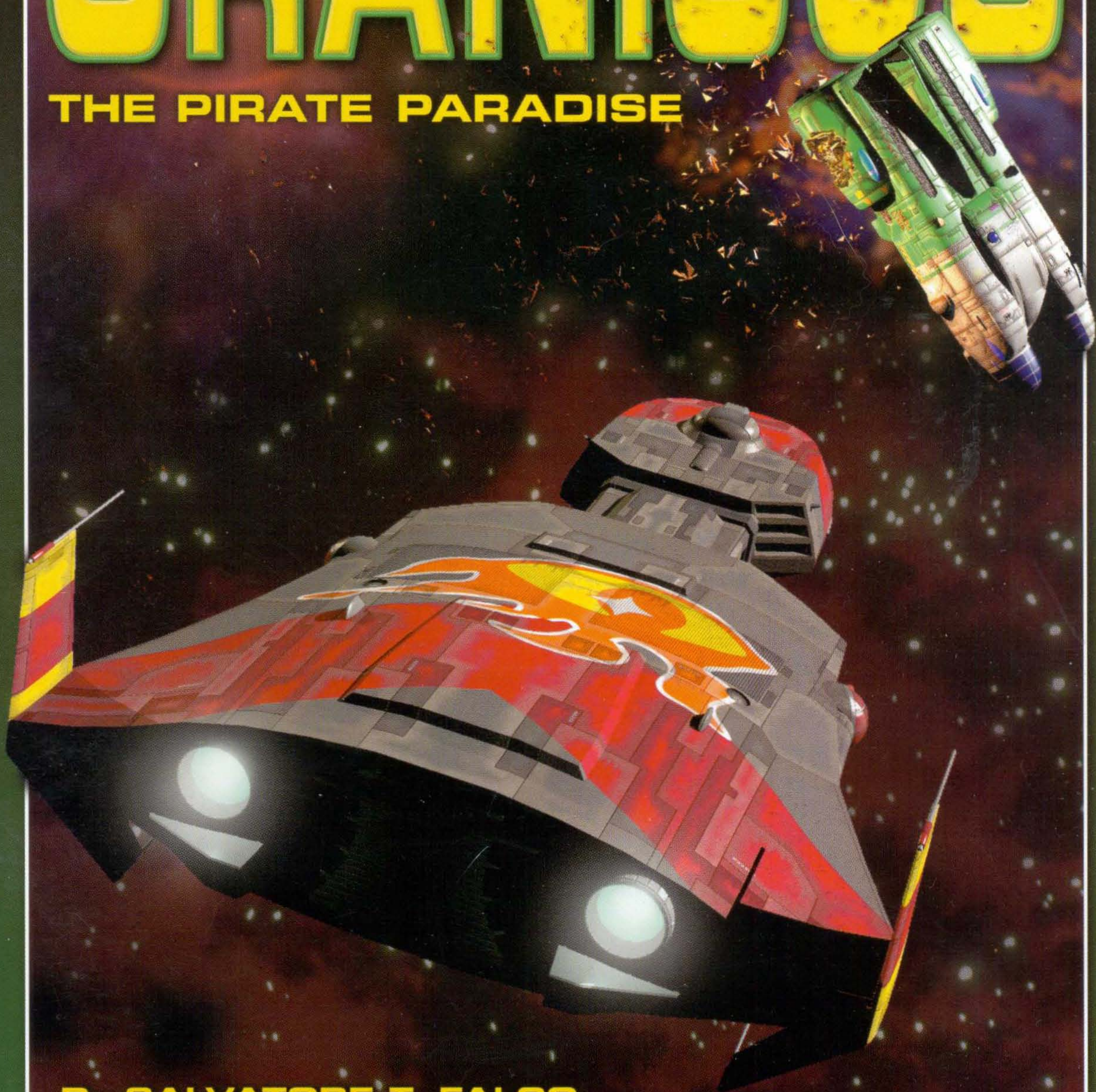


GURPS[®] *Traveller*[®] Planetary Survey 3

GRANICUS

THE PIRATE PARADISE

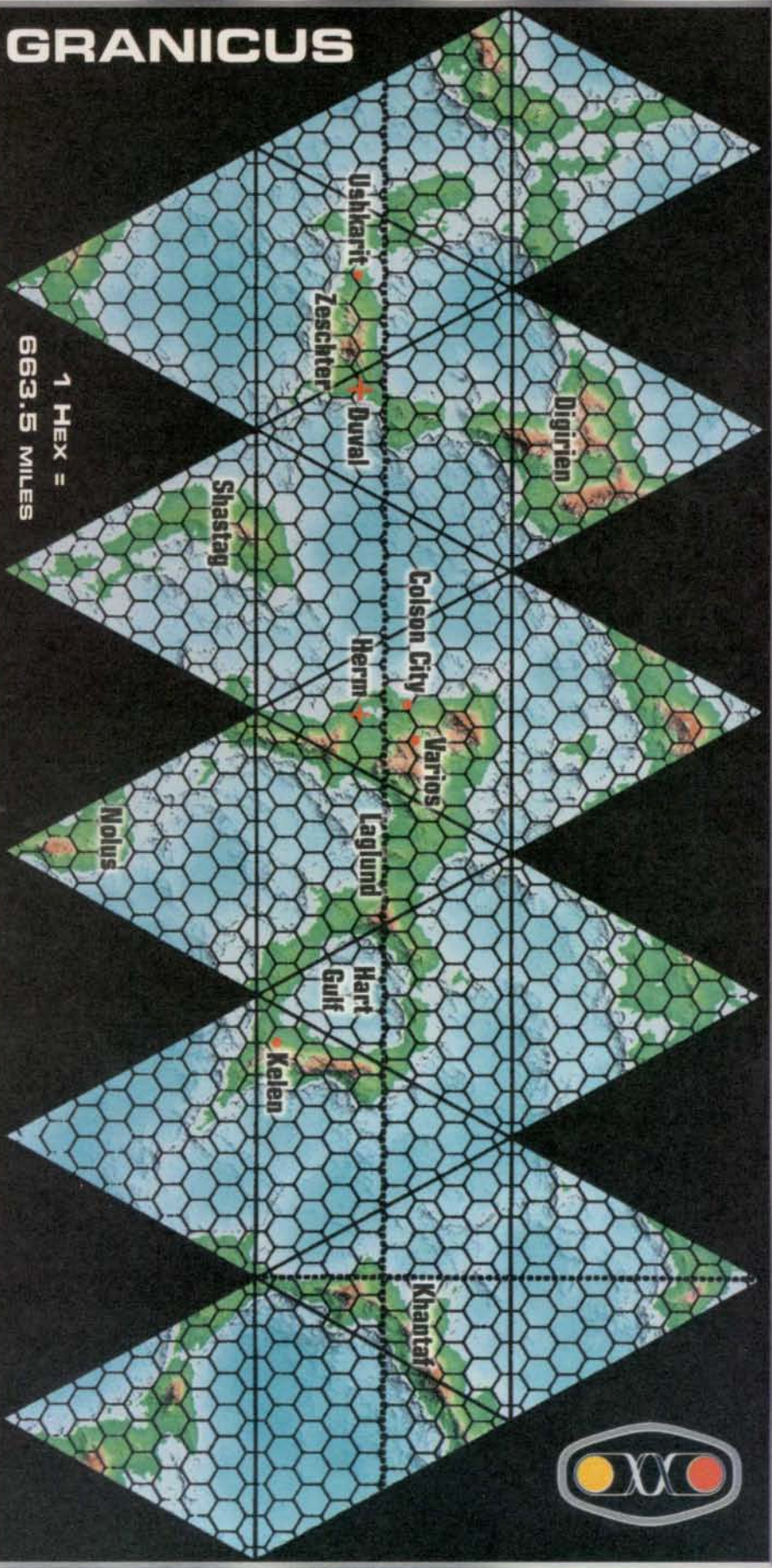


By SALVATORE T. FALCO

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STEVE JACKSON GAMES

GRANICUS



+ STARPORT ● MAJOR CITY

GURPS[®] Traveller[®]

Planetary Survey 3

GRANICUS

THE PIRATE PARADISE

By Salvatore T. Falco

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Traveller science fiction universe
by Marc Miller*

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STEVE JACKSON GAMES

Introduction

About GURPS

Steve Jackson Games is committed to full support of the **GURPS** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new **GURPS** rules and articles. It also covers *Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

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Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. We also have Compuserve and AOL conferences. **GURPS** has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of **GURPS**. To join, mail majordomo@io.com with "subscribe GURPSnet-L" in the message body, or point your Web browser to gurpsnet.sjgames.com.

The **GURPS Traveller Planetary Survey 3: Granicus** Web page is at www.sjgames.com/gurps/traveller/ps3/.

Page References

Any page reference that begins with a B refers to **GURPS Basic Set, Third Edition Revised**; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, CII to *Compendium II*, GT to *GURPS Traveller, Second Edition*, and T:FT to *Traveller: Far Trader*.

For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

When your ship's smaller than the target, you can't beat it down before you board – you swoop in, grab the goods, and get back out, dodging fire the whole time. Usually that works. This time, it didn't. That son-of-a-Vargr on the **Fortune's Hope** knocked out the **Talon's** jump engines as soon as we got within range. At that point, we knew we had to take the **Hope** if we wanted to get out alive.

We knew it was bad when the **Captain** suited up. Everyone crammed into our two breaching pods, and we launched for the **Hope** while the **Talon** zipped around on automated evasive maneuvers. I don't know how our pod made it through that cross-fire – the other was gone as soon as it hit space – but Captain Kremkau brought us in right over the **Hope's** bridge and started the pod chewing through her armor.

Most people don't know what it's like to wait even **one** minute, without moving, without talking. Now try waiting **ten** – knowing people are lining up just outside the door, waiting for the chance to be a hero at your expense, and not a damn thing you can do about it.

As soon as the pod doors burst open, our second mate jumped through the jagged opening and hurled a grenade, buying us our only chance with her life. It blew a hole in the deck, but it also took out half a dozen of the **Hope's** crew and stopped the barrage of fire long enough to give us a chance. We spilled out and started cutting them down.

I guess we were more desperate than them, because even though they outnumbered us, we drove them off the bridge in only a few minutes. Then we pushed them back until they realized that continuing to fight was pointless. They surrendered, so we gave them a lifeboat. The ship was ours.

Of course, the first thing we did once we'd transferred all our stuff off the **Talon** was to take the **Hope** to Granicus. We fenced her cargo to get her ready to go back out. The Captain bought papers that said she had always been ours, and had always been named the **Sun Conure**. Now we were ready to do some real damage . . ."

– Sam Terranova, *Three Years on the Conure*

ABOUT THE AUTHOR

Salvatore T. Falco was born in New Jersey, and was transplanted to Florida when he was eight years old. As far back as he can remember, he has imagined new worlds of his own creation, vastly preferring those worlds to the real thing. He started playing role-playing games at 12, with the boxed version of *Dungeons & Dragons*. He stumbled onto *Traveller* a few years later, and still can't believe how fortunate he is to have the opportunity to add his personal touch to the setting. He started playing **GURPS** in 1989, while he was a student at the University of South Florida. There he received a bachelor's degree in history, a master's degree in literature, and the nickname "Sam." He's now the senior technical writer for a software company. When not hunched over a table rolling dice and quoting Monty Python, his hobbies include ballroom and Latin dance, playing guitar, and posting to *Pyramid* newsgroups as "Pope Oeneus." He lives in Palm Harbor, Florida.

IISS DATA – GRANICUS/GLIMMERDRIFT REACHES

Granicus orbits a G4 star (Bucephalas) in the Glimmerdrift Reaches Sector, located at 0520. Granicus is the main world of the system, and has the only significant settlement, as well as a Class V starport and (unusually) several Class IV and lower starports.

All worlds in the system are owned by the Federation of Heron, but the Federation administers only two directly: Flit (an administrative center) and Granicus. The Federation Navy handles system defense, though local independent merchants have been known to participate when necessary. Refueling is permitted at all three gas giants in the system.

The Federation allows Granicus to set its own course for the most part. Two continents are highly developed; the others are settled either sparsely or not at all. The Federation operates and maintains a sophisticated system of communications satellites. There are no permanent non-Human settlements on Granicus, though it is becoming more common for Vargr vessels to take shore leave here.

Starports: Granicus' Class V starport has orbital and surface components, built by the native government and now operated by the Federation. The surface facility is located in Duval, the planet's capital. The boundary is fenced and equipped with optical and motion sensors, but it is not patrolled and the sensors are frequently inoperative. All ground traffic out of the starport must pass through customs and registration, but enforcement is lax. Duval handles passengers but primarily serves as the only legal port for freight, both imports and exports.

Herm Starport is a Class IV facility with a ground component only. Its perimeter is also fenced and guarded, but this is more a safety measure than an attempt to control ground traffic. Another Class IV facility is under construction at Varios, but will not be ready for several more years. Several other major cities have smaller facilities that are used mostly for intraworld freight and travel.

Travel Advisory: There have been reports of marauders near the Granicus system, and for this reason, the Imperial Navy, the IISS, and the TAS have declared an amber travel zone rating for Granicus outside of Duval Downport – travelers are urged to avoid Granicus proper, due to the unstable political climate and the prevalence of organized crime. Imperial citizens have been illegally detained, robbed, and even assaulted while on-planet. All vessels passing through the system are urged to be on alert for ships with unusual or no markings, or with nonfunctioning transponders. Amber ratings have also been assigned to Sheridan and Chilok, and to other worlds in Delphi and Glimmerdrift Reaches sectors.

Planet Diameter: 9,823 miles, density 4.9.

Gravity: 1.09.

Atmosphere: Oxygen/nitrogen with a pressure of 0.981.

Hydrographic Percentage: 70% surface coverage, some tied up in polar caps.

Population: 25 million (an estimate – neither the Federation nor any local body has carried out a proper census).

Government: Balkanized. There are dozens of city- and nation-states which belong to a unicameral global parliament called the Granicus World League, but the League is highly unstable and has very little in the way of sovereign powers. Local business interests exercise great influence over the World League.

Control Rating: CR 4 – every city-state has its own set of laws, usually substantially different from those of their neighbors. Enforcement, however, tends to be lax, if not actually corrupt. Visitors are urged to follow the natives' lead as to what is and is not acceptable. Note that weapons have a CR of 2 – it is both legal and customary for adults to go armed. Laws vary from place to place; non-Granicans who travel between city-states should read up on the local regulations well before arrival!

