

Finale P2 -03

The Da'uhnb Temporal Empire Grows - The Temporal Empire was quiet in its actions. Never wanting to draw any attention as they subtly manipulated the other factions into their positions. *Grand Admiral Sessoren Thei'Gann*, the Da'uhnb in charge of Operation: Nha'g Ha'Tahl, breathed a sigh of relief as his ten thousand strong Da'uhnb army was not needed in the final steps of Warmonger's defeat. Leaving Warmonger trapped in a physical form and sealed away within the Prison Dimension of Les'tas'tral would only disable Warmonger's Cult for a short time, but Operation:Nha'g Ha'Tahl went even further.

They harried the fiend known as the Usurper until he was sent back in time. This fiend had secretly started the K'ias Wars, aiding Warmonger in his secret possession of the K'ias Emperor Mar'un'ga those many aeons ago. Still one hundred thousand Da'uhnb died, and their Queen was captured as it had happened in the original timeline. However another ten million were able to be called forward escaping the K'ias Ziggurat Warships moments before their Annihilation beams would have destroyed them.

These Da'uhnb have swelled the ranks of the Temporal Empire's army, bringing with them ancient weapons technology. They quickly moved into settlements the Free Systems had secretly built in the Rahvennes, Morak, and Eslihneh solar systems. Months of fortification construction, erecting anti-air weaponry and powerful orbital cannons, were all worth it.

Now with a formidable population, the Free Systems are prepared to expand past their borders and drive the Iron Republic from nearby planets.

Effects of the Treaty of 2219 on the Temporal Empire

The Treaty of 2219 has also had some other consequences for the Da'uhnb. For months, Grand Admiral Thei'Gann had devoted much of his time and effort into placing secret agents in the communities of his rival factions. Now that they are there, hiding within both Earther societies and even within the TRILAT. These agents have been transferring large amounts of untraceable resources into the hands of the Free Systems through the shipping networks of its client companies. These agents have also used the panic created by the Quiet to copy huge amounts of the data from the Iron Republic computer networks.

The many merchant licenses purchased by the Free System have allowed their trade vessels access to all signees of the Treaty of 2219, including the I.R., the colony of Tarris on planet Refuge and the colonies of the Draco Constellation. This new economy is an unknown factor in the future growth of the Temporal Empire.

The Free System Pirates Open the first Space Pirate Academy - The free systems Pirate *Captain De La Cruz*, recovered quickly from the wounds he suffered at the hands of the Augur of War 2.0. Now with a new devotion to wiping out the TRILAT and the Warmonger Cult, Captain De La Cruz, has opened the Free Pirate Academy. Here young men and women, all seeking to escape the Iron Republic and its wage slavery, can learn the trade of Space Pirate. Unlike other space pirates those graduating from FPA are trained in "Responsibility, Integrity and Equity". They will hide in the spacelanes created by the Treaty of 2219, and defend Free System Merchant ships. Like Robin Hood they focus on attacking wealthy shipments controlled by the TRILAT and the Iron Republic.

Training at FPA starts with 4 months of basic and two months of supervised field work, before being able to set out on an independent pirate vessel. Then they join the crew of a Pirate captain and are held to a high code of conduct by the rest of the Free System Pirates.

Effects of the Treaty of 2219 on the Free System Pirates

The Treaty of 2219 has directly resulted in the Pirates creating the SPA. Free Merchant ships have allowed hundreds of I.R. Citizens to flee their wage slavery and join the FPA.

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Maehl Holdings Breaks its first 1 Million Ghaz in Profit - *EEF Field Marshal Strykker* proudly signed a trade deal encompassing the Draco constellation, and opening its markets to the Free Systems company *Maehl Holdings*. Providing an alternative line of products at competitive prices, Maehl Holdings has begun gaining a large market share in the Draco economy. While a subsection of this are the goods they handle on behalf of the Unity at San Martin, another large subset is their production and sale of Sentinel Striders (created by the Apples of Indifference) to some of the more isolated colonies.

