

# Hyperlite

The Sirius Treaty

## Dust-storms and Devils

A scenario for Hyperlite: The Sirius Treaty.

If using the pregen'd characters provided make sure the CORE characters are allocated. If using your own PCs, make sure they are given a Hostile Atmosphere Augment (HAA) beforehand as the atmosphere is badly tainted, though otherwise breathable.

**There are two (2) NPCs in Sergeant Wu's squad – see callout. They are intended to be 'red-top security' NPCs or to stand guard or watch whilst the PC group performs any interesting activity.**

## Situation Overview

Archaeological dig: Humans find Precursor/Empire period installation that's falling apart – appears military. In this scenario, they will probably inadvertently trigger a long-dormant self-destruct (the only technology left) and cannot turn it off... whilst being threatened by 'Tsai pirates.

## Location Overview

On dry planet with heavy dust storms and a tainted atmosphere: breathers/HAA are needed. Landscape heavily striated and crossed by ancient canyons: location of scenario is in odd, straight, canyons in isolated area; drop site is just over low hill a day's walk away from the location of interest.

Key is that some canyons, if looked at from above, appear too straight, as if cut into planet by orbital weaponry beyond anything the Sirius Treaty species know of. Also, from orbit, shadows can be seen on the landscape suggesting the presence of the ruins of an old, Precursor:Empire period fort.

## Complications

The complications for this scenario are:

- Some locals present at stone age/hoplite technology. Will occasionally come down main river but generally live in isolated communities linked by traders.
- 'Tsai Raiders are present or previously present in-system.
- The planetary notification to the Invigilators has 'gone astray' in a bureaucratic muddle and is likely to only reach them after the scenario. For the moment, no Invigilators are visible in-system.
- The target of interest is an ancient starship, abandoned after it's reactor threatened to explode. Though dormant, if reactivated, it still will!



**GM Info Ranges (sq, \*2 for m):**  
**Squares up to:** 0/1/3/10/25/50/100  
**Metres up to:** 0/2/6/20/50/100/200  
 Data: Per 0 Cls 1 Sht 2-3 Med 4-10 Lng 11+  
 VI 26+ Dis 51+ Fxt 101-200

### Exploratores Legionnaires – Wu's squad NPCs

**Steve Higgs & Danielle Vanderbout**  
**USP: 998767 (+1 Str/Dex checks, included)**

**Implants:** Liphe-cyte, Subcut Comm (Rg 15m),  
 Foldspace- $\alpha$ , Steelshod

**Skills:** Animal Handling-1, Athletics-1, Medic-1,  
 Melee(Blade)-1, Ranged(Thrown)-1,  
 Trade(Carpenter<sup>or</sup> Merchant)-1, Stealth-1,  
 Survival-1

**Kit:** Weapons, Armour, standard field kit, Medkit

#### Weapons:

**Sica** (sword) Melee +2 *Dam:1d6+3* Rg 0/0 AP +1  
**Dagger** Melee +2 *Dam:1d6+2* Rg 0/-2  
**Long Spear** Melee +1 *Dam:1d6+4* Rg -3/-1/0  
**Aspis** (Hoplion/Heavy Shield) **Parry +2** AP +3  
**Dodge +2**

Damage	AP	End	Dex	Str
Steve	4			
Danielle	4			

## Purpose

The squad's mission briefing is straightforward:

- i) Investigate what is on-planet at the specified location;
- ii) determine if it is usable;
- iii) return to report on what is down there.

## Briefing

### Paraphrase to the players:

You briefed aboard the *UNESS Hecate*, a UNEST-SF light troop cruiser. The planet you were orbiting is tentatively called 'Sandstorm', and is a virtual dust-bowl, covered with deserts and beset by numerous dust storms. What life there is ekes a primitive living in the mountains, highlands and canyons.

There are natives – small, lightly built bipeds who live in disparate communities, linked by trading. Extensive trading via 'caravan clans' – a tribe specialising in mercantile operation, now almost turning into a caste. A low, slow-moving creature with a vicious tail is used as transport, though is impractical as a mount. Local technology is bronze age, bows and primitive hand-weapons common.

The planet appears to be of little interest, though nothing but a cursory survey has been performed. On the planet surface has been seen a series of canyons, in straight lines, visible only from orbit. These look as if they have been carved into the crust by orbital lasers, perhaps from a planetary bombardment. Scopes and scans have identified what looks like a ruined complex amidst the canyon-scars. Scars only come from weapons known to have been employed by the Precursor Empire.

It is believed the installation may be of military interest or may have been of substantial problem for the Empire.

Your task is to confirm there is little else on-planet of interest and to identify what is at the confluence of canyons. Minimal planetary presence is required and whilst local interference should be minimised, contact is not precluded.

### Additional data

The area of interest is beside one of these canyons in an arid, desert area much like the rest of the planet. The top is heavily overblown with sand- and dust-dunes; the circle within the canyon is regular and weathered, but is reminiscent of a lunar crater and is too large to be part of a natural formation; how, though, has it withstood multiple floods and river erosion for so long?

### Expected mission length

The team is to check back in 5 days, which assumes a day's travel from the drop zone to the site, three days digging/exploration, and a day's travel back.

## Additional Equipment

Before they board the drop ship, ask the players what else their characters are taking down to the planet apart from their standard field kit and additional water. Their field kit includes all standard items such as lamps, tents, entrenching tools and field rations. Ask them also for the library jack libraries their character has (some must choose) and note them down – they cannot be changed during play unless smuggled down!

If they attempt to take down anything illegal, remind them that they are searched before entering the drop ship by Star Marines using scanners. This is an opposed Recon/Deception vs Deception or Stealth check, depending on the situation, the Marines having a DM of +2 due to their equipment, with severe penalties if the characters take anything of any size. If the players are particularly imaginative in how they hide items, do not hold back in giving them give them bonus DMs. Items which are not normally able to be broken down cannot be suddenly built and items not from the Player Character's TL and which would not be on the *UNESS Hecate* cannot be used.