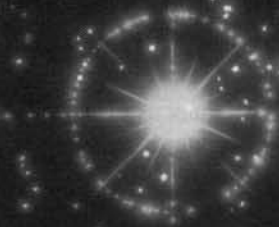
Tech Level: TL10. Industrial capacity is primarily focused on shipbuilding and repair.

– END TRANSMISSION –

System Data

Name (orbit)	Gravity		Hydrographic %		Population		Notes
	Diameter	Atmosphere	Climate				
Furnace (0.488 AU)	1,000	0.07	None	0	Uninhab.	–	
Sparta (0.838 AU)	2,900	0.19	None	0	Uninhab.	–	
Granicus (1.188 AU)	9,800	1.09	O-N	70%	Chilly	25 mill.	
Flit (1.888 AU)	5,900	0.55	Exotic	45%	Uninhab.	500	Heron outpost
Antandrus (6.088 AU)	75,000	1.20	Corrosive	NA	Uninhab.	–	Gas giant, 14 moons
Iskander (11.688 AU)	55,000	1.25	Corrosive	NA	Uninhab.	–	Gas giant, 12 moons
Salix (22.888 AU)	50,000	1.14	Corrosive	NA	Uninhab.	–	Gas giant, 15 moons

Granicus



LANDFORMS

With gravity and atmospheric pressure very close to that of Earth, Granicus is an ideal planet for Human habitation. Its resources are more than sufficient for a TL11 society, and most of its land lies within the temperate and tropical zones. Granicus has six major land masses, two of which are mostly buried beneath polar ice. Almost any kind of terrain can be found on Granicus, though a large portion of its land is covered in swamps and marshes.

The planet's ecology is advanced, with abundant large native animals as well as lower forms of life. In addition, the first Human settlers brought a variety of terrestrial animals with them, many of which continue to thrive alongside native species.

Plant life on Granicus is prolific. Abundant vegetation and the year-round tropical climate combine to provide the one serious drawback to Granicus: its smell. First-time visitors to Granicus are often overcome by the thick, cloying odors that come from pollen, muck, and decaying mulch. Most people get used to the smell after a few days, but some people never adjust to it. Others suffer severe allergic reactions or respiratory disorders that make extended stays difficult or impossible.

LAGLUND

The majority of the planet's population lives on Laglund, which is the site of the planet's largest city, Herm. Laglund straddles the equator, stretching 3,000 miles east to west, and contains nearly every type of terrain possible. It features four mountain ranges, an enormous desert, rain forests, and plains broken with marsh and swampland.

Most of Laglund's population lives in the west. Naransa, a nation stretching along the southwestern shores of Heart Gulf, holds about one-third of Laglund's population. A full 97% of the people are of "native" stock – descendants of Solomani and Vilani settlers. The designations "Solomani" and "Vilani" have lost their meaning for native Granicans due to intermarriage.

Laglund produces 34% of the total value of gems mined on the planet. It also has significant metal deposits; it is responsible for about 20% of the iron ore produced on Granicus, and has plentiful sources of light, industrial, and heavy metals. The only resource in which Laglund is deficient is radioactives – these have to be imported from offworld.

DIGIRIEN AND NOLACHU

Digirien and Nolachu are the north and south polar continents. Parts of each extend into the temperate zones, though neither reaches very far: Digirein's southernmost point lies at about 40°N latitude, while Nolachu stretches as far north as 38°S.

Digirien boasts impressive mountain ranges and is sparsely populated. Nolachu is also mostly uninhabited. A handful of fringe groups have established settlements there over the past 500 years, each of which ultimately failed, their inhabitants either dying or returning to their home cities.

SHASTAG

Near Nolachu is Shastag, one of the smaller of the six land masses. Shastag contains the largest desert on the planet, covering most of its northern interior. Shastag has the bulk of the planet's radioactive metals, but even these are not enough to meet the local demand.

KHANTAF

The most peculiar of Granican landforms, Khantaf stretches from the narrow isthmus that connects it to Digirien all the way to 48°S latitude. This roughly follows the boundaries of two tectonic plates that are grinding into one another; a single chain of mountains runs like a spine up its center, starting at 30°N latitude and extending to 15°S. The gem mines scattered through the mountains are productive enough to be worth working; small "gem towns" have grown up near these mines. The rest of Khantaf is relatively uninhabited.

ZESCHTER

The planetary capital is at Duval, on Zeschter. Like Laglund, Zeschter straddles the equator. Its northernmost point is at 23°N latitude and it stretches as far as 21°S. It is slightly less than 2,000 miles wide at its widest point. Most of Zeschter is covered in jungle, rain forest, and swamps, except for its mountainous interior.

Zeschter's population is an even mix of Newcomers and natives. There is little intermarriage between the two groups, so the distinctions are likely to last well into the future.

CLIMATE AND WEATHER

Due to its small axial tilt (only 8%), most of the planet enjoys a pleasant climate. There is almost no seasonal shift – most cities enjoy warm weather year-round. Hurricane-strength storms are rare on Granicus, and the most severe storm ever recorded had sustained winds of only 96 mph. The strongest storms generally appear in the ocean west of Laglund and travel west, normally dying out before they make landfall. The rainiest parts of the world are the areas west of the Khantaf mountains; the driest area is in central Shastag.

RESOURCES

Granicus has all the resources necessary to sustain the enormous ship-repair industry that has developed in the past half century. It exports some raw materials, mostly heavy metals that are used by the Federation, but for the most part, planetary resources are used locally.

In addition to industrial resources, Granicus is known for its exotic plant and animal life, some of which is shipped offplanet in trade.

FLORA AND FAUNA

Granicus has a diverse native biosphere, with a vast array of higher animals living alongside many creatures imported from Earth during the original settlement (see pp. 6-7).

The largest native creature on land is the zarchy, a herbivore native to Laglund and Zeschter. Named for its most common cry, the zarchy is about the size of an elephant. Other significant Granican species include the needle-mouth and the gramoris, an incredibly annoying creature found everywhere on the planet except at the poles.

ADVENTURE SEEDS

● Granican black markets are famous throughout the sector and beyond. No matter what you need, you can find it on Granicus. However, the particular item the PCs have been sent to obtain can't be found anywhere, and they quickly discover that their investigation has brought them under the scrutiny of some rather unpleasant characters. Why has the item disappeared from the market, and who wants to keep it that way?

● On a smuggling trip to Granicus, the PCs' ship malfunctions, and they crash-land in the jungles of Zeschter. Their communications equipment is destroyed, and since they couldn't register with Traffic Control, no one will notice they are missing – there is no hope of rescue. The PCs will have to slog their way through the jungle to civilization.



Granicus also hosts millions of species of "bugs." Many species similar to bees and wasps have extremely painful, venomous stings. Only a few types have venom strong enough to kill a full-grown person, and antidotes are available freely – one of the few things on the planet that won't cost you money. Stalkers, 10-legged terrors, grow as large as dinner plates and eat not only other bugs, but smaller creatures such as rats and their native equivalents. Granican children enjoy capturing and playing with turtle-beetles, chitonous insects which withdraw their heads and legs within their exoskeleton when threatened. One common game involves attempting to place a certain number of turtle-beetles on a grid before they start to crawl off. Turtle-beetles are also fun to skip across large bodies of water.

A variety of offworld species have been introduced to the planet. Horses of a variety of coat types and colors can be found both in the wild (mostly on Zeschter) and on the estates of well-to-do Granicans. Dogs descended from terrestrial breeds can be found just about anywhere and are as popular as pets on Granicus as they are anywhere else in human space. Just about any terrestrial creatures the GM desires can be found on Granicus, including rats.

Offworld flora has not fared as well as off-world fauna. Though there have been attempts to introduce a variety of plants from other worlds, native vegetation is tenacious and vigorous, so

slower-growing plants are usually choked out long before they can gain a foothold. The worst is a vine natives call "slip-vines," which grows faster than kudzu, and must constantly be trimmed back as it tries to reclaim cleared spaces for nature.

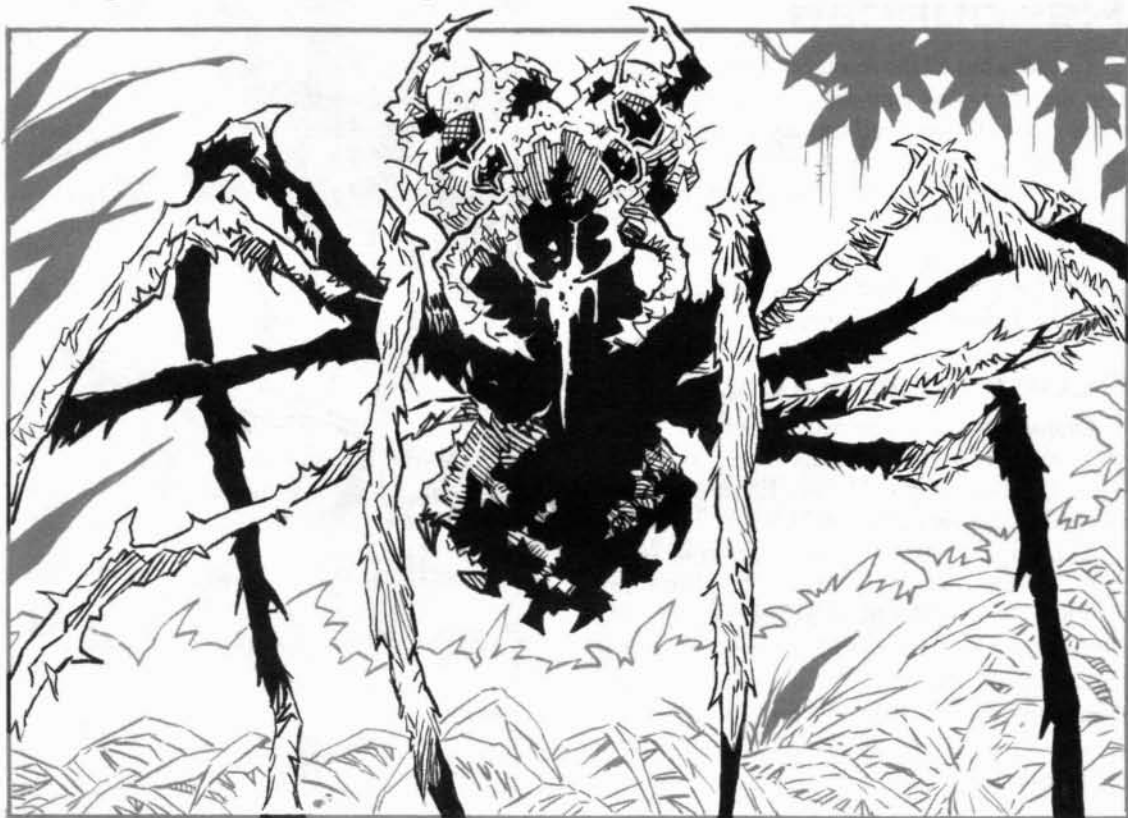
Granican flowers are brilliant and pungent, and many species fetch high prices from botanists and horticulturalists throughout the sector.

MINERALS, METALS, AND RADIOACTIVES

Granicus has sufficient industrial resources to keep prices reasonable for local use and to make it unnecessary to import anything other than radioactives from offworld. Local mines produce over 10 million tons of iron ore annually, which is more than enough for local use and far less than Granicus could produce if necessary. Other metals are similarly abundant.

Gems and minerals are also common; 22 million carats per year come out of the ground. Most of these are industrial-quality gems only, but there are plenty of more brilliant stones to go around.

Radioactives are Granicus' poorest resource and the only category which must be imported to meet local demand. Fortunately, the Federation has worlds which are richer in radioactives, and it is relatively easy for Granicus to acquire all it needs without significant extra expense.



ZARCHY

ST: 330-350 Move/Dodge: 7/0# Size: 10+
 DX: 9 PD/DR: 4/5 Weight: 5-8 tons
 IQ: 4 Damage: 3d cr (trample)
 HT: 19/60-70 Reach: C

Zarchy are the largest creatures on the planet, standing from 10 to 12 feet tall at the shoulders. Their necks extend another 2 to 3 feet above their shoulders, and are used to reach the branches and leaves upon which the zarchy feed. Zarchy are among the stupidest animals ever found on any planet, anywhere. Because of their stupidity, and the toughness of their hide, they have never developed a fear of other creatures; unless something startles them, they are content to stand around eating trees and other vegetation. Zarchy are always encountered in herds of about 20 animals. While traveling, the herd leader changes frequently – as one gets tired and drops back, another comes forward to take its place. Zarchy calves tend to stay close to their mothers until they are about three (local) years old. Zarchy can live more than 60 local years.

Zarchy are sometimes raised in herds for food; their meat is lean and tangy. They are never hunted – there's no challenge to it.

NEEDLE-MOUTH

ST: 2-5 Move/Dodge: 7/7 Size: <1 to 4
 DX: 13 PD/DR: 0/1 Weight: 5-10
 IQ: 3 Damage: *
 HT: 15/2-20 Reach: C

Granicans loathe needle-mouths (also called "needlers") because of their annoying habit of burrowing into muck and biting anyone who walks too close to their hiding place. Visitors to the planet are often amused to watch native Granicans stomp around in unpaved areas, but they stop laughing when the stomping drives a needle-mouth out of hiding and into the weeds.

Needlers normally prey on smaller creatures, such as the gramoris, lying in wait and then attacking when they feel their prey moving by. They are, however, quite fearless, and will attack almost anything that passes. Fast and agile, they can usually escape from larger victims that are not immediately stunned by their venom.

The needle-mouth's bite does damage according to the table on p. B140. If at least one hit gets through, the needler injects a type D venom into its victim (see p. CII148), paralyzing it.



An adult needle-mouth can grow as long as three feet. Their bodies are flat and broad. They do not devour their prey, but drink its blood. After feeding, a needle-mouth will usually burrow three to four feet deep into the ground in order to digest its meal.

GRAMORIS

ST: 4-6 Move/Dodge: 7/7 Size: <1
 DX: 15 PD/DR: 0/0 Weight: 25-45
 IQ: 6 Damage: 1d-4 cutting (teeth),
 1d-5 thrust crushing (claws)
 HT: 13/7-9 Reach: C

The most annoying Granican beast is the gramoris, which looks something like a cross between a monkey and a raccoon. It is the hardest Granican species, found on all continents except for the polar regions. Gramorises are a nuisance because they are intensely curious, as well as relatively clever, able to easily manipulate latches and clasps. If a gramoris becomes interested in some trinket, it's best to let it go; the gramoris will probably get it in the end, anyway, and cause you no end of annoyance in the meantime. Gramorises also steal food, and are omnivorous.

