

WASTE Supplemental II

The Eridani System and *Thorns of Magellan*

I got up from the bench when the woman bumped into me. When I turned, I saw a Magellan soldier going to strike her. My fist went into his face, and he fell backward. His eyes turned back, and glazed, and I knew I was in trouble.

The Eridani System is a troubled sector of space. Two gas giants, which are mostly unpopulated, save for scarce bands of ravagers and scavengers searching for derelicts. The two planets orbit a central star. The inner asteroid belt in between the two planets (being the second astronomical fature from the sun) is where the majority of the population lives, and where the Eridani Resistance Front grew strongest. The outer asteroid belt (beyond the planets) is mostly unpopulated, though a black market and a few enterprising traders wishing to escape restrictions have moved out there, guarded by cut-throat mercenaries, this area poses no interest or threat to the Magellan Control Front, so they usually ignore it unless they are squashing overly-bold smugglers.

The inner gas giant has a loose government of scavengers, the Eridani Free Traders (called “scrappers” as an insult), who run rescue operations on ships that wander too close to the gravity well for a fee, and take advantage of those who refuse to pay the fee and are destroyed by taking any remaining valuables after towing them out of the gravity that killed their crew.

Sample Scrapper, with special professions:

Scrapper	No additional wealth	Crafting:	2
Strength:	2	Social:	-1
Psyche:	0	Indirect Offense:	0
Agility:	2	Stealth:	0
Intellect:	1	Education:	-1
Offense:	1	Gear:	Wrench, Utility Suit
Defense:	1	Pilot: +2 Piloting	Trader: +2 Social
Piloting:	0	Mercenary: +2 Offense, Defence	

The central asteroid belt is where the majority of the population can be found. Usually bases or colonies are drilled into asteroids, then built outwards into a station, though a few free-standing stations exist. These are made using an energy-mass converter and net gain energy generator, allowing inventive architecture and some of the best armor in the universe. Stations are built out of tungsten-carbide shells and diamond, with other materials being used as needed, such as anti-radiation coating, or complex armor (which is harder to synthesize, making plain tungsten-carbide or diamond preferable). Regenerative armor is used for environmental containment, but is too expensive for full-hull use. Professionals who go about repairing the hulls of damaged stations can make \$10,000 in profit per day, making them frequent targets of con men and thieves.

The MCF officially controls the majority of stations, and the ERF does not (on paper) control any, but in actuality, several stations are heavily controlled by ERF forces. Most stations have at least a

few areas that MCF men will not enter, and some are mostly unmonitored. However, these are places that suffer heavily from blockades and sanctions, so it is impossible to find productive work in these places, though feuding leaders often hire men to fight in their personal armies, this is a position that pays poorly and is dangerous.

Transport between stations is achieved by a network of shuttles with constantly updated computer-paths. The MCF controls these paths, and will detach stations that are openly rebelling, making transport between these places hard to find and dangerous. Due to the clutter, only small two-or-three person vessels can navigate without up-to-date paths (which change quite frequently, from daily to weekly) and still have a chance, though substantially larger vessels can move along paths. Fortunately, the MCF is reluctant to sever the links between stations for risk of promoting more rebellion, and showing signs of weakness. (The actual mechanics for space travel will be covered in Supplemental III)

Sample Station Dweller:

Station Dweller	~\$4,000+10d50*	Crafting:	1
Strength:	0	Social:	1
Psyche:	1	Indirect Offense:	0
Agility:	1	Stealth:	0
Intellect:	1	Education:	1
Offense:	0	Gear:	nothing
Defense:	0	Engineer: +1 Crafting +1 Education, wrench	Shuttle Pilot: Pilot +2
Piloting:	1	Guard: +1 Offense, Defense, Pistol, Sword	Thief: Social +1, Defense +1, Stealth +2

*The results of one roll may be multiplied by 10 for ease.