Effects of the Treaty of 2219 on Maehl Holdings IRLC

The Treaty of 2219 has had minimal consequences for this interplanetary company. Maehl Holdings is already an Iron Republic Liscenced Company allowing it free passage past I.R. Blockades. While the I.R. does not allow them to sell weapons or vehicles in I.R. space, Maehl Holdings has made a killing by buying household products, parts and tradegoods from the Unity at San Martin, and then selling them in I.R. space under various other labels. At least now their shipments have less to fear from TRILAT forces and space pirates on the trade routes between the Draco Constellation and San Martin thanks to the brave FPA Free Pirates.

The Apples of Indifference officially recognized by the Banking Guild - In an act to acknowledge their humanitarian efforts in the Esiroh System, the mercenary army known as *the Apples of Indifference* have been officially recognized by the Banking Guild as a Private Military company. This allows them to hire out their military assests to colonies across the Free Systems and even in the Draco Constellation.

While the I.R. does not recognize the Apples, and still lists them as terrorists, the Banking Guild's recognition allows them free passage through most other faction's territories. There are also rumors of a hiring office for their Private Military Company at the Banking Guild Central Station located at Polaris.

Effects of the Treaty of 2219 on the Apples of Indifference

The Treaty of 2219 has provided the Apples of Indifference, and other PMCs like them, ample opportunity for work as guards and in bughunting throughout the Draco Constellation. The colonies under the EEF's protection do have the right to hire on added soldiers, deputizing private citizens and contracting with PMCs for special projects. This, along with significant sales of their Sentinel-Class Striders through Maehl Holdings, has turned Narcian and Sorin's brainchild from a rebel cell from a prison planet into a signifant growing private military.

Pirate Attacks increase along Free System trade routes - The many Space Pirate armies that had once served the pirate Captain Ironbane, now found themselves leaderless. Turning like a pack of rabid dogs, they have begun a relentless set of attacks on trade routes. *Pirate Captain Sora Fleshstealer* has gathered a small pirate armada around him since leaving the service of the illusive Captain Q.

Effects of the Treaty of 2219 on the Space Pirates

The Treaty of 2219 has created huge trade routes through its limitations on shadow jump lanes and I.R. Checkpoint system. And since the Quiet Infected the I.R. systems it has slowed intersystem response times, allowing many pirates to escape after their heists. The Free systems and the death of Captain Ironbane have ushered in the Golden Age of Space Piracy.

Temporal Fortress

contributed by John Reynard

Free System Fortress Structure

S.A.R Reinforced Zelacrete

vs. Melee 200

vs Missile 200

vs Energy 200

Cannot Move, Each wall has an S.A.R. of 20

Immune to Leyas Attacks and Annihilation Leyas

Population: 5,000 Da'uhnb Mercs,

500 Secret Agents in training. 100 Secret Agents

Domebuster Cannons (x3)-

120 (Half A.R.) Missile dmg,

x2 dmg to Vehicles & Structures

Anti-Orbital Turrets. Ultra Tech.

Sylvan Energy Launchers (x4)-

50 (Half A.R.) Energy dmg,

Area Effect (+8 Dodge T#)

Lowers V.A.R. & S.A.R. by 150 pts.

25 Open Weapon Mountings

Sylvan Power Converters- All weapons can be used by Leyas Users and Immutables.

This single structure will extend for many miles. It will be uniform and simmetrical, but each Temporal Fortress was built based off of a fractal algorithm and produce different floor plans. Using the finest Zela enriched crystal, the Temporal Empire has produced a fine form of resistant concrete.

This makes their elaborate fortresses resistant to even the deadly beams of an Annihilator or a K'ias Ziggurat. The Da'uhnb have vowed to learn from their past failures and while a time-locked fortress has its disadvantages, the Zela enriched walls make it very Leyas resistant.

A single planet can have hundreds of these structures.