Gramorises are often found in small groups, usually a group of two or three pair-bonds plus eight to 10 offspring. They have very thin fur – adult males have a tonsure-like fringe of brown or gray hair around their scalps, which makes them look as though they are bald on top. They attack with their teeth and claws if cornered.

Society

There are police on Granicus. I can't imagine what they do.

— Anton Wilson Peale, comedian

HISTORY

Granicus has never been a significant member of interstellar society. First colonized at some point during Second Imperium (records are spotty), its settlers were xenophobic primitivists who shunned outside contact throughout the Rule of Man. Almost entirely depopulated during the Long Night, it was rediscovered and settled by Vilani about 500 years ago. It has only attracted outside attention in recent years due to its notoriety as a pirate haven.

FIRST COLONY

Granicus was uninhabited until the Rule of Man. Though the First Imperium knew of its existence, it was too far from settled space to be worth colonizing, and it was of no strategic use whatsoever. Its very lack of strategic value and remoteness made it an attractive place for its first settlers.

When Solomani had first encountered Vilani, a tremendous shock ran through society. While most Solomani were able to adjust to with the discovery of humans from other worlds, some were unable to cope. A reactionary movement calling itself True Humanity was born (p. 10).

When the First Interstellar War began, many True Humanity members believed that judgment was at hand. They decided to flee the wrath that would surely be brought down upon mankind, and eventually settled on Granicus. Immigrants brought with them hundreds of Terran species, both plants and animals, though none of the Terran plants were able to survive in the wild, crowded out by the more vigorous Granican flora (see p. 6).

Granicus remained outside of galactic society throughout the Rule of Man. With a xenophobic population, a primitive society, and nothing unique to offer the galaxy, there was no reason for traders to visit. The "starport," a flat, paved area

where ships had deposited immigrants, was neglected and was soon completely overgrown.

Because it was already cut off from galactic society, Granicans didn't even notice when the Long Night fell. The collapse of interstellar commerce did affect them, however, when a plague broke out around -500, and there was no one to answer their call for help. By the time the plague ran its course, it had taken over a billion lives. Most of the survivors had been rendered sterile by the disease. Over the ensuing centuries, the Granican people declined into barbarism and near-extinction.

VILANI REPOPULATION

When Empress Margaret I signed the charter creating the Solomani Autonomous Region, several groups of Vilani displaced by the newly arriving Solomani, as well as some Solomani dissidents, acquired a ship and supplies and looked for greener pastures elsewhere. In 715, they fled to the Glimmerdrift Reaches sector, and emerged from jumpspace in the Bucephalas system.

The fugitives found a suitable landing site near an existing city on the shores of Great North Lake and set down. Though records indicated that native Granicans would be xenophobic and hostile, they had no choice but to land — the ship's hyperdrive had been damaged during the jump into the system, and couldn't be fixed without parts available only back in civilized space.

The reaction of the local remnant population was mixed. The Granicans retained a measure of their ancestors' xenophobia, but legends from the days of the plague told of traders from the stars who would come with solutions to all their problems. Though there were some conflicts, the natives allowed the immigrants to join their communities. Within 3 years, the entire population of the ship had been absorbed, and shortly thereafter the immigrants parlayed the legends into dominance in the city-state of Merik, forming a government called the Protectorate.

Over the next decades, the various factions on the planet fought each other in a series of civil

wars, culminating 100 years after the Vilani arrival in a war which destroyed the Protectorate and placed the city-states back under self-rule.

NEWCOMERS

Meanwhile, other civilizations in the sector had clawed their way out of the Long Night. One such civilization, centered on the Heron system, began to send out sublight colony ships to nearby stars (p. 24). One ship, containing 50,000 settlers in cold sleep, found its way into the Bucephalas system. On discovering a technological civilization already in place on Granicus, the colonists sent a report back to Heron, and set down in a relatively uninhabited part of the east coast.

They almost immediately clashed with the natives, and repeated offers to parley were rebuffed; eventually, the Newcomers decided the only way to find peace was to subjugate the native peoples. Their continuing attempts to dominate global politics led to three wars over the next 20 years. Eventually, the major states formed a planetary parliament to forestall further fighting, and the next 30 years saw few open conflicts.

FEDERATION CONQUEST

During this time, Heron had rediscovered jump technology. When the Newcomers' message arrived, Heron was in the middle of a war of conquest with a neighboring star system. Granicus was too far away to be a major priority for conquest; every time Heron planned an expedition, a closer problem had to be resolved first. Eventually Heron became the capital of a small empire, the Federation of Heron; with no closer prey, they prepared to return to Granicus.

The Federation dispatched a small fleet to the Bucephalas system. The initial report had described the disjointed native political structure, so it was thought that pacifying them would be no trouble. However, the Federation met unexpectedly heavy resistance from native Granicans; even the Newcomers, despite being of Heroni stock, saw the Federation as invaders, not saviors. Eventually, rather than commit excessive resources to win one backward world, the Heroni proposed a compromise.

Granicus would be placed under a Federation government. However, the Granican states would be free to govern themselves as they saw fit, paying taxes to the Federation. The Granicans grudgingly accepted.

Granicus did benefit from the Federation presence. The planet became a part of a significant

trade route, and capital began to flow into the planet. Granicans suddenly had access to outside technologies and the funds with which to purchase them. Though resentment toward the Federation lingered long after the treaty was signed (and, in some quarters, remains to this day), Granicus experienced never-before-seen prosperity under its rule.

THE PIRATE PRESENCE

Shortly after the Federation takeover, Granicus was "discovered" by pirates in search of a safe haven. Federation oversight was lax, and the World League's antipathy toward the Federation meant that it would try to deal with the criminal element in its own way. As a result, there are really two governments on Granicus – the World League and the loose confederation of pirate cartels. The World League is an extremely unstable body, mostly because of cartel interference, and governments rarely last for more than a few years at a time. The cartels control their own territories, and, aware that they have a good thing going, manage to keep the peace between themselves. They know that they could easily cross a line with the local government that would call in Federation troops, costing them money. They also keep the space lanes in the Bucephalas system clean to avoid unpleasant outside entanglements.

Nevertheless, Granicus is beginning to draw attention from the Imperium. Granicus is widely known as a black-market world, and traffic into and through the system is on the rise. The planet is riddled with Imperium spies observing and reporting back to the Imperial Navy and the IISS. Imperial officials know that something will have to be done soon.



The problem is in determining what, exactly, *should* be done. Direct Imperial action against Granicus would mean war with the Federation of Heron. Although the Imperial Navy easily outmatches the Federation's fleet, pacifying the Federation could spark costly, distracting conflicts with other border states. Even if the Imperium does intervene, keeping Granicus clear of pirates will require significantly more resources than the otherwise insignificant world is worth. On the other hand, the Imperium realizes that allowing organized pirate activity to go on unchallenged so close to its borders will only encourage others to try the same tactic. The situation will not remain stable for long...

LIBRARY DATA

True Humanity: An anti-Vilani movement that originated on Earth shortly after first contact between Solomani and Vilani. True Humanity members refused to admit that Vilani were humans, and preached isolationism as well as the rejection of advanced technology, by which they meant most TL8 and higher gadgetry. A few sects took that stance to extremes, refusing to use any technology discovered or invented after Earth's Industrial Revolution. The movement was at first ignored, but acts of terrorism and sabotage by some of its more zealous adherents drew attention from the Solomani government, which cracked down on anyone who associated with them. Feeling that Earth was soon to be destroyed, the movement temporarily set aside its disdain for advanced technology and chartered a fleet to Granicus. Most of the movement's adherents went. The hard-liner sects who stayed behind withdrew from society and eventually died out.

MAJOR CITY AND NATION STATES

HERM

In spite of its having a smaller starport than Duval, Herm is the pre-eminent city on Granicus, enjoying a prestige surpassing that of the planetary capital. It is the financial hub of the planet – all but one of the 10 largest banks on the planet have their headquarters here (the lone exception is Bank Granicus, backed by the Dominion and headquartered in Duval). The Herm stock market is the most important on the planet. Herm's Landing Day Memorial even marks the planet's prime meridian!

Many pirate ships prefer Herm's starport to Duval's, even though the latter has a more extensive facility, because Herm keeps a less watchful eye over comings and goings. As a result, Herm has a higher crime rate than anywhere else on the planet. It's a dangerous city for the uninitiated – not only must visitors be careful to avoid offending pirates who claim territory in the city, they must beware of common thuggery as well. Even if Herm's police weren't corrupt, they wouldn't be able to do much about street crime – there simply aren't enough of them to go around. Surprisingly, Herm's police are not the most corrupt on the planet. That distinction is reserved for Duval.

Life in Herm is fast-paced, and people there tend to be abrupt. To outsiders, they appear rude, but they aren't – they're just in a hurry. Hermese are often brutally direct and usually dispense with casual conversation's normal pleasantries. Don't ask a Hermese what he thinks if you don't want to know the answer – and in as few words as possible!



COLSON CITY

Considered the "second city" of Granicus, Colson City is very similar to Herm in atmosphere and spirit, though Colsonites would dispute this analysis. Colson City officials are second only to Duval's in corruption, so it is no surprise that the black market flourishes here. Colson City is the place to go for any contraband items you might need. If no one there has what you need, odds are that someone can get it for you. The problem, of course, is finding the right people. Colson City residents (even law-abiding ones) who make a successful Area Knowledge roll will always be able to point you in the right direction, with modifiers based on the scarcity of the item in question. Out-of-towners suffer a -4 penalty on Streetwise rolls for purposes of locating black-market vendors and goods; few people trust outsiders.

DUVAL

As the capital of the planet, Duval is the center of communication with the extrastellar community. As a result, it is home to hundreds of cartel informants and Imperium spies.

Most of Duval's population consists of "Newcomer" stock, with a significant minority of natives. Newcomers tend to be condescending towards outsiders, especially natives, whom they view as second-class citizens. However, they will fall all over themselves to impress someone who they think has higher social rank. Many con men have used this susceptibility to their advantage, fleecing high-society types who would rather not believe that they have been cheated. Flattery is also highly effective here.

Offworlders must tread carefully when dealing with shadier elements of society in Duval. The Callitriche cartel is strongest here, and people who cross the wrong person can end up disappearing without a trace.

NARANSA

Naransa is a loose confederation of city states in southeastern Laglund; its capital is Keral. Naransa is the "breadbasket" of the continent, producing 85% of its food. It is also the least corrupt of the Granican states, largely because it is so far from the centers of commerce and activity.

Crime is low. Visiting Naransa from Herm, you could almost believe that you had gone to another planet. The people are friendly, polite, and helpful. You could probably walk down Keral's darkest street at night with credit chits spilling out of your pockets and not be molested.

The pace of life in its cities is much more relaxed than elsewhere on the planet; a familiar saying is, "If it doesn't get done today, it'll get done tomorrow."

VARIOS

Varios, once the center of a powerful league of city-states whose strength and influence was unparalleled on the planet, has declined in significance since its defeat in the Third Newcomer War. However, the city has recently convinced a starship manufacturer to build a new facility here, and is currently working to construct a starport to rival the one at Herm – with covert backing by the Fallani Syndicate (p. 17), which would like to move away from Duval. Varios may find its fortunes on the rise in the near future.

USHKARIT

A sprawling beast of a city, Ushkarit is located in central Zeschter. Its role in crushing Duval's expansionism during the Second Newcomer War has not been forgotten, and officials in Duval slight it every chance they get. Ushkarit is the largest supplier of domestic jump drive components on the planet – any ship whose jump drive has been repaired on Granicus will have Ushkari equipment.

PEOPLE

Despite the dozens of individual states on Granicus, the planet has a remarkably homogeneous culture, sustained by ubiquitous global communication. The majority of Granican citizens have no interest in pirate activities, and are just trying to make a living. They know that their governments are corrupt, but so long as their freedoms are not curtailed, they put up with it. They actually expect their leaders to be corrupt, and business on Granicus is conducted accordingly.

VALUES AND MORES

The most common Granican value is self-reliance. Granicans value their independence highly, and resent any outside authority telling them what to do. It was this spirit that drove the lengthy protests and terrorist attacks that made the Heron Federation realize that it had little hope of controlling the planet. It is this spirit that also makes them unwilling to ask for outside help in dealing with the pirate problem. They know it exists, but each political entity has its own opinion on how to deal with it, and cartel influence makes the World League parliament useless.

Granican morality is very much focused on pragmatic matters. They have little time for abstract ethical concerns, preferring to focus on the here and now. The Solomani Movement, for example, doesn't interest them at all. ("Who cares about a hypothetical 'superiority' of Solomani heritage – I need to focus on getting paid today.") The saying that "everyone has a price" is nowhere more true than on Granicus. While Granicans have some scruples, they usually do not adhere to them dogmatically. They see nothing wrong with taking short-cuts across the legal system if it's necessary. About the only concern a Granican will show regarding legal matters is the level of risk involved.

The few taboos that are almost universally observed are those against murder, violent crime, or betrayal of close friends or family members.

Granican families are incredibly close-knit. This is the one dependable phenomenon in Granican society, and the only thing that keeps it stable at all. A Granican can always rely on a family member to help out in a jam – from siblings to remote cousins, family members support one another unconditionally – it is a tenet of Granican law that a person who gives shelter to a fugitive from justice cannot be prosecuted if the fugitive is a blood relative.

Close personal friendships outside the family are rare, but once they form, they are nearly as inviolate as family relationships. A Granican who refers to someone as being "like a sibling to me"

is making more than a casual statement – he is expressing that they share a profound trust and commitment. Once you are a Granican's friend, you can trust him implicitly.

It can be difficult, however, to be sure that you have actually entered into that relationship with a Granican. Beyond the circle of family and close friends, Granicans have no scruples about betraying, cheating, or using "outsiders" – even to the point of pretending a friendship that doesn't exist! This sometimes lead to feuds between families that last for generations. *Romeo and Juliet* is the most popular story on the planet, and the original play and variations on it are constantly in production all over the world. Granicans are fascinated by the idea of love between children of old enemies, forced to choose between their lover and their family.

