.: Stolen Merc Armor  
vs Melee: 5  
vs Missile: 5  
vs Energy: 5  
vs Chill: 5

**H.P. 12**

No of attacks

Melee: 1 (2)

Ranged: 1

Thrown: 1 (2)

Leyas: 1

Leyas Rating 3 (Vampyr)

General Lvl 2

Pick 2 Elemental Leyas at lvl 3

x2 dmg from attacks that do x2 dmg to Demons

Counts as a Demon for attacks that hurt Demons & Ancient Evils only.

Can be resurrected as normal. Takes 10 (No A.R.) dmg from Banish.

Your Demonic nature is obvious to Spirit Scopes (but not Leyas Sight)

Takes x2 dmg from Lasers & Light Leyas attacks and counts as a Vampyr.

Temper: 4

Emotional Control: 1

### Combat

Pole Arms 6

Edged Weapons 6

Blunt Weapons 6

Thrown Weapons 6

Hand to Hand 6

Rifles 6

Handgun 6

Artillery 6

### Skills

Stealth 5

Seduce 5

Pilot (Starship) 5

The TRILAT has opened its arms to Demons from all other factions who want to retire. Admiral Layne Yr has offered each of these retired demons a place in local TRILAT planetary defense forces. So far this program is limited to the TRILAT worlds under the Kasanthian Federation. Demons are always the people you least suspect, and they never broadcast their nature. They are still hunted by Warmonger's bounty hunters.

### **Weapons**

Corrupted Khaz'gha Wood Combat Knife 2W

5 Melee dmg,

Lowers V.A.R. & S.A.R. by 5 pts

Giantkiller- No A.R. to WarGiants only

**Indestructible Weapon** (cannot be destroyed)

Living Demonic Weapon- Can wound all creatures even those normally immune to Melee dmg

Demonic Hellguns 2W

10 Energy dmg

Demonic Spirit Weapons- Can appear and disappear at will.

TRILAT Standard-Issue Chill Pistol 2W

8 Chill dmg, Burst Fire (+3 Dodge T#)

### **Special Training**

**+1 Melee Strike**

**+1 Rapid Throw**

**Gunslinger (2 One handed Ranged)**

**Hell-Gun**

**Quickdraw**

## Exclusive Space Campaign Character Class

This Character starts with 0 ghaz  
Choose Race- This Character  
can be any Speaking Race  
except K'ias & Half K'ias.

# TRILAT Demon Farmer

Strength 7  
Agility 4  
Will 4  
Health 5  
Intelligence 4  
Charisma 4

A.R.: No Armor  
vs Melee: 0  
vs Missile: 0  
vs Energy: 0  
vs Chill: 0

**H.P. 15**

No of attacks  
Melee: 1 (2)  
Ranged: 1  
Thrown: 1 (2)  
Leyas: 1

Leyas Rating 3 (Adept)

Shapeshift Lvl 2

Pick 1 Elemental Leyas at lvl 3

x2 dmg from attacks that do x2 dmg to Demons  
Counts as a Demon for attacks that hurt Demons & Ancient Evils only.  
Can be resurrected as normal. Takes 10 (No A.R.) dmg from Banish.  
Your Demonic nature is obvious to Spirit Scopes (but not Leyas Sight)

Temper: 2

Emotional Control: 2

### Combat

Pole Arms 6  
Edged Weapons 6  
Blunt Weapons 6  
Thrown Weapons 6  
Hand to Hand 6  
Rifles 6  
Handgun 6  
Artillery 6

### Skills

Herbalism 5  
Fast Talk 5  
Profession (Farmer) 5

**Admiral Layne Yr has encouraged former Demonic soldiers to give up their warlike nature and till the land on some of the verdant settlements they have cultivated (including the Suburb of Yr on Refuge).**

**These entities now have a growing corrupt Khaz'gha tree in their body and it will sprout spines that can be broken off and thrown at enemies.**

