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## Beyond The Rift • 1



## IN THIS CHAPTER...

How to use this book  
Zenax Timeline  
Introduction

◀ The independent exploration ship *Fubar Brigade III* drifts helplessly after a disastrous Rift Run. A Whe picket ship was in the vicinity and moves in to investigate this new threat.

## WHAT IS THIS BOOK?

What you hold in your hands is an authorized campaign setting and sourcebook for *Battlelords of the Twenty-Third Century* role-playing game. The campaign setting is based in the Zenax galaxy, which can only be reached from Alliance space (the setting for the *Battlelords* RPG) by extreme means, like passing through a rift in space. This allows Battle Masters to isolate their players and control the flow of Alliance weapons, equipment, and other supplies.

The Zenax campaign setting is highly detailed with its own Player Character races, equipment, weapons, and story line. There is so much to cover, that I won't try and summarize it all here. Go ahead and skim through the book and take a look at what is inside. I think you'll agree that this is a must-have-item for any *Battlelords* fan! This book also includes a set of optional hand-to-hand combat rules that better simulate the abilities of trained fighters or martial artists.

## Compatibility

This campaign setting is designed for use with the *Battlelords of the Twenty-third Century* role-playing game by SSDC. The ideas presented in this book can be used with any sci-fi or futuristic RPG but are best suited for games set in the "space exploration" genre.

## How to use this sourcebook

If you're not the Battle Master, you should read through this book until you reach the Battle Master section. STOP THERE! Trust me on this one. The Zenax Galaxy is packed full of surprises and intrigue. By reading the secrets contained in that section you'll just spoil it for yourself.

Throughout this book you will see numbers in brackets [1] next to certain paragraphs. These numbers correspond to entries in the Battle Masters section that explain the full story behind the events and places in Zenax. Sorry players, that information is for BMs only, so please don't look if you're not the Battle Master.

If you are the Battle Master and you want to run a campaign in Zenax, we suggest you read the whole book. However, that being said, this book is just as much a sourcebook as it is a campaign setting. If you just want the info on the optional hand-to-hand combat rules or the new weaponry, that's great too.

## The Battle Master's Golden Rule

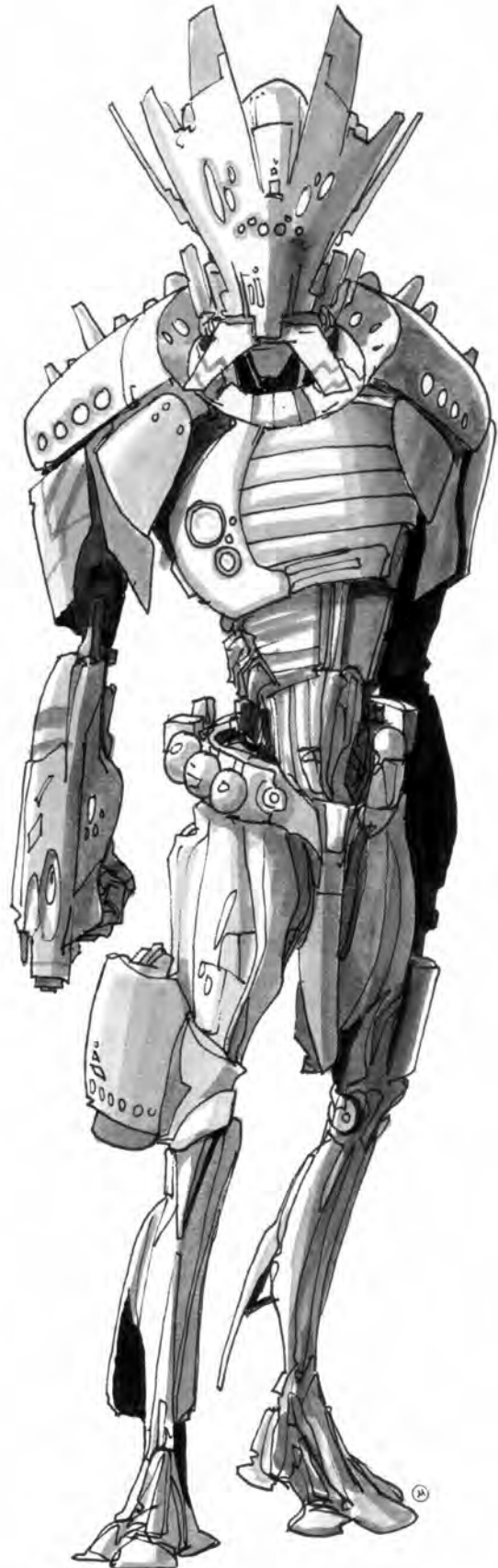
Take what you want, ditch the rest. Every rule is an optional rule. There is a great deal of information presented in this book, and BMs should feel free to discard rules they do not like. The Battle Master is the final arbitrator on all decisions, including what rules are being used and what exists or doesn't exist in his or her campaign setting. If you're going to play in this campaign setting, be sure to ask your Battle Master what rules and info from this book are being used and what info he or she has discarded.