ATTITUDES

Granicans come across at first as relatively cool and reserved people. Though they are extremely opinionated, recent history has made them cautious about expressing their views to people they don't know well. In addition, they believe that it is inappropriate to be overly friendly to strangers. New arrivals on Granicus often feel isolated at first, because it takes a long time for friendships and connections to develop. Once he gets to know you, however, a Granican will talk your ears off.



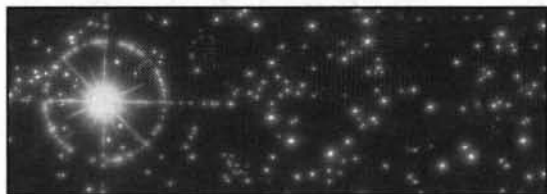
Granican patois is extremely rapid-fire, with frequent interruptions and subject changes. Outsiders often feel that they "can't get a word in edgewise" because they wait for an opening in the conversation, not realizing that Granicans expect to be interrupted mid-sentence.

Granicans of "native" stock tend to be more hostile to offworlders than newcomers. They assume that outsiders will try to take what they've worked for. Given their history, that's not surprising.

Newcomers, on the other hand, are haughtier than natives, believing that they come from a "superior" culture. That is debatable, but their current culture differs so little from native society that offworlders are unlikely to be able to tell the difference.

CUSTOMS

Granicans call each other by their last names only, with no prefix, unless they have known each other for a long time. Some never use the given name of their friends and acquaintances; it is not uncommon for Granican businessmen to address each other by last name throughout their careers. One should never presume to call a Granican by his first name unless the individual specifically says to.



It can also be *dangerous* to ask someone his name – he might be a fugitive who doesn't want to be identified! It's safer to ask, "What should I call you?" Of course, it's safest not to ask at all . . .

Granicans are very conscious of social status and rank, and stand when someone of higher social status enters the room. This sign of social respect does not necessarily indicate liking or even "real" respect; it simply indicates that the one standing is a civilized person.

Privacy is another paramount Granican virtue. As a result, asking personal questions comes across as pushy and insulting. If they want you to know about their occupation or family, they'll tell you without being asked. Likewise, you should never drop in on someone, whether at home or at work, without calling first. This applies no matter how well you know the person you are visiting –

CRAZY PETE'S USED STARSHIP SALES

Nowhere is the Granican propensity to ignore the law more evident than in its starship sales industry. Granicus is a great place to buy a cheap, used ship with brand new papers. Pirates regularly sell captured ships to local businessmen, who strip them of identifying marks and acquire a legal Granican title for the "new" ship. These ships sell at a fraction of the price of a genuine new ship, and are usually less expensive than legitimate used vessels.

There are even businesses solely devoted to "selling" people ships they already have possession of, but no title to – some of them are nowhere near a starport! Needless to say, a Granican ship's registry is looked at with a healthy dose of skepticism anywhere else in charted space.

Granicans don't even visit relatives without making arrangements in advance.

Another side effect of the importance of privacy is that Granicans usually have no relationship with their neighbors or with people who work nearby. They don't consider mere proximity to be an invitation to a relationship. This trait can be maddening when you are trying to investigate someone; it is difficult to question people who not only don't know the answers you're looking for, but wouldn't answer even if they did.

Putting your hands in your pockets while talking is considered rude, and in some cases, threatening. Avoid speaking or laughing loudly in public – it is considered very rude.

Expect to tip just about everyone you meet. In addition to waiters, taxi drivers, and attendants, you may be expected to tip salespeople (bribing them, in effect, to pay attention to you). Almost everyone will take (and expect) a small bribe for performing services that would ordinarily be done as a courtesy elsewhere. This venality extends to business relationships – it isn't uncommon for a secretary to refuse to admit someone who has an appointment, unless he is offered a small bribe. However, you should never admit that you're offering a bribe. It's better to say something like, "Here's a token of my appreciation," or say nothing at all. The person will let you know if the bribe is enough with a subtle comment. It is better to offer too little at first, then increase the amount if necessary. Too much of a bribe indicates desperation.

Pirate Cartels



THE UNDERWORLD

Criminal cartels are hard to keep together; it takes a charismatic leader who can project an aura of invulnerability. Of the many groups that operate out of Granicus, only three have managed to maintain continuity of power. There are some minor cartels, of course. Many small gangs and organizations get started, only to disintegrate because of personality conflicts, incompetence, or, if they get too big, muscle from the major cartels.

The three major cartels – the Khimirika League, the Fallani Syndicate, and the Callitriche – have carved out distinctly defined “turf” on Granicus. Some of this turf overlaps with minor cartels, and gang wars are not unknown. One rule, however, is paramount: do not draw official attention. Disputes are to be handled quietly, and never in public. A gangland massacre on the streets of Herm, for example, might force city officials to take action. Callitriche is the most likely organization to violate this rule, but even they are careful to avoid involving bystanders, and pay heavy bribes to keep official scrutiny at bay.

This rule also makes Bucephalas one of the safest systems in charted space to pass through. The cartels forbid acts of piracy within the system, and have occasionally combined their forces to deal with freelancers who thought they could get away with a score in the cartels’ backyard. This rule applies to large-scale acts of piracy (ship thefts) as well as to less overt acts (theft of valuables on board, kidnapping, etc.). It’s only once you set foot on Granican soil that you have to be wary...

KHIMIRIKA LEAGUE

The Khimirika League has had a foothold on Granicus since 1085, and its origin was entirely fortuitous. The pirate ship *Khimirika* suffered a misjump that sent it nearly 30 parsecs in the wrong direction. It emerged from hyperspace just outside Granicus’ orbit, badly in need of repairs. It limped into port, its crew preparing cover stories to explain their ship’s damage. They were surprised

to find out that no one cared where the damage had come from. The only concern was money – when the pirates were willing to pay top credit for the repairs, the locals were all too happy to help.

Over the next five years, the *Khimirika* returned repeatedly to Granicus after its predations on Imperial commerce. Granicus became a convenient place to put in for repairs and to fence stolen goods. Having such a haven meant unparalleled success for the ship and its crew. The Captain acquired a second ship in 1088, and promoted her first mate to be its captain. By 1090, she had acquired two more ships and placed them all in the hands of capable and trusted crews. Meanwhile, she had established herself in Herm under a new name, and directed the activities of her fleet from there. At the time of her retirement in 1116, the League fleet had expanded to 30 ships, their actions carefully controlled and managed from Granicus. The Captain’s daughter, Danielle Lassiter, took over control of the League in 1116.

Lassiter’s true identity is a carefully guarded secret – both she and her twin brother, Warren, were brought up as a part of “polite society” on Granicus. Warren is a successful Hermese politician with ambitions of becoming a representative in the World League. Danielle hobnobs with Granican elite, and rumors pop up every now and then that she is romantically involved with the Federation Governor of Granicus.

Structure/Organization

“The Captain” is the head of the League, though only a handful of people know her true identity. The *Khimirika*’s captain was named Roxanne Blake, and most people in the organization think that she is still in charge, though no one has seen her in over two decades. The Captain is generally concerned with the overall health of the organization – she makes sure that its operations are profitable, settles disputes between crews and squadrons, and directs League policy toward other syndicates and independent operators, among other activities.

The Captain has a support staff of about 50 people, all of whom are hand-picked. Only five of these people have regular personal contact with her. They are responsible for communicating, carrying out, and enforcing her directives.

There are currently seven "squadrons," groups of ships under the command of a single Commander. Most of the Commanders no longer participate in raids and attacks, but direct their operations from permanent offices on Granicus. All are hand-picked by the Captain and meet with her personally – though of course they are prevented from actually seeing her or hearing her unscrambled voice.

Each squadron is composed of three to seven ships. They are free to operate as they like, within certain parameters, so long as they make their payments to the League. The amount of control a Commander exerts over his squadron is a matter of individual taste. The Bataria squadron's Commander is the only one who still goes out on operations, and he maintains tight control over every aspect of the squadron's affairs. Ships of the Tiger squadron, on the other hand, are permitted to do whatever they like. Surprisingly, both squadrons are about equal in their profitability.

In a handful of instances, the Captain has assigned a job to a squadron. These have almost always been operations that defended Khimirika's turf against other cartels. Bataria squadron, which grew out of the original four League ships, has consistently been tapped for these missions. The squadron's loyalty is above reproach.

There are two ways to join the League – by being recruited to serve on one of its ships, or by serving on a ship that is invited to join. Undercover Khimirikan agents serve on a variety of ships – merchant vessels, rival pirate organizations, and even military ships in order to scout out new talent. When an individual is identified as a potential candidate, he is put through a variety of covert tests to determine his loyalty and ability. If he is deemed worthy, an invitation is extended. Those who accept are assigned to a ship where they serve as probationary members of the crew until such time as they have proved their loyalty; only then are they fully trusted. Those who refuse

are kept under observation; should they later express regret that they turned down the offer, it may be extended again.

Sometimes an entire ship is identified as ripe for membership. Independent operators whose success draws Khimirika's attention are infiltrated by one or more agents – usually by hiring on,

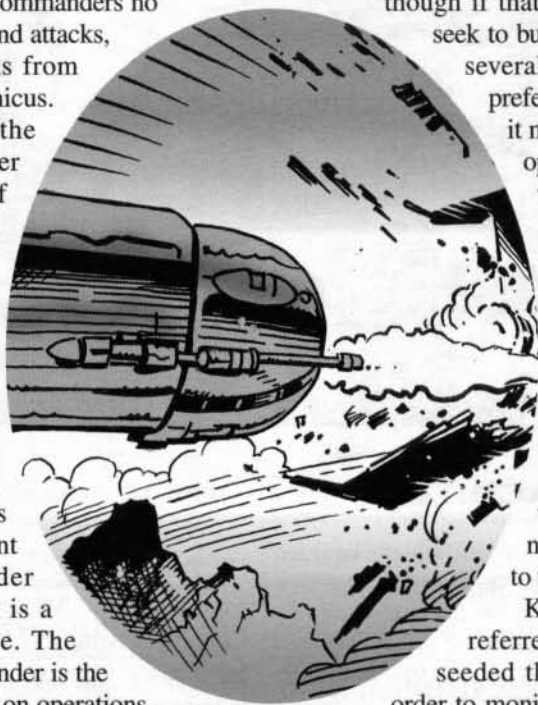
though if that fails, several agents will seek to buy passage over a period of several months. Naturally, they prefer to join the crew because it makes evaluating the crew's operations easier. A captain whose ship is found worthy will be invited to join. If he accepts, the ship is assigned to a squadron that best suits its particular style and talents. Those who refuse are left alone, unless they are considered a threat to Khimirikan operations, in which case they are eliminated, and their ships added to the fleet anyway.

Khimirikan agents are referred to as "Eyes." Eyes are seeded throughout the League in order to monitor loyalty and crew effectiveness. They also infiltrate other organizations – and not just pirate ships. There are rumors that Eyes have even managed to infiltrate the Imperial Navy!

Eyes have a command structure separate from the squadrons. They are organized in cells of five members each, which function independently of one another. However, their activities are coordinated by directors, who are usually – but not always – cell leaders. The directors are in turn managed by half a dozen controllers. The controllers report to one of the Captain's council. Eyes are recruited from within the League's ranks.

Operations

Khimirika specializes in highway robbery. They seldom steal ships outright, preferring to set up inside jobs on luxury liners, stealing personal belongings and money, leaving their victims alive (to be fleeced another day), and escaping in a fast getaway ship. For a brief period from 1102 to 1104, a small band of pirates attacked commercial shipping in the Delphi sector under the Khimirika flag without authorization. They were hunted down and executed, and their ships added to the Khimirika fleet.





DANIELLE LASSITER

200 POINTS

Age 34; 5' 6"; 125 lbs. A trim, athletic woman with dark hair and blue eyes. She is usually dressed in the latest fashions.

Attributes: ST 11 [10]; DX 12 [20]; IQ 14 [45]; HT 12 [20].

Speed 6; Move 6.

Dodge 6; Parry 6 (Brawling).

Advantages: Attractive Appearance [5]; Charisma +3 [15]; Light Hangover [2]; Status 2 [5]#; Strong Will +2 [8]; Versatile [5]; Very Wealthy [30].

Disadvantages: Agoraphobia [-10]; Secret (Head of a Pirate Cartel) [-10].

Quirks: Fashion conscious; Paranoid; Very protective of her brother. [-3]

Skills: Accounting-14 [4]; Acrobatics-11 [2]; Administration-16 [6]; Beam Weapons (Pistols)-14 [1]*; Brawling-11 [1/2]; Carousing-14 [4]; Computer Operation-15 [2]; Diplomacy-16 [8]; Fast-Draw (Pistols)-12 [1]; Fast-Talk-13 [1]; Free Fall-11 [1]; Intimidation-16 [6]; Law-14 [4]; Leadership-16 [6]; Merchant-15 [1]; Savoir-Faire-16 [0]**; Sex Appeal-14 [6]; Streetwise-12 [1/2]; Vacc Suit-13 [1].

* Includes IQ bonus.

** Home society; default due to Status.

One level free from Very Wealthy.

Danielle Lassiter and her twin brother, Warren, were born just after the *Khimirika* stumbled onto Granicus. Having children made it difficult to captain a pirate ship, so her mother settled on Granicus to raise her children and run her organization from there. By establishing a new identity for herself, she was able to buy her way into elite circles, then use the information she gleaned to direct lucrative pirate attacks. In addition, she was able to give her children excellent educations. Both were educated on Capitol – Warren earned a degree in political science, while Danielle studied business. When they returned to Granicus, Danielle began to use the knowledge she had gained to make the *Khimirika* League even more successful than it already was.

When her mother became ill in 1116, Danielle took over the organization entirely. The transition was easy – *Khimirika* crews refer to the head of the cartel simply as "The Captain." Only a few people know that the League is under different management.

Danielle realizes that the pirate game is not a long-term proposition. She has begun shifting funds into legitimate businesses, and delegating increasing amounts of responsibilities to her second-in-command (who has never actually seen her face). She plans to retire from the League within the next two or three years.

Herm and Colson City are “owned” by Khimirika, and the League also oversees illicit commerce in a variety of other starport cities. Pirates wishing to do business in a city claimed by Khimirika must pay a commission – ranging from 10% to 50% – on any transaction performed there. Since Herm is the center of action on Granicus, it is rare that independent operators can avoid paying this fee.

