

For Referees Only

*Short Adventure 8  
Memory Alpha*

---

**TRAVELLER**<sup>®</sup>

*Science-Fiction Adventure  
in the Far Future*

Game Designers' Workshop



This page is intentionally blank.

*Short Adventure 8*  
*Memory Alpha*

---

***TRAVELLER®***

*Science-Fiction Adventure  
in the Far Future*

Game Designers' Workshop

Memory Alpha was the fabled "lost" adventure: published in limited numbers, the original was lost and the GDW library did not receive a copy. This text was made available through the efforts of archivists Paul Sanders and John Macek.

## *Short Adventure 8*

### *Memory Alpha*

Classic **Traveller** Reprint Series

Copyright © 2001 by Far Future Enterprises.

All Rights Reserved. Printed in the United States of America.

No part of this book may be reproduced in any form or by any means without permission in writing from the publisher.

This short adventure was originally produced by Game Designers' Workshop as a tournament adventure played at GenCon and Origins in 1984. A variant was produced for the T4 edition of **Traveller** (set in the early Imperium).

Originally published by Game Designers' Workshop, Inc. Far Future Enterprises is the successor copyright holder for the materials in this book.

**Traveller** is a registered trademark of Far Future Enterprises.

Far Future Enterprises  
1418 North Clinton Boulevard  
Bloomington IL 61701



This page is intentionally blank.

**Memory Alpha.** Ancient artifact on display at the Imperial Museum on Vland.

# Memory Alpha

---

This adventure is a **Traveller** tournament for any number of teams, each team consisting of eight characters. It is a single session scored adventure, which means that the team of players which best handles the situation (as scored by the referee) are the winners.

Memory Alpha depends on existing **Traveller** rules and systems. No new major rules are introduced; situations which arise can be resolved using existing **Traveller** materials. For example, if animal encounters are called for, **Traveller** Supplement 2, Animal Encounters, can be used to provide the tables.

This adventure consists of the following chapters:

**Player Introduction:** The Player Introduction provides the basic situation and background material which the players will use as they begin the adventure. Much of the adventure depends on the players understanding and acting on the information in this section. The referee should not supplement or add to the information in this section before beginning the adventure.

**Referee Synopsis:** The Referee Synopsis tells the referee the story line of the adventure, including what happened before the adventure, and what should happen once the adventure begins. The remainder of the text indicates, what materials are to be used and in what ways, and provides a few commonly needed special rules.

**Adventure Information:** The Adventure Information deals with specific parts of the adventure, indicating approaches to be used by the referee in responding to certain player actions, requests for library data, rumors, clues, patrons, and other natural parts of the scenario.

**Sector Map and Data:** The map of Corridor sector (taken from The Atlas of the Imperium) shows the area in which the adventure takes place. To supplement the map, two pages from the Imperial Interstellar Scout Service's Second Survey show planetary UPP codes for the worlds within the sector. A key to reading the sector data is also provided. The sector map and data is used to allow navigation through the sector.

**Character Cards:** A sheet of eight character cards provides information about the characters involved in the adventure.

# Player Introduction

---

This player introduction provides the basic situation and background material which sets the stage for the adventure. Much of the adventure depends on an understanding of this introduction, and on a proper response to the material in it. The referee has instructions not to supplement or to add to this information. Once the players begin reading this player introduction, the adventure has begun. One player should read this section (in its entirety) aloud to the others.

## THE CHARACTERS

Each player requires a character generated in accordance with the game rules.

## THE SHIP

The adventurers have a ship at their disposal: the far trader *Regent Arbellatra*. It displaces 200 tons and is capable of 2-G acceleration and jump-2. It can carry 46 tons of cargo and seven passengers in addition to its crew of three. Although old, it is fully paid for; it doesn't have to carry passengers or freight as long as there is money to buy fuel and provisions. It has two triple turrets, each mounting three beam lasers.

If deck plans prove necessary, the plans for *Empress Nicholle* in **Traveller** Supplement 7, Traders and Gunboats can be used.

## THE SITUATION

Over the years, your group of travellers has roamed through the Imperium in search of adventure, money, and glory. From time to time, old members of the group have dropped out as opportunities presented themselves, and new members have replaced them. Currently, the *Arbellatra* is in Corridor sector finding odd jobs or generous patrons.

**The Rift Passage:** When there is enough money, the group has devoted itself to a search for the fabled Rift Passage, a path of refueling points which crosses the Great Rift. If a usable passage could be found, it would be worth literally billions of credits. It could cut months off the transit time from Corridor, Deneb, and the Spinward Marches to the interior of the Imperium.

Theoretically, the Rift Passage is a series of systems crossing the Rift, with each system within jump-3, jump-4, or even jump-5 of the next. Each system would have to provide fuel for ships, and would be a star system, a rogue planet with ice caps, or even a small ice planetoid.

Recently, the group has been exploring (without success) in the vicinity of Walthersport (0918). When leaving the system (en route to Kaasu at 1209), the *Arbellatra* ran into trouble as its power plant experienced an overload. The ship made it to Strand (0916) before the power plant failed completely. On Strand, a local firm (ZDE Engineering) made the repairs required, although at great cost.



Now, setting down on Nocturne (1210) on 294-1110, the power plant shut down again. Local mechanics have quoted Cr600,000 for the two week repair job. The group can't afford it.

In Startown, the group has found a patron almost immediately. In the dingy Lone Star Bar, the crew huddled across the table from a large, well-dressed gentleman. After suitable introductions he said, "This mission I have for you is a delicate and sensitive one. I pay extremely well for services, and I demand absolute confidentiality. That is why you must all undergo a memory wipe of the period of the mission."

There is a momentary pause as the group reflects on this condition of employment, and then the patron continues, "I thank you for your services." He slides a thick envelope across the table, abruptly stands up, and leaves the bar.

The adventure begins.

# Referee Synopsis

---

The referee synopsis tells the referee the story line, or the plot of the adventure, including what has happened before and what should happen during the adventure. It also indicates what materials are to be used and in what ways, and provides a few commonly needed special rules.

## SYNOPSIS

The patron was Nilhil Goldarn, a merchant trader and the owner of Goldarn Trading Company. His plot has involved the crew of the *Regent Arbellatra* only as a pretext, although he has been careful to make it a profitable pretext. He hired the ship and crew to pick up a cargo of mutated plankton from Teriane (1405) and transport it to Ziunitan (1611) where it will be used to increase oxygen output from the ocean in a long-range project to improve the habitability of the world. Rivalry between two corporations (Ziunitan Development Enterprises and Ling Reach Ventures) each trying to establish a monopoly on development of the world made it prudent that the patron use an independent crew which could not be directly be connected with him.

**Deeper Motives:** Behind the pretext, however, was Goldarn's personal mission of revenge. Years ago, the Goldarn Trading Company on Kaasu was bankrupted when another company (Jamison Factors) started cutting prices. The sequence of circumstances soon made Goldarn Trading cash short; that forced the company to sell off some of its ships, which further reduced cash flow. Troubles multiplied to the point that property and merchandise had to be sold to pay debts. In the middle of this fiscal crisis for Goldarn, a local virus reacted to an imported foodstuff to create an epidemic called Redeye Plague. It killed Goldarn's entire family within two weeks.

Goldarn felt that his family could have been saved if he had not been bankrupted by his rival. His desire for revenge has been burning for years, and his target was to be the son of that rival: Richard Jamison, a member of the crew of the *Regent Arbellatra*.