## ZENAX TIMELINE

- 5302 B.C. The Aktai claim this is the date their civilization began, when the first Aktai was built by their mysterious creator.
- 760 B.C. The Aktai make first contact with the Cedeun. Despite their best efforts, the Cedeun are uninterested in a cultural exchange with the robots. The Aktai have periodic, friendly encounters with the Cedeun for the next several thousand years.
- 360 B.C. The Dul begin experimenting with the concept of a life art, which is the combination of a martial art and an occupational skill into a single discipline.
- 300 B.C. The Cedeun develop a means of interstellar travel and begin spreading throughout Zenax.
- 43 B.C. The last sighting of a Raxe is confirmed by an Aktai exploration team.
- 1270 A.D. An uncharted solar system in Zenax is destroyed by unknown forces. The asteroid belt that forms as a result of its destruction will eventually become Cedeun Mining Outpost #72.
- 1285 A.D. The Aktai build Omotrom Zeta Prime. A colony dedicated to supporting the arts, they will eventually open the colony up to all friendly species.
- 1340 A.D. After 300 years of continuous war the Razaa warlord Tanize unites his planet.
- 1393 A.D. The Razaa warlord Tanize abdicates his throne after over 50 years of rule. Before leaving Tanize decrees that his successor should be elected by the people from a group of Naphdor's most skilled warriors.
- 1475 A.D. Tralar House of Government formed on Kaidum, the Disrapan home world.
- 1495 A.D. Tralar becomes the dominant country on Kaidum.
- 1480 A.D. Trade Consortium is formed on Kaidum.
- 1481 A.D. Trade Consortium declares war on countries neighboring Tralar.
- 1481 A.D. The "50-years war" begins on Kaidum.
- 1485 A.D. Tralar begins to annex neighboring countries that have fallen victim to the Trade Consortium's economic and military attacks.
- 1453 A.D. The "50-years war" ends. The Trade Consortium has crippled every other country on the face of the planet Kaidum.
- 1503 A.D. The Tralar House of Government on Kaidum now controls almost every nation on the planet.
- 1504 A.D. The Cedeun asteroid city of Nawh is totally destroyed. The cause of the disaster is never determined.
- 1562 A.D. The Aktai make first contact with the Disrapan, and begin a friendly exchange of information and technology. The Trade Consortium and the House of Government keep this information secret from the general population.
- 1753 A.D. The Disrapan develop the means to travel between planets within their solar system.
- 1835 A.D. The Klee develop the means to travel between planets within their solar system.
- 1839 A.D. The Aktai make first contact with the Klee and being exchanging information and technology.
- 1845 A.D. The Klee and the Cedeun make first contact.
- 1846 A.D. The sect wars begin on the planet Aroymass, pitting Dul against Dul in a massive globe-spanning war.
- 1955 A.D. The Disrapan develop faster-than-light travel.
- 1958 A.D. The Klee develop faster-than-light travel.
- 1960 A.D. The Disrapan make first contact with the Klee and Cedeun.
- 1962 A.D. The Klee begin to establish trade-routes between their homeworld and their neighbors.
- 1967 A.D. The Cedeun begin open salvage operations along Klee trade routes, creating a number of salvage yards.
- 1968 A.D. The Aktai make first contact with the Razaa. After some miscommunication and a short wrestling match, the Aktai reluctantly resumed friendly communication with the Razaa.
- 1974 A.D. The Aktai dispense their "language injections" to all friendly species in Zenax starting a new era of intergalactic communication.
- 1980 A.D. The Razaa develop the means to travel between planets within their solar system.
- 2000 A.D. The Disrapan government forms the Marshals, a law-enforcement organization authorized to protect its off-world citizens from harm. The Marshals jurisdiction is unlimited, and they are empowered to take whatever means necessary to accomplish their job.
- 2010 A.D. The Klee make first contact with the Razaa.
- 2039 A.D. The Dul develop the means to the travel between planets within their solar system.
- 2043 A.D. The Disrapan discover the Dul and recognize their sovereignty as an independent world as long as the Dul do not venture into Disrapan space. For the most part the Disrapan leave the Dul to their own devices and do not meddle in their affairs.
- 2049 A.D. The sect wars end and a tenuous peace is established on Aroymass. Only about four-dozen of the hundreds of different life-arts remain.
- 2075 A.D. First rebel attack against the Trade Consortium on Kaidum.
- 2099 A.D. The robot wars begin on Aroymass after the intelligent training robots rebel against their Dul creators who use them for target practice.
- 2088 A.D. The Dul begin to develop faster-than-light travel.
- 2158 A.D. An Aktai vessel researching wormholes vanishes without a trace. Unbeknownst to the Aktai it reappears in Clesis Idall, Fornax with no sign of its crew.
- 2175 A.D. The Whe develop faster-than-light travel.
- 2180 A.D. Space travel on the planet Aroymass is privatized.
- 2180 A.D. The Razaa develop faster-than-light travel with help from the Klee.
- 2209 A.D. The Klee help to establish an inter-planetary agreement establishing the rules and laws of free trade between species. All friendly species currently engaging in inter-