FALLANI SYNDICATE

A place like Granicus couldn’t be kept a secret for very long. Other pirate ships found out about Granicus through the grapevine and began to visit. Khimirika was successful enough (and therefore powerful enough) to be able to exact payment from other pirate ships that wanted to use Granicus as a base of operations. Some of these ships joined the Khimirika League outright; others simply paid a commission to Khimirika or found other havens.

In 1098, a second pirate cartel formed, in the form of Orcinnim Fallani’s two pirate vessels. Fallani was bold enough to use Duval Starport for much of his activity, risking the attention of planetary officials in exchange for remaining below Khimirika’s notice. Like their Herm counterparts, the workers at Duval Starport cared nothing about the Fallani ships’ activities outside the Bucephalas system, only that they could pay well for repairs and service. With well-placed bribes, Fallani was able to operate out of Duval for two years before Khimirika found out about it, and by then Fallani had expanded his fleet considerably, and his organization has outlived his assassination in 1102.

Once it determined that the Fallani organization (which has now come to be known as the Syndicate) was not a legal commercial venture, Khimirika made an effort to push it off the planet. A subtle war between the rival organizations ensued, as each group tried to gain an advantage over its opponent without causing so much trouble that local authorities would feel obligated to intervene. When Fallani’s assassination failed to significantly disrupt the Syndicate, Khimirika gave in, making a deal with the new kid on the block. It was at this time that the code of conduct between organizations was first explicitly defined, as a method of keeping the peace between the two cartels, and making sure that no wild cards spoiled their comfort.

Structure/Organization

Fallani has a more rigid structure than Khimirika’s. Fallani controlled his fleet with an iron fist, dictating not only the activities of each ship, but how those activities were to be carried

out. Insubordination was harshly punished – usually by executing the offending captain. He added ships to his organization by hijacking merchant vessels and by having rival pirate captains murdered, then taking over their ships.

After the death of Fallani’s successor in 1108, the Syndicate nearly fell apart. Half a dozen captains vied for control of the organization. Several ships took advantage of the chaos and withdrew from the syndicate. Fallani’s second-in-command managed to triumph over his rivals; since he had been responsible for enforcing Fallani’s directives, he had an advantage over the others. He had two of the rivals assassinated, then offered generous terms to the others. When they met with him to confirm the arrangements, he murdered them all in cold blood, then replaced them with people of whose loyalty he was certain. Jeres Kessin still runs the Syndicate, and his reign is even more rigid than his predecessor.

The Syndicate expands mainly by accepting volunteers. It maintains a “hiring hall” at Duval Starport in the form of a spacer’s recruitment agency. No legitimate company does business with the agency, and almost everyone is well aware of that. Potential recruits are assessed by veteran spacers who are fairly astute judges of character – it is difficult for a spy to get through this scrutiny undetected. When they are accepted, recruits are assigned to a ship that is in need of crew. The agency also maintains a list of people who are available for short term and freelance assignments.

Volunteers can also make contact with the captain of a particular ship – if the ship has an open position, and the hall doesn’t have anyone suitable to fill it, the captain may hire whomever he chooses.

On rare occasions, a whole ship will ask to join the Syndicate. New ships become the property of the Syndicate. The crew can quit later if they want, but they won’t be allowed to take their ship with them, and will be hunted if they do.

Individuals can leave the Syndicate at any time, though if they intend to continue their piratical careers, they had better find another sector to do it in. The Syndicate doesn’t take very kindly to former members intruding on its turf.

Fallani has its fingers in all sorts of pies, including drug running, sex trade, kidnapping, and ship theft. Fallani doesn’t guard its territory the same way that Khimirika does; any ship or crew can move about freely in Duval or any settlement on Zeschter. It only gets its hackles up when someone tries to work there without obtaining Fallani permission and paying the proper commissions.

ADVENTURE SEEDS

● Someone has been attacking commercial shipping in the Bucephalas system. All three major syndicates suspect each other, and have found that the resulting tension makes it impossible for them to work together to eradicate the problem. The PCs have been under Khimirikan scrutiny as potential new members, and the League offers them a job as a test – investigate and put an end to the raids before the Federation finds it necessary to start doing something about the pirate infestation. Successfully completing the mission will gain the PCs the trust and admiration of the Khimirika League. Even if they choose not to join, the League could prove to be a valuable ally in the future . . .

● The way Callitriche forced its way into the major leagues on Granicus hasn't been forgotten by the other two major cartels. The Fallani Syndicate in particular has never forgiven the assassination of its founder, and the fact that Callitriche successfully muscled its way onto Fallani turf still rankles. Fallani officers have identified half a dozen high-ranking Callitriche members, and they want them removed. They don't want to do it themselves lest they cause a gang war. So when the PCs accidentally cross the Syndicate, they get an offer they can't refuse – perform these six hits and Fallani will forget about their transgression. If they refuse – well, having the Syndicate as your enemy makes for a very short career . . .

● While their ship is in port for repairs, the PCs are mistaken for members of a minor cartel that has been targeted for elimination by Callitriche. There is no way to prove that they aren't part of the offending organization, and police will refuse to involve themselves, either because they've been bribed by Callitriche, or because no amount of bribery will make them cross the most vicious organization on the planet! Even if the PCs can survive on their own long enough for their ship to be repaired, Callitriche won't stop looking for them just because they've left the planet. Asking the Fallani Syndicate or the Khimirika League for help might solve one problem, but becoming indebted to either group will open up new ones . . .

CALLITRICHE

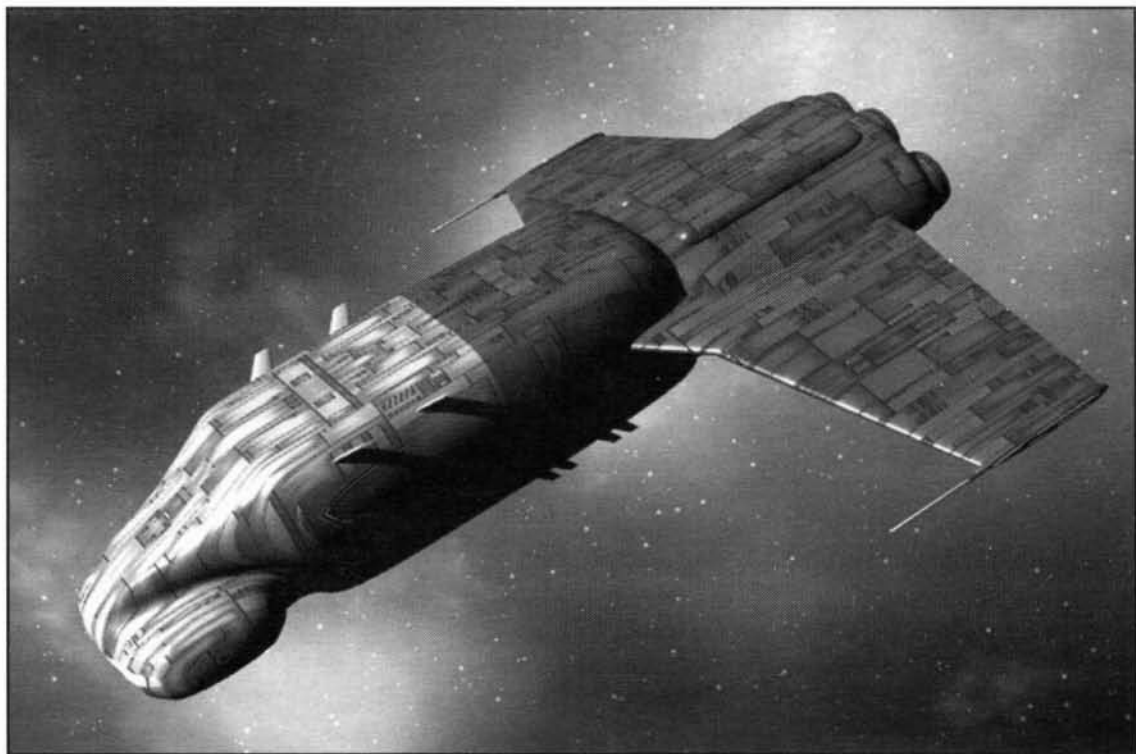
Callitriche is the relative newcomer to Granicus. It is also the most vicious. Where Khimirika and Fallani built their power base on Granicus gradually, Callitriche exploded onto the Granican scene in an orgy of violence in 1108. They established their presence by simultaneously hitting members of rival cartels in a dozen locations. Many minor cartels and independent operators were either destroyed or absorbed into the Callitriche organization. Key figures in the two major cartels died in the attacks, disrupting the cartels' structures enough to give Callitriche room to entrench itself.

By disrupting their command structures, Callitriche put both the major cartels in a difficult position – they wanted to exact revenge, but lacked the ability to do so immediately. Negotiations between Fallani and Khimirika to share resources in driving out Callitriche fell apart almost as soon as they began – the Fallani organization was undergoing a massive upheaval as a result of the assassinations and didn't have the resources to devote to punishing Callitriche. It would take Fallani two years to fully recover from the attack. Khimirika fared somewhat better – the Captain narrowly escaped an assassination attempt and was able to keep her organization from unraveling.

While Khimirika and Fallani dealt with their losses, Callitriche entrenched itself. It paid exorbitant bribes to Duval Starport personnel to gain berths that had previously been reserved for Fallani ships, and guarded its territory with brutality previously unknown. Callitriche killers cared nothing for subtlety, gunning down people who opposed them in their houses or on the streets. Duval residents demanded that the police do something, but investigations were stymied by bribery or, when that didn't work, murders.

Callitriche's viciousness infuriated Khimirika's Captain, who launched a counter-attack only months after Callitriche erupted. She had placed spies within the rival gang by paying independent operators to join it. Now she used the information they provided to hit back. Callitriche strongholds in Duval were ransacked and destroyed. Several of its ships emerged from jumpspace to be met by a cloud of missiles. Three of its lieutenants had their throats slit.

But Callitriche had spies of its own. Disaffected Khimirikans had changed allegiance when Callitriche first appeared; some of them had been directed to remain with their



ships. For every ship lost, a rival vessel was destroyed. Khimirikan safe houses were burned to the ground, and a second attack against the Captain failed only because she was unexpectedly delayed in arriving at a meeting.

The war raged for months, and it was costly for both organizations. Facing continued loss of profits, Khimirika proposed a truce with Callitriche, which accepted only because its leader recognized that Khimirika had more resources and would probably win a protracted contest.

Under the terms of the truce, Callitriche would be free to come and go from Granicus without paying "commission" to either of the older cartels. In return, it would agree to abide by the same code of conduct the elder cartels had previously worked out. Leaders of the Fallani organization were less than thrilled with the agreement, since it specified that Callitriche would be free to continue using Duval starport, and had been made without their input, but realized that another war was unwise, especially as Fallani needed time to rebuild itself.

However, Callitriche views the rules as a nuisance, and would like to get rid of the other two cartels. The bad blood caused by their initial arrival lingers – it is not uncommon for members of rival cartels to pick their own fights and battles. As long as the corpses aren't "civilians," and don't threaten public stability, the police forces in most of the cities are willing to overlook mobster deaths for a small "donation."

Structure/Organization

The Khimirika League and the Fallani Syndicate are often compared to businesses. Callitriche, on the other hand, is more like a cult. Its leader is a charismatic but ruthless man who demands unquestioning obedience and loyalty from his followers. His portrait is displayed everywhere on the group's ships and in its other facilities. He is spoken of in almost reverent tones. No one knows his name – he is simply known as "The Leader." Because no one has seen him, there is some speculation among other pirate groups and within law enforcement circles that he is a fabrication created by whoever really runs the group.

The Leader is regarded as superhuman. Some versions of his story claim that he is one of the Ancients who spread Humaniti throughout the stars, others demote him to being a channel for them. In either case, Callitriche is violently racist – non-Solomani are considered to be sub-Human, and non-Human races are sometimes hunted for sport. The Leader is supposedly preparing for a day when non-Humans will be swept from the galaxy, and non-Solomani will either perish or be forced to serve their Solomani masters.

Questioning, doubt, and dissent are harshly punished – usually with beatings, though minor infractions will earn the offender a mind-numbing work detail. Repeat offenses escalate the punishment – even a mild violation can result in maiming or even death for a habitual transgressor.

TRAVELLER NEWS SERVICE

Here are some recent stories concerning piracy on the spaceways:

ANAXIAS/DELPHI 353-1103

Passengers and crew of the luxury liner *Constantine* thought they were saved last week when three heavily armed ships emerged from jump space and attacked the pirate ship that had disabled them. After a brief battle, the trio of corsairs destroyed the pirate vessel. All hands were believed to have been killed when the ship was destroyed. When the captain of the *Constantine* sent a message of gratitude to its defenders and asked for assistance in making repairs, he was told to stand by to be boarded, and the new arrivals finished the job the previous attacker had started. No one was harmed in the robbery, and the Imperial Navy was notified of the *Constantine's* location and status through anonymous channels a week later, presumably by the pirates.

MONMOUTH/DELPHI 045-1117

Pirate attacks on shipping in the Monmouth system have risen sharply in the past three months, Imperial officials confirmed today. Most of the attacks have focused on capturing the cargo of trading vessels entering the system, though three ships have been hijacked. Crew members of

the ships say that the pirates seemed very well organized. Descriptions of the ships and perpetrators suggest that the pirates are members of the Fallani Syndicate, a pirate organization whose operations throughout the Fornast, Old Expanses, and Delphi sectors seem to be on the rise. The Fallani Syndicate is suspected to have headquarters on Granicus, a Heron Federation world in the Glimmerdrift Reaches sector. Imperial Navy officials would not comment on the matter, except to say that it was under investigation. Travelers are urged to take caution in the Monmouth system for the time being.

MIKIM/DELPHI 012-1110

The merchant vessel *Calandra* narrowly escaped capture by pirates earlier this week. When the pirates had disabled the *Calandra's* jump engines, a boarding party began slaughtering crew and passengers that tried to interfere with their larceny. The chief gunner of the *Calandra* rallied his mates and a handful of passengers to repel the boarders. They then turned their ship's guns on the pirate ship and destroyed it. Five other ships in the Riramla subsector have disappeared in recent weeks; all are feared to have fallen victim to pirate attacks. It is not known whether or not the pirate ship that attacked the *Calandra* was involved with the disappearances.





Lower-ranking Callitriche members are forbidden to interact with anyone outside the organization. Only officers may deal with outsiders, and even then only to arrange for repairs, the purchase of supplies, or other essential tasks. They of course prefer to deal with Solomani whenever possible.

