Interdiction

by Michael Hughes

Edited for Classic Traveller
by Ian Ferguson

An Adventure for Classic Traveller

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Overview

The Travellers have been hired to transport a load of arms from Efate (or Alell/Boughene/Feri) to an interdicted asteroid settlement in the Barrens planetoid belt in the Uakye system. But they discover much, much more. Instead they are transporting a bomb with which to destroy the port of the settlement. Behind the plot is a corporation that wishes to deny the settlement's ore and ships to a local refinery in order to drive it out of business.

Plot

Germain Mining Industries (GMI), a Sector wide corporation (see Library Data), runs refining facilities in a number of asteroid belts across the sector. Refinery #12 is profitable, but barely so. Corporate estimates are that, given the projected decline of profitable finds within their designated area, the facility will be making a loss within five years.

The Barrens is also home to a number of independent settlements whose designated areas have far greater resources. One of the settlements, Hapsteder Co-op, serves as the others' refinery complex. However Hapsteder Co-op is a cut to the bone operation and its profit margins are slim indeed.

Frictions exist between these independent settlements, especially between Duphant and Liishuliig. GMI's plan is to smuggle a nuke into the Duphant spaceport, currently interdicted for medical reasons, and detonate it, destroying the port and the settlement's vessels. Thus the independent facility loses 25% of its 'income' for a long period – for it will be many months before Duphant could resume operations – and even then at greatly reduced levels. GMI's estimation is that Hapsteder Co-op will become bankrupt in three years – as it will be unable to meet payments on large loans it took out to upgrade their equipment. Therefore the independents will have to turn to GMI to refine their product – meaning more profits for GMI.

GMI has refrained from attacking Hapsteder Co-op directly for the simple fact that they would be suspect. Liishuliig will most likely receive the blame for this operation.

Two GMI agents, Zapasta Cobb and Zordaci Mann, have been charged with this mission. They arranged the release of a virus on Duphant, causing little harm but resulting in its interdiction, and sabotaged Duphant's stock of weapons. As a consequence of the interdiction, Liishuliig vessels took the opportunity to raid the areas in dispute between it and Duphant. Zapasta and Zordaci, through surrogates, then offered Duphant munitions so that when the interdiction was lifted, Duphant could retaliate. All this designed simply to smuggle a nuke onto the station's port (yes they could have simply smuggled it in – but this way Liishuliig is primed for a fall). There will be some deaths, but the settlement proper will not be affected save for some fried computers.

Cobb and Mann have stolen a ship's boat to escape Duphant during the confusion when the port is nuked. They plan to head to a nearby planetoid, where a type S Scout will be waiting to jump from the system.

Chapter One: The Hire

The character with the highest streetwise skill has heard of a smuggling job on offer by an interdicted asteroid in a nearby system. The job is to transport 12 tons of small arms and associated ammunition, spares, maintenance kit as well as two overseers. The job is rumoured to pay 1 MCr. Apparently the vessel that had been arranged was destroyed by a mysterious explosion.

Through a mutual contact, a meet has been set up in a somewhat shabby cafe in the starport (the cargo can be assumed to be within the starport confines). The name of the contact is Zapasta Cobb. He will be wearing IISS coveralls and has a ponytail.

Zapasta is about 50 with a salt and pepper beard and long scraggly ponytail (ala Sean Connery). His coveralls are worn/used, stained with grav unit coolant. He is seated at a far booth at the back with a bay window (through which can be seen a thoroughfare) to the right. There is one other occupied table near the front. The place is an automat (i.e. choose from a menu on table and food arrives by an automation), with two contoured serving droids the delivery mechanism.

He is drinking coffee and glances up when the party walks in. He introduces himself and beckons for them to sit. If there are more than 2 people he asks quietly that the rest sit elsewhere. If they refuse, he apologises that he can't do business with them and goes to leave.

After some minor small talk he gets to business. The rumour is true, 12 tons of weapons for 1 MCr and two travellers, of which he will be one. The other guest will join the flight ten minutes before take-off. If queried why he simply says that this person has a 'bit of heat' and if they are followed then it cuts down to a minimum the information on which vessel they are using and thus the opposition will be unable to warn the authorities. A starship is required, but no further details will be revealed at this time. Zapasta Cobb's opening gambit is 1MCr paid upon completion. [He is willing to offer up to 250 kCr in advance, see below] They will not be able to carry any other passengers.

Task	To check for weapons or hidden equipment
Test	2D + Int
23	Has a slim body pistol concealed behind ripaway patch under left armpit and an electical device on belt. He is wearing flesh coloured nose plugs (which protect against gas). The automation serving drinks has a small grenade hidden among glasses, bottles, etc.
21-22	As above save for the automation.
19-20	There is a bulge under left arm pit and an electical device on belt.
17-18	There is an electical device tool on his belt.
<0	Nothing.

Task	To attempt to record or check for recording devices
Test	2D + Electronics or Communications
14	There is obvious interference coming from a white noise generator located in his booth. If recording, then it will be patchy and unclear.
10-13	There is interference that will result in any recording being unplayable and there are no recording devices in operation.
5-9	There are no recording devices and nothing that will prevent recording.
<5	Whatever equipment is being used malfunctions. It requires a roll of 6 on 2D + Electronics (or 8 on 2D + Communications) to fix it.

Task	To gain concessions
Test	2D + Liaison or (Carousing-4); +2 to -2 DM for role-playing
16	250 kCr in advance, balance on delivery (says that's all they have).
14-15	As above but 200 kCr.
12-13	50 kCr in advance, balance on delivery.
10-11	As above but 25 kCr.
5-9	No concessions made.
<5	Zapasta gets up and goes to leave, claiming that the party obviously don't want the job. A successful roll of 6+ on 2D + Liaison or 2D + (Carousing-2) will mollify him to accept the original deal.

If deal is struck he asks for details on where the party's ship is berthed. He says he will check the starport logs to see if party's claims stack up and if so will meet them in 48 hours with the cargo on a series of grav sleds, and he wishes to leave as soon as able once the cargo is stacked. If cash has been agreed to up front, he says that the money will be handed over just before take off. The nav coordinates will also be given then.

Possible Actions or Questions

Is this an Imperial blockade?
Yes, it's under the auspices of the Imperium. There is no danger. There was a disease released in the settlement by the rival settlement but the effects have passed. They have taken this opportunity to enter our designated exploitation territory and jump-claim the good rocks. As soon as the quarantine is lifted we're going to drive them out.

Why did the other settlement attack?
They are jealous of our resources and constantly violate our designated exploitation territory.

How do you propose to get past the blockade?
I have purchased up to date authorisation to get past the blockade with the cargo being listed as medical supplies. They should have no reason to board us.

What if we get boarded?
We let them. We have bribed the sergeant of the marines to look the other way.

1 MCr is not enough
That's your problem.

How can you guarantee that we won't rip you off or space you etc.
I have insurance in that regard [if the characters are making repayments he infers that their bank will find out what they are up to]. He will not elaborate on this.