- planetary trade sign the agreement.
- 2210 A.D. The trade agreement firmly cements trade routes throughout Zenax.
- 2215 A.D. Most governments have built at least one space station along the trade routes that run through their space.
- 2215 A.D. Formal exploration of the Mortarian rift begins in Alliance space.
- 2225 A.D. The Disrapan attack the Razaa when their spacecraft meet and hostilities result.
- 2225 A.D. First Whe aggression against the Aktai.
- 2226 A.D. The Whe start first campaign against the Aktai.
- 2226 A.D. The Whe begin to fortify their borders against any counter-attacks.
- 2227 A.D. The Desiut are peacefully integrated into Whe society.
- 2227 A.D. Astar167 is conquered by the Whe and Vewhig are assimilated as a slave race.
- 2228 A.D. The Aktai's mobile space station, the Ziza Citadel, is sighted at the border of Klee and Razaa space.
- 2229 A.D. The Whe destroy the Klee homeworld. The Cedeun warn the Klee of the impending attack allowing time for millions to escape. The refugees gather their ships into small "trader fleets" and begin commerce with nearby worlds to obtain the food and supplies they need to survive.
- 2230 A.D. The first Whe campaign against the Aktai comes to an end.
- 2230 A.D. The Aktai violate interplanetary trade agreements by forcibly searching all alien vessels that enter Aktai space.
- 2231 A.D. The Klee trade agreements are amended and expanded to include new rules for dealing with the Klee trader fleets and the Whe.
- 2232 A.D. Disrapan attack the Klee Trader Fleet
- 2235 A.D. The second Whe campaign against the Aktai begins.
- 2235 A.D. The first Klee space station city is constructed in secret with help from the Cedeun.
- 2236 A.D. Mazier Beta 5, a Klee trading post is established on the Razaa/Disrapan border.
- 2243 A.D. The Xhem are discovered; a species of insectoid aliens who hail from the planet Yujh.
- 2244 A.D. The Whe conquer and enslave the primitive Daktar
- 2244 A.D. The Razaa build the Trid spacestation. A miniature version of their own inhospitable home world anchored in the center of Razaa space.
- 2245 A.D. The second Whe campaign against the Aktai ends.
- 2250 A.D. The Dul develop economically feasible faster-than-light vessels. Private investors and entrepreneurs begin purchasing personal FTL craft and setting out to explore the universe.
- 2252 A.D. The Whe launched multiple sneak attacks against the Xuw on a major religious holiday. The Whe mercilessly wiped out every Xuw planet using a combination of nuclear orbital bombardment and "warp bombs" which had been stolen from the Aktai arsenal. Almost the entire Xuw species was wiped out in a single day.
- 2252 A.D. Orion Miles O'Rierden makes a successful rift run and