Goldarn has gradually rebuilt his trading company, which is now based on Nocturne. It is nowhere as large or as powerful as it once was, but it is big enough to execute Goldarn's plan. A network of agents on his payroll throughout the sector have sealed instructions to respond to a certain select set of circumstances if the name Richard Jamison should come up. The name showed up on a crew list in the Walthersport area, and reports were forwarded to Goldarn at Nocturne.

**Initial Preparations:** Goldarn immediately responded with new instructions to his network of agents, and the *Regent Arbellatra*, tripped the trap at Walthersport and Strand. ZDE Engineering (the ZDE stands for Zero Defects Engineering) is a Goldarn subsidiary; a ZDE mechanic at Walthersport sabotaged the ship's power plant enough to make it fail upon reaching

Strand. At Strand, certain modifications were concealed in the power plant which would allow the power plant to be disabled by a coded radio signal. Goldarn then had the first part of his plan in place.

When *Regent Arbellatra* arrived at Nocturne, Goldarn triggered the power plant failure and made sure his mechanics were on the spot to provide a quick estimate on repair costs: one that would drive the group into Startown looking for a patron to cover the costs. Goldarn was waiting.

**The Assignment:** The far trader travelled from Nocturne (1210) to Langour (1409) to Camh Rahn (1511) to Teriane (1611) where it picked up the mutated plankton. It then travelled to Ghowl (1609) to Piop (1607) to Kisd (1506) to Ziunitan (1405) and delivered its cargo. It then jumped to Hannel (1307) to Astarief (1309) to Nocturne (1210). Jumps took a week each; stopovers were minimal (about one day at each system). There are no records of the journey aboard ship, but records do remain of the ship's visit to each of the worlds along the way.

**The Memory Wipe:** After the assignment was completed and the ship and crew had returned to Nocturne, Goldarn personally administered the memory wipes to the characters. Using a combination of hypnosis and drugs in a fairly standard procedure, he erased all memory of the assignment right to the point of acceptance in the bar in Startown. By leaving their memory of acquiescing to a memory wipe, he thought that the group would understand and accept their situation. By the same token, he removed all memory of their long argument over the pros and cons of accepting a memory wipe.

Goldarn's personal scruples also made him pay the agreed-upon price for the work performed. Post-hypnotic suggestion kept the group's memory clear until payment was made in the bar.

But Goldarn also used the memory wipe to achieve the next step in his plan. He expunged every trace of memory of one of their number. They no longer remember that they were once nine rather than eight. That ninth was Richard Jamison, his rival's son.

Goldarn placed Jamison in a low passage berth for safekeeping aboard his own ship: a surplus system defense boat with a jump shuttle. Once the group had been paid off, Goldarn left immediately for his SDB and set out for Kaasu. Depositing the SDB and Jamison in a concealed orbit, he then will use the jump shuttle to go to Teriane, pick up a vial of Redeye Plague virus, and return to the Kaasu system. There, he intends to infect Richard Jamison with the same virus that killed his own son. Kaasu is the home system for Jamison Factors and Alexander Jamison still lives there.

Once in the Kaasu system, Goldarn plans to discharge his crew, drop off a repeater module, and then retreat somewhere in the system. The repeater will allow any transmissions to be retransmitted untraceably. The infection of Richard Jamison and his death throes will then be broadcast to Kaasu's entertainment channels, and to Jamison. Goldarn considers this a suitable revenge on man who bankrupted his company and killed his family.

(Obviously, Goldarn is demented; clearly this sort of complex scheme is the work of an insane man).

## PLAYER MISSIONS

Mission is the term for a self-assigned goal which is to be accomplished by the players. If the referee said "Do this," it could be a mission, but in this adventure, the players are to be left to their own devices, telling themselves what to do and assigning themselves their own missions.

The self-assigned missions can be expected to naturally result from the information the players have at hand, or which they can obtain. Some missions can only be accomplished after previous missions have been accomplished.

Players cannot be expected to state the missions which they are pursuing, so the referee must be alert for them. If players words and deeds show that they are working on a mission, they should be credited with that mission. Deducing the missions to undertake is one of four sources of points in scoring for the adventure (the other three are time elapsed, ultimate success, and lack of casualties).

The following missions are necessary for the completion of this adventure.

### *1. Determine what happened with the patron.*

The patron's strange actions in the bar are understandable only if the group realizes that they have already completed the assignment he gave them, returned to Nocturne, undergone the memory wipe, and have now been paid off.

The current date is 009-1111. The *Regent Arbellatra* is in working order with its drives repaired. The envelope the patron provided contains Cr400,000 in crisp, new bills in full payment for their work. Eighty days have passed since the initial meeting. The job is completed.

All of the information necessary to recognize this mission and to understand it is provided in the Player Introduction or is available for the asking (the date, the contents of the envelope, a check of the ship). But in addition, there is a clue to something else going on. The group can check local records and find that *Arbellatra* left on its mission immediately; the repairs took almost no time. The repairs took no time because ZDE Engineering's sabotage was quickly reversible by Goldarn's local mechanics.

### *2. Determine that something has gone wrong.*

This mission is somewhat harder. Various clues can present themselves once the group decides to find out what they did on their assignment for Goldarn. At any world along their route, they can find records that their ship has passed through before. Records which they examine may indicate that there were once nine crewmembers instead of eight.

The patron has been as thorough as possible in eradicating traces of the ninth crewmember. Except for the nine air tanks and swimming equipment sets aboard the ship (an oversight), he has removed all evidence of Richard Jamison from the ship: all clothes, all personal belongings, all computer records.

### *3. Find the patron and the ninth crewmember.*

Once the crew determines that one of their number is missing, the third mission becomes obvious. Tracing down Goldarn requires that the group find out what their cargo was and who sent it. Shipping records on Teriane and Ziunitan can provide this data, and from it, the group can establish that their patron was Nihil Goldarn. Since this name was erased from the group's memories, some detective work is required here.

Starport records show that Goldarn left Nocturne aboard his personal ship (an SIDB) on 009-1111 with a flight plan filed for Teriane. Records on Teriane show that he arrived 037-1111 at Teriane, visited his trading company offices briefly, and then left immediately (records also show that he arrived in his jump shuttle without the SDB attached). He had jumped to the Kaasu system first and left the SDB in a concealed orbit there before setting off for Teriane to pick up a container of Redeye Plague virus. He then returned to Kaasu to begin the next part of his plan.

Upon returning to Kaasu, Goldarn discharged the crew of his ship and then discovered that Alexander Jamison has left the Kaasu system on business. So Goldarn waits. And waits.

For the purposes of this adventure, Jamison returns to the system at the same time the *Arbellatra* arrives, provided it is after 068-1111. If the *Arbellatra* arrives before then, they notice nothing out of the ordinary and Goldarn's revenge will take place when the *Arbellatra* next enters the system.

## RED HERRINGS

There is some misdirection provided for the players.

**The Rift Passage:** In the Player Introduction, the search for the Rift Passage is a nebulous goal that has occupied most of the group's time when time was available. There may indeed be a Rift Passage, but it probably will not be found by an obsolete far trader staffed by a bunch of amateurs.

If the group insists on making a search for the Rift Passage their mission in this adventure, they may continue to investigate individual hexes on the star map by moving their ship to them. For each day spent in an unnumbered hex, throw 2D for 24 to find a rogue gas giant or other promising body. Throwing 24 on 2D is impossible, so after the dice throw, say to the group, "No luck. You find nothing."

If, after four weeks of this sort of search, the group has not yet investigated what happened during their memory wipe, the referee should select one of the group (at random) and say, "You are having feelings that there is something wrong. It has something to do with the mission you did for the patron." Thereafter, they should be encouraged to determine what happened with the patron.