Elite Counter Assault Force: The Entire population of a Temporal Fortress is a soldier or a soldier-in-training. They train so often that they get a +2 bonus to their initiative when attacked inside their own fortress.

Temporally Locked: While anyone can teleport into the Temporal Fortress only those with clearance in the organic computer that runs the place are allowed access to teleport back out. Da'uhnb are automatically allowed in and out as it suits them. Others (even with a Time Shredder) cannot leave unless released.

Anyone deemed a "threat" by the main computer is also held in a field of slowed time (and their initiative counts as half). **The Main Computer is unhackable.**

Leyas Generator Lvl 6

Illusive Hamlet

contributed by John Reyard

Free System Outpost Structure

S.A.R Reinforced Zelacrete

vs. Melee 50

vs Missile 50

vs Energy 50

Cannot Move, Each wall has an S.A.R. of 20

Immune to Leyas Attacks and Annihilation Leyas

Population: 5 Da'uhnb Mercs,

20 Secret Agents in training. 1 Secret Agent

100 other citizens that don't know the truth...

Layout: Ten small houses, three large houses

two trade shops, a chapel, and a silo.

Orbital Energy Cannon-

50 (Half A.R.) Energy dmg,

City Effect (+15 Dodge T#),

+5 bonus to hit captial Ships

Lowers V.A.R. & S.A.R. by 50 pts

Hidden in a silo on the premises

8 Open Weapon Mountings

Sylvan Power Converters- All weapons can be used by Leyas Users and Immutables.

This single structure will extend for a few miles. It will be uniform and simmetrical, but each Hamlet is designed to appear a medium to low technology settlement of whatever species the nearby planets are inhabited by. They are usually surrounded by pristine farmland, abundant despite the inhabitants lack of farming machinery.

Like their fortresses it is made from Reinforced Zelacrete, and time-locked. However where the Fortress resembles a fortress with high walls, trenches, and other defensive structures, the Illusive Hamlet seems from all sides a civilian farming community. The Da'uhnb will keep themselves and the main computer hidden at all cost.

Elite Counter Assault Force: Though few in number, they train so often that they get a +2 bonus to their initiative when attacked inside their own hamlet.

Temporally Locked: While anyone can teleport into the Illusive Hamlet only those with clearance in the organic computer that runs the place are allowed access to teleport back out. Da'uhnb are automatically allowed in and out as it suits them. Others (even with a Time Shredder) cannot leave unless released.

Anyone deemed a "threat" by the main computer is also held in a field of slowed time (and their initiative counts as half). **The Main Computer is unhackable.**

Leyas Generator Lvl 6

Exclusive Space Campaign Character Class

This Character starts with 300 ghaz .

Choose Race- This Character must be an Earther & Immutable

Strength 4

Agility 4

Will 5

Health 6

Intelligence 6

Charisma 5

No of attacks

Melee: 1 (2)

Ranged: 1 (2)

Thrown: 1 (2)

Leyas: 1

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Immutable

Banking Guild Ship Mechanic

A.R.: Banking Guild Uniform

vs Melee: 4

vs Missile: 4

vs Energy: 4

vs Chill: 4

Built in Space Suit

Temper: 3

Emotional Control: 3

Combat

Blunt Weapons 5

Hand to Hand 3

Handgun 4

Edged Weapons 3

Rifle 4

Heavy Weapons 4

Skills

Tech Forger 6

Pilot (Starship) 3

Repair Tech 6

History (Earther) 4

Ship Operations

(Engineering) 7

Profession (Mechanic) 6

Mechanics keep the vessels of the Banking Guild aloft. They are so skilled that many of their vessels have lasted thousands of years. Each Mechanic grew up in space, being given special Banking Guild training, supplements and gene treatments to allow them to excel in atmosphere, differing gravity and in the emptiness of space. They've even been trained in combat and counterboarding techniques. They are some of the best Mechanics in known space.