Task	Resist separately each effect of grenade
Test	2D + End; DM –1 to –6 depending on each character's actions
23	FLASH No effect TRANQ No effect SMOKE No effect
19-22	FLASH Blind & deaf for 1 round. TRANQ –2 DM to all tasks (dizzy). SMOKE –1 DM to all tasks (coughing).
15-18	FLASH Blind & deaf for 1D+1 rounds. TRANQ –2 DM to all tasks and faint in 1D rounds (dizzy). SMOKE –3 DM to all tasks (coughing).
<14	FLASH Blind & deaf for 2D+2 rounds. TRANQ –3 DM to all tasks for 1 round (dizzy), then faint. SMOKE Incapacitated (coughing).

Party attacks
If he has time Zapasta tugs at the ripaway (like a Velcro patch but generally unnoticeable) and pulls out a body pistol. The automation currently serving releases a flash/smoke/tranq grenade, which fills the cafe. Check the table below on the first round for FLASH, on the second and each succeeding round of

Task	To check for weapons or hidden equipment
Test	2D + Int
21	Each has a telescoping baton resting in the right hand. The one on the left has a bulge under their left armpit.
19-20	Each has a telescoping baton resting in the right hand.
17-18	The one on the right has a telescoping baton resting in the right hand.
12-16	No weapons.
<12	Nah, they just want a table.

exposure for TRANQ or SMOKE (+1D rounds for TRANQ). Under cover of the smoke he fires a shot to shatter the window then crashes through it. Naturally the adventure as written ends, but a clever GM could salvage it.

As the meet closes two burly men enter the cafe. They are dressed in ill fitting suits with muscles bulging in all the wrong places. They scan the bar and see the party and Zapasta. They begin walking towards them.

Zapasta leans forward and says "close your eyes, hold your breath and cover your ears." One second later he triggers the device and scenario runs as above. Characters who follow his advice get a +4 DM on the Endurance roll. Both goons will, if able, attempt to follow Zapasta through the window (don't forget to roll for them, but in any event Zapasta will escape). If the party intervenes, they will be set upon. The smoke detector triggers and the cafe will be doused with fire retardant (roll vs smoke effects as above to find effect). Emergency sirens will sound 1 round later with emergency response arriving in five minutes.

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Goons          A66666
Armour: Mesh
Brawling 2, Handgun 0
club, autopistol
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Chapter 2: Being Scoped Out

If the party decides to spend time in town before the 48 hour period ends, they will be followed by goons.

If the players scan the goons for weapons, check the appropriate table.

The goons do not approach the party, merely follow. If attacked they will endeavour to escape but will fight if cornered. If interrogated after capture, make a task roll. If confronted they will mumble that they thought the characters were someone else and leave. If their path is barred they will shoulder their way past.

The goons stats are the same as the previous chapter, save that they have Int 8.

Task	NPC task roll for each goon to follow party without being noticed
Test	2D + Int; -2 DM if players have stated they are keeping a look out. See below. The roll determines the test for the characters to notice the surveillance.

Task	To notice being followed	
Test	2D + Int - (Test above)	
6	Two goons following, one at a time with one trailing for about for ten minutes, the next will arriving from a different location with the previous tail then heading off.	
4-5	Characters notice one goon following.	
2-3	Characters notice one goon acting suspiciously.	
-3 - 1	Characters notice nothing.	
<-4	Roll 2D + Dex, <13 resulting in the loss of one small personal item, <7 a valuable one.	

Task	To check for weapons or hidden equipment
Test	2D + Int
23	Both goons have telescoping batons strapped to the inside of their wrists and bulges under their left armpits which have a revolver.
21-22	Both goons have telescoping batons strapped to the inside of their wrists and bulges under their left armpits.
19-20	Goons have bulges under left arm pits.
17-18	Both goons have telescoping batons strapped to the inside of their wrists.
<17	No Weapons.

Task	To Interrogate the goons
Test	2D + Interrogation; -2 to +2 DM for role-playing, -2 DM if goons are 'roughed up'
14	The employer is unknown. They have been hired for usual daily fee plus expenses. Contact came in via net through a screen site. Employer has asked that an e-mail be sent every hour on the character's movements and that they receive immediate notification if they head for the star-port.
10-13	The employer is unknown. They have been hired for usual daily fee plus expenses. Employer has asked that an e-mail be sent every hour on the character's movements.
6-9	Refuse to divulge.
<6	They laugh.

Chapter 3: The Arrival

Five minutes before the deadline, Zapasta arrives with three 4 ton cargo grav sleds (operated by robots) carrying standard IISS shipping containers. He is still wearing IISS coveralls but has two units of personal luggage with him. The cargo containers are marked with bio-hazard symbols and labelled "MEDICAL SUPPLIES."

Zapasta personally supervises the loading of the cargo into the bay and secures it ready for flight. He manipulates his comm unit, and the robots leave with the grav sleds. He then attaches anti- tamper alarms to the cargo units. If any characters ask about this he simply states that the cargo is worth a lot of money and given the unsavoury nature of what they are doing, he is sure they won't be offended.

Once loaded, he pulls out a computer chit (listing the course coordinates for the asteroid settlement) and passes it to the navigator. He says that the other passenger will be here 10 minutes before take-off and to let him know when lift-off is planned. The coordinates are for a settlement in a planetoid belt in the Uakye system. The settlement is named Duphant.

Possible Actions or Questions

Can we see inside a container?
    I'm afraid not. It has been sealed and the ciphers have been sent in advance.

What sort of weapons are they?
    Ship missiles, some accelerator rifles and a few infantry support weapons, along with maintenance kit and spares.

Who is the other passenger?
    You'll meet him shortly.

What is your story? Background? Where are you from? Various probing questions
    That's none of your business.

As for the containers, below are various tasks depending on what the Party's actions are.

Unless the characters do anything else, Zapasta calls on his comm and 10 minutes later the airlock intercom buzzes. A man in his mid thirties steps through the iris valve. He has dark black hair and has the bearing and clothing typical of a junior corporate executive. He introduces himself as

Task	Characters examine the locks on each container
Test	2D + Electronics; –2 to +2 DM depending on character's actions and equipment used
12	Tech 15 Cipher Code Key lock. Requires exact pass-key sequence entered or lock freezes for 24 hours. There are three pin-hole tranq gas dispensers around each lock. It will take a minimum of 8 hours to crack the lock and require an electronics tool kit, tech 12+ magnatuner and a hand computer.
8-11	Tech 15 Cipher Code Key lock. Requires exact pass-key sequence entered or lock freezes for 24 hours. It will take a minimum of 8 hours to crack the lock and require an electronics tool kit, tech 12+ magnatuner and a hand computer.
3-7	Some sort of electronic cipher key lock. No idea how to crack it.
<2	No idea what sort of lock it is.