New members are branded on the right shoulder blade with the organization's emblem – a fist grasping a planet. Other marks may be given for extraordinary achievements – it is not uncommon for Callitriche who have served for a long time to have tattoos and brands covering their arms, necks, and faces.

No Callitriche may own private property, and all profits from its operations are handed over to higher-ups.

Callitriche recruits are mostly drawn from disaffected Solomani living within the borders of the Third Imperium. However, some of its members come from the worlds of the Solomani Rim. All have an overwhelming sense of superiority to anyone outside the organization, and they are encouraged to believe that everyone – not just agents of the law – is an enemy bent on destroying them. Daily harangues from officers (and, occasionally, the voice of the Leader) reinforce this polarized us-versus-them mentality. Anyone who tries to leave the organization is hunted down

– the many tattoos and scarrings make this an easy proposition. Once found, the traitor is spaced while his crewmates look on.

Callitriche may have operations farther afield than the Glimmerdrift Reaches and its adjacent sectors, but no one knows for sure. One rumor has it that Callitriche is the creation of SolSec.

Operations (Current and Typical Activities)

There is no activity so vile that Callitriche will not pursue it. Ships traveling under the Imperial flag are preferred as targets, but this “Solomani-supremacist” organization will not hesitate to prey upon a Solomani merchant vessel if one happens to cross its path.

Wealthy captives are ransomed. Those who can't raise ransom are taken to be sold as slaves if there is room for them aboard the attacking ship – they are slaughtered otherwise. Captured ships are either broken up for spare parts, or altered and resold. There is a rumor that Callitriche has excavated a base in the mountains of Khantaf where stolen ships are given new identities. The recent decline of Callitriche ships putting in at Duval Starport has driven the rumor, but few are inclined to look into it. Those who investigate tend to die under mysterious circumstances . . . or simply disappear.

MINOR CARTELS

There are, at any given point, a dozen or more other minor organized crime groups operating on and out of Granicus. These groups rarely last long. Typically, they break up of their own accord, but occasionally one will step over the line and get squashed by one of the larger cartels. Sometimes, they get absorbed (voluntarily or by force) into the organizational structure of the larger cartels.

Currently, none of the minor cartels operating out of Granicus are worth the notice of the "Big Three," other than having to pay the customary "fees" for putting in at either starport. The largest group has four ships; the other four have two or three. Working with these groups can be more dangerous than dealing with the major cartels. They are unpredictable and not tightly controlled, as the members of the majors are. Some independent ships also operate out of Granicus, paying commission and trying to avoid being noticed.

INDEPENDENT OPERATORS

While many pirates take advantage of the safety that numbers bring by joining cartels or banding together to form their own, most prefer to go it alone. Granicus is still open to independent operators, though they will have to sacrifice some of their profits to the major cartels in order to use the spaceports at Duval and Herm. Some independents use less-sophisticated landing facilities at minor cities in order to dodge the commissions that the major cartels charge, but the savings is frequently offset by the cost of moving goods to market. In addition, many repairs can only be handled by a Class IV or V starport, so independents will have to deal with the cartels one way or the other at some point. Usually, the cartels leave independent operators alone, though a ship that is too successful may draw their attention!

GANG WAR DETENTE

The current stalemate between Callitriche and the two older organizations is precarious at best. Neither Fallani nor Khimirika want a war because it would disrupt their operations; Callitriche is well aware that it isn't yet strong enough to survive a war with either of the others – and if there is another war, Fallani and Khimirika might put aside their differences in order to eliminate their dangerously unpredictable rival.

But tension between the groups won't go away, and clashes are inevitable. A subtle set of unwritten rules keeps these skirmishes from erupting into a full-scale gang war.

RULES OF THE GAME

One unwritten rule is that turf is sacrosanct. Khimirikans don't go gunning for Callitriche thugs in Duval, no matter what. But if a tattooed heavy wanders alone into a bar in Herm, he deserves whatever he gets – he shouldn't have been there in the first place. Whenever members of one organization need to visit another's turf, they travel in groups to discourage lone firebrands from starting a fight.

Of course, a large enough group can seem threatening, so there's a fine line between what's acceptable and what's not. Large groups tend to steer clear of one another, to avoid potential brawls.

Another "rule" is that in the absence of witnesses, minor incidents are treated as if they never happened. That Fallani gunner who was found with a new smile on the doorstep of a safe house was probably the victim of Callitriche treachery – but he might have simply been mugged.



OUTSIDE AGENTS AND PROXIES

More important, the three majors make sure that they don't attack each other directly. Independent ships can often be hired to ambush or disrupt a rival's operation. Get wind of a planned heist, and you can alert the local authorities – or the Imperial Navy. Sabotage is common – some maintenance personnel at each starport can be bribed, though the amount has to be large in order to make up for the risks involved. From time to time, a local politician announces the intention to "investigate the pirate problem." That phrase is usually nothing more than an invitation for bribes, but sometimes the investigator can be persuaded to make trouble for particular ships or people. Khimirika, with its Captain's easy access to planetary dignitaries, is usually the main instigator of this tactic. The crucial factor is to attack indirectly. The cartel detente is a delicate game of feints and probes as each cartel seeks to weaken the others.

VARIATIONS ON THE THEME

If our version of Granicus doesn't quite fit your campaign, or if your players own this book and you want to arrange a little surprise for them, here are three different "takes" on the pirates' paradise.

GRANICUS LIGHT

The criminal cartels are incompetent, or at least inefficient. A GM with a sense of humor could turn this particular Granicus into a slapstick wonderland right out of the movies, populating the streets with clumsy gangsters and stumblebum thugs. An equally light-hearted but less farcical approach could involve the adventurers in a romance between members of two opposing cartels (lifting elements from *Romeo & Juliet* – or *West Side Story* – and the classic *Star Trek* episode "A Piece of the Action").

Another possibility is that the situation has settled into a kind of low-key stasis. Here, the conflict has become stylized, the cartels don't actually do anything for fear of initiating a response from the other side, and the action is carefully (and ludicrously) controlled by both sides so as not to upset things.

The cartels might still represent a threat to ships outside the system, but they may also be working (ineffectually, of course) to find outside allies, such as the party and its ship...

GRANICUS DARK

The cartels are in open warfare, the World League is powerless or nonexistent, and blood is running in the streets. Crime is rampant, and the cartels do nothing to limit "collateral damage" from their warfare. Law enforcement is a joke, and the populace is cowering in their basements when they aren't forming neighborhood "self-defense" groups or trying to figure out how to leave the system. Outsiders are regularly and involuntarily sucked into local conflicts between cartels, and running afoul of each side's "if you ain't with us, you're agin us" mentality.

Operations far afield take on a more ruthless quality, and this version of Granicus will rapidly bring Imperial involvement in-system. Adventures could involve undercover agents working for the IISS or INI, working to gather information for the eventual Imperial annexation.



GRANICUS GRAY

The cartels are actually privateers, sponsored by various city-states in an attempt to monopolize trade and drive other city-states to ruin. The Federation of Heron has chosen not to interfere, but it's an open secret that they are allowing the piracy to continue... or even abetting the cartels. Imperial involvement is minimal, consisting mostly of deep agents planted to observe and make sure nothing occurs contrary to the Imperium's interests.

Granican vessels will be both traders and raiders. The only ships in serious danger from them are those of opposing cartels. Adventuring parties could operate ships for a cartel, be hired to improve a crew's fighting skills, or become involved after their ship was mistaken for a cartel member and attacked.

Extrastellar Relations

Granicus occupies a precarious place in galactic politics. Ostensibly part of the Federation of Heron, Granicus charts its own course most of the time, ignoring or subverting Federation directives. While there are dissidents and rabble-rousers who agitate for Granican independence, for the most part Granicans are satisfied with the way things are. In fact, the worst of those rabble-rousers often disappear under mysterious circumstances – the pirate cartels don't like anyone challenging the status quo.

Beyond the Glimmerdrift Reaches sector, Granicus has begun to draw the Imperium's attention. More specifically, pirate activity based on Granicus has begun to be significant enough to warrant investigation. The Imperium has spies in place, gathering information for the policy-makers who will eventually decide how best to deal with the threat.

The Federation is aware of the attention its most rebellious world has drawn, and the Federation's ruler, Veng Mariskus, knows that he can't possibly hope to win in a conflict against the Imperium. Internal problems have thus far prevented him from doing much more than reinforcing the Bucephalas system with an additional few warships.

THE FEDERATION OF HERON

The Federation of Heron is a small, independent empire, consisting of seven worlds within the Glimmerdrift Reaches Sector.

HISTORY

Heron was not hit very hard by the Long Night. Very much off the beaten paths of the Second Imperium, Heron was not as dependent on galactic trade as some other worlds. As a result, it took longer to fall into darkness, did not fall far, and recovered quickly.

It didn't fall far because it didn't have very far to go. Only a TL9 civilization when the Rule of

Man collapsed, it didn't lose much knowledge during the Long Night. It lost its ability to engage in hyperspace flight because it had not developed the technology on its own, instead relying on outside sources for ships and jump engines. So, though it found itself cut off from other worlds, it at least knew that hyperspace flight was possible, and began working towards developing it.

Around -1600, Heroni scientists discovered a terrifying threat – an enormous cluster of asteroids moving toward the planet. Though they couldn't be entirely sure, it looked as though Heron would precess through its orbit directly into the path of the long debris cloud. If they were right, Heroni civilization would be snuffed out by the cataclysm.

Work on jump drive technology was ratcheted up, but fear mounted that success would not come in time. As a contingency plan, 10 colony ships were prepared that would make use of suspended animation and ion drives to carry sleeping Heroni to other worlds, where Heron culture might survive. These ships were sent in several directions, to worlds that were supposedly uninhabited, according to maps that they had retained from before Night fell. Once they arrived, they would send a signal back to the homeworld, in the hopes that the disaster would have been avoided and contact could be restored.

THE DISASTER AVOIDED

As it turned out, the colony-ship initiative had been unnecessary. New technology developed as a by-product of the search for a jump drive allowed the Heroni to divert the largest asteroids above Heron's orbital plane. Smaller pieces that would burn up in the atmosphere were left alone, and for the better part of a month, the people of Heron were treated to spectacular nightly displays of shooting stars. Meanwhile, work continued on jump-drive technology, with the intention of eventually reuniting the Heroni people.

By the time the Heroni regained jump drive technology, the planet had fallen under control of

a charismatic (and at first, benevolent) despot. His son now rules Heron and the six "cousin" worlds that have been located since the Heroni rediscovered jump drive. The remaining four ships appear to have been lost.

TELWAR KHANDRITSEN, DOMINION OVERSEER OF GRANICUS

The current Federation governor of Granicus is Telwar Khandritsen, who is sometimes said to have "gone native." This is an unfair assessment. Khandritsen was corrupt and dissolute long before he was appointed governor of Granicus.

Because of Granicus' unique status within the Federation, its Governorship is seen as something of a joke. Khandritsen, a career politician with a reputation for incompetence and simony, was assigned to Granicus because it was felt that he couldn't get into much trouble there. All he had to do was ensure that sufficient revenue flowed into Federation coffers. Day-to-day governing of the planet was unnecessary as a result of the treaty the Granicans had signed with the Dominion.

Khandritsen took to his new environment like a baby in a playpen. He quickly ingratiated himself with the most powerful political and business leaders on the planet, throwing lavish parties that provided for every decadent desire. He is feted around the globe – it is not uncommon for him to be absent from his offices for months at a time.

Khandritsen's amicability is also extended toward some of the most influential cartel bosses. Most of them pose, of course, as successful businessmen, and it is in this capacity that Khandritsen entertains, and is entertained by, cartel capos. This association has allowed the cartels to influence anti-crime measures – Khandritsen can often arrange for a particular law to be softened, or its enforcement to be relaxed, due to his position and the esteem in which the leaders of Granican states

hold him. He will also, on occasion, intervene in judicial affairs, pardoning or granting immunity to people the Cartel needs to get out of trouble.

Khandritsen has also just about crippled the anti-piracy offices that the Dominion has put in place on Granicus, with his insistence that organized crime is not a problem there. It is rumored that one of the cartels has blackmailed him into taking this stance, but no one can imagine what the cartels might have on him. The mind boggles at trying to come up with a vice of which Khandritsen would be ashamed.

FEDERATION PRESENCE

The Federation of Heron maintains a small naval contingent in the system. The Federation's physical base of operations is on Flit; its current staff of 500 are mostly civilian bureaucrats. All information concerning Granicus' relationship to the Federation passes through here.

The governor's residence is officially on Flit as well, but the current governor can rarely be found there, preferring to hobnob with Granican elite (including legitimate businessmen, political figures, and underworld bosses). Day-to-day operations on Flit are managed by the Governor's lieutenant, a career official with the Federation diplomatic corps. Like her boss, the lieutenant is lax in her duties. Having been appointed to Granicus as a punishment for embarrassing a senior diplomat, she sees little reason to aggressively pursue Federation interests.

The Bucephalas Battle Group consists of three heavy cruisers, six destroyers, and a variety of small ships used for interceptor duty. At any given time, one cruiser, two destroyers, and four interceptors are in orbit around Flit; the remaining ships are stationed above Granicus. These ships are in good shape, but their crews are neither well-trained nor highly motivated.

Pirates in the Granicus system initially worked independently, and the danger from piracy was no greater than in any other poorly patrolled system. When the pirates began to form cartels, traffic through the system found itself harassed more and more often. The pirate cartels hide behind legitimate front businesses, making it difficult to get at the actual leaders. The recent reduction in piracy in the vicinity of Granicus is due to the cartels' agreement not to work within the Granicus system, not any increased governmental pressure.





Intercepting ships is also no easy task; the presence of Federation warships is just significant enough to discourage the Imperial Navy from dropping by. The Federation of Heron *has* increased its naval presence near Granicus, but Khandritsen interferes with their operations as much as he dares.

The Imperial Navy is far from impotent, however. Naval Intelligence operates in and around the Bucephalas system. INI agents have infiltrated some pirate crews, and stolen ships en route to Granicus are often stopped, boarded, and seized while the last jump to Granicus is being calculated. The INI has managed to get a handful of agents into high positions within the Khimirika League – it's only a matter of time before they discover the identity of the League's elusive "Captain."