**The Broad Expanse:** The sector map of Corridor shows a large number of star systems; many more than can be visited and explored in the course of a single adventure. From Nocturne, a far trader cannot even reach the systems near Kanorb. The action of the adventure has taken place within eighty days a round trip to Nocturne. For a far trader, that is (at most) five parsecs (five squares). The other world data is intended to overwhelm the group, but has little relevance to the adventure.

## HIDDEN CLUES

Because the crew knew that there would be a memory wipe at the end of the mission, at least one of the characters has made a record of the events of the mission and then hid the information. Carelessly hidden records were found by Goldarn and destroyed or erased. The following remain:

**Computer File:** A computer file used as support for a game program has been used to conceal a record of the ship's progress during the mission. After each jump, throw 10 + for a malfunction to take place in the navigation program. If the malfunction does take place, computer-2 + can fix the problem, and incidentally produce the list shown below. The list has no further explanations attached to it, and the referee should allow the players to figure it out for themselves.

295	1210-2-1409	303	1409-2-1511
311	1511-1-1611	319	1611-2-1609
327	1609-2-1607	335	1607-2-1606
343	1506-1-1405	351	1405-2-1307
359	1307-2-1309	002	1309-2-1210

The first number is the date (day number) of departure. The second number is a three-part code giving start location, jump number, and end location. For example, 295 is the date the ship left Nocturne. 1210 is Nocturne's location, 2 is the jump used to leave Nocturne, and 1409 is the location number of their destination (Langour).

Stashu Nagoya left the list in the program, but does not remember doing so.

**Handwritten Record:** Concealed in a bulkhead seam in the engineering compartment is a scrap of paper with typewriting. The note can be discovered on a throw of 11+ per week (when Dr. Shimullu checks out the drives). There is a typer in the engineering compartment, but Shimullu does not remember writing the note.

Nocturne, Langour, Camh Rahn, Tortarte, Ghowl, Piop, Kisd, Ziunitan, Hannel, Astarief, Nocturne.

The list shows the systems in the order they were visited by the ship.

## ADVENTURE ELEMENTS

This adventure is composed of five elements, which in **Traveller** are called the basics, the push, the pull, the gimmick, and the enigma. Each element plays an important part in the adventure, and they are more fully detailed in **The Traveller Book**, page 125.

**The Basics:** This adventure depends on the established **Traveller** universe. The map of Corridor sector and the accompanying survey data are additional basic material.

**The Push:** Until late in the adventure, the players will not be aware of the formal push. Once they discover Goldarn's plot to infect Richard Jamison, the push is the time limit they are working under.



Another less formal push is the fact that there is no formal mission presented to the players and they must decide for themselves what they are to do. The time limit for the tournament itself can help spur them on.

**The Pull:** The goal which attracts the group is the satisfaction of their own honor. They must find out what happened to themselves during their work for the patron. Later, the pull is to rescue one of their comrades, even though they do not remember him.

**The Gimmick:** The rumor of the fabled Rift Passage and the Memory Alpha artifact are gimmicks for this adventure. They provide something attractive to the players. They are, in this situation however, a misdirection, and do not directly further the plot.

**The Enigma:** The enigma is central to this adventure. The puzzle of what happened during the mission for the patron is a constant. Solving it is a key to resolving the adventure.

## DECK PLANS

Deck plans for the *Regent Arbellatra* and for Goldarn's SDB, the *Shukugan*, are available in Supplement 7, Traders and Gunboats. The *Arbellatra* plans are not strictly necessary. The plans for the *Shukugan* are used for the final rescue of Richard Jamison.

**Shukugan:** Goldarn has dismissed the crew of the SDB and is operating it by himself. As a result, he is unable to effectively manage its defenses, and the ship can be boarded by the players.

Goldarn has placed Richard Jamison in a cold sleep capsule in the sick bay (room 23). Goldarn himself tends to remain on the bridge (16), but may be in the common area. On a throw of 10+ Goldarn has secured the airlock accesses to the bridge and they cannot be used for boarding. If the players try them, they will not be able to enter and will lose any chance of surprise. The forward access is usable.

# Adventure Information

---

One of the basic activities in this adventure is the gathering of information. The following pieces of information can be obtained.

## SHIPPING DOCUMENTS AND MANIFESTS

The electronic and paper records of the voyage of the *Regent Arbellatra* can be examined at the starports which the ship visited, once those starports are located. The information generally helps pinpoint the route which the ship took, and points to a crew of nine members. Richard Jamison's name appears in the records on Hannel (1307).

**Astarief (1309):** Local starport records indicate: *Regent Arbellatra* arrived 002-1111 from Hannel; departed 003-1111 for Nocturne. Ship's arrival papers signed by Larin Imuspress.

**Camh Rahn (1511):** The starport office considers it unusual to release records of ship visits, but a naval character will be successful in persuading the local authorities, and find the following record.

*Regent Arbellatra* arrived 311-1110 from Langour; departed 312-1110. Ship's arrival papers signed by Talia Calcidor.

**Ghowl (1609):** Starport records indicate: *Arbellatra* arrived 327-1110 from Teriane; departed 326-1110 for Piop. Ship's arrival papers signed by Larin Imuspress.

Surveillance camera tapes at the main starport terminal can be examined for a fee of Cr100 and a positive reaction (9+) by the starport warden. The tapes show nine crewmembers disembarking upon arrival; Nilhil Goldarn is not the ninth person.

**Hannel (1307):** The local starport records indicate: *Regent Arbellatra* arrived 359-1110 from Ziunitan; departed 360-1110. Ship's arrival papers signed by Richard Jamison.

**Kisd (1506):** The local starport maintains no records of arrivals or departures. A local official does comment that many ships refuel at the local gas giant anyway, so even if there were records, they would not cover gas giant refueling.

**Langour (1409):** Starport office has computer records indicating: *Regent Arbellatra* arrived 303-1110 from Nocturne; departed 304-1110.

**Nocturne (1210):** The local starport records indicate:

*Regent Arbellatra* arrived 294-1110, main power plant failure recorded 294-1110 and ship moved to storage bay pending repair arrangements. Ship's arrival papers signed by Larin Imuspress.

*Regent Arbellatra* moved to repair bay by GE Mechanical and Electronic Enterprises for repair 294-1110.

*Regent Arbellatra* departed for Langour 295-1110.

*Regent Arbellatra* arrived 009-1110. Ship's arrival papers signed by Larin Imuspress.

**Piop (1607):** Local starport records indicate:



**Memory Wipe:** Treatment to remove memories of specific events or incidents. Originally developed as a treatment for the mentally ill, memory wipe is occasionally used in military and espionage applications, as a form of rehabilitation for criminals, and by large corporations in protection of trade secrets. A memory wipe session typically lasts about one day, but can be compressed to less than four hours by using slow drug. The session requires a powerful computer, a selection of specific hypnotic drugs, and a skilled operator.

Complications are rare in memory wipe: occasionally, the wipe is not effective and memories return, but such a result is the mark of an unskilled operator; a true memory wipe completely removes memories of the events (rather than covers them up).

**Plankton (Mutated):** Tailored plankton with a high oxygen production factor. Plankton's position in the food chain makes it widespread in the oceans of habitable worlds: on worlds with high hydrographic percentages it is seeded into the oceans to increase available atmospheric oxygen and to reduce methane.

**Redeye Plague:** Viral infection caused by the mutation of common cold virus in an environment of kelpyspice condiments common to Teriane (1611). The original outbreak in 1088 on Teriane spread to worlds within three parsecs before being controlled.