Task	Characters scan the cargo containers
Test	2D + Communications; –2 to +2 DM depending on character's actions and equipment used
16	Characters get a partial densitometer scan of standard imperial ship missile cases in the first container, small arms cases and ammunition cases in the second and associated tools/equipment in the third. In the ammunition case is a dense 0.10 m cube shaped object that is not an ammunition case. There is no biological material within. Back-ground radiation is slightly higher (less than 5% more than normal), but that can be attributed to the material of the cases.
12-15	Characters get a partial densitometer scan of standard imperial weapon cases in the first container, ammunition cases in the second and associated tools/equipment in the third. There is no biological material within. Background radiation is slightly higher (less than 5%), but that can be attributed to the material of the cases.
7-11	Cannot penetrate cargo cases. There is no biological material within. Background radiation is slightly higher (less than 5%), but that can be attributed to the material of the cases.
<7	Sensor equipment malfunctions. Requires a roll of 6+ on 2D + Electronics to repair it (minor repair).

Zordacci Mann and has three pieces of luggage with him. Make a secret task roll for Medical minded characters

If the characters managed to get a up front payment...
Zordacci Mann stows his gear and returns with a small attache case, the kind used for currency transfers. He opens it and passes over the sum agreed to by Zapasta. It is crisp and clean currency but with non-consecutive serial numbers, the highest denomination being 20 Cr.

Getting the ship underway probably doesn't require any rolls. For whoever is on commo/sensors, make a secret task roll when nav coordinates have been logged into the computer unless the ship has been carefully guarded constantly since the first meeting with Zapasta.
If characters investigate, roll 6+ on 2D + Vacc Suit to make it to the communication antenna. A unit has been connected to the interface so that it may be turned off remotely.

Task	Characters examine the anti-tampering devices on each container
Test	2D + Electronics; -2 to +2 DM depending on character's actions and equipment used
12	A constant signal is sent from the anti-tamper device so as to prevent jamming. The anti-tamper device also contains a droplet camera mounted above the lock with constant transmission, and vibration and temperature increase devices if the container is attacked/penetrated. The tranq gas dispenser above the lock can be activated from a hand held unit.
8-11	As above save for the tranq gas.
3-7	No idea what it does.
<2	Nahhh, it's a fake.

Task	To eyeball Zordacci Mann (Secret, GM rolls)
Test	2D + Medical; +2 DM if Streetwise 2+
10	Is currently on Anagathics and has recently, in the last three months, had plastic surgery to alter his appearance.
6-9	Has recently, in the last three months, had plastic surgery to alter his appearance.
1-5	Notice nothing.
<0	Probably younger than he looks.

Task	To determine that communications have been compromised
Test	2D + Communications
14	Communications is cut off at the antenna for 1 second.
10-13	All communications in the system go quiet for 1 second.
<10	Notice nothing.

Chapter 3A: Bad Bad Bad Travellers

If the characters are determined to try and bust into the containers then consult the task sheets below.

Zapasta and Zordacci will immediately race towards the cargo bay with hand-guns drawn upon the alarm sounding. They ask what the hell the characters think they are doing. They tell them that their bonus has just been halved. If the characters threaten them Zapasta will pull out his comm unit and wave it at the containers. He says that his and Zordacci's vital signs are transmitted to the anti-tamper devices every hour and should they be dead or otherwise incapacitated, it will arm a bomb with an eight hour counter which only Zapasta AND Zordacci can disarm.

He also points out that attempting to bust into the container will do likewise, and he keys a sequence into the comm to reset the armer. With that Zapasta shoots the floor next to the least armoured character with a HE round (possibly causing 2D damage) to show they mean business.

Task	Characters attempt to disarm the anti-tampering devices on each container.
Test	2D + Electronics + Communications; –2 to +2 DM depending on character's actions and equipment used
18	Disarmed without alarm raised and lock automatically opens.
14-17	As above save the lock doesn't open.
9-13	Anti temper devices go off (see below).
<9	As above and alarm surprises intruder to the extent they must roll 14+ on 2D + Dex or fall over.

Task	Characters attempt to crack the lock
Test	2D + Electronics + Computer task; –2 to +2 DM depending on character's actions and equipment used
18	Characters open lock without triggering the anti-tamper devices (if not disarmed as above).
14-17	Characters open lock but trigger anti-tampering devices if not previously disarmed. Tranq gas sprays into the faces of those at the lock.
9-13	Characters fail to open lock and are sprayed with the gas as above.
<9	As above and roll 14+ on 2D + Dex for a piece of equipment or it is broken requiring a roll of 8+ on 2D + Skill to fix (minor repair).

Task	Resist effects of gas (assuming no gas mask or other protection)
Test	2D + End
23	No Effect.
19-22	after 1 round –2 DM for 1D rounds (dizzy).
14-18	after 1 round –2 DM for 2D rounds (dizzy) and faint for 1D hours.
<14	after 1 round –3 DM for 1 round (dizzy) and faint for 1D+1 hours.

Chapter 4: In Jump

Zapasta and Zordacci pretty much keep to themselves during the jump (they share a stateroom, though they are engaging in gradual sabotage of the vessel). If the characters check the entry points to the stateroom they note that there are small alarms which have been affixed by the two on the various entry points.

Characters may activate Library data (roll 4+ on 2D + Computer with failure meaning no information) about their destination and associated links. See the Library Data in the Appendix.

Possible Actions or Questions

Why doesn't your settlement simply manufacture the weapons?
We don't have the capacity to manufacture munitions.

Which settlement has attacked you?
Liishuliig. The settlement is home to a bizarre Vilani cult who again and again steal our rocks.

Won't the Imperium intervene when you attempt to clear your exploitation zone of the Liishuliigi?
The Imperials will come in late, meanwhile the Liishuliigi will be out.

Every day a series of Events will occur. From Day 4 on, roll for Z&Z on the sabotage task table after each day until all of the target systems have been tampered with. Zapasta will be equipped with a flash grenade, snub pistol (HE), body pistol (under ripaway patch), comm unit, and tools. Zordacci will have a flash grenade, snub pistol (HE), hypo gun (tranq), comm unit, and tools.

If seen in a suspicious area, Z will express an innocent interest is seeing more of the ship. If confronted, he will act as if caught in the act, below.

If caught in the act Z will calmly employ the threat of the cargo explosives. He will say that after the last ship that they had arranged was sabotaged, he didn't think that he could trust the PCs. This will be followed by an offer to make no more attempts to sabotage the ship if the PCs hold up their end of the bargain. If pressed, he may reveal one other sabotaged system (but not the air lock). If there is no other choice, he will push the panic button on his commo unit (warning the other Z) and fight if possible.

Day 1 – That evening, Zapasta and Zordacci drink in the crew lounge. Zapasta drinks an incredible amount but does not seem that intoxicated. Zordacci however drinks half the amount and gets paralytic. He then launches into a tirade of racial abuse directed at Aslan calling them 'Pussies,' 'Kitty-crap,' and 'Overgrown Pussies,' and male Aslan as being 'Pussy Whipped.' He gets up and begins to scream 'Pussy, Pussy, Pussy' when Zapasta, almost not moving, whacks him across the face with blinding speed, knocking Zordacci to the ground. Zordacci staggers to his feet, yanking a snub pistol from the small of his back and points it at Zapasta. Zapasta simply sips his drink. After a moment Zordacci lurches down the corridor to his stateroom. Zapasta apologizes for his companion's actions telling them that 'the lad canna handle his drink' and that 'jump space freaks him out.'