IISS

The most significant Imperial response to Granican piracy has been its use of IISS intelligence agents. Agents work throughout Granican society in an attempt to uncover the extent and nature of pirate involvement in that planet's everyday affairs. Since Granicans generally distrust outsiders, it is very difficult for IISS agents to infiltrate the businesses and organizations that are related to the cartels. For that reason, there are several types of missions and agents.

Observation teams do just that: observe. Often posing as merchants, IISS observers gather data on Granican customs and behaviors that make

it easier for undercover agents to move undetected through Granican society.

Operations teams perform the physical behind-the-scenes work necessary to a successful operation. These tasks include supplying other teams with equipment and disseminating the information gathered by observers; reporting data back to central command; creating authentic-looking Granican documents (such as licenses and birth certificates); and making sure that a "legitimate" electronic record exists for undercover agents.

Undercover teams use information supplied to them by observation team members to blend into Granican society. They use the positions available to them to ferret out information on the cartels, their operations, and the government. This data will often identify specific targets that the pirates are going after – these targets can then be protected by Imperial Navy ships.

But the IISS agents have bigger fish to fry than individual pirate operations; they're trying to uncover the extent of each cartel's influence and involvement in everyday Granican affairs. Two IISS operations have caused scandals that led to the downfall of politicians who had been protecting pirate interests, but the replacements were little better.

INFORMAL EXTRADITION

Imperial Navy Intelligence agents have ferreted out the identity of the head of the Khimirika League, and she has been indicted on racketeering charges. The problem, of course, is that she never leaves Granicus, and the Imperium has no jurisdiction there. Neither the Federation nor the Granican government is likely to extradite her. The PCs are special operatives who've been sent to Granicus to find, arrest, and bring Danielle Lassiter into custody. First the PCs will have to find out where she is – then they'll have to get her out, in spite of the fact that she's incredibly well-protected. Not only does she have her organization's protective resources – her connections with the planet's upper classes gives her an additional layer of security.

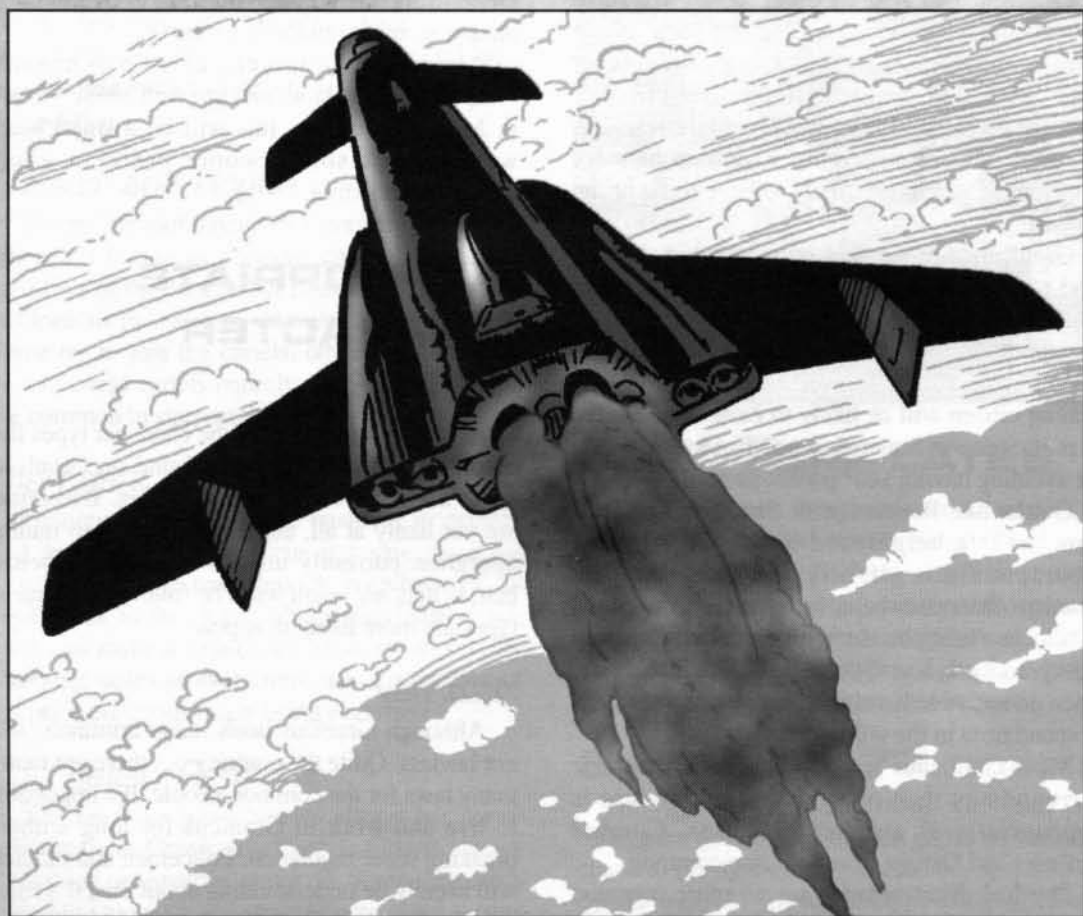
ENTERING THE SYSTEM

The closest safe jump point in the Bucephalus system is at 1.74 AU. Since Granicus orbits within the 100-diameter jump boundary, ships must exit jumpspace just outside this limit and travel to the world on maneuver drives, which takes time. Flit, of course, orbits outside the jump zone limit, so ships with business there waste less time in transfer.

Technically, ships are required to identify themselves immediately after jumping into the system, but this formality is rarely observed. The ship's transponder broadcast, if it has one, is considered identification enough. Patrol ships are incredibly lax when it comes to ships whose transponders are conveniently "malfunctioning." Offending vessels are intercepted, but rarely boarded. The interceptor will ask some routine questions: the vessel's name, crew complement, captain, classification, and purpose for entering the system. Claims of "malfunctioning" transponders are almost always taken at face value. This laxity is mandated by Khandritsen. Most likely, the authorities will ask a few questions, assess a

small fine, and direct the captain to have it repaired. However, sometimes the Federation Patrol will board a ship. This may be because the owner has made an enemy of someone with clout in the system (in which case, his bad luck has only just begun), or because they suspect the vessel of being sought by the Imperium. The Federation is not anxious to anger the great power, so any ship entering the system which matches the description of a wanted vessel and which doesn't have a transponder broadcast will be stopped and boarded.

If the transponder is missing or has obviously been tampered with, the boarding party will arrest the captain and crew. Federation personnel will man the ship until it reaches Flit. If the ship is wanted in Imperial space, its crew will be extradited expeditiously. If not, a bureaucrat will assess a penalty that can range from a pittance to a sum that requires mortgaging the ship. The ship is then escorted to Granicus and must put in at Duval Starport to have the transponder repaired.



Characters

Any kind of character appropriate for a *Traveller* campaign can be found on Granicus. Of course, taking true advantage of the setting means that the most likely encounters will be with some sort of low-life – from bottom-feeding street scum to dashing corsairs. PCs in pirate campaigns will almost certainly find their way to Granicus, but there are other people with legitimate business there, and merchants are always looking for people willing to risk doing business there for a cut of the profits . . .

I'M FROM GRANICUS

Granican PCs and NPCs need not be criminals. Ordinary people can live out their whole lives without knowingly coming into contact with organized crime (*disorganized crime* is another matter). However, the environment is bound to rub off on anyone who lives here for very long. Citizens are likely to have some of the following traits.

Granicans are wary of outsiders, but they do tend to have good social skills that are useful in commerce, such as Diplomacy, Fast-Talk, and Merchant. Most citizens will have Savoir-Faire (Pirates) at a very low level. Even the most law-abiding citizen will be likely to have some degree of proficiency in Streetwise, and Holdout is useful for avoiding having your pocket picked!

Quirks like Reticent with Strangers are common, as is a heightened desire for privacy. Agoraphobia is slightly more common on Granicus than elsewhere, because Granicans tend to associate being inside, with the doors shut, with safety and privacy. Outdoor skills will be rare, since no native in his right mind would voluntarily spend time in the wilderness.

Most Granicans pay more attention to their surroundings than offworlders – Alertness is appropriate, as are Acute Senses. Combat Reflexes and Danger Sense are also common.

Physical disadvantages are no more common here than they are elsewhere. However, certain

mental disadvantages correlate with growing up on the pirate capital of the galaxy. Since any illicit substance you care to name can be had on Granicus, usually cheaply, Addictions are common. Most Granicans are skeptical of laws – the Honesty disadvantage is a rarity. With spies everywhere, Paranoia is markedly more common on Granicus than elsewhere.

Many Granicans leave the planet each year in search of a more stable life. Residents of other worlds often see them as mistrustful, sometimes even cynical, and inquisitive to the point of rudeness. A Granican, in turn, considers someone else to be trusting (if he likes the person) or gullible (if he doesn't); his most frequent question is, "Yes, but what does that *really* mean?" Depending on whom you ask, a Granican is jumpy, wary, or prudently cautious.

Almost all Granicans carry a concealed weapon of some kind, and are well-trained to use it. Most of the time, this will be a small beam weapon, but some people prefer a good, old-fashioned knife.

APPROPRIATE CHARACTER TYPES

Although almost any of the character types listed on pp. GT87-105 can be found on Granicus, some are more common than others. Barbarians are not likely at all, and since there is no mining operation currently underway in the planetoid belt, belters are unknown. The following character types are more likely to appear:

Attorney

Although Granicus hosts many criminals, it is not lawless. Quite the contrary . . . there are many, many laws for the common people. It's impossible to live and work in Granicus for long without breaking some regulation. Policemen and officials will usually be understanding about this, if a small gift is offered . . . but still, the courts keep busy.

Therefore, the legal profession is highly respected on Granicus, and very lucrative. The mobs and cartels have their “fixers,” of course . . . but honest businesses need attorneys as well, just to deal with the maze of conflicting regulations. Big families will always try to send at least one smart child from every generation to law school, just to have a lawyer in the clan. A Granican who can’t trust his lawyer is an unhappy Granican. And a Granican who is not involved in at least one lawsuit is leading a very boring life!

Granican lawyers range from brilliant to incompetent, and from honest to completely criminal, but even the honest ones are completely pragmatic about the law. It’s something to be used and gotten around. Recognizing this, Granican judges (who of course are lawyers themselves) encourage out-of-court settlements, plea bargains, and other extrajudicial deals. Therefore, Granican lawyers, even more than those in most places, are also negotiators, deal-makers, bribe-deliverers, and go-betweens.

Bounty Hunter

It’s a dangerous job, but someone has to do it. Bounty hunters coming to Granicus have to watch their step even more carefully than most people, but the fees they can charge for dangerous duty make venturing there worth it. In addition, some pirates hire bounty hunters to eliminate their competition.

Corsair and Rogue

It goes without saying that corsairs are everywhere on Granicus. Corsair characters can be members of the cartels, but freelancers also come to Granicus in search of ship repairs and contacts. Some try to join the cartels, others do their level best to avoid cartels entirely. Rogues of all types are common in starport towns.

Merchant

Granicus does legitimate business in exports and imports. Since Granicus is a safe place for merchant ships to pass through, merchants of all kinds flock to the planet. Shady merchants, however, can make a killing in Granican markets by changing stolen property into cash at a fraction of the price the goods might bring elsewhere.

Journalist/Reporter

The *Traveller News Service* always has correspondents on Granicus – there is almost always something newsworthy going on. Some journalists get a little too nosy and stumble onto cartel secrets

– these reporters have to step lively to avoid being killed or “disappeared.”

Law Enforcer

Believe it or not, police do exist on Granicus. Though most of them are corrupt, occasionally a straight arrow comes along who must be bent. PCs can be either graft-taking cops feathering their nests, or zealous reformers trying to break the cartels. Though the latter tend to have a high mortality rate, especially when they start getting results, a campaign centered around a group of hard-nosed cops trying to get justice in a world where the word has no meaning could be challenging.

Undercover Agent

Both the Imperium Navy and the IISS have operatives working on Granicus. The PCs could be secret agents looking for the evidence that will expose the cartels for good. They could also work for one of the Granican cartels – they spy on each other as frequently as governments spy on them.



NEW TEMPLATES

The following templates are examples of character types that might be involved with Granican pirate cartels. They aren’t necessarily unique to Granicus, but they are certainly common there! A campaign in which characters are part of a cartel might have these types of people as player characters in addition to those listed above.

SMUGGLER 77 POINTS

Smugglers are ubiquitous on Granicus. Smugglers get stolen and illicit goods off the planet and to the right marketplaces. They also help the cartels bypass Dominion customs when necessary.

Attributes: ST 11 [10]; DX 12 [20]; IQ 13 [30]; HT 10 [0].

Advantages: A total of 25 points chosen from 3D Spatial Sense [10]; Ally Group (2 to 5 75-point smugglers, 9 or less) [10]; Charisma [5/level]; Combat Reflexes [15]; Daredevil [15]; Fearlessness [2/level]; G-Experience [10]; Luck [15]; Patron (Cartel, 9 or less) [15]; or Zeroed [10].

Disadvantages: Enemy (Imperium or Confederation, 6 or less) [-20]; and -15 points chosen from Alcoholism [-15], Bad Temper [-10], Callous [-6], Code of Honor (Pirate's) [-5], Compulsive Carousing [-5], Compulsive Gambling [-5 to -15], Greed [-15], Loner [-5], Odious Personal Habits [-5 to -15], Reputation [Varies], or Selfish [-5].

Primary Skills: Either Beam Weapons (Any) or Guns (Any), both (P/E) DX+3 [2]-15*; and Merchant (M/A) IQ+1 [4]-14.

Secondary Skills: Free Fall (P/A) DX [2]-12 and Vacc Suit (M/A) IQ-1 [1]-12; plus any *two* of these 6 options:

1. Astrogation (M/A) IQ [2]-13 and Piloting (Spacecraft type) (P/A) DX+1 [4]-13.
2. Armoury (Spaceship Weaponry) (M/A) IQ [2]-13 and Gunner (Any ship-mounted) (P/A) DX+3 [4]-15*.
3. Engineer (Vehicles) (M/H) IQ [4]-13 and Mechanic (Any) (M/A) IQ [2]-13.
4. Electronics Operation (Comm) (M/A) IQ [2]-13 and Traffic Analysis (M/H) IQ [4]-13.
5. Electronics Operation (Sensors) (M/A) IQ [2]-13 and SIGINT Collection/Jamming (M/H) IQ [4]-13.
6. Leadership (M/A) IQ [2]-13 and Tactics (M/H) IQ [4]-13.