Redeye Plague is characterized in its early stages by watering eyes, congested nose, and heavy coughing. By day two of the disease, internal bleeding in the eyeballs fills them with blood (producing the characteristic redeye symptom and blindness). A coma and violent seizures follow by day three and continue until death between day ten and day fourteen. Antibiotic treatment before death produces almost immediate recovery; the blindness can be reversed through surgical drainage of the blood in the eyeballs. Because of the potential for recurrence of the plague, Redeye Plague vaccination is universal on Teriane and antibiotics effective against the plague are available at class A, B, and C starports within the Corridor sector.

Kelpyspice is a prohibited export from Teriane.

**Repeater Module:** Self-contained device to receive specially coded transmissions and rebroadcast them in order to conceal the original source of a signal. Repeater modules generally correspond to the size of communicators capable of the same performance.

## THE SURVEY

The starmap of Corridor is taken from the Atlas of the Imperium [and has been upgraded in this edition]. Data from Second Survey supplements the map.

## OTHER INFORMATION

The following additional special information may come to light.

**Ship's Locker:** An inventory of the ship's locker for the *Regent Arbella* shows that it contains the following items.

Five Rifles, each with ten loaded magazines. Five Cold Light Lanterns. One Cutlass, with scabbard. Nine Vacc Suits. Nine sets of Swimming Equipment. Nine Underwater Air Tanks.

No one on board remembers the underwater air tanks or the swimming equipment as being in the ship's locker. **Referee:** The air tanks and the swimming equipment were purchased on Teriane (and so marked) during the mission and Goldarn failed to notice and remove them.

**Repeater Modules:** In tracing any radio broadcast, a character with electronics-2+, a radio receiver, and a computer Model/Ibis or better (the *Regent Arbellatra* has both of these) can pinpoint the transmitter location on 12+ (DM + electronic skill). Throw once per fifteen minutes. If the source is a repeater module, the source of its signal can be traced using the same procedure, but only by being physically present at the repeater.

Goldarn has positioned two repeaters, one ten million kilometers from the SDB, and one five million kilometers from the other repeater. The two will retransmit signals in tandem.

## **NILHIL GOLDARN**

The following information about Nilhil Goldarn is used in the final battle of the adventure.

Nilhil Goldarn 9A8AA9 Age 58  
Pilot-2, Shotgun-3, Admin-2, Computer-1,  
Vacc Suit-1. Medical-2, Streetwise-1

## **THE FINAL CONFRONTATION**

The finale of the adventure is a boarding of Goldarn's SDB and a battle aboard it as the adventurers try to find Richard Jamison.

Goldarn will defend his ship to the best of his ability (the referee must assume the role of Goldarn). Goldarn has set a personal trigger that will start a ship self-destruction sequence once he is dead. Anyone with electronics or computer skill can recognize this device if they examine Goldarn while he is unconscious or dead. The trigger starts an automatic countdown which will destroy the SDB ten minutes after Goldarn dies.

## Scoring

---

Scoring for this adventure is for the entire group and is based on four criteria: establishment of missions, time elapsed, casualties taken, and final mission accomplishment.

**Establishment of Missions:** Players establish their own missions and receive points for each.

Mission 1. For discovering that a memory wipe has already taken place: 10 points.

Mission 2. For discovering that one of the crew is missing: 20 points.

Mission 3. For starting the rescue of Richard Jamison: 30 points.

**Casualties:** Players lose points for casualties. Deduct one point for each hit of damage taken. Deduct an additional 10 points for each player-character seriously wounded (two characteristics reduced to zero). Deduct an additional 10 points (in addition to that for seriously wounded) for each player-character killed.

**Jamison Rescue:** If Jamison is rescued (retrieved from *Shukugan* alive)-50 points.

**Time Elapsed:** Award 10 points if the group arrives at the Kaasu system looking for Goldarn by 080-1111. Deduct 10 points if they arrive in the Kaasu system looking for Goldarn after 160-1111.

# Corridor Sector

Strategically important sector containing 267 star systems dramatically split by the Great Rift: 69 systems lie rimward of the Rift and were originally settled by the Vilani before the Vilani Imperium was established, and 198 systems form the coreward third of the sector. Corridor is named for its role connecting the old, well-established Vland sector with the frontier sectors of Deneb and Spinward marches. The name Corridor dates from about 140, and has displaced the Vilani name (Eneri, which is approximately translated as *star salad*) for the sector.

**Brief History:** Because the primary attention of the Vilani turned rimward and trailing, Corridor was relatively ignored by the First Imperium. A few limited settlements were established at Mikeshe (to exploit mineral deposits) and Khukish (because of exotic local biologicals), but no large scale colonization took place.

Vargr expansions between -2400 and -1700 moved large numbers of Vargr into Corridor and demonstrated that the sector had greater strategic significance than previously recognized. Through the Long Night, many worlds within the sector became Vargr-settled; once the Third Imperium was established and began to expand Spinward, Imperial steps were taken to secure the region. The Vargr Campaigns (220 to 348) were fought in Corridor, Deneb, and even Vland to establish Imperial authority.

**Local Government:** The sector is dominated by the Imperium, Vargr worlds still exist beyond the Imperial border. In addition, there are numerous Imperial client-states and non-aligned systems within the sector.

Hex	Name	UWP	TC	PBG	B	A1	S	Star	Data
0102	Tersta	C474522-7	Ag Ni	320		Im		F3 V	
0104	Khouth	A8C3999-D	Hi Fl Cp	420		Im		M3 V	
0105	Ankirst	C356112-9	Lo Ni	421		Im	S	M1 V	K3 VI
0106	Ofo-Nebus	B541488-8	C1 Ni Po	701	N	Im		M7 V	M0 D
0109	Synez	E864256-7	Lo Ni	620		Im		M2 V	
0111	Shinku	E879102-8	Lo Ni	422		Im		F9 V	
0112	Kiran	A354856-F		901	N	Im		M0 V	K5 V
0113	Aga Sugek	A9B8356-D	Lo Ni Fl	401		Im		M4 V	K7 VI
0115	Khikhuushir	D676534-4	Ag Ni	624		Im		M0 V	
0119	Ka Eto	B615345-D	Lo Ni Ic	502	N	Im		M3 V	
0205	Koergfoes	B54359A-B	Ni Po Rs	322	N	Im		M5 V	
0206	Mikeshe	C8B7ACB-E	Hi Fl	625	S	Im		K1 V	
0209	Pergzitt	B625354-B	Lo Ni	311		Im		M6 III	K5 V
0210	Dry	C110877-B	Na	801	S	Im		M5 V	M9 V
0213	ErLu	B7C0626-8	Ni De	404	N	Im		M6 V	
0218	Lobok	C582876-9	Ri	335		Im		G1 V	
0221	Shush	C662262-7	Lo Ni	623		Na		F8 V	G3 D
0304	Serk	B89A866-C	Wa	723	N	Im		M4 V	
0306	Hesarus	B253556-9	Ni Po	320	N	Im		M1 V	
0307	Caulins Belt	A000268-C	Lo Ni As	911	N	Im		M5 V	
0308	Faraway	D682546-4	Ni	713	S	Im		M5 V	
0311	Juba1	X300497-2	Ni Va	823		Im	R	G8 IV	M8 D
0312	Muugagen	D453465-9	Ni Po	601		Im		M6 V	
0313	Yubitty	C96A987-7	Hi Wa	932		Im		K9 V	
0338	Ishirdur	X776301-0	Lo Ni	203		Cs	R	M9 V	
0401	Auritausus	C859344-8	Lo Ni	621	S	Im		F9 IV	
0402	Rrev Rigr	B100657-C	Na Ni Va	610		Im		M7 V	