Task	Sabotage ship's systems
Test	2D+4; DM –4 to +2 depending on security procedures on the ship
13	All systems sabotaged.
10-12	Two systems sabotaged.
7-9	No systems sabotaged.
3-6	One Z seen in suspicious area.
<3	One Z caught in the act.

Task	To eyeball Zordaci Mann
Test	2D + Medical; –2 DM if Streetwise 2+
10	Is currently on Anagathics and has recently, in the last three months, had plastic surgery to alter his appearance. There is a patch of regenerated skin on his upper right arm, probably from a removed tattoo.
6-9	Has recently, in the last three months, had plastic surgery to alter his appearance. There is a patch of regenerated skin on his upper right arm.
0-5	Notice nothing.
<0	Probably younger than he looks.

Day 2- Zordaci approaches the ship's medic (or closest thing) and asks for something for a killer hang-over. If questioned about what he said the night before he draws a blank. If his hatred of Aslan is bought up he says that he has no opinion one way or another and that he hasn't even seen one in a year. Let the medic make another secret task roll (see Chapter 3) to scan for recent changes. However, due to the T-shirt Zordaci is wearing, the medic may also spot a regenerated patch from a removed tattoo.

Zapasta enters the cargo bay with his comm unit. He takes a series of readings (blocking the readout from any camera equipment in the bay) then leaves. An enterprising character may attempt to record and decipher the transmission. He does this every 8 hours in Jump.

Task	Record Zapasta's transmission
Test	2D + Communications task; -2 to +2 DM depending on character's actions
12	The transmission is recorded.
<12	Failed to pick up transmission.

Task	Decipher Zapasta's transmission
Test	2D + Computer task
18	Zapasta transmits a 3-digit number (it changes with each transmission), one of the cargo units transmits "time = 40.09," Zapasta transmits "time to 125.00."
14-17	Two numbers: 40.09 and 125.00.
<14	Failed to decipher transmission.

Day 3 - Zapasta works out in the cargo bay, bringing out a high tech gym mat to work out on (comes with a sensor which measures pulse, sweat levels, etc.). He then does a series of intricate martial art manoeuvres in slow motion, then rapidly runs through them all at normal speed several times (see below). This takes about an hour. Zordaci comes in during this practice and shakes his head in amusement. He says 'fuck that, just shoot 'em.'

Task	To identify martial arts style
Test	2D + Edu; +4 DM if had Army or Marine training, +2 DM if had special forces training
19	A conglomerate of many different styles such as meditative martial arts combined with standard Imperial military unarmed techniques, including several zero g combat manoeuvres.
15-18	A conglomerate of many different styles such as meditative martial arts combined with standard Imperial military unarmed techniques.
9-14	No idea what styles.
<9	Nah, he's faking it.

Day 4 - Characters chancing past their stateroom will notice the door is partially open while Zapasta is in the cargo bay taking another reading. Zordaci is sitting cross-legged on his bed cleaning a hand-gun. A roll of 4+ on 2D + Handgun result will note that it is a combat snub-pistol (a fail means don't know). A roll of 15+ on 2D + Int result will note that there is an activated standard environment sensor on the bed side table, currently on 'atmosphere read' function. Zordaci looks up and activates the door close function watching the character with a stony face.

In the evening, Zapasta approaches a character and asks if the crew lounge entertainment unit has a karaoke function. If reply in the affirmative (it does), his eyes light up and he

Task	To send a signal (Uncertain - player roll 1D, GM the other)
Test	2D + Communication + Computer signal; -2 to +2 DM based on character's equipment and actions
14	Signal code worked out and able to replicate it.
10-13	As above but only a portion of the signal, approximately one minute.
5-9	Failed to work.
<5	Character thinks it has worked but it hasn't.

Task	To crack the lock
Test	2D + Electronic; -2 to +2 DM based on character's equipment and actions
16	Crack the lock without activating the alarm.
12-15	Crack the lock but if opened the alarm will activate.
7-11	Fail to crack the lock but don't activate the alarm.
<7	Fail to crack the lock and the alarm sounds.

suggests a pissy pants Karaoke night that night. If the character agrees, that night Zapasta plugs in a computer chit with several thousand Karaoke numbers and belts them out. He's not bad,

but he's no professional. Zordaci gets a bit pissy (but nowhere near the first night) and tries it on with the most attractive female (human) crewmember. Everyone can roll 2D + Carousing, 6+ meaning a good time was had, 5- a bad one.

A character may use this opportunity to attempt to bust into Z&Z's stateroom. A rather obvious addition to the door is a combo lock/alarm on the door touch plate. A roll of 6+ on 2D + Electronics will note that to open the lock is quite hard even without the fact that the alarm will trigger if it is opened. The alarm signal is audible and stopping the broadcasting of a constant coded signal (failure means no idea how hard it is until an attempt is made or that the alarm is both audio and signal) will result in an alarm on Zapasta's comm. A character may attempt to replicate the signal so if it sounds then only the audio component goes off.

- If Z&Z hear the alarm they will rush to the room. If no one is there, the door locked and the alarm/lock intact they look around and in the room. Zapasta will return to the lounge and announce, somewhat abruptly, they are turning in.

- If the door or alarm/lock is open and no one is there, they will demand to know what has happened. They tell the characters that another stunt like this will result in the forfeit of half their fee.

- If as above and a character is present, Zapasta will attempt to restrain and search them as Zordaci thrusts a gun in their face. They will run as above and if the characters attack will mention bomb.

If a character makes it into the room then they will presumably search it. The task below assumes a leisurely search. If a hasty search then add a -4 DM. If the characters are under the impression they have a lot of time but the two Z's get an alarm, then unless forewarned they will be caught in the act as above.

Day 5 - Assuming no-one has been caught sneaking through their stuff, the two Z's make various appearances during the day in the crew lounge etc. A roll of 6+ on 2D + Computer will note that they have been accessing old movies, mostly spy thrillers in the past few days, from the ship's library. Zapasta will again work out in the cargo bay and continue to access the cargo containers. If any character wishes to 'spar' with Zapasta he will accept. It is assumed that punches are pulled etc. See Zapasta's stats.

Day 6 - Characters will most likely be performing end-of-jump maintenance checks, etc., and be occupied. Z & Z keep to their room for the most part, but occasionally wander in and out.