### GM's Note

If the player's want to be innovative, let them. In previous runs of this scenario, in addition to attempting to smuggle down handguns such as gauss pistols or laspistols (remember, these have limited shots and spare clips are new items), players have attempted to smuggle down such illegal items as: a miniaturised, field-hardened camera/recorder; a fan solar power recharger; a hand-held material sample analysis unit; additional chips for library jacks; and a telescopic/IR sight. Of course, they have not always been successful, and have often found the weapons of less use than they might think.

## Bridge

### Paraphrase/Describe:

The landing, at night, is seamless, the pilot making his normal 3G braking manoeuvre just before landing. Feeling slightly bruised, you are deposited on an isolated plateau in rocky terrain, just over a ridge from the site you want to see. Camp is set up, ready to travel in the morning, as travel to the area is expected to take just one day on foot.

### GM's Note

Several times when running this adventure, the players wanted the option of doing other things on their way to the canyon. This boils down to four main options: bypassing any settlements or locals; approaching it directly and risking contact with locals; formally attempting contact with locals; and attempting contact with a merchant caravan along one of the hard-packed trails that cross their route to the canyon from the mountain.

A bit of background knowledge about the locals is useful in this event!

## Local Information

Gold, in particular, plus tin and copper are plentiful and widely-used on-planet, with iron smelting not yet achievable. Despite this, very pure metals or alloys (gold or bronze bars) would be much appreciated. Though plants and shrubs have evolved to be deep-rooted and for living in an arid climate, solid wood is scarce due to the lack of water, so would also be a useful trade commodity (though is not exactly plentiful, nor able to be manufactured, on the *UNESS Hecate*). Whilst the locals are somewhat helped by their symbiosis with respect to water needs, clean, potable water is always welcomed.

Trade goods would be useful on-planet, with well-forged items being most welcome. Local money is slivers and small ingots of metal, whether gold, bronze, tin or copper (a little of which should be in each PC's kit – give them more if they ask for it). Even pure gems might be useful as trade tokens. Even though hunting is common, hides and ivory or bone are valued to make clothes, implements, tools and weapons

The locals tend to have settlements near water, in secluded valleys that protect them from the storms, or in caves near springs, or in villages made from sun-baked stone with entrances facing away from the prevailing wind and numerous walls offering shelter from the storms. They may be surprised at the large visitors (humans are at least 50% taller than them), especially if they are not green, and will have to be dealt with carefully in order that they do not become hostile. Their initial responses will be cautious (women and children running into hiding, males arming themselves) but not hostile (they are used to merchant visitors, remember) unless the characters demonstrate hostility. This caution will include sending pairs of outflankers to either side with bows to cover the "intruders"

The leader of the village should have an obvious sign of rank, such as a wood-bead necklace (wood is rare; cut wood even more so) whilst others around him could have soft gold bangles. Another sign of rank should be in footwear – hides are a valuable commodity so the chief could wear boots, warriors or high-ranked individuals wear good sandals, whilst others should be barefoot.

Due to the disparate nature of the communities, there is a wide variation in language and dialect. Communication with outsiders tends to be through the trading sign language used by the merchant caravans: though this language is not overly rich, it is easily capable of communicating basic ideas and conducting bargaining.

## At the top of the canyon

The ruins atop the canyons are just that – scarcely more than heavily dust-ridden and buried cellars, blasted by high-energy weapons fire. The material is a form of white, translucent concrete used throughout the Precursor(Empire) period. A quick inspection finds nothing of interest. A longer inspection, including

digging for a day or more, will discover that any entrances there may have been to lower levels are extremely well plugged and sealed with molten stone, requiring heavy equipment to blast open.

### Digging/Archeology

This takes some time, whether focussed in one of the possible areas where emplacements towers were built or in the central 'hub' (as can be seen from orbit). Any characters left up here to dig will see the contrail (see Encounter 1, Link, below) and hear the sonic boom quite clearly.

## Encounter: The canyon

The canyon sides are weathered, but not weathered correctly. A Planetology check can readily show they look straight cut and unnatural, sometimes cutting *through* raised areas of terrain rather than flowing round. In places, the edges can be seen to be of congealed glass edges, with warped and shattered glass debris underfoot.

Smoke can be seen rising from a campfire, perhaps, from within the canyon, about 200m up-canyon from the ruins.

Finding a path down into the canyon where the circle is located is difficult other than at a point 500m from the ruins. At this point a worn, rocky trail leads down to a beach/sandbar extending up to the circle. On the sandbar is a canoe belonging to the locals (hide stretched over large bones and resin/sinew-bonded bone limbs). The trappers will NOT bargain away their canoe – it is virtually priceless to them.

Halfway down the sloping trail is a small plateau (or large ledge) on which a small group of locals are encamped. They have set up racks over which are draped hides and skins; there is a fire; carcasses lie to one side; there are two tents and three raiders. The only way down is past these.

**Hunters 599755; bows +2 1d6+2 -/-/0/0/-3; long knives +0 1d6+1 +0/-2; AP 1 hides; Animal Handling-1; Survival-1, Recon-1, Melee(Blade)-1, Medic-0, Stealth-1, Ranged(Primitive)-1; canoes, small local carcasses which are being skinned and the meat smoked.**

### Purpose of encounter

This is to establish whether or not the Player Characters have local allies as well as to let the players know that the locals do not know about the ruins and have no extant myths about them.

## Link: A Unexpected Contrail

During the discussion with the locals, or whilst waiting or exploring the upper ruins, a contrail appears but no sonic boom is heard (it is slowing). The locals are startled if they see it. To anyone with 'Tsai familiarity or having had contact with 'Tsai, it can be discerned as a 'Tsai raider-shuttle, perhaps heading towards a landing. Typically this is seen by any PC or NPC on watch: they should realise it is an anomaly.

## Bridge

### The Surface Circle

Eventually, the squad will trot down the canyon to where the circular depression/ruins are located, whether driven by concern to uncover the ruins before the 'Tsai or due to trying to find safety from the 'Tsai.