Hex	Name	UWP	TC	PBG	B	A1	Z	S	Star	Data
0407	Sigma 7	C000795-7	Na As	112		Im			A9 V	M9 V
0411	Daban	C514858-8	Ic	802		Im			K2 V	
0416	Ian	A5A88BE-C	F1 Cp	303		Im			M2 V	
0417	Irasumshu	E554A74-6	Hi	801		Im			M0 V	
0502	Koppel	E463005-7	Lo Ni	334		Im			A9 III	
0509	Naxx-Iygo	C7B5464-6	Ni F1	712		Im			M8 V	
0510	Pamock	C461542-B	Ni	623		Im			M2 V	K8 V
0511	Linux' Cha	E322578-8	Ni Po	822		Im			M2 V	
0512	Beta Regilis	D543567-3	Ni Po	714	S	Im			M1 V	
0513	Kumorle	B331758-C	Na Po	225	S	Im			K7 V	
0516	Raiga	X664532-3	Ag Ni	714		Im	R		M8 V	
0601	Greenrok	A560236-C	Lo Ni De	501		Im			M2 VI	M5 D
0603	Taratun	D8A3443-6	Ni F1	323	S	Im			M5 II	
0605	Aka Gee	B432579-B	Ni Po	103		Im			M0 V	K3 V
0606	Degarla	A610644-A	Na Ni	310	N	Im			K8 V	
0608	Desolate	B9B2002-A	Lo Ni F1	420	W	Im			G5 VI	
0609	Semiplast	C461662-8	Ni Ri	502		Im			M7 V	M1 V
0611	Ikhur	B756532-B	Ag Ni	301		Im			M0 V	
0614	Dywosik	C247547-A	Ag Ni	921		Im			G5 VI	M8 V
0617	Vom	C223578-9	Ni Po	302	S	Im			F9 V	
0638	Esi-obe	A542886-C	Po	211		Na			G4 V	
0701	Gzorraeth	A490410-9	Ni De	501		Va			K6 V	
0709	Mowanda	B200534-A	Ni Va	411	A	Im			A9 V	
0714	Teras	B438247-B	Lo Ni	410	N	Im			M3 V	M0 D
0804	Treshurii	D335775-6		523		Va			A4 V	
0807	Bersha	E552302-5	D1 Lo Ni Po	902		Im			K2 V	M0 D
0815	Lysio	B494546-9	Ag Ni	901	S	Im			M0 V	
0816	Antiquity	A223420-C	Ni Po An	214	N	Im			F6 V	
0901	Rexus V	B441400-8	Ni Po	822		Va			F0 V	
0906	Yopogirp	A548320-D	Lo Ni	701		Im			M8 V	G7 D
0910	Drayne	B6749C9-D	Hi In Rs	801	A	Im			F3 V	M4 V
0912	Toddie-lee	A366420-F	Ni	901	N	Im			M2 V	M7 D
0913	Herald	A341664-B	Ni Po	822		Im			K9 V	M7 VI
0916	Strand	A445654-C	Ag Ni An Cp	624	N	Im			F3 V	
0918	Walthersport	D9D6642-2	Ni F1	101		Cs			M8 V	M8 V
0931	Ashishinipar	B89498A-9	Hi In	410		Na			G0 V	K5 D
1003	Tylupa	B000205-B	Lo Ni As	113		Cs			M4 VI	
1005	Mount	A675887-8		301	S	Im			M5 V	M8 D
1006	Wieresh	B559430-8	Ni	803		Im			M5 V	
1010	Byla Hosu	D554534-8	Ag Ni	124		Im			F1 D	
1011	Tobibak	C96A410-A	Ni Wa	901		Im			M2 D	M3 D
1013	Demick	A532879-E	Na Po	702		Im			K6 V	
1033	Nadnamnarni	B200211-9	Lo Ni Va	503		Na			M4 V	
1103	Senizuu	B491564-7	Ni	820		Va			F9 III	
1104	Goseppi	E457543-3	Ag Ni	403		Va			M1 VI	
1107	Formation	B511358-C	Lo Ni Ic	704	N	Im			K0 III	M6 D
1109	Shushaka	A772988-F	Hi In	815		Im			M0 V	K2 D
1111	Biinersa	B849401-B	Ni	822		Im			A6 V	
1112	Buagki	A326353-C	Lo Ni	923	N	Im	A		M1 V	
1140	Tristira	C87A740-5	Wa	713		Cs			F7 V	
1201	New Vland	A79785A-B	C2	501		Cs			M7 V	
1203	Voorghish	D456459-4	Ni	203		Va			M5 V	G0 D
1204	Tetraggoe	B692300-8	Lo Ni	203	C	Va			M0 V	
1205	Durima	B420ADE-F	Hi Na In Po	234	N	Im			A7 V	
1207	Courage	E40088C-5	Na Va	401		Im			M0 V	
1209	Kaasu	AA7A9CD-G	Hi In Wa Cx	922		Im			A6 V	
1210	Nocturne	B87A46B-D	Ni Wa	402		Im			M4 V	K4 D
1213	Vigh	C200257-A	Lo Ni Va	302		Im			M9 V	G5 VI
1216	Six Lights	B577441-8	Ni	901	N	Im			M8 V	
1218	Emfashi	D658341-5	Lo Ni	420		Na			M4 V	G9 D
1301	Nackeremma	D523110-6	Lo Ni Po	801		Cs			M6 V	
1304	Iceball	C635400-6	Ni	324		Cs			F4 V	
1307	Hanne1	C568447-6	Ni	203	S	Im			K1 V	
1309	Astarief	C556687-9	Ag Ni	623	S	Im			K7 V	