Task	Leisurely Search (Uncertain - player roll 1D, GM the other)
Test	2D + Int; -2 to +2 DM depending on character's actions
17	Behind a wall access panel is a small currency attache case containing (300 kCr minus whatever advance amount has been passed to the party) along with a body pistol. Underneath a grav plate are three ship atmosphere filters. A roll of 4+ on 2D + Mechanical (with a DM of -4 if no previous space background) will note that they have been tainted with some kind of chemical. A roll of 6+ on 2D + Medical will note that this is Tranq gas in an inert liquid state. Behind the access panel in the corner is a hypo gun loaded with tranq needles. There are also several different Imperial passports for each Z (a roll of 6+ on 2D + Forgery will note they are of exceptional quality). A duffel bag contains a maintenance parts case which has been modified into a weapons case - it has space for three combat snub pistols, with one present, with 6 Tranq and 6 HE mags. There are also belt sized Mechanical, Electrical and Gravitic tool kits.
13-16	Behind the access panel in the corner is a hypo gun loaded with tranq needles. There are also several different Imperial passports for each Z (a roll of 6+ on 2D + Forgery will note they are of exceptional quality). A duffel bag contains a maintenance parts case which has been modified into a weapons case - it has space for three combat snub pistols, with one present, with 6 Tranq and 6 HE mags. There are also belt sized Mechanical, Electrical and Gravitic tool kits.
8-12	A duffel bag contains a maintenance parts case which has been modified into a weapons case - it has space for three automatic snub pistols, with one present, with 6 Tranq and 6 HE mags. There are also belt sized Mechanical, Electrical and Gravitic tool kits.
<8	Nothing in here apart from clothing and assorted knick-knacks save for belt sized Mechanical, Electrical and Gravitic tool kits.

Day 7 - It is assumed the characters will be preparing for re-entry to N-space. Z&Z stay in their room, apart from Zapasta checking the containers during the day. Zordaci looks very nervous when seen for the first time that day and very relaxed the next. The ship returns to N-space.

Chapter 5A: Tampering

If the characters have declared they are keeping a look out for any tampering of their systems on day 5 or later, make a hidden task roll against each system (if Z&Z have had the opportunity to sabotage that system).

Task	Determine if the Computer has been tampered with
Test	2D + Computer
14	In the early hours of Day 6, the Anti-Hijack program has had a backdoor password inserted which would allow it to be turned off yet, when activated, would indicate the systems are go. The character can insert a command to negate this password but leave it appearing to still function.
10-13	As above but negating the password will wipe it all together.
<10	Nothing has been tampered with.

Task	Determine if the Life Support has been tampered with
Test	2D + Mechanical; +4 DM if filters are specifically examined
10	Late in Day 6, three filters tainted with currently inert liquid tranq have been replaced in the back-up system. A remote switch has been installed in the primary system to allow the secondary to replace it on-line.
<10	No tampering evident.

Task	Determine if the Gravitics have been tampered with
Test	2D + Gravitics
10	Late on day 4, in the primary control system for the G plates, a remote switch has been installed to turn them off when it's triggered.
<10	No tampering evident.

Task	Determine if the Communications have been tampered with
Test	2D + Communications
10	In early in Day 7 a remote switch has been installed in the primary and secondary antennas which means they can be turned off remotely.
<10	No tampering evident.

Task	Determine if the Starship Weapons have been tampered with
Test	2D + Electronics
10	Late on day 5, the target acquisition controls for the turret(s) has (have) been sabotaged, so that no target fired at may be hit.
<10	No tampering evident.

Task	Determine if the main Air Lock has been tampered with
Test	2D + Mechanical
10	Early on day 5, certain parts of the iris valve have been loosened, so that removal of one (easy) will render it inoperable.
<10	No tampering evident.

Chapter 5: Boarded...

Unless the characters have taken measures to disable it, the ship's transponder will be transmitting identification. There are a number of transponders active, including an IISS vessel: the Rallot (a type S Scout) and at some distance scattered through the belt, various belter spacecraft (the closest is 6.9×10^{11} m away). Duphant (($1D+5-Nav)x10^9$ m away) also has a transponder, which is declaring a quarantine in progress. It is assumed the characters will make a sensor scan upon entering N-Space.

Task	To scan for ships and the like (Uncertain - player roll 1D, GM the other)
Test	2D + Communications; +4 DM if active scanners are used
12	A type S Scout, transponding IISS Rallot, about 1.6×10^8 m away. An 800 ton vessel is sitting quiet about 2.8×10^{10} m away. There is a 100 ton vessel and several small craft at the spaceport, and a small craft at another point on Duphant.
8-11	A 100 ton vessel, transponding IISS Rallot (type S Scout), about 1.6×10^8 m away. There is a weak power signal coming from a vessel about 2.8×10^{10} m away.
<8	Sensors fail to pick up any power emissions, though the transponder signal of the scout shows its location.

About 40 minutes after the characters start to head for Duphant, the quiet vessel flips on it's transponder (800 ton cruiser RSNS [Regina Subsector Navy Ship] Forboldn). The vessel hails the characters to state that a quarantine is in progress and that vessels may not proceed. If the characters announce their authorisation and that they are carrying medical supplies, the cruiser announces that they intend to board. The Forboldn will close to 10 m and 4 Marines will emerge from an air lock and approach the PC's ship.

The airlock cycles and a Regina Subsector Marine Sergeant in battle dress enters, followed by three other Marines similarly attired. The Sergeant has a combat snub pistol drawn, and the others have laser carbines at the ready and combat snub pistols holstered. On their belts, the marines also have a scanner, a holovid camera, and a tool kit respectively. The Sergeant's face- plate opens to reveal a grizzled looking woman with an urgent need for some nasal hair trimming action. They check the character's authorisation and have a cursory poke around before heading to the cargo bay. Z&Z are both wearing IISS uniforms and have ID (which the Sergeant checks). Make a roll of 13+ on 2D + Int to note that Z&Z are also wearing magna-strips on their boots (enables them to cling to a hull if the g plates go).

A Marine has an expensive looking sensor device (a multi-scanner and densitometer) and goes to scan the containers. Zapasta and Zordacci, both present, look a little worried. Make a roll of 11+ on 2D + Int for any character actively watching Z&Z and the Sergeant. Success means they see a sly wink. The Marine reports that the cargo units contain medical supplies and the Sergeant radios the patrol cruiser. However, instead of moving off, they hear the following.

[Note the characters may elect to have tried to access the mil-coms on a roll of 14+ on 2D + Communications + Computer: success means they can hear both sides of the exchange, i.e. the text in parentheses.]

"All clear Captain."
3 SECOND PAUSE [when were the containers last sealed?]
"They've been sealed in port according to the log sir."
3 SECOND PAUSE [does the vessel have access to them?]
"No sir, I don't think they do."
She turns to Z&Z and asks if they can access the containers. Z&Z say they cannot and that the cipher key was passed by mail the day before the Jump. The Sergeant relays that information to the Commander.
5 SECOND PAUSE [assuming they meet Imperial certification, use the over-ride to open them]
"Is that a good idea sir? They are medical supplies."
8 SECOND PAUSE [Sergeant, they'll be in bio-rated sealed containers if they're IISS units, crack the damned crate. Get Johansen to send a visual]
"Okay sir."
The Sergeant motions for one squadee to crack the container, and another to activate his holovid camera. Z&Z are quite worried but the Marines look bored. Zapasta surreptitiously activates a button on his comm.
One Marine makes some adjustments to a holovid camera while the other inserts a magnetuner into a slot in the nearest cargo unit, examines the readout, keys a sequence of numbers, and steps back. The door unlocks and the Marine opens it. Inside, densely packed, are ammo and small weapon crates. The holovid is pointed at the opening. The Sergeant's comm bleeps softly.
Sir?
7 SECOND PAUSE [Okay Sergeant, it's clearly IISS medical kit. Close it up and let's go]
The Sergeant makes a motion and the squadee closes the cargo unit. He deactivates his holovid camera.