**GM's Note:** It is possible the Player Characters try to make their way back to the drop-point and escape off-planet, or they may send messengers back to warn of Sirius Treaty violations. A direct route to do so will run into the 'Tsai making their way from their ship to the ruins. A circular route cannot help but take several days.

The circular depression at the bottom of the canyon is on a raised beach and is badly weathered. Removing surface debris from the 'crater' edge shows it is made of a metal akin to the hullmetal alloy used on starships. Removing dirt from the flat area the crater surrounds reveals surface features showing rooms radiating from a corridor around a circular core: a closed iris.

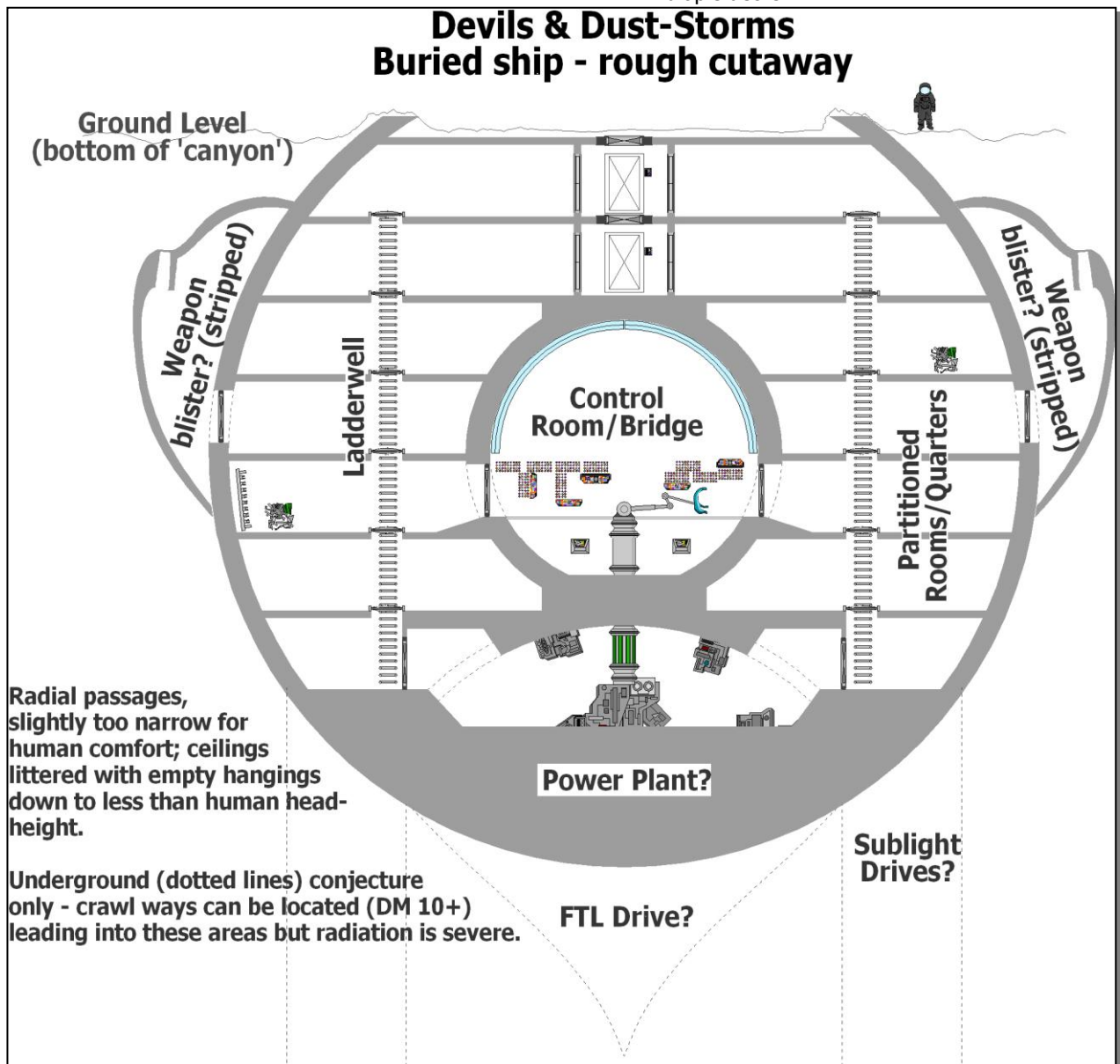
This can be expanded into an interesting encounter as the group uncovers the debris and layers of dirt and stones over the circle and forming the crater-like shape seen from orbit. Many groups enjoy a brief interlude of uncovering the hull and finding the central iris which they have to pry open.

Prying the iris open reveals a circular, "core" chamber from which radiate four doors, each with a panel beside them with a white and violet button. There is no power, but the doors can be forced open to release dry, stale air from inside.

Though the air is stale, it is well within the limits of the HAA implants the group have. The group can now explore the area below. This exploration should not be a laboured scene and information should be readily provided based on the player's descriptions of what their characters are doing. The only real places of concern or where more detail might be interesting are the locked control room and the potentially dangerous engineering section.

### Key points about the ship:

- The visible portion is approximately a globe with multiple decks.