Weapons

Modified Plasma Torch (x2)

8 (Half A.R.) Energy dmg, Cannot be used to Parry **2W**

Welding Torch setting or

Cutting torch- Lowers V.A.R. & S.A.R. by 8 pts

Tool or Weapon?- These tools consist of a handle which emits a superheated plume of plasma which can cut through metal or weld it together. Can be used to weld locks and certain doors shut (Narrator Discretion). If used as a weapon, use Hand to Hand, Edged Weapons or Blunt Weapons as F.S. Close Combat Weapon. Weapon has an E.P. 10, Battery has unlimited ammo.

Reinforced Z-alloy Wrench

7 Melee dmg, Bludgeon **2W**

+2 bonus to Repair Tests (priceless item)

Zela Alloy- Automatically shieldbreaks all Leyas Shields, ignores Grown Armor, and will shut off all Leyas Abilities on any target it hits for 1 combat rd.

Wrench cannot be affected by the Leyas. **Indestructable**

Special Training

+1 Melee Strike

+1 Ranged Shot

+1 Rapid Throw

Duelist (2 One handed Melee)

Gunslinger (2 One handed Ranged)

One with the Ship

Exclusive Space Campaign Character Class

This Character starts with 300 ghaz.

Choose Race- This Character can be any Speaking Races.

Strength 4

Agility 5

Will 5

Health 5

Intelligence 6

Charisma 5

No of attacks

Melee: 1 (2)

Ranged: 1 (2)

Thrown: 1

Leyas: 1

Temporal Empire Secret Agent

H.P. 18

A.R.: Banking Guild Space Suit

vs Melee: 4

vs Missile: 4

vs Energy: 4

vs Chill: 4

Built in Space Suit

Temper: 1

Emotional Control: 4

Leyas Rating 3 (Conscious)

Pick three Elemental Leyas at lvl 2

Combat

Hand to Hand 5

Handgun 5

Edged Weapons 5

Rifle 5

Leyas Combat

Melee 5

Leyas Combat

Ranged 5

Skills

Stealth 5

Pilot (Starship) 3

Repair Tech 2

History (Timelines) 6

Survival 5

Tracking/Hunter 5

Burglary 6

Secret Agents of the Temporal Empire exist everywhere, and on every planet. They never reveal their true purpose, which is to report on local events to the Da'uhn and the Free Systems. They are watchers by job-role but can interfere as long as it doesn't blow their cover. The only time they are encouraged to break cover is to stop the servants of the Ancient Evils.

Special Ability- Loaded with History- On a roll of 1d6 on a 4 or higher this agent will know the real history of a hidden event (even alien histories).

Weapons

Sylvan Arc Cannon (x2)

8 (No A.R.) Pain dmg, Cone (+4 Dodge T#) **2W**

Weaponized Pest Removal Tool- These non-lethal tools consist of a crystal rod that can emit a wave of energy that stuns nearby animals, leaving plants unharmed. They were used by the Sylvan to safely stun pests for removal. Can be placed into the barrel of a handgun or rifle allowing it to be concealed. If used as a weapon, use Handgun, Rifle or Leyas Combat Ranged as F.S. This weapon has a Sylvan power converter & Obscure (10 Successes)

Da'uhn Claw Nnghai (Concealed Wrist Blades) (x2)

8 (Half A.R.) Melee dmg, +2 bonus to Parry **2W**

+2 bonus to Hit Ancient Evils, Fiends (including Swordfiends and Armorfiends) & Unity Cherubs, Thrones, Unity Berzerkers, and Qliphoth. Counts as No A.R. on these types of targets.

Concealed- Intelligence (T#6) test, two successes, to notice the weapons these gloves hide. The gloves can be society specific and altered into new glove or gauntlet design with an Intelligence (T#4) test. Non-metallic.

Special Training

+1 Melee Strike

+1 Ranged Shot

Duelist (2 One handed Melee)

Gunslinger (2 One handed Ranged)

Special Item
Commstone to Da'uhn Handler
(narrator discretion on when it works)

Contributed by John Reynard