Hex	Name	UWP	TC	PBG	B	A1	Z	S	Star	Data
2903	Uerrgno	D867996-4	Hi	601		Va			K9 VI	K5 D
2904	Krrroughf	D577522-3	Ag Ni	302		Cs			M0 V	M1 D
2905	Oegoerrvu	D5438A8-6	Po	211	S	Im			F2 V	K6 VI
2906	Kifrusis	A568235-E	Lo Ni	812	N	Im			K6 V	
2907	Sepulus	C797698-9	Ag Ni	112		Im			M0 V	
2908	Twophur	B653797-7	Po Cp	424		Im			G7 V	
2930	Tucker	D8796A8-8	Ni	622	S	Im			K3 V	
2932	Ecktars Eckto	C589310-A	Lo Ni	222	S	Im			G1 V	
2933	Sashrakusha	AAB487A-C	Fl Cp	201	N	Im			M5 V	
2934	Yull-jettii	B86A100-C	Lo Ni Wa	123	N	Im			M9 II	G2 V
2935	Trickster	C120555-E	Ni Po De	824		Im			G2 III	
2937	Hendrick	C320342-9	Lo Ni Po De	814		Im			M0 VI	
2940	United	E66A696-7	Ni Ri Wa	210		Im			F7 V	M9 D
3004	Russaura	C400102-B	Lo Ni Va	812	C	Va			M9 V	
3010	Habretic	C663110-9	D0 Lo Ni	812	S	Im			M1 V	
3030	Betters	DA87544-5	Ag Ni	301		Im			K1 V	M2 V M2 V
3032	Stagers	C443200-8	Lo Ni Po	924		Im			F7 V	
3033	Sinist III	E326238-5	Lo Ni	810		Im			M3 V	K7 V
3036	Dialreck	B585896-6	Ri	710	N	Im			M5 V	M0 D
3038	Yur Hur Ged	E211756-9	Na Ic	620		Im			G7 V	K5 D
3039	Prefostered	C420432-C	Ni Po De	324	S	Im			F1 V	
3040	Shishashu	A312200-D	Lo Ni Ic	522	N	Im			A6 V	
3104	Salite	B454300-B	Lo Ni	910		Va			M3 V	F0 D
3106	Long Shot	C00069C-B	Na Ni As	214	S	Im			M5 V	
3107	Desiver	C470421-B	Ni De	820		Im			G1 V	
3129	Kiru	A56567B-9	Ag Ni Ri	622		Im			F5 V	
3131	Xapoqoz	E853724-2	Po	401		Im			M1 V	K8 V K8 V
3132	Unikeejaf	D768540-5	Ag Ni	301		Im			M0 V	
3135	Cafad	E666554-6	Ag Ni	410		Im			M9 V	
3136	Wenty-ruu	A201755-C	Na Va Ic	701		Im			M5 V	M5 D
3137	Idanchy	D789333-8	Lo Ni	403		Im			M6 V	K4 V
3138	Yigh	D999653-6	Ni	520		Im			F0 V	
3139	Mappeh	A997794-D	Ag	924		Im			F9 V	
3140	Creading	A66A425-C	Ni Wa	901	N	Im			M8 V	
3201	Esuto	A272674-9	Ni	401		Va			F5 IV	M1 V
3202	Ko-tring-dfr	C544697-6	Ag Ni	301		Va	A		F4 V	M2 D
3207	Gerbetord	B75A512-C	Ni Wa	102	S	Im			K7 V	
3208	Dilub Rou	A220573-F	Ni Po De	213		Im			F5 V	K8 D
3209	R'tinh Kills	B646110-C	Lo Ni	620	A	Im			M5 V	
3225	Uiolksdah	B226787-C		710		Na			M1 V	
3229	Center	C5436A9-5	Ni Po	434	S	Im			M6 II	
3230	Emm	C643365-7	Lo Ni Po	303		Im			M7 V	
3231	Pink Sky	C474588-A	Ag Ni	401	S	Im			M0 V	M1 V
3232	Above	A726886-E		403	N	Im			M3 V	
3234	Seshotinam	E200527-9	Ni Va	623		Im			G8 III	
3235	Sharkhagu	B341464-C	Ni Po	801		Im			M5 V	M9 D
3238	Lesha	B988168-9	Lo Ni	522	N	Im			K8 V	
3240	Palama	A597100-F	Lo Ni	801		Im			M0 V	M7 D

The original text included data on Deneb and Vland sectors. It has been omitted here.



This page is intentionally blank.

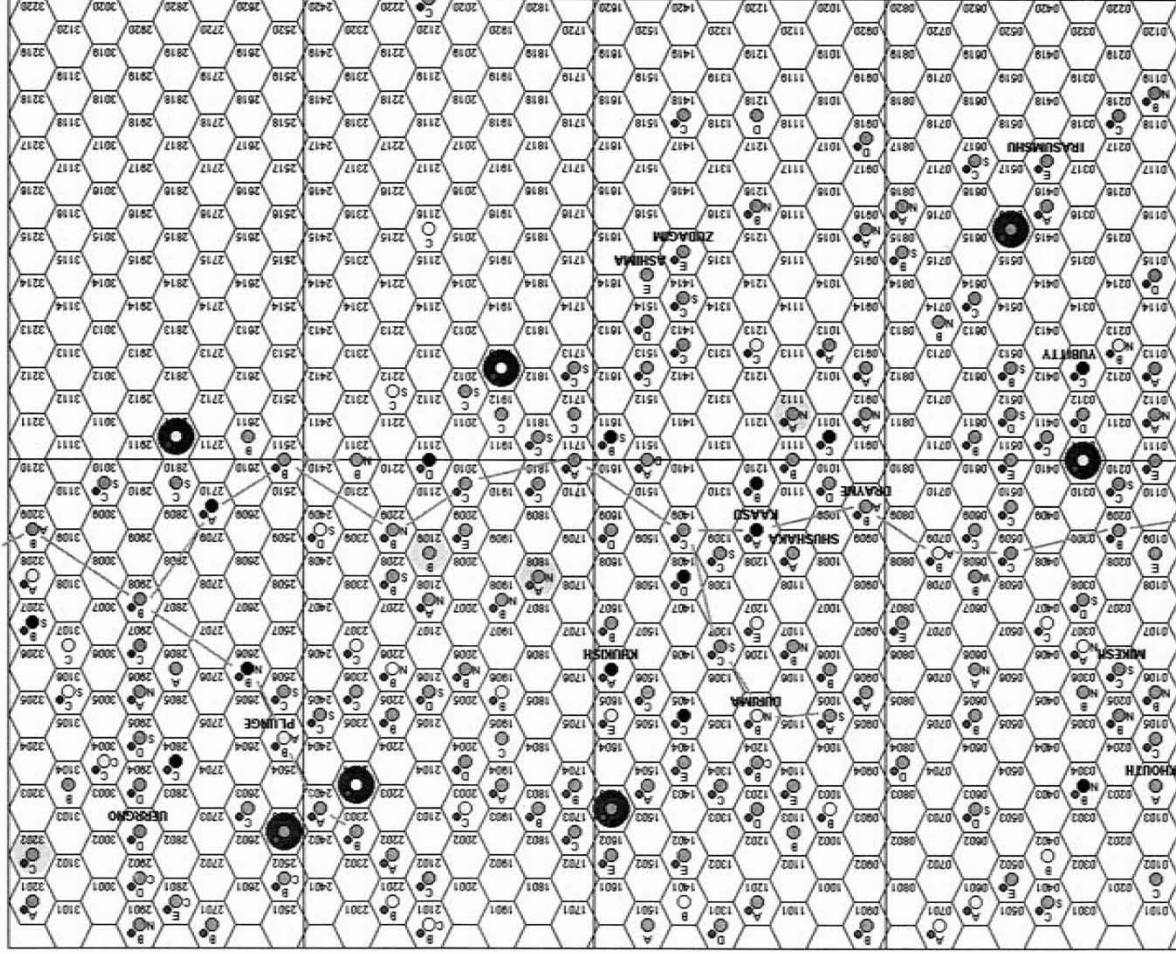
0121	0201	0401	0601	0801	1001	1101	1201	1401	1601	1701	1801	1901	2001	2101	2201	2401	2601	2801	3001	3101	3201
0122	0202	0402	0602	0802	1002	1102	1202	1402	1602	1702	1802	1902	2002	2102	2202	2402	2602	2802	3002	3102	3202
0123	0203	0403	0603	0803	1003	1103	1203	1403	1603	1703	1803	1903	2003	2103	2203	2403	2603	2803	3003	3103	3203
0124	0204	0404	0604	0804	1004	1104	1204	1404	1604	1704	1804	1904	2004	2104	2204	2404	2604	2804	3004	3104	3204
0125	0205	0405	0605	0805	1005	1105	1205	1405	1605	1705	1805	1905	2005	2105	2205	2405	2605	2805	3005	3105	3205
0126	0206	0406	0606	0806	1006	1106	1206	1406	1606	1706	1806	1906	2006	2106	2206	2406	2606	2806	3006	3106	3206
0127	0207	0407	0607	0807	1007	1107	1207	1407	1607	1707	1807	1907	2007	2107	2207	2407	2607	2807	3007	3107	3207
0128	0208	0408	0608	0808	1008	1108	1208	1408	1608	1708	1808	1908	2008	2108	2208	2408	2608	2808	3008	3108	3208
0129	0209	0409	0609	0809	1009	1109	1209	1409	1609	1709	1809	1909	2009	2109	2209	2409	2609	2809	3009	3109	3209
0130	0210	0410	0610	0810	1010	1110	1210	1410	1610	1710	1810	1910	2010	2110	2210	2410	2610	2810	3010	3110	3210
0131	0211	0411	0611	0811	1011	1111	1211	1411	1611	1711	1811	1911	2011	2111	2211	2411	2611	2811	3011	3111	3211
0132	0212	0412	0612	0812	1012	1112	1212	1412	1612	1712	1812	1912	2012	2112	2212	2412	2612	2812	3012	3112	3212
0133	0213	0413	0613	0813	1013	1113	1213	1413	1613	1713	1813	1913	2013	2113	2213	2413	2613	2813	3013	3113	3213
0134	0214	0414	0614	0814	1014	1114	1214	1414	1614	1714	1814	1914	2014	2114	2214	2414	2614	2814	3014	3114	3214
0135	0215	0415	0615	0815	1015	1115	1215	1415	1615	1715	1815	1915	2015	2115	2215	2415	2615	2815	3015	3115	3215
0136	0216	0416	0616	0816	1016	1116	1216	1416	1616	1716	1816	1916	2016	2116	2216	2416	2616	2816	3016	3116	3216
0137	0217	0417	0617	0817	1017	1117	1217	1417	1617	1717	1817	1917	2017	2117	2217	2417	2617	2817	3017	3117	3217
0138	0218	0418	0618	0818	1018	1118	1218	1418	1618	1718	1818	1918	2018	2118	2218	2418	2618	2818	3018	3118	3218
0139	0219	0419	0619	0819	1019	1119	1219	1419	1619	1719	1819	1919	2019	2119	2219	2419	2619	2819	3019	3119	3219
0140	0220	0420	0620	0820	1020	1120	1220	1420	1620	1720	1820	1920	2020	2120	2220	2420	2620	2820	3020	3120	3220
0141	0221	0421	0621	0821	1021	1121	1221	1421	1621	1721	1821	1921	2021	2121	2221	2421	2621	2821	3021	3121	3221
0142	0222	0422	0622	0822	1022	1122	1222	1422	1622	1722	1822	1922	2022	2122	2222	2422	2622	2822	3022	3122	3222
0143	0223	0423	0623	0823	1023	1123	1223	1423	1623	1723	1823	1923	2023	2123	2223	2423	2623	2823	3023	3123	3223
0144	0224	0424	0624	0824	1024	1124	1224	1424	1624	1724	1824	1924	2024	2124	2224	2424	2624	2824	3024	3124	3224
0145	0225	0425	0625	0825	1025	1125	1225	1425	1625	1725	1825	1925	2025	2125	2225	2425	2625	2825	3025	3125	3225
0146	0226	0426	0626	0826	1026	1126	1226	1426	1626	1726	1826	1926	2026	2126	2226	2426	2626	2826	3026	3126	3226
0147	0227	0427	0627	0827	1027	1127	1227	1427	1627	1727	1827	1927	2027	2127	2227	2427	2627	2827	3027	3127	3227
0148	0228	0428	0628	0828	1028	1128	1228	1428	1628	1728	1828	1928	2028	2128	2228	2428	2628	2828	3028	3128	3228
0149	0229	0429	0629	0829	1029	1129	1229	1429	1629	1729	1829	1929	2029	2129	2229	2429	2629	2829	3029	3129	3229
0150	0230	0430	0630	0830	1030	1130	1230	1430	1630	1730	1830	1930	2030	2130	2230	2430	2630	2830	3030	3130	3230
0151	0231	0431	0631	0831	1031	1131	1231	1431	1631	1731	1831	1931	2031	2131	2231	2431	2631	2831	3031	3131	3231
0152	0232	0432	0632	0832	1032	1132	1232	1432	1632	1732	1832	1932	2032	2132	2232	2432	2632	2832	3032	3132	3232
0153	0233	0433	0633	0833	1033	1133	1233	1433	1633	1733	1833	1933	2033	2133	2233	2433	2633	2833	3033	3133	3233
0154	0234	0434	0634	0834	1034	1134	1234	1434	1634	1734	1834	1934	2034	2134	2234	2434	2634	2834	3034	3134	3234
0155	0235	0435	0635	0835	1035	1135	1235	1435	1635	1735	1835	1935	2035	2135	2235	2435	2635	2835	3035	3135	3235
0156	0236	0436	0636	0836	1036	1136	1236	1436	1636	1736	1836	1936	2036	2136	2236	2436	2636	2836	3036	3136	3236
0157	0237	0437	0637	0837	1037	1137	1237	1437	1637	1737	1837	1937	2037	2137	2237	2437	2637	2837	3037	3137	3237
0158	0238	0438	0638	0838	1038	1138	1238	1438	1638	1738	1838	1938	2038	2138	2238	2438	2638	2838	3038	3138	3238
0159	0239	0439	0639	0839	1039	1139	1239	1439	1639	1739	1839	1939	2039	2139	2239	2439	2639	2839	3039	3139	3239
0160	0240	0440	0640	0840	1040	1140	1240	1440	1640	1740	1840	1940	2040	2140	2240	2440	2640	2840	3040	3140	3240