- The top deck, at least, has been blasted off.
  - Four closed doors are in the circular core with another iris leading down to the deck below. This ante-room (perhaps the inner, safety part of an airlock?) is in better condition than the exterior, but is still beginning to decay and showing the signs of age.
  - When working down onto the sealed lower decks the condition of the fittings gradually improves as the source of decay is removed. The air is stale, but breathable in comparison with the planet's atmosphere.
  - **Doors** are shut, but can be pried open. All have a panel beside them with two light/buttons: one white and one violet. Neither are on and there is no power to the door or to the panel, though it seems as if the circuitry is intact. The doors are generally embedded into a decaying, but soft material that is reminiscent of vacuum sealing.
  - Investigation/exploration of the ship is relatively easy; almost everything has been removed with just empty racks left.
  - Weapon blisters can be found on the sides of the globe, but are stripped of heavy weapons and the components.
  - The rest of ship, below ground, is preserved very well. Decks beneath the top deck are reached via two ladder wells that are sealed off on each deck and from the rest of the ship by airtight, hand-operated hatches.
  - The ship materials and signage script is apparently Precursor Empire era, but neither are known as Empire and the language is completely unknown. The Player Characters may work out the ship this out). Though in Empire period script, the signage is not in a language any character can understand.
- The upper hemisphere of the bridge is covered in display screens (shut down at first).
  - A system that could be identified as weaponry is also full of violet lights, as is a band of lights on life support (indicating the top decks are missing!).
  - The command chair has a simple set of panels, but can be linked to show and issue key commands in front of any console. It is easily moved around the bridge.
  - The monitoring/communications section still seems to work, though long-range communications appears broken (violet lights). Astute characters could use it to contact their own ship in orbit. The monitoring station can be activated to turn on the screens, some of which are dark (or show the outside sand and gravel!), some of which show the inside of the ship and which can be switched to show any area, two of which show external views of the canyon, one from the entry well, the other which can be switched to points around the exposed rim of the ship.
  - All systems can be activated once power is routed to the bridge
  - An internal security console can be used to control the ship's doors and override the individual control panels.
  - As each console is activated, the ship talks to characters in unknown language – speaking to it in Empire causes it to respond and ask for activation code... which cannot be given as it relies on the unknown "rebel" language
  - The main computer is at the base of the bridge. Suitable Computer or Electronics checks can identify its location and a battery of resilient core memory. **Warning:** Do not hint if this to the Player Characters, as this core is an incredible find, containing control info for the ship and a general knowledge database. Deciphering it may take years, however!

## Encounter 2&3: Control Areas

There are two key 'control rooms' in the ship, both of which are protected by locked, heavy blast doors: the bridge and the engineering section. These blast doors cannot be prised open and will take severe punishment even from a shipboard energy weapon.

Only on the door control panels outside the engineering section is there any sign of power, and that is the violet light glowing on the panel. A suitable check, with Familiarity (Precursor:Empire) DMs, can discover that (a) there is power to unlock the door and (b) that the lock can be bypassed by some hard-wiring.

All control panels in the bridge and engineering are operational, but initially only those in engineering have any power to them. Whilst white lights are plentiful, the engineering section is dominated by the violet glow from many violet lights (warning lights, but the character's do not know that).

- On the bridge, the spherical control room at the centre of the ship, there are a number of consoles and suspended chairs for beings smaller than human (but larger than the natives).

### Reactivating the Power plant

It is possible to power up the bridge from engineering and re-activate the links from the power plant to the rest of the ship's systems. Astute characters may realise that a power plant that has been almost dormant for thousands of years, yet is still operational, is a real find for the UNE.

The time to activate power from Engineering to the Bridge, such as to unlock the bridge doors, depends on the results of an Engineering(Power) check with Familiarity (Precursor:Empire) DMs. This can be calculated as 20 minus check result \* 5 minutes.

So a check result of 6 means the drives takes well over an hour to get patched through; a 10 gives approximately one hour; a 13 gives 40m and a 15 only 25m.

**Any character remaining in engineering** for more than 20 minutes receives radiation poison at a rate of 1d6 per half hour or part thereof spent in the engineering section (the rest of the ship is screened off). A character will not notice this gradual sickness

until he has been in engineering for around 40m, unless the players specifically state they are concerned about such poisoning: after noticing the poisoning they can take precautions, such as only going into engineering when absolutely necessary.

### Power Warning

- As soon as power is switched on and systems activated, a hologram appears in engineering, in the bridge at the engineering console and, once it is activated, over the command chair in the bridge. This is a white bar, at one end of which is a violet line: as the character's watch, the violet line gradually moves up the bar and the ship issues a warning (which are just imperative words to the character's, though!)
- As the violet bar reaches about four minutes from the end (**GM Note:** after a few hours – time this encounter with the 'Tsai appearing), a klaxon sounds throughout the ship and a high-pitched, recorded voice repeatedly barks out some sentences that are unintelligible but which almost certainly contain a warning.

## Encounter 4: Retreat!

The 'Tsai ship lands approximately half-way between the canyon and the drop spot, behind a low hill. This conceals the 'Tsai from any merchant caravans but not from anyone else. As soon as it lands it send out a raiding party led by its commander; the target of the raiding party: the canyon and the strange circle at its base.

Unless the PCs are extraordinarily slow, it is best if the timing of the raiding party meeting the PCs is whilst they have gained entry to the ship, within half a day. Ideally, time their contact after the problems with the power core have been identified.

General 'Tsai tactics:

- Caution at the top of the canyon, troops exploring it first, before going down.
- As soon as they find the humans, the 'Tsai know they are in trouble, so will use extreme force, covering their advance with their 'plasma' heavy weapon.
- If the PCs surrender, the 'Tsai return them to the ship, with whatever they can recover from the ship (they may accidentally blow it up, see above), hoping for a future ransom.
- The 'Tsai *will* look for a way onto the ship to discover what it is. This may include an attack/assault against the humans, carried out in an intelligent, but aggressive fashion (the exact nature of this is too fluid to state, but they will cover their activities with the heavy weapon; will camp on the spur if forced to wait overnight; will use the cannon to try and cut their way through the interior doors).
- Referee:** allow the NPC soldiers to be shot first to make them understand the 'Tsai are not pulling punches!!!!
- Hopfully:** The PCs will withdraw, whether into the ship, whether elsewhere. They may be able

to recover the computer core, or may be able to set the power plant to blow, just by making it generate energy quicker. *PLAY NOTES: Some groups have used a quick, fake fight against the 'Tsai as a cover for escaping down-river having closed all the doors on the ship and rigged the drive to blow; others have surrendered to the 'Tsai, then broken loose before catastrophe breaks out.*

### 'Tsai Raider 799776; Move 7 (5-8 of)

**Weapons:** BlasCarbine +3 Parry +2 Dam:4d6 Rg - 2/0/0/0/0/-1/-2/-4/-6, act as **Heavy mace** in melee 1d6+2 -2/0;

**Laspistol** +3 Dam 4d6 -1/0/0/0/-3;

**K'Ai Knife** +3/parry +2 1d6+1 AP +1;

**Unarmed** +2 1d3+2

**AP 7** (Flak Jacket & Subdermal-1, armoured gloves);

**Implants:** Subcut Comms, Subdermal, Battle Recovery (+2 DM to all recovery rolls from injury).

**Skills:** See book, including Stealth-1, some have Medic-0. \*2 daily healing.

**Kit:** weapons, basic rations, medkit.

One pair are slightly smaller than the others but have a **Plasma Gun** Squad Support Weapon (+1 6d6A2) and its stand and power supply. This takes the pair of them a round to set up and a round to power up.