Sample MCF Soldier:

MCF Soldier	~\$500 in bank account	Crafting:	0
Strength:	2	Social:	0
Psyche:	0	Indirect Offense:	1
Agility:	1	Stealth:	0
Intellect:	0	Education:	0
Offense:	2	Gear:	Pistol, Utility Suit
Defense:	1	CQB: Shotgun, +1 Defense	Sniper: Sniper Rifle, +1 Stealth
Piloting:	0	Officer: +1 Education, Offense, and Defense, 2 stun grenades	

The outer gas giant is “owned” by pirates who patrol the area between the asteroid belts using it more as a reference and place of safe meeting. These pirate lords frequently fight among each other, using boarding and brutal hand-to-hand combat as opposed to inter-ship weaponry to prevent the

unnecessary destruction of ships, though their ships are armed heavily to counteract military response from MCF naval vessels. With the advent of FTL travel, their ability to intercept traders is limited to the poor or underground traders between the asteroid belts that are unable to afford or draw attention with a FTL drive for their in-system transit. Pirate ships use stealth gear to ambush their quarry to prevent them from waking from cold sleep (which takes about fifteen minutes to enter and leave). Pirates usually request astronomical tribute of 50% of a shipment (though paying it before leaving on the journey decreases the amount to around 20%), though multiple bands can hit a ship for a massive loss. Merchants are frequently mistaken for pirates, and vice versa, due to their massive armor and weaponry (and stationed mercenary units) buildups.

Sample Pirate:

Pirate	\$50d50*	Crafting:	-1
Strength:	2	Social:	-1
Psyche:	1	Indirect Offense:	0
Agility:	1	Stealth:	1
Intellect:	0	Education:	-2
Offense:	2	Gear:	Conventional Body Armor, Sword
Defense:	2	Captain: +2 Piloting	Marine: +1 Offense
Piloting:	0	Boarder: Powered Armor, Energy Sword	

*The results of one roll may be multiplied by 50 for ease, this money is in the form of marked goods, and will not be accepted as tender in the inner asteroid belt, though nowhere else in system will have an issue with them.

The remote asteroid belt has the seedy elements, with human slavery and drugs being legal and often encouraged by the authorities (who sell slaves and intoxicants themselves). Their stations are similar to the inner stations, but with more heavy armor and weapons, and launch bays for an improvised navies. Colonies here are used by less scrupulous traders to unload quality goods from the inner asteroid belt and get contraband from out-of-system traders (or the proprietors of the local stations). Mercenaries are recruited here by the MCF, ERF, and even the Eridani Free Traders. The stations here fight amongst themselves frequently, and many refugees seek passage out of the Eridani system here, meaning that the asteroid belt, though relatively sparse compared to its inner brother, tends to fill up with traffic quickly.

Sample Mercenary:

Mercenary	No additional wealth	Crafting:	0
Strength:	2	Social:	-1
Psyche:	0	Indirect Offense:	1
Agility:	2	Stealth:	-1
Intellect:	-1	Education:	0
Offense:	2	Gear:	Sword, SMG
Defense:	2	Commander: Auto Rifle, +1 Piloting, +2 Social	CQB: Shotgun, -1 Intellect, -1 Social, -1 Stealth, Utility Suit
Piloting:	0	Heavy Gunner: Auto Rifle, Battle Armor	

Traps are simple devices meant to either expose, disarm, stun, incapacitate, or kill whatever triggers them. Traps forfeit their attack roll, always getting a number equal to the quality of the trap mechanism (a trap mechanism costs \$1000x.1 quality squared, meaning that a quality 50 trap mechanism costs \$25,000, while a quality 60 trap mechanism costs \$36,000, and a quality 100 trap mechanism costs \$100,000). The defender may make a roll to defend (d50, adding their Defense derived statistic). Traps may fire a weapon, trigger an alarm, or multiple of the above, with each trap mechanism getting a free trigger. Action trigger splitters may be applied to this for \$5000 each (as opposed to the standard \$10,000). Designing a trap mechanism to have multiple triggers multiplies the costs by the number of triggers squared (so a quality 100 trap with 2 triggers would cost \$400,000, and with 3 triggers it would cost \$900,000), though this is rarely necessary, since this trigger would be something like a trip-wire, movement in a security camera, or environmental factors. A weapon fired with a trigger does not need to make a to-hit roll, and versions of weapons designed for traps are available at half-price, though they are impossible to use in standard combat. Grenades placed in traps are especially deadly, since they automatically count as going off at zero distance from all those who are within trap range, and emanate out from there.