Make a secret perception task to see if a character notices that the crypto has not been re-engaged.

Task	Notice Crypto has not been re-engaged (Secret, GM rolls)
Test	2D + Int; -2 to +2 DM depending on character's actions
14	Crypto lock has not been re-activated however if opened the anti-tamper devices will alarm.
10-13	Crypto lock has not been re-activated.
<10	Notice nothing.

The other Marines open their face-plates, and the Sergeant says "good vid-patch Johansen." The Marines grin good naturedly at each other, the characters, and the two Z's. The Sergeant holds out her hand. "I believe that's two thou for me and a thou for each of them." Zordacci hands out ten 100 Cr bills to each trooper and double that to the Sergeant.

On the way out, Johansen says "Jeez Sarge there was a fuck load in there," the Sergeant replying "Hansen, there's something you learn in this job - let indies bring in the weapons if they're going to pop each other and not us. It's much less work that way."

Task	Resist effects of gas (assuming no gas mask or other protection)
Test	2D + Endurance
23	No Effect.
19-22	-2 DM for 2D rounds (woozy).
14-18	-2 DM and faint for 1D hours in 1D rounds.
<14	Faint for 1D hours.

The vessels break and the patrol vessel returns to silent running. The Captain's parting comment being that the characters will not be allowed out until the chief medical officer on Duphant gives the all clear.

If the characters attempt combat the Marines will shoot to kill knowing that there are twenty years in the pen if they don't. The Marines will immediately close face-plates of their battle dress and start shooting. Z&Z will kill the G plates and start pumping Tranq through the ship (unless the characters have succeeded in Chapter 5A). Those rushing for masks etc. must make an End task to make it to equipment in time. If not going for equipment and don't have protection then they will automatically pass out in five rounds no matter the result of below.