### 'Tsai Commander 7A9976; Move 7

**Weapons:** BlasCarbine +3 Parry +2 Dam:4d6 Rg - 2/0/0/0/0/-1/-2/-4/-6, act as **Heavy mace** in melee 1d6+2 -2/0;

**Laspistol** +3 Dam 4d6 -1/0/0/0/-3;

**K'Ai Knife** +4/parry +3 1d6+1 AP +1;

**Unarmed** +3 1d3+3

**AP 9** (Flak Jacket & Subdermal-3, armoured gloves);

**Implants:** Subcut Comms, Subdermal-3, Combat, Battle Recovery

**Skills:** See book, including Stealth-1, Tactics-1, Persuade-2 but -2 Soc DM due to xenophobia; \*2 daily healing

**Kit:** weapons, basic rations, command comlink to ship, medkit.

### Spotting the 'Tsai

If all else fails, and the PCs do not spot the 'Tsai, allow the following to occur, perhaps triggered by the ships automatic intrusion sensors now that the power plant has been turned on. Of course, if it isn't turned on the PCs are aboard, then there are surprises in store!

The following may be useful:

Screens flash indigo/violet and light up, showing 'Tsai forging downwards, carefully and using urban/close quarter techniques to locate key control areas.

## Finale

The ship WILL explode once the countdown reaches zero, causing massive damage to the area and a crater around 200m across, altering the flow of the river and creating a new lake. The final scene should be the struggle to avoid or escape from the 'Tsai, probably before the ship explodes...

**Hyperlite: The Sirius Treaty Duststorms & Devils****Optional Player Character****File Closer Specialist Prof. Charl-es/-ene Gerrett, PhD****UNEST-SF Ordo XX (Infantry)**

Human, Age 41, Orbital Habitat/Academic

**USP: 788AB8****(+1 to Int and Edu checks)**----- **Damage** -----

<b>Armour</b> <b>5</b>	<b>End (8):</b>	<b>Str (7):</b>	<b>Dex (8):</b>
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**Implants****Subcut com** (personal organiser, time, **subvocal communicator**, range 15m on-planet)**Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)**Low-Oxy Lung Implant, Hostile Atmosphere Augment** (breath tainted air on planet)**Subdermal Armour-1** (AP+1 and +1 damage on unarmed)**Steelshod** (armoured feet); **Foldspace-α** (Survive hyperlite transitions)**Library Jack-2 databases available****[2-point] Knowledgebase(Space Science)** +1 skill, reduce skill difficulty by one level.**[1-point] Library(Computers)** +1 skill**[1-point] Library(Space Science(Planetology))** +1 skill**[1-point] Library(Familiarity(Sandstorm))-2** Maps, rough knowledge of wildlife, can roughly communicate in local trade sign language**\*\*\* CHOOSE up to two [2] points of databases before play starts \*\*\*****Skills**

Animal Handling-0

**Computers-3**

Language('Tsai)-1

Medic-1

Melee(Blade)-1, (*other*)-0

Null-G-1

Persuade-1

Physical Science(Chemistry, Physics)-0

Ranged(Primitive)-1, (*other*)-0

Recon-1

Remote Operations-1

Social Science(Archaeology)-1,

*Social Science(other)-0***Space Science (Planetology)-4,***Space Science(other)-0*

Survival-1

Trade(Bureaucrat)-1

**Familiarities**

Precursor:Empire-1,

'Tsai-2

**Equipment**

UNE Hoplite armour (AP 4), UNE Field kit, weapons, UNE Field Medkit, basic tools (for working on small kit)

**Weapons (Ranges ~****0m/2m/6m/20m/50m/100m)****Sica (Sword)** Melee **+1** Dam:**1d6+3** Rg 0/0**Dagger** Melee **+1** Dam:**1d6+2** Rg 0/-2**Long Spear** Melee **+0** Dam:**1d6+4** Rg -3/-1/0**Aspis** (aka Hoplon/Shield) Parry **+2** **AP +3** (*8+ to add AP*)**Dodge** **+0** (*if beat opponent, 0 dam; if = 1/2 dam*)**Quick Profile**

Gerrett was a straight-A student, entering and remaining within academia for life in research until asked to serve in the UNEST-SF as a specialist in planetology. S/he was born into a privileged Orbital Habitat family, both parents involved in Earth system politics. S/he is married, having been engaged at university whilst studying for a first degree (planetology) to a fellow student. A Laboratory accident when 23, for which Gerrett was blamed, resulted in some time in hospital as well as a setback, but the skin grafts now barely show. In research, Gerrett has been extremely active off-world, perhaps even having "seen it all" – stranded on-planet for a year and learning to survive, involved in UNE interworld research on the warlike 'Tsai: what can the UNEST-SF really teach you? Perhaps something interesting might be found – it's bound to be better than the desk-job you were threatened with back at the university.

**Keywords/phrases:**

Privileged. Intellectually arrogant. Leader in field.

Superior to UNEST-SF grunts. You are a **SPECIALIST** and should be respected as such!