**Corridor**  
Vital Link With The Frontier



**MAP LEGEND**

Empty Hex 2798  
 Hex 2799  
 Starport Type Gas 2800  
 Travel Zone No Gas 2801  
 HiPop World Name 2802  
 Base 2803  
 STAFFPORT TYPES  
 A Excellent  
 B Good  
 C Routine  
 D Poor  
 E Rudimentary  
 X Unestablished  
 BASE CODES  
 S Scout Base  
 W Scout Way Station  
 N Naval Base  
 D Naval Depot  
 M Military Base  
 TRAVEL ZONES  
 Red Zone Interdicted  
 Amber Zone Cautioned  
 WORLD NAMES  
 HiPop words are named in TITLE CASE  
 Selected other words (but not all) are shown in Sentence Case  
 WORLD NAMES  
 Standard World Asteroid Belt Water World



Name <b>Anicia Pantabreve</b>			UPP <b>7A8A89</b>	
Service	ex-Navy	2 terms	217-1109	Rank Ensign
Birthdate	117-1083	Birthworld	Somem/Rhylanor C301340-B	
Skills Ship's Boat-1, Navigation-1, Computer-1, Vacc Suit-1.				
Possessions Travellers' Aid Society Member.				Money Cr5,000
Comments Served as boat pilot and assistant navigator aboard CL-10867 <i>Vilishu</i> in operations over Efate.				

Name <b>Stashu Nagoya</b>			UPP <b>4B5AA8</b>	
Service	ex-Scout	7 terms	190-1109	Rank
Birthdate	226-1063	Birthworld	Terra/Sol A867A69-F	
Skills Pilot-1, Mechanical-2, Electronic-2, Computer-5, Air/Raft-1, Dagger-1, Laser Carbine-2.				
Possessions Laser Carbine, Dagger. Auto Pistol.				Money Cr50,000.
Comments Has wandered the Imperium and its borders on a variety of assignments for the Scouts. During the war served as System Defense Boat Advisor to the worlds of Tureded and later Equus.				

Name <b>Renard Ruche</b>			UPP <b>C38A85</b>	
Service	ex-Other	5 terms	135-1108	Rank
Birthdate	202-1068	Birthworld	Mire/Darrian A665A95-B	
Skills Forgery-3, Electronics-1, Streetwise-1, Computer-1, Shotgun-2.				
Possessions Shotgun.				Money Cr10,000
Comments Darrian Confederation citizen. Until 1108 worked as an undercover agent for the Imperial Navy in the Sword Worlds, especially on Tizon and Joyeuse.				