The Sergeant will transmit an alert to the Captain, who will then order the vessel to surrender. If no response in thirty seconds, it will fire a laser into the maneuver drives to prevent escape. If informed of what is afoot the Captain won't act until he can confirm what is happening. Any move to accelerate away will however result in lasering of maneuver drives. The Forboldn has a crew of 60 with a normal compliment of 8 Marines (USP 8133372-440000-40003-0, with 5 triple beam laser turrets, 2 triple missile launcher turrets and 1 triple sandcaster turret).

```
Marines         788776          Armour: Battle Dress
Zero-G 0, Laser Weapons 1, Vacc-Suit 1
Laser Carbine, Combat Snub Pistol, Scanner/Holovod Camera/Mechanical+Electronic Tool Kit
Sergeant        699886          Armour: Battle Dress
Zero-G 0, Leader 2, Handgun 2, Laser Weapons 2, Tactics 1, Vacc-Suit 2
Combat Snub Pistol
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Chapter 6: The Hand Off

The character's vessel docks at the spaceport without incident. The installation is a decommissioned 2,000 ton tanker hull connected to the settlement by a beanstalk some 400 m long. Sensors detect four small vessels (20, 30, 40, and 50 tons respectively) and one IISS type S Scout berthed nearby.

Z&Z look immensely pleased and relieved. They laugh and slap the characters on the back. As soon as the access-way clamps to the airlock, Z&Z, suited up, will make to leave with their gear. Zapasta says they will return in a couple of hours for the cargo and the balance of the payment.

If the characters want assurances that they will return, Zordacci simply states that 'hey, the stuff in the hold is worth more than our fee' but adds a rider of 'but as you can't go anywhere 'cause of the quarantine, we can also trust you.' With that they leave. If the characters refuse to let them past etc, they will activate the tranq, null the G plates and the anti-hijack program (see last chapter), then do their best to bail.

As soon as they cycle through, the characters hear the airlock control panel bleep with alarm indicating an error [outside the two Zs activate the above traps (if they have had a chance to set them, and if the characters have not disabled them), spray paint on the camera, and sabotage the air lock door]. If one or more of the characters are not incapacitated then the following may occur depending on character actions.

Moving about on the ship

As the ship's grav plates have been turned off, movement is difficult. Roll on the table below for each compartment to be traversed. If the character hurries, each roll will take 6 seconds and a -2 DM is added to the roll. If the character proceeds normally, each roll will take 12 seconds. If the character proceeds with extra caution, each roll takes 24 seconds and a +3 DM is added to the roll.

Task	Moving around the ship in zero-G
Test	2D + Vacc Suit or Zero-G Combat
6	Traverse one compartment.
0-5	Fail to traverse the compartment.
<0	Crash into wall, take 1 pt damage.

Task	Donning vacc suit
Test	2D + Vacc Suit
14	Vacc suit donned in 6 seconds.
12-13	Vacc suit donned in 12 seconds.
8-11	Vacc suit donned in 30 seconds.
2-7	Vacc suit donned in 1 minute.
<2	Vacc suit donned in 30 seconds, but will fail in vacuum.

Restart the G-plates

The ship's computer indicates that the error has occurred in the primary control unit in engineering. If a deck plan is not available, 2+(ship tonnage USP) compartments must be traversed (see above). It will take a roll of 8+ on 2D + Gravitics or (Electronics-1) to restore gravity, each attempt takes 1 minute, but any result of <3 will increase the time required to 10 min.

Task	Jumping to the emergency air lock
Test	2D + Vacc Suit or Zero-G Combat
6	Character safely executes jump.
0-5	Roll 7+ on 2D + (2 x Vacc Suit or Zero-G Cmbt) to hold on to station. If failed treat as **<0**. If successful, treat as traversing one "compartment" to get to the air lock (use the table above with a DM of -2).
<0	Character is floating away. Roll 9+ on 2D + (2 x Vacc Suit) to return using the suit's thrusters. Each attempt takes 1 minute, any roll <4 results in a collision with the station: take 1D damage (a leak is caused if 6 pts of damage are inflicted).

Chase after the two Zs

The airlock controls have been disabled. If mechanical tools are available, roll 8+ on 2D + Mechanical to open the iris valve, each attempt takes 1 minute, but if any result is <3 this increases to 10 minutes. Just inside the port access -way are the bodies of an Aslan female and male. The male is dressed in combat armour, a massive pole-arm fallen beside him and an accelerator rifle slung over his back. The female is dressed in a vacc suit and is carrying scanning/sensor equipment. Both their faceplates are open and they have been shot twice (snub HE). The female's comm is bleeping constantly. Within two minutes the characters will be confronted by three vacc suited individuals armed with shabby/worn accelerator rifles. Let the fun commence ('who the hell are you?', 'what the hell is happening?' etc).

Go out another lock

See above for moving to the air lock [if no deck plan (ship tonnage USP) rolls required]. If the character does not already have a vacc suit on, they must roll on the table below. It takes 30 seconds to cycle through the air lock. Roll on the second table below to jump to the emergency air lock on the station. If the character's radio is on, they will hear port control screaming and demanding to know what the hell is happening. It will take 1 minute to cycle through the emergency air lock. Once through, the characters will be confronted by three vacc-suited individuals armed with shabby/worn accelerator rifles. Let the fun commence.

Characters on Bridge

Ten minutes after the Zs leave (and the fun begins), anyone on sensors sees a faint emission of a ship's boat quietly departing the settlement. If they alert the navy cruiser as to what is happening, make a roll of 12+ on 2D + Liaison to convince them their story is true. The boat is not transponding, does not answer hailing comms, and slowly moves out of sight behind the asteroid.

Check the containers

The containers appear normal however a cursory inspection will reveal the ammo/small arms container cipher lock is in the open position (the marine forgot to re-seal it). If the characters pull the crates out they will note that only the first layer has stuff in them (three one metre long, half metre high & wide crates with 4 accelerator rifles in each plus six half 0.5 metre cubed ammo crates, the rest are empty). Within the middle of the container is a standard Imperial nuke warhead case, with the relevant warnings etc. A readout has a counter showing four hours minus whatever time has progressed since the Zs left. There is a movement sensor crudely affixed to this readout and the warhead case has been affixed to the container floor with sticky pads (i.e. to prevent shifting but not being detached).

Task	Examine movement sensor (Uncertain - player roll 1D, GM the other)
Test	2D + Electronics
12	The movement sensor will alarm if the nuke warhead crate is moved in relation to its current surroundings (i.e. the container). The sensor also has a small comm device attached to it.
8-11	The movement sensor will alarm if the nuke warhead crate is moved. The sensor also has a small comm device attached to it.
3-7	Some sort of movement sensor, no idea what triggers it.
<3	Nah, it's a fake.

Task	Disarm Nuke (30 minute task)
Test	2D + Demolitions
18	Nuke has been disarmed in 15 minutes.
14-17	Nuke has been disarmed in 30 minutes.
9-13	Fail to disarm nuke in 30 minutes.
<9	Nuke will explode in ten minutes (anti-tamper triggered).

If the warhead container is removed from the sticky pads, the read out will speed up at ten seconds per second (which gives the characters 24 minutes – minus one tenth the time lapsed between the Zs leaving and characters opening the crate). Let the characters decide how they are going to move it. If disarming is attempted, see below.

Assuming the Nuke is somehow disposed of, the settlement authorities and Impies will want to talk to them. The settlement was aware of the weapons incoming, arrangements having been made to secure them from Efate. As they talk to the characters they receive a message that the weapons were hijacked 8 standard days ago. When shown pictures of the two Zs, the settlement leaders claim they had never seen them before. The Aslan were to check the weapons.

The Impies wish to investigate but the settlement leaders hustle the characters away with a full load of fuel. The first container had 12 missiles in total, the rest of the crates being empty and the third had rusty low tech farming equipment. The settlement will take this from the characters in return for 50 kCr.

Rogues Gallery

Zapasta Cobb   9DA987
About fifty (62), muscular build, short beard, scraggly salt and pepper hair
pulled into a pony tail

SKILLS: Brawling 3, Handgun 2, Zero-G Cmbt 2, Vacc Suit 0, Electronics 2,
Mechanical 2, Robotics 1, Gravitics 2, Demolition 1, Forgery 1, Grav Vehicle
1, Comm 1, Admin 1, Carousing 1, Singing 0, Streetwise 3

EQUIPMENT: 2 silver suitcases; grey IISS coveralls; brown boots with magnetic
strips; shirts: white, nice blue, loose black; pants: grey, nice black, loose
black; shoes: grey runners, black dress; socks: black, 2 x grey; toiletry bag;
comm/computer unit; body pistol + 3 mags; ripaway patch kit; belt robotics
kit; 3 flash/smoke/tranq grenades; exercise mat/monitor; nose filters; 523 Cr.

NOTES: Has been in the employ of GMI for the past 15 years after their
assistance in getting him out of an Imperial prison. Given Anagathics, both
as a reward and to ensure continued service.

Zordacci Mann   798AB9
Early to mid thirties (46), generally wears junior executive corporate
clothing, Jet black and shiny hair

SKILLS: Brawling 1, Handgun 2, Rifle 1, Zero-G Cmbt 0, Vacc Suit 0, Computer
4, Demolitions 3, Grav Vehicle 0, Admin 1, Bribery 1, Forgery 1, Writing 0,
Streetwise 2

EQUIPMENT: small attache case with 300 kCr and a body pistol; silver suitcase;
8 passports; duffle bag; case with 3 combat snub pistols + 6 tranq mags + 6 HE
mags; spray paint (black); hypo gun +20 tranq needles; 3 life support filters
(with liquefied tranq gas) in sealed plastic; belt mechanical kit; belt
electronic kit; belt gravitic kit; grey IISS coveralls; brown boots with
magnetic strip; grey suit; 3 dark grey T-shirts; 2 dark grey pants; grey
shoes; 3 grey socks; toiletries; nose filters, 50 Cr.

NOTES: Ex Marine special forces where he was a Computer and Demolitions
expert. Recruited by GMI some fourteen years back who supplied him with
Anagathics. Recently had his tatoo removed and face altered after an
operation went wrong.

Library Data

Barrens Belt

Settled in 920 by several competing mining corporations, as well as a multitude of independents upon the release of exploitation rights by the system government. The major deposits were quickly discovered and exploited by the corporations, forcing the independents to move to the belt's extremes.