Thorns of Magellan:

REFREE USE ONLY

A shady looking man in a long, heavy coat approaches you. He asks "You want to do a spot of work for me?". When you accept, he looks around, nervously and asks "Mind if we go somewhere private?". He leads you to a bar filled with cigarette smoke and the odor of spilled drinks. He takes you to a booth, puts a small device down on the table, and presses a button on it. A barely audible high-pitched noise blankets the conversation. "So, I need you to hit a MCF listening post for me. My contacts tell me you're good. I can get you some gear before, and you can get some of the really nice stuff afterwards". He details the plan...

The players are tasked with infiltrating a Magellan Control Force listening post on an asteroid and destroying the broadcast material within. They are each given a utility suit, 2 stun grenades, and a wrench if they need it. The asteroid has a core that simulates full gravity, so there is no special equipment (except vacuum-safe gear, which is provided by the Utility Suit) required.

The nearest unmonitored exit to reach the listening post is a kilometer away beyond a ridge of rock. There are work crews that leave every so often to check the hull of the main station on the asteroid. These crews are not heavily regulated, so it is a non-issue to get through, the utility suit and wrench will let them pass for a worker.

There is a MCF Sniper scanning the exiting workers. So long as the players do not draw weapons on him, he will not fire. It may be necessary to tell the players this, but it is a good indicator of how skilled they are at adapting to the scenario if you do not. He was watching the airlock when it opened, so the players will not

If the players walk past the sniper, he will ask to see their credentials. He will approach the players and ask for their work papers. The players do not have work papers that are valid for this area, as they are issued only to MCF-employed auxiliaries. They can use this opportunity to start battle at a distance of only 10 meters, as opposed to anywhere from 500 to 50 if they open fire on him. Of course, the players could try to snipe him first if they have the rifle, but this is unlikely.

Assuming the players don't get picked off by the sniper, they can continue on to the listening post undeterred. An alarm goes off if they kill or incapacitate the sniper, meaning they have to hurry or else a squad of two MCF soldiers may appear. Every paragraph from here on triggers a d50 check against 50 that this squad appears, and if the players dilly dally, they can have this roll occur again.

The players find themselves looking at the listening post. The door is trapped. The crude trap is wired with a grenade, but it is obvious. There are wires sticking out of the door that trigger a fragmentation grenade. A d50+5(Psyche+Intellect) roll against 40 will find the trap. Disarming the trap is as simple as yanking on the wire rather than the handle, which triggers the grenade's timer, but does not open the door. Then the grenade goes off after 5 seconds, enough time for a player to run away. Alternatively, a d50+5(Crafting) check will remove the trap and reward players with the grenade and a quality 10 trap.

The room they enter has the equipment out in the open. However, destroying the gear will take time, during which a squad of MCF troopers equal to the size of the players' party appears (the sniper outside will join them if he was not incapacitated or killed). They tell the players over radio that if they surrender they will not be harmed. If the players refuse, they initiate combat at a range of 25 meters. If the players surrender, the soldiers will approach and begin searching their characters for weaponry, and confiscating what they find. They have too few men for this task to be safe. Notify the players that their characters believe they can get an attack of opportunity with their hands or a wrench against the soldiers. The character with the highest initiative may get a free attack with a guaranteed hit and double damage, leading the soldiers to become hostile.

If the characters win the battle, they finish destroying the equipment. They are contacted by their employer, who tells them that an extraction is coming.

The small transport lands next to the listening post. The driver motions at you, telling you to enter. When you enter, he takes you off to a small station, where you are instructed to disappear until the next day at the end of the second work shift, when you are to meet your employer in a small bar.

The players may demand their payment now, in which case the messenger complains that he cannot pay much, but can pay half (\$25,000 each). When they meet their employer, he pays them the other half and sends them off. However, if they wait for the employer, they can get an option of getting

gear directly. A rifle (core *WASTE*) with a red dot sight (*WASTE* Supplemental I) is available to one character, and there is also a shotgun (core *WASTE*), which is packaged with two fragmentation grenades (WS:I). Packets of \$60,000 are available for any character which does not accept a weapon kit. Their employer will tell them that it was wonderful working with them and suggest that they work for him again in the future, saying “*You will be contacted when your services are required.*”.

SUPPLEMENTAL I ERATA: Action Trigger Splitters normally cost \$10,000. There was no value given in Supplemental I.