**Hyperlite**  
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**Hyperlite: The Sirius Treaty Duststorms & Devils****Optional Player Character****Legionnaire Jaque/Janette Dupres, Infiltration Specialist**

**UNEST-SF Ordo XX** (Exploratores) Human, Age 36, Earth/Worker b/g, ex UNE Secret Service  
**USP: 998787** (+1 to Dex and Str checks, included in weapon skills below)

----- **Damage** -----

<b>Armour</b> <b>7</b>	<b>End (8):</b>	<b>Str (9):</b>	<b>Dex (9):</b>
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**Implants**

- Neural com** (personal organiser, time, **silent communicator**, range 15m on-planet)
- Neural Jack** (Unusable on-planet; used to operate UNE systems without manual controls)
- Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)
- Hostile Atmosphere Augment** (breath tainted air on planet)
- Subdermal Armour-3** (AP+3 and +1 damage on unarmed)
- Combat Implant** (+2 bonus to First Aid check **on** you; +1 bonus daily Natural Healing; 1/day can give +2 DM to Str/End activities for 1 minute or +1 for 5 minutes but you suffer a -1DM to all skill checks for an hour afterwards)
- Steelshod** (armoured feet); **Foldspace-α** (Survive hyperlite transitions)

**Library Jack-1 databases available**

**[1-point] Library(Familiarity(Sandstorm))-2** Maps, rough knowledge of wildlife, can roughly communicate in local trade sign language

**Skills**

Athletics-1  
 Comms-1  
 Computers-1  
 Language('Tsai)-1  
 Melee(Unarmed)-2, (other)-0  
 Null-G-1  
 Persuade-0  
 Ranged(Primitive,Thrown)-1, (other)-0  
 Recon-1  
 Social Science(Psychology)-0  
**Stealth-3**  
 Streetwise-1  
 Trade(Investigator)-1

**Familiarities**

'Tsai-2

**Equipment**

UNE Hoplite armour (AP 4), UNE Field kit, weapons, UNE Field Medkit, basic tools (for working on small kit)

**Weapons (Ranges ~**

**0m/2m/6m/20m/50m/100m)**

**Sica (Sword)** Melee **+1** Dam:**1d6+3** Rg 0/0

**Dagger** Melee **+3** Dam:**1d6+2** Rg 0/-2

**Heavy Bow** Ranged **+2** Dam:**1d6+3** Rg -/-2/0/0/-2

**Pelte** (aka Light Shield) Parry **+4 AP +2** (8+ to add AP)

**Dodge** +2 (if beat opponent, 0 dam; if = 1/2 dam)

**Unarmed** Melee **+3** Dam **1d3+3**

**Quick Profile**

Dupres has always been very fit and physically capable, despite suffering from a neurological toxin attack a few years back. S/he is dedicated to the UNE and human space. As soon as s/he left school, Dupres joined the UNE Secret Services and became an Law Enforcement agent, willingly accepting the jacked-up reflexes and implants that gave. Involved in a range of counter-espionage operations, primarily against 'Tsai infiltration on Orbital habitats, Dupres has spent some time in space and on research orbitals, eventually rising to the rank of Senior Agent. The transfer to the UNEST-SF was an attempt to add more value to UNEST-SF operations as his/er infiltration skills are phenomenal (normally +4).

**Keywords/phrases:**

Dedicated. Tolerant of arrogance of Orbital employees. Highly suspicious of 'Tsai. Used to army/structure. Very confident of own infiltration skills. Respects Sgt Wu, who has operated with before – s/he is **tough!**

**Hyperlite**  
*The Sirius Treaty*

**Hyperlite: The Sirius Treaty Duststorms & Devils****Core Player Character**

**Immunis Seniores (Master Sergeant) Tony/Tanya Wu** UNE Star, CM  
**UNEST-SF Ordo XX** (Exploratores) Human, Age 37, Colony/Frontier b/g, Exploratores lifer  
**USP: C98876** (+2 to Str checks, +1 to Dex, included in weapon skills below)

----- Damage -----			
<b>Armour</b> <b>7</b>	<b>End (8):</b>	<b>Str (12):</b>	<b>Dex (9):</b>

**Implants**

**Subcut com** (personal organiser, time, **subvocal communicator**, range 15m on-planet)  
**Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)  
**Low-Oxy Lung Implant, Hostile Atmosphere Augment** (breath tainted air on planet)  
**Subdermal Armour-3** (AP+3 and +1 damage on unarmed)  
**Steelshod** (armoured feet); **Foldspace-α** (Survive hyperlite transitions)

**No database implant****Skills**

Animal Handling-1  
Athletics-1  
Comms-1  
Deception-1  
**Jack of all Trades-1**  
Language(Precursor:Empire)-1, (Tsai)-1  
Medic-1  
**Melee(Blade)-3, (other)-0**  
Persuade-1  
Ranged(Primitive)-1, (other)-0  
Recon-1  
Seafarer-0  
Stealth-1  
Survival-2  
Tactics(Heavy Infantry)-1\*  
Trade(Armourer)-1  
\* Tactics can be used to add to squad's initiative or form up and operate together (on same initiative).

**Familiarities**

Precursor:Empire-1

**Equipment**

UNE Hoplite armour (AP 4), UNE Field kit, weapons, UNE Field Medkit

**Weapons (Ranges ~**

**0m/2m/6m/20m/50m/100m)**

**Sica (Sword) Melee +5 Dam:1d6+3** Rg 0/0

**Dagger Melee +5 Dam:1d6+2** Rg 0/-2

**Long Spear Melee +2 Dam:1d6+4** Rg -3/-1/0

**Aspis** (aka Hoplon/Shield) Parry +3 **AP +3** (8+ to add AP)

**Dodge +2** (if beat opponent, 0 dam; if = 1/2 dam)

**Unarmed Melee +3 Dam:1d3+1** Rg 0/-1

**Quick Profile**

Though married young, Wu has been committed to life in the UNEST-SF, having seen many planets, many units and many problems. Wu was decorated for bravery in a Tsai ambush, befriended a crazy research scientist (now turned Invigilator), is a keen sportsperson, and is, in short, the perfect UNEST-Special Forces soldier, capable in a wide range of activities. The exploratores is where you have always wanted to be: the elite of the best forces in the UNE, and you are very conscious of the benefits it brings to humanity.