It was in these extremes that a series of hitherto undiscovered incredibly rich finds were made and the independents allied into factions to exploit these discoveries. By 980, six settled asteroids petitioned the system government for colony recognition rights, four independents and two corporate entities.

Relationships between these settlements have never been cordial, due mainly to the fact that all are competing for steadily depleting resources. Armed conflicts have broken out on occasion over disputes to certain rocks but the system government has decreed it a local matter and not intervened (it does not affect trade in the system as the main -world is some distance away).

The settlements are Alphonso (0.0), Liishuliig (1.0), Duphant (1.3), Germain Mining Industries Refinery #12 (2.9), and Hapsteder Co-op (4.2), Casiter (5.3). The entire population of the belt is approximately seventy thousand and is divided roughly equally amongst the settlements. The location of each settlement in the belt is given in radians.

Alphonso (0.0 Radian)
Spaceport: F (Good quality, refined fuel available, minor repairs possible)
Population: 4 (14,200 - almost entirely human)
TL: 12
Government: 3 (Self-Perpetuating Oligarchy) Only ship captains can vote (a ship being a vessel of 100 tons in size or greater) and all major legislative and judicial decisions are voted on. A council of three former captains who have the confidence of the voting pool carries out day to day administration.
Law: 7 (No firearms are allowed, though melee weapons may be worn and carried; Movement is restricted only into life-support and other sensitive technology areas; There is free speech though custom allows someone slighted to challenge them to a contest of some kind)
Resources: Raw ore, water (its domain is smack bang in the middle of highest density of ice asteroids)
History/Culture: Settled by a small group of independents, though the current population has a wide mix of human types. Non human races are subject to some harassment, especially Vargr. They regard the Liishuliig with much distrust and Alphonse Belters have had the occasional run in with their ships in disputed territory. Named after a vessel belonging to a band of independents.

Casiter (5.3 Radians)

Spaceport: F (Good quality, unrefined fuel available, minor repairs possible)
Population: 4 (18,900 - Mostly human but with many different types of non human races present)
TL: 12

Government: 2 (Participating Democracy) All citizens (aged 16+, resident in settlement or registered Casiter vessel for a year or more) can vote on laws and general policy. Day to day government and judges are elected for a period of 12 months with all those in the previous government unable stand for election for a period of one year.

Law: 5 (All firearms save for rifles and shotguns banned - however they cannot be taken outside the home or ship; Free speech guaranteed; No movement restrictions save to 'operational' areas; No laws against vices provided they do not harm others)

Resources: Raw ores, tourism and entertainment (the moral clime of Casiter is less than most worlds - i.e. no laws on drugs, gambling, prostitution etc), limited manufacturing (porn holovids)

History/Culture: Settled by a trader providing services to a loose coalition of independents from the old school of Belterdom - hard men who worked hard and played hard and enjoyed hard pornography, drugs, sex and games of high chance. Eventually the settlement expanded but instead of tunnelling into the asteroid, decommissioned starship hulls were anchored to the rock with various access ways connecting them. Casiter is the home of the 'Rock Hard' series of famed hard core holo-porn (featuring the talents of Rock Hard, Numann-Teak Drill, Dee Penetration and Boom Boom McQueen). Named after a notorious belter bar in Glisten.

Duphant (1.3 Radians)

Spaceport: G (Poor quality, unrefined fuel available)
Population: 3 (9,800, mostly human with a sizeable Aslan population in their own quarter)
TL: 11

Government: 4 (Representative democracy) Citizens vote once every two years for each branch of government. Each candidate must meet certain qualifications to stand for office (e.g. Law degree for standing for Judiciary)

Law: 8 (all weapons save small dual equipment/weapons banned; access cards required for access to certain areas; speech is regulated; exile for serious crime is the primary punishment)

Resources: Raw ores, manufactured goods (electronics)

History/Culture: Duphant is a Spartan minded settlement, though due to circumstance more than any inclination. It has been 'under arms' for the better part of five years after numerous incidences with Liishuliig, though these conflicts have been confined to ship to ship encounters. The conflict has been ongoing for over a hundred years due to the sloppy work of an official from Efate who, eager to return home, gave a somewhat hazy definition of 'borders' between the two settlements, the zone in dispute holding the richest claims. The belter vessels of Duphant are better armed and armoured than most. The Aslan population provides males as marines and gunners in these vessels, having been 'invited' by the population for that purpose during the last almost-war twenty years past. Named after the cat belonging to the leader of a group of independents.

Germain Mining Industries Refinery #12 (GMI-12) (2.9 Radians)

Spaceport: F (Good quality, unrefined fuel available, minor repairs possible)
Population: 4 (10,200)
TL: 13

Government: 1 (Corporate) The settlement is run according to rules and regs of Germain Mining Industries with a Managing Director running the executive and Chief Marshal the Judiciary

Law: A (all weapons banned; access to areas depending on position within company; most vices not banned but heavily regulated (for example there are corporate comfort men/women))

Resources: Raw Ore, Refined Ore, Limited Manufacturing

History/Culture: One of the survivors of the many corporate undertakings in the belt. While it is located in the poorer area of the belt, it has the most 'territory' but suffers from the fact that the best deposits are on the borders with the indie settlements and more than one indie has poached a logged find. The Refinery is one of 26 owned by the corporation as a whole. The Hapsteder Co- op is a constant drain on profits as the Indie settlements as a whole sell their ore to them (despite GMI's offer of better rates thus negating the main weapon of 'muscling out the little guy' of a corporate armoury). An asteroid refinery belonging to the named corporation.

Hapsteder CO-OP (4.2 Radians)

Spaceport: G (Poor quality, unrefined fuel available)
Population: 3 (6,200, mostly human with a sizeable Vargr segment
TL: 12

Government: 4 (Representative Democracy) The Co -op is run along corporate lines but all employees are the shareholders - hence a co-operative. The amount of shares owned is generally tied to the position held within the company

Law: 3 (military firearms are banned; considerable freedom, but more shares equals more power)

Resources: Refined ore, manufacturing (limited)

History/Culture: During the first thirty years of the belt being opened, the corporations had a monopoly on ore refinery in the system, forcing the Indies to sell their better grade ores at low prices. But as the Independents formed permanent settlements, they needed a cheaper refinery to remain viable. Enter Hapsteder. Hapsteder had an obsolete thousand ton refinery/factory ship, which required an infusion of funds to upgrade so as to match the corporate output. So a co -op was formed and employees recruited from each of the Indie settlements and groups, along with the

necessary capital. In ten years, most of the corporations had their profits stripped right back and left the system. Hapsteder Co-op is much larger than its original size, a conglomerate of mined asteroids and de-commissioned hulls. Hapsteder Co-op also serves as a 'meeting ground' for disputes amongst the Indie groups. Hapsteder's original crew was Vargr attracted by his immense charisma and charm and as a result they make up a significant chunk of the population. A system based corporation whose primary concern is the refining the ore from independents.

Liishuliig ("As One")

Spaceport: H (Primitive instalation: basically 2 docking locks, a cargo lock, and an air lock; no fuel)
Population: 4 (10,500, almost all Vilani (human))
TL: 10
Location: 1.0 Radian

Government: C (Charismatic Oligarchy) Middle and higher-ranking leaders of the sect control the government, with the high leaders governing with the consent of the lower orders.

Law: A (There are no weapons unless a person is in the militia; speech and hedonistic pursuits are self regulated and whilst not banned it does result in 're-education')

Resources: Raw ores, rare ores.

History/Culture: Settled by a Vilani societal sect (i.e. a sect following sociologically beliefs as opposed to religious ones) who wished to practice in private but needed the funds and privacy to do it. The central tenet of the sect is cooperation - all performing to the best of their ability for the good of the collective (a form of communism). Every quarter each member of the collective is assessed by a panel of higher orders to determine their status for the following quarter based on their efforts for the collective. Their rank determines their access to non-essential resources (i.e. entertainment, library data and the like). As there is no money, a person's station within the cult determines how 'rich' they are. Members are allowed, however, to acquire personal possessions (but cannot buy quarters and the like). Despite how they seem, appearing before a panel is not an inquisition, they are conducted humanly and with compassion, despite the propaganda from Duphant (for history of this conflict see Duphant entry). Sect members are free to leave at any time, as can their children under the age of 12, but those older must make their own decision. Self-administered euthanasia is a common practice when a sect member becomes a burden to themselves or others.
  The sect ended up in the belt because of persecution on their home world. As a result they over-react to any hostility directed toward them. Hence the recent conflict with the Duphant settlement has escalated due to over-reaction by the sect to perceived incursions into their designated area. The sect has armed their ships and all fit and able sect members belong to the militia. Members of the sect constantly debate their direction and beliefs, with each habitat quarter (with about 20 or so families) participating in weekly debates in their commons. A liaison officer, who will explain the tenements of the sect (without being asked) with all the enthusiasm of an Amway member, escorts any off-worlders. Named after