Character cards  
from  
M01- Tarsus.

Name <b>Ganidiirsi hault-Reitan</b>			UPP <b>99489C</b>	
Service	ex-Army	1 term	220-1109	Rank Captain
Birthdate	318-1087	Birthworld	Fornice/Mora A354A87-C	
Skills Rifle-2, Submachinegun-1, Tactics-1, Computer-1, Administration-1.				
Possessions				Money Cr10,000 1 High Passage.
Comments Duty as Imperial Army Aide on the staff of Admiral Stvi at his headquarters on Equus.				

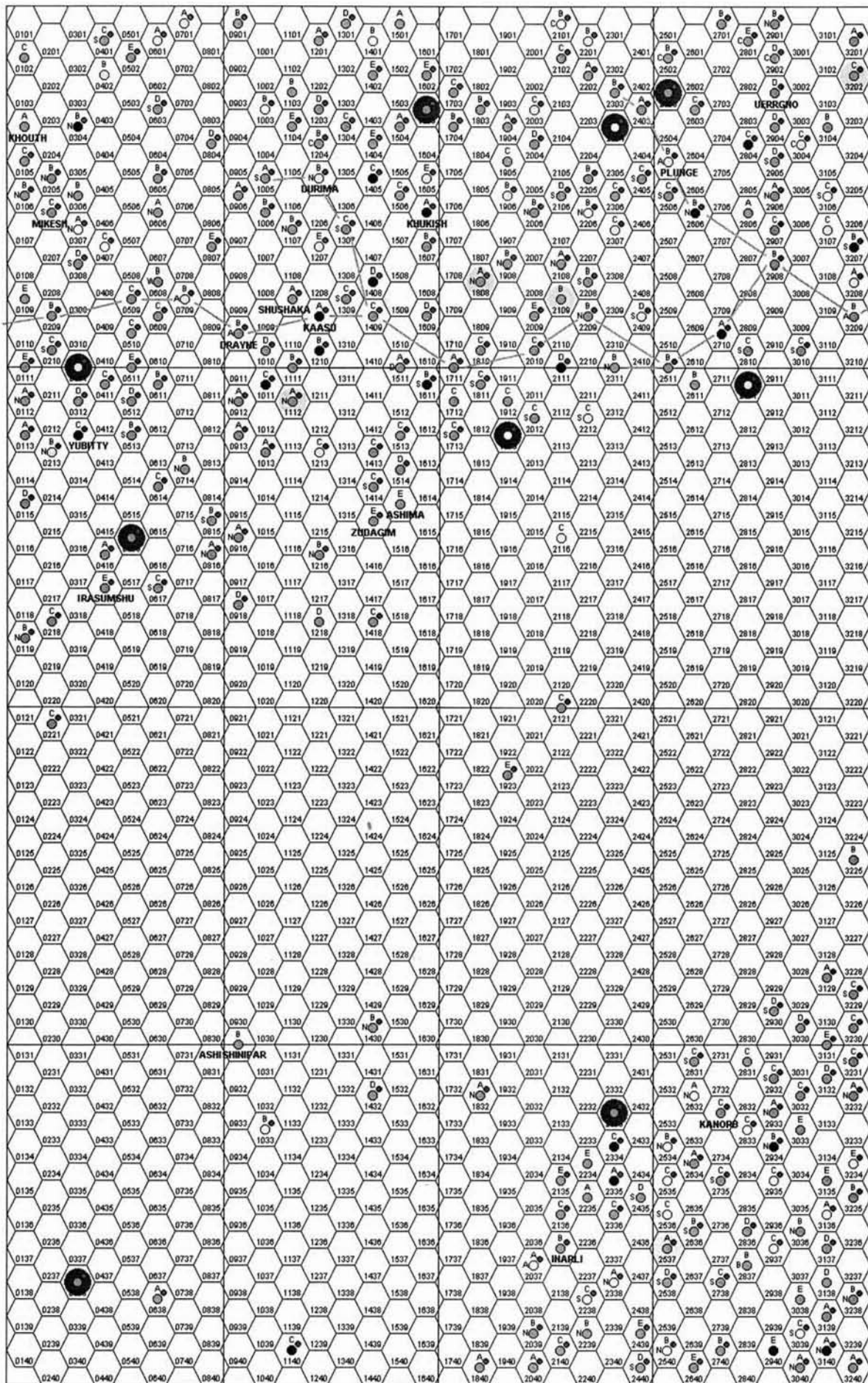
Name <b>Dr. Amun Shimullu</b>			LPP <b>4ABB88</b>	
Service ex-Navy		3 terms		221-1109 Rank Lieutenant
Birthdate 361-1075		Birthworld Dinom/Lanth D100535-A		
Skills Medical-3, Engineering-1, Computer-2, Dagger-1.				
Possessions Dagger.			Money Cr50,000	
			1 High Passage.	
Comments Qualified as a doctor and as a surgeon. Served with Imperial Navy Medical Service at the Naval Base on Inthe.				

Name <b>Sten Commarre</b>			LPP <b>9989A6</b>	
Service ex-Army		2 terms		150-1109 Rank Captain
Birthdate 048-1083		Birthworld Iderati/Five Sisters A887798-C		
Skills Rifle-1, Submachinegun-2, Air/Raft-1, Medical-1, Forward Observer-1, Leader-1.				
Possessions Submachinegun.			Money Cr30,000	
Comments Service with the Imperial 850th Lift Infantry Division at Efate and Menorb.				

Name <b>Orinde Windhoek</b>			LPP <b>BC7B75</b>	
Service ex-Merchant		6 terms		103-1109 Rank 3rd Officer
Birthdate 284-1067		Birthworld Junidy/Aramis B434ABD-9		
Skills Streetwise-1, Bribery-2, Vacc Suit-1, Electronic-1, Jack of all Trades-1, Auto Rifle-1.				
Possessions Auto Rifle.			Money Cr60,000	
			2 Low Passages.	
Comments Arean Transport annual pension of Cr6,000. Worked for Arean Transport Lines in cargo haulage operations throughout Spinward Marches. Served on Navy requisitioned freighters ferrying goods to various besieged worlds in Vilis and Lanth subsectors.				

Character cards from M01- Tarsus.

Name <b>Talia Calcidor</b>			LPP <b>798B95</b>	
Service ex-Marine		4 terms		223-1109 Rank Force Commander
Birthdate 040-1075		Birthworld Forine/District 268 D3129B8-A		
Skills Cutlass-1, Revolver-2, Grav Vehicle-3, Tactics-2, Vacc Suit-1.				
Possessions Travellers' Aid Society Member.			Money Cr30,000	
Cutlass.			2 Low Passages.	
Comments Ship's Troops commander aboard CL-10867 <i>Vilishu</i> in operations over Efate. Later involved in operations on Quopist.				



**MAP LEGEND**

Empty Hex  
Starport Type  
Travel Zone  
Base Code  
**STARPORT TYPES**  
**BASE CODES**  
**TRAVEL ZONES**  
**WORLD NAMES**  
**WORLD NAMES**

Hex Number  
Gas Giant  
No Gas Giant  
HiPop World Name  
A Excellent  
B Good  
C Routine  
D Poor  
E Rudimentary  
X Unclassified  
S Scout Base  
W Scout Way Station  
N Naval Base  
D Naval Depot  
M Military Base  
Red Zone  
Interdicted  
Amber Zone  
Cautioned  
HiPop worlds are named in TITLE CASE.  
Selected other worlds (but not all) are shown in Sentence Case.  
Standard World  
Asteroid Belt  
Water World

**Corridor**  
*Vital Link With The Frontier*