**Keywords/phrases:**

Professional soldier. Leader of squad. Exploratores (the SpecFor elite) lifer. Often frustrated with Specialists, especially the Observer-officers (they are a necessary evil). Very confident of own melee skills. 'Can do' attitude. Respects Dupres' Secret Service infiltration skills and Smith's unique talents (both part of your squad). Decorated.

**Hyperlite**  
The Sirius Treaty

**Hyperlite: The Sirius Treaty Duststorms & Devils****Optional Player Character****Legionnaire "Hard Luck" Bert/Beth Smith** <sup>CM</sup>**UNEST-SF Ordo XX** (Exploratores) Human, Age 33, Earth/Underclass, ex-Marine Corporal**USP: 8A7764****(+1 to Dex checks, -1 to Soc, included in weapon skills below)**----- **Damage** -----

<b>Armour</b> <b>7</b>	<b>End (7):</b>	<b>Str (8):</b>	<b>Dex (10):</b>
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**Implants****Subcut com** (personal organiser, time, **subvocal communicator**, range 15m on-planet)**Neural Jack** (unusable on-planet; used to operate UNE systems without manual controls)**Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)**Hostile Atmosphere Augment** (breath tainted air on planet)**Subdermal Armour-3** (AP+3 and +1 damage on unarmed)**Steelshod** (armoured feet); **Foldspace-α** (Survive hyperlite transitions)**No database implant****Skills**

Athletics-0  
 Battle Armour-1  
 Comms-1  
 Computers-0  
 Deception-1  
 Language( 'Tsai)-1  
 Medic-0  
**Melee(Blade)-2, (other)-0**  
 Persuade-1  
 Ranged(Primitive, Beam, Slug)-1,  
*(other)-0*  
 Recon-1  
 Sensors-1  
 Stealth-2  
 Streetwise-1  
 Survival-1  
 Trade(Fence)-1, (Investigator)-1

**Familiarities**

'Tsai-2

**Equipment**

UNE Hoplite armour (AP 4), UNE Field kit, weapons, UNE Field Medkit, Antique 'lock'-pick tools

**Weapons (Ranges ~****0m/2m/6m/20m/50m/100m)****Sica (Sword) Melee +2 Dam:1d6+3** Rg 0/0**Dagger** Melee **+3** Dam:**1d6+2** Rg 0/-2**Heavy Bow** Ranged **+2** Dam:**1d6+3** Rg -/-2/0/0/-2**Pelte** (aka Shield) Parry **+2 AP +2** (*8+ to add AP*)**Dodge** **+1** (*if beat opponent, 0 dam; if = 1/2 dam*)**Unarmed** Melee **+1** Dam:**1d3+1** Rg 0/-1**Quick Profile**

What chance did you have? There was little possibility of doing anything in the slums where you were born, but you tried, anyway, joining the local police support group as an Enforcer. You were put-up, though, forced to leave, and volunteered for the draft – anything to get away from the thugs who've put a bounty on your head. Mind you, that wasn't much better: sure, life in the Marines was interesting, and you were fed, but the Marine ship you were on crashed and whilst you survived, you were promoted, and then dumped onto an Invigilator Task Force – and they're the worst people to work for. Now in the Special Forces Exploratores, you didn't expect them to be quite so tough and you are a little scared of Sgt Wu – he could take on 10 of the thugs from your youth and win!

**Keywords/phrases**

Looking for the easy option. Resigned to fate. Exploratores gives you some street cred, at least when you're not on-planet. Jealous of upper classes.



**Hyperlite: The Sirius Treaty Duststorms & Devils****Core Player Character****File Closer Specialist Prof. Jonah/Joan Asanga Ph.D****UNEST-SF Ordo XX** (Infantry)

Human, Age 36, Core World Working class, Precursor Economics specialist

**USP: 788AC8****(+1 to Int checks, +2 to Edu)**----- **Damage** -----

<b>Armour</b> <b>5</b>	<b>End (8):</b>	<b>Str (7):</b>	<b>Dex (8):</b>
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**Implants****Subcut com** (personal organiser, time, **subvocal communicator**, range 15m on-planet)**Neural Jack** (unusable onn-planet; used to operate UNE systems without manual controls)**Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)**Hostile Atmosphere Augment** (breath tainted air on planet)**Subdermal Armour-1** (AP+1 and +1 damage on unarmed)**Steelshod** (armoured feet); **Foldspace-α** (Survive hyperlite transitions)**Library Jack-2 databases available****[2-point] Knowledgebase(Social Science)** +1 skill, reduce skill difficulty by one level.**[1-point] Library(Precursor:Empire)** +1 skill**[1-point] Library(Social Science(Economics))** +1 skill**[1-point] Library(Familiarity(Sandstorm))-2** Maps, rough knowledge of wildlife, can roughly communicate in local trade sign language**\*\*\* CHOOSE up to two [2] points of databases before play starts \*\*\*****Skills**

Comms-1  
Computers-1  
Deception-1  
Language(Precursor:Empire)-1  
Life Science(Biology)-0  
Medic-1  
Melee(Spear)-1, (other)-0  
Persuade-1  
Recon-0  
Remote Operations-1  
**Social Science(Economics)-3**,  
*Social Science(other)-0*  
Streetwise-1  
Trade(Builder)-1,( Investigator)-1

**Familiarities**

Precursor:Empire-2, Precursor:Monoform-1

**Equipment**

UNE Hoplite armour (AP 4), UNE Field kit, weapons, UNE Field Medkit, Archaeology field tools

**Weapons (Ranges ~****0m/2m/6m/20m/50m/100m)****Sica (Sword)** Melee **+0** Dam:**1d6+3** Rg 0/0**Dagger** Melee **+0** Dam:**1d6+2** Rg 0/-2**Long Spear** Melee **+1** Dam:**1d6+4** Rg -3/-1/0**Aspis** (aka Hoplon/Shield) Parry **+2** **AP +3** (8+ add AP)**Unarmed** Melee **+0** Dam **1d3+1****Dodge** **+0** (if beat opponent, 0 dam; if = 1/2 dam)**Quick Profile**

Born into a worker family on a Core World, you joined the Peacekeepers as a young lad. This ended up being really boring, though, and no challenge, especially as you just wandered around and around an orbital shuttle station. So you went to university, where you excelled at Economics and your Ph.D thesis on the "Economics of the Precursor Empire" is world-renowned, though your theory that the Empire was constantly at war with rogue subjects is proving hard to swallow in academic circles. You were invited to join the UNEST-SF and told you could continue your studies in being given Field Research on Precursor:Empire sources.