Background Skills: A total of 6 points in Area Knowledge (System) (M/E); Electronics Operation (Security Systems), Gambling, Heraldry (Ship's Markings), or Streetwise (M/A); Brawling or Knife (P/E); Shortsword (P/A); or Carousing (P/A; HT).

* Includes +2 for IQ.

Customization Notes: The smuggler can be part of a pirate cartel as a regular employee or a freelancer. He can also appear to be a legitimate businessman, hiding contraband among normal cargo. Vargr have been moving into this venue recently.

GRIFTER 73 POINTS

The Grifter makes his living by his wits, relying on the gullibility and greed of others to line his pockets. Grifters run cons as simple as phony currency exchanges or as complicated as fake bookmaking schemes and land deals. Many grifters use Granicus to hide out between "long cons." Some grifters work in groups.

Attributes: ST 10 [0]; DX 13 [30]; IQ 13 [30]; HT 10 [0].

Advantages: Manual Dexterity +1 [3]; and 15 points chosen from Alcohol Tolerance [5], Double-Jointed [5], Lightning Calculator [5], Machine Empathy [15], Mathematical Ability [10], Military Rank [5/level], Temperature Tolerance [1/level], Toughness [10 or 25], Versatile [5], +1 IQ [15], or additional levels of Manual Dexterity [3/level].

Disadvantages: A total of -30 points chosen from Callous [-6]; Code of Honor (Rogue's) [-5]; Compulsive Gambling [-5 to -15]; Compulsive Lying [-15]; Enemy (Law enforcement agency, 6 or less) [-15]; Greed [-15]; Gregarious [-10]; Overconfidence [-10]; Paranoia [-10]; Reputation (Crook) [Varies]; Selfish or Self-Centered [-5 or -10]; Social Stigma (Outlaw) [-15]; Status -1 [-5]; Trademark [-1 to -15]; or Trickster [-15].

Primary Skills: Acting (M/A) IQ [2]-13; Diplomacy (M/H) IQ [4]-13; Fast-Talk (M/A) IQ [2]-13; Savoir-Faire (M/E) IQ [1]-13.

Secondary Skills: 12 points from the following: Area Knowledge (Any) (M/E) IQ [1]-13; Detect Lies (M/H) IQ [4]-13; Disguise (M/A) IQ [2]-13; Gambling (M/A) IQ [2]-13; Leadership (M/A) IQ [2]-13; Sex Appeal (M/A; HT) HT+1 [4]-11; Sleight of Hand (P/H) DX [4]-13; or Streetwise (M/A) IQ [2]-13.

Background Skills: A total of 4 points in Survival (Urban) or Electronics Operation (Security Systems) (M/A); Forgery (M/H); or Carousing (P/A; HT).

Customization Notes: Choose your character's goal in life and select skills appropriately. Some grifters dream of scoring on a big con and then



retiring; others are content to make ends meet on a smaller scale. Grifters will sometimes supplement their income with outright theft.

ENFORCER 84 POINTS

The Enforcer is the foot soldier of traditional organized crime. Enforcers can be hit men, bag men, extortionists – or any other basic thug. Cartels use enforcers to extort money from Granican businesses as well as offworld shipping concerns, assassinate enemies, oversee criminal operations, and serve as couriers.

Attributes: ST 12 [20]; DX 12 [20]; IQ 10 [0]; HT 12 [20].

Advantages: A total of 30 points chosen from Alertness [5/level]; Ambidexterity [10]; Collected [5]; Combat Reflexes [15]; Contacts (Street; skill-18, 6 or less, somewhat reliable) [3/contact]; Danger Sense [15]; High Pain Threshold [10]; Luck [15]; Night Vision [10]; Patron (Minor cartel; includes a -5-point Duty, 9 or less) [10]; Rapid Healing [5]; Single-Minded [5]; Strong Will [4/level]; Toughness [10 or 25]; or Unfazeable [15 or more]

Disadvantages: A total of -30 points chosen from Addiction [Varies]; Bad Temper [-1]; Bully [-10]; Callous [-6]; Compulsive Gambling [-5 to -15]; Compulsive Lying [-15]; Enemy (Law

enforcement agency, 6 or less) [-15]; Greed [-15]; Light Sleeper [-5]; Loner [-5]; Paranoia [-10]; Reputation (Crook) [Varies]; Sadism [-15]; Secret (Any) [-5 to -20]; Selfish or Self-Centered [-5 or -10]; Social Stigma (Outlaw) [-15]; Status -1 [-5]; or Trademark [-1 to -15].

Primary Skills: Brawling (P/E) DX+1 [2]-13; Guns (Any) (P/E) DX+1 [2]-14*; Intimidation (M/A) IQ+2 [6]-12.

Secondary Skills: 8 points from the following: Garrote (P/E) DX+1 [2]-13; Holdout (M/A) IQ+1 [4]-11; Knife (P/E) DX+1 [2]-13; Knife Throwing (P/E) DX+1 [2]-13; Shadowing (M/A) IQ+1 [4]-11; Stealth (M/A) IQ+1 [4]-11; Streetwise (M/A) IQ+1 [4]-11; or Tracking (M/E) IQ+1 [2]-11.

Background Skills: A total of 6 points in Area Knowledge (Any) or Camouflage (M/E); Electronics Operation (Security Systems), Fast-Talk, Gambling, or Disguise (M/A); Detect Lies (M/H); or Carousing (HT; P/A)

* Includes +1 for IQ.

Customization Notes: The enforcer can be anything from a steely-eyed, cold-blooded assassin to a dull-minded goon hitting up merchants for protection money because “It would be a shame if something happened to this nice store you’ve got here.”

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WORLDS ON THE JUMP-6 MAP

In addition to the worlds listed on this chart, Ilium (0726/Glimmerdrift Reaches) and Granicus itself are members of the Federation of Heron.

GLIMMERDRIFT REACHES SECTOR

GLOWING SUBSECTOR

HEX	STARPORT	GRAVITY	HYDROGRAPHIC %	POPULATION*	CR	WTN			
NAME	DIAMETER	ATMOSPHERE	CLIMATE	GOV TYPE	TL	NOTES			
0519 Haida	III	1,400	0.20	Trace	0%	Frozen	58 mill.	Multiple	10 6 4
0815 Bannock	III	4,800	0.40	Thin	40%	Very Cold	738,000	Multiple	8 10 3.5

EVEN SUBSECTOR

HEX	STARPORT	GRAVITY	HYDROGRAPHIC %	POPULATION*	CR	WTN			
NAME	DIAMETER	ATMOSPHERE	CLIMATE	GOV TYPE	TL	NOTES			
0324 Sheridan	V	5,900	0.78	V. Thin (T)	50%	Cold	12.3 bill.	Oligarchy	10 12 6.5
0424 Chilok	III	3,800	0.37	V. Thin (T)	60%	Warm	735,000	Corporate	2 10 3.5
0521 Sardis	III	6,000	0.68	Std	70%	Normal	580,000	Techno	3 7 3
0522 Novae	V	6,900	0.93	Dense	60%	Cool	62 mill.	Bureau	6 12 5
0623 Thermon	IV	8,100	0.92	Dense	80%	Chilly	300	Techno	5 6 2.5

KRAXIN SUBSECTOR

HEX	STARPORT	GRAVITY	HYDROGRAPHIC %	POPULATION*	CR	WTN			
NAME	DIAMETER	ATMOSPHERE	CLIMATE	GOV TYPE	TL	NOTES			
0919 Modoc	I	6,600	0.65	Thin	100%	Cold	4,700	Anarchy	3 5 1.5
1018 Ember	III	9,100	1.12	Dense	90%	Cool	800	Corporate	2 7 3

POONCH SUBSECTOR

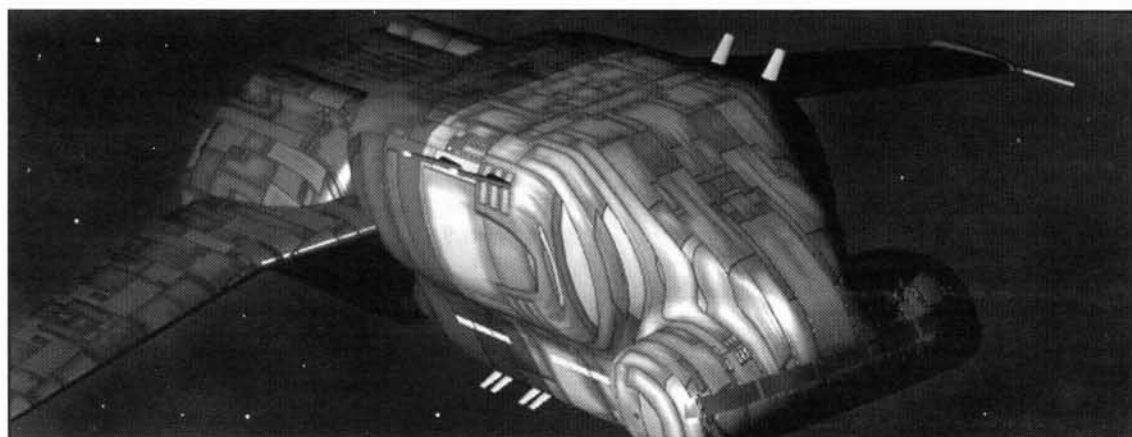
HEX	STARPORT	GRAVITY	HYDROGRAPHIC %	POPULATION*	CR	WTN			
NAME	DIAMETER	ATMOSPHERE	CLIMATE	GOV TYPE	TL	NOTES			
0921 Heron	V	9,300	0.95	V. Thin	20%	Normal	797 mill.	Bureau.	10 11 5.5
1022 Fiedler	II	3,900	0.28	Thin (T)	30%	Cold	833,000	Subj.	10 3 2.5
1023 Neruda	0	6,900	0.72	Dense	30%	Cool	7 mill.	Colony	6 0 0

DELPHI SECTOR

EDDUM SUBSECTOR

HEX	STARPORT	GRAVITY	HYDROGRAPHIC %	POPULATION*	CR	WTN			
NAME	DIAMETER	ATMOSPHERE	CLIMATE	GOV TYPE	TL	NOTES			
3222 Hays	III	5,000	0.49	V. Thin (T)	50%	Chilly	5 mill.	Multiple	7 9 4

*Starport personnel not included.



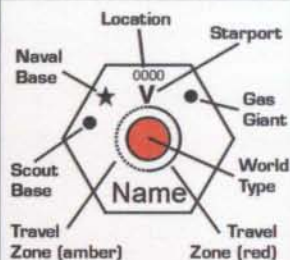
Delphi Sector
Tolnada
Subsector

Glimmerdrift
Reaches Sector
Glowing Subsector

Glimmerdrift
Reaches Sector
Kraxin Subsector

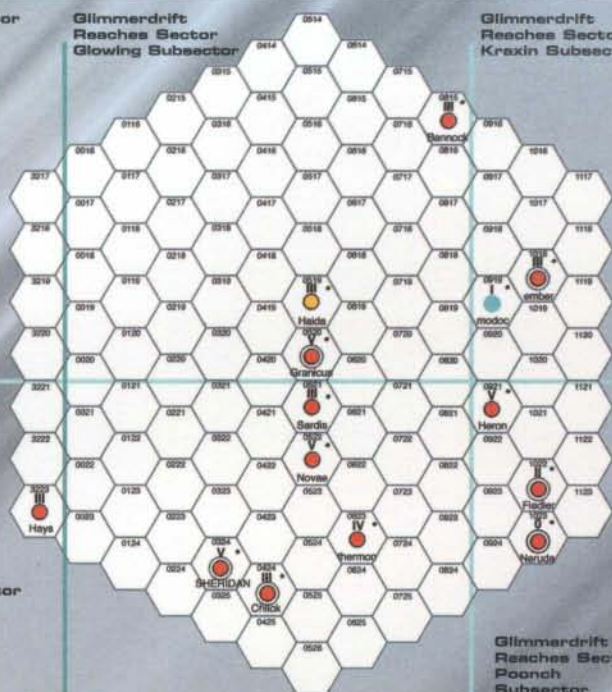
Jump-6 Map for Granicus

LEGEND



World Types

- Asteroid: ●
- Vacuum: ○
- Desert: ●
- Normal: ●
- Water: ●



Delphi Sector
Eddum
Subsector

Glimmerdrift Reaches Sector
Even Subsector

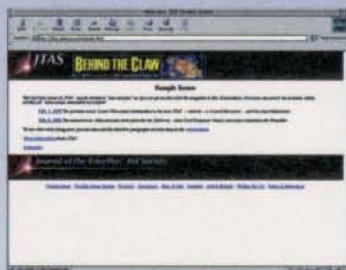
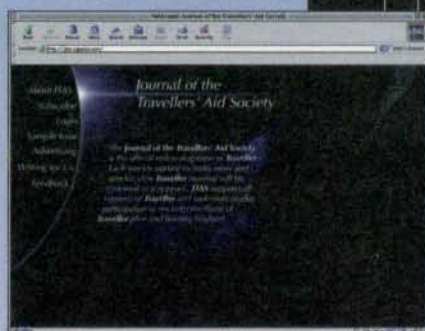
Glimmerdrift
Reaches Sector
Pouch Subsector

Worlds with population over a billion are named in all caps, e.g., **SHERIDAN**. Worlds with population 10,000 or less are named in all lower-case, e.g., **ember**. Worlds between these extremes are capitalized normally, e.g., **Granicus**.

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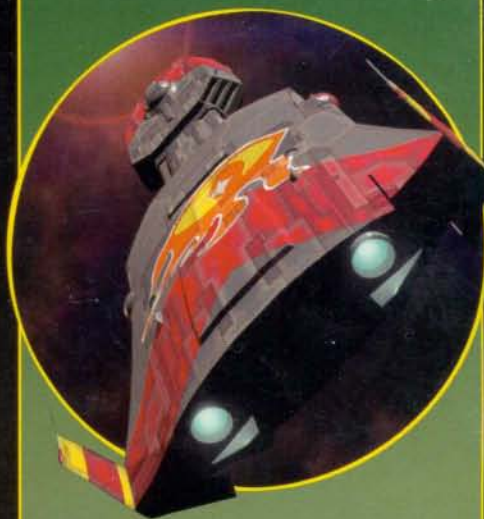
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