**These spines will die off in a few hours, preventing the uncontrolled growth of the corrupt Khaz'gha forests.**

### **Weapons**

#### **Corrupted Khaz'gha Wood Spade & Polearm**

15 Melee dmg,  
Lowers V.A.R. & S.A.R. by 5 pts  
Giantkiller- No A.R. to WarGiants only  
**Indestructible Weapon** (cannot be destroyed)  
Living Demonic Weapon- Can wound all creatures  
even those normally immune to Melee dmg

#### **Corrupted Khaz'gha Wood Spines**

6 Melee dmg, stab or 6 (Half A.R.) Missile dmg, throw  
Lowers V.A.R. & S.A.R. by 3 pts  
Grown Weapon- Unlimited Ammo, always grows more.  
Living Demonic Weapon- Can wound all creatures  
even those normally immune to Melee dmg.

### **Special Training**

**+1 Melee Strike**

**+1 Rapid Throw**

**Knifethrower  
(2 One handed  
Thrown)**

**Quickdraw**

## Exclusive Space Campaign Character Class

This Character starts with 150 ghaz.

Choose Race- This Character Must be a Kumfei.

Strength 2  
Agility 5  
Will 4  
Health 3  
Intelligence 7  
Charisma 4

No of attacks  
Melee: 1  
Ranged: 1 (2)  
Thrown: 1  
Leyas: 1

### Combat

Handgun 5  
Edged Weapons 5  
Rifle 5

### FST Gear

Maps + compass  
Sleeping bag  
Entrenching tool

### Skills

Stealth 4  
Running 3  
Climbing 3  
Swimming 3  
Navigation 7  
Etiquette 3  
Medicine 3  
Survival 3  
Explosive theory 3



**H.P. 12**

Leyas Rating 3 (Adept)  
Healing Lvl 1  
Technomancy lvl 3  
General lvl 1

A.R.: Marzac Armor + Fatigues

vs Melee: 5

vs Missile: 5

vs Energy: 5

vs Chill: 5

Takes Half dmg from Missile attacks

Temper: 2

Emotional Control: 3

The Kumfei Fire Support Technician (FSTer, pronounced "fister") is a rough and tumble Kumfei who was selected from the regular rank and file of the Fort Lendill military to undergo specialized training. Now instead of being another grunt on the line they use their intellect to call in artillery strikes and orbital bombardment. Though he is well armed, his real weapon is a map and a comm crystal.

Due to their Call for Fire Special Training they can use Navigation as their F.S. for Artillery Weapons.

## **Weapons**

### **FISTER Combo-Mortar Cannon**

15 Missile dmg, Shrapnel Cannon *or* As Mortar Shell  
Mortar Shells - Count as Artillery, will hit both friends & foes  
**Blessed Mortar**- 10 Energy dmg, Area Effect (+8 Dodge T#)  
x2 dmg to Demons & Undead. x2 dmg to Nightmares, Vampyrs & Bandits

**Frag Mortar**- 15 Missile dmg, Area Effect (+8 Dodge T#)

**Frost Mortar**- 15 Chill dmg, Area Effect (+8 Dodge T#)

**Incendiary Mortar**- 15 Energy dmg, City Effect (+15 Dodge T#)  
Will set fire to flammable objects

5 Single Use Shells of each type.

### **Monomolecular Combat Knife**

4 (No A.R) Melee dmg **2W**  
Lowers V.A.R. & S.A.R. by 1 pt.

## **Special Training**

**Ranged Shot + 1**

**Call for Fire**

**Fort Lendill Tactical Goggles**- These biker goggles are artificed to provide a heads up display acting as a commcrystal radio, and able to display image feeds from all EyeSpies used by the same squad. They are artificed with Eye Spy and Wireless Hack at 3 successes. However each set of goggles can only create 1 Eye Spy, but it can link up images from other friendly Eyespies.

Contributed by Christian Westervelt