**Keywords/phrases:**

Curious. Rookie. Respectful of the military hierarchy, but you haven't seen much of it yet and it seems there are a lot of uneducated people in it. You probably get on better with other academics.

# Hyperlite

The Sirius Treaty

**Hyperlite: The Sirius Treaty Duststorms & Devils****Core Player Character****Optio Specialist/Observer 1<sup>st</sup> Lieutenant Mike/Michaela Andretti****UNE Star Navy, Currently assigned to UNEST-SF Ordo XX**

Human, Age 33, Core World Ruling Elite, Engineering specialist

**USP: 68799B****(+1 to Int/Edu/Soc checks)****Damage**

<b>Armour</b> <b>5</b>	<b>End (7):</b>	<b>Str (6):</b>	<b>Dex (7):</b>
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**Implants****Neural com** (personal organiser, time, **silent communicator**, range 15m on-planet)**Neural Jack** (unusable on-planet; used to operate UNE systems without manual controls)**Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)**Hostile Atmosphere Augment** (breath tainted air on planet)**Subdermal Armour-1** (AP+1 and +1 damage on unarmed)**Steelshod** (armoured feet); **Foldspace-α** (Survive hyperlite transitions)**Library Jack-1 databases available****[1-point] Library(Precursor:Empire)** +1 skill**[1-point] Library(Engineer(Power))** +1 skill**[1-point] Library(Familiarity(Sandstorm))-2** Maps, rough knowledge of wildlife, can roughly communicate in local trade sign language**\*\*\* CHOOSE up to one [1] points of databases before play starts \*\*\*****Skills**

Astrogation-1

Comms-1

Computers-1

**Engineer(Power)-3**, (FTL, Spacecraft)-1, (other)-0

Language(Precursor:Empire)-1

Language(Plann)-1,(Vayar)-1

Medic-0

Melee(Blade)-1, (other)-0

Persuade-0

Physical Science(Physics)-1,(other)-0

Recon-0

Space Science(Xenology)-0

Tactics(Space)-1,(other)-0

**Familiarities**

Precursor:Empire-2, Monoform-1,

Vayar-1

**Equipment**

UNE Hoplite armour (AP 4), UNE Field kit, weapons, UNE Field Medkit, basic engineering tools consonant with Bronze Age (various files, pliers, screwdriver, etc)

**Weapons (Ranges ~****0m/2m/6m/20m/50m/100m)****Sica (Sword)** Melee +1 Dam:**1d6+3** Rg 0/0**Dagger** Melee +1 Dam:**1d6+2** Rg 0/-2**Long Spear** Melee +0 Dam:**1d6+4** Rg -3/-1/0**Aspis** (aka Hoplon/Shield) Parry +2 **AP +3** (8+ add AP)**Unarmed** Melee +0 Dam: **1d3+1****Dodge** +0 (if beat opponent, 0 dam; if = 1/2 dam)**Quick Profile**

You had a very privileged upbringing. You were sponsored at university, to study Physics and Engineering, and then entered the Navy, as per family custom. Your career is, of course, perfect and you can see the advantages the UNE and its corporations bring to all under their umbrella: those who do not take advantage of it are just slackers, obviously. Your glittering career included terms as a liaison to the Plann, a deputy on a joint Vayar-Human task force and even some time in space under fire. You have been temporarily attached to the UNEST-SF for this mission: your confidential briefing is that the ship appears to have a unique form of power plant which the UNE really needs to get hold to power their Foldspace ships. If it's under threat of capture by another Treaty species (Vayar, Plann, Atklik, 'Tsai), make sure *they don't* get it. Really: they must **not** get a power advantage.

**Keywords/phrases:**

Aloof. Used to command. Been around. Perhaps even domineering, putting up with the oiks from the ground forces. It rankles that you're just an observer, so tolerated, but Sgt Wu seems competent.

# Hyperlite

The Sirius Treaty

## Dust and Devils Player Handout

**UNEST Database Entry: UNEP-1533-2 (Sandstorm), Summary****ST-UWP:** Sandstorm X74267X-1**Starport:** None (X)**Size:** ~10,400km (7), 0.8G surface gravity**Atmosphere:** Thin, Tainted (4), HAA or Filters required**Water/Hydrographic %age:** 22% (2); Few small seas located. Water supply warning. Dust storm warning.**Population:** Estimated ~8m (6) thinly spread**Government:** No centralised government (7), Tribal/Balkanised, turf wars over major water sources or resources (mines); continual raiding on sedentary clans by mobile clans; heavily-armed trading clans also form merchant caravans across less hospitable areas.**Law Level:** None. Weapons routinely carried to fend off tribal raiders from mobile, waste-living tribes; caravan tribes (traders) also use local animals to transport goods.**Invigilator Classification:** None yet given (Invigilators notification issued, have not responded). Conservative estimate given Tech Level 1 (bronze age).**Culture/Trade Classification:** None given**Sapient locals:** Bipedal, 1.2-1.5m, symbiosis with a flora giving green tinge to skin. Str-2, Dex+2, End+2, Edu-2, Soc-2; Strong tribal relationships and affinities; inter-clan marriages used to forge bonds; inter-tribal marriages rare, genetic diversity primarily maintained through raiding. Much use made of bone and sinew from the few larger creatures and fish on the planet and on the toughened skins of cactus-like plants.

## Dust and Devils Player Handout

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