- ends up in Zenax. After touring the galaxy with a Klee trader fleet, he eventually buys a hunk of rock, which he names O'Rierden's dirt ball. The Orion quickly sets up shop, opens a bar, and starts charging colonists outrageous amounts of money to colonize his planet.
- 2254 A.D. The Aopdown surrender to the Whe with little resistance and are incorporated into the slave class.
- 2254 A.D. The third Whe campaign against the Aktai begins.
- 2255 A.D. The MX-6 Reflex missile is first fielded by the Disrapan on the planet Knazz in a battle against the Razaa. Some missiles are still lying dormant on the battlefield waiting for a potential target.
- 2255 A.D. The Whe begin development of a near-lightspeed projectile weapon.
- 2256 A.D. The Triem of Beta Prime are methodically exterminated by Whe who use orbital bombardment to destroy their home world and colonies.
- 2257 A.D. An elite Eridani military unit is "banished" to the Zenax galaxy by an Arachnid Priest during the battle of Crossroads. Nicknamed Captain Catastrophe by his troops, the unit's leader is renowned for his bad luck. They end up in Whe held space and have to fight their way to safety.
- 2257 A.D. Warmonger Corporation, Inc. an upstart Alliance mega-corp, begins routinely sending mercenary teams into the rift. They pay top dollar and the rift runners line up for the chance to make a rift run and come back alive, which will earn them a 20 million dollar bonus.
- 2262 A.D. The Disrapan begin construction on Haptor spaceport.
- 2263 A.D. First recorded attack on a Klee trade fleet by pirates.
- 2263 A.D. Orion, Sam O'Roark claims to have found a way through the rift and back again. Warmonger Corp. pays him 20 millions credits to pick his brain.
- 2263 A.D. An independent mining colony is established on Mitron to exploit the planets supply of the rare Mitronian crystals. The planet is defended by the Mitronian Guard who are said to be the best equipped and trained mercenary force ever assembled.
- 2264 A.D. The third Whe campaign against the Aktai ends.
- 2264 A.D. The Disrapan science station Nikasa 7 is founded.
- 2265 A.D. Haptor spaceport becomes fully operational.
- 2265 A.D. The Takd art gallery is founded on Asteroid 626
- 2268 A.D. The Galactic Tribune reports that over four thousand ships using Alliance stargates have been lost to unknown causes. Almost a thousand of them end up in Zenax.
- 2270 A.D. Disrapan colony planet, Rakasa 3 is established.
- 2271 A.D. Alliance citizen and multi-billionaire, Thomas Paine survives the destruction of his ship while making a rift run. He, along with some of his crew are rescued when their escape pod is picked up by an Aktai vessel.
- 2271 A.D. With the impending ban on civilian rift travel, the president and founder of Warmonger Corporation, Mr. Warmonger, (a fully cybernetic Ram Python) enters the rift in a state-of-the-art research vessel along with a crack team of highly armed mercenaries.
- 2271 A.D. The Alliance passes a law allowing only military vessels to travel within the rift.
- 2272 A.D. Warmonger appears in public dispelling the rumors that he personally accompanied his team of mercs into the Mortarian rift.
- 2274 A.D. The Whe battle fleet regroups at the Aktai border waiting for orders to attack.
- 2275 A.D. The Whe military holds dominion over a dozen conquered planets. Their military is stretched so thin garrisoning these enslaved worlds, that they begin experimenting with planet-wide mind control to maintain order.

## "STRANGER IN A STRANGE LAND"

*"So you wanted to be a rift runner. You wanted all that fame, glory, and, of course, cash for being the first person to successfully navigate through this newly discovered rift. Now you're not convinced that you were the first one through, but you are pretty sure you're the craziest. Your ship is barely functional, you're so far off the star charts the word "remote" doesn't begin to describe where you are, and there is an alien craft approaching your disabled vessel. From the weapons fire that just crossed your bow, you're pretty sure they're not here to help repair your ship. Oh... did we mention, that the Mutzachan has now concluded that the rift only works in one direction? Welcome to a whole new universe..."*

## MAKING NEW FRIENDS:

*"According to our new friends, the Klee, the first race we ran into when we escaped the rift are called the Whe. The Whe are an aggressive, expansive, and might I add, highly xenophobic race that is currently at war with every other intelligent species in the sector. According to the Klee, had we not escaped the Whe, they would have surely captured and dissected us. They suggest that we shouldn't hang around this sector of space for too much longer."*

## I'VE NEVER SEEN ONE OF THOSE BEFORE

*"With all these aliens running around, it was only a matter of time before we ran into some "alien" technology. Unfortunately, up until this point much of it has been pointed at us. From the mundane, yet lethal, Whe projectile weapons to the amazing Aktai Gravitic Accelerators, there are weapon systems here that would make a Balshrom engineer giddy."*

## ENJOY YOUR STAY

*"The ship is barely operable after the rift run. At least it is still airtight. After trading with the Klee commerce fleet, we've gotten some food and supplies. I'm not sure if this stuff is edible, but we don't have much choice. The Ram seems to like it. Then again, he'll eat anything. We also picked up some star charts that should lead us to a race called the Aktai. The Klee say they're the most technologically advanced race around. Maybe they can help us get home. Unfortunately, there is a Whe battlefield between us and the Aktai. We'll see how it goes. We've picked up a couple of new passengers who may be of help. If only we could understand them. I guess things could be worse.... will somebody PLEASE get that Cedeun off the outside of the ship! He gives me the creeps when he stares at me through the porthole like that."*

## THE WAY HOME

*"The Zen and I were talking privately last night. We did not want the rest of the team to hear. We realized that we were AWOL from SSDC. When we get back home, we will have a lot of explaining to do. If we make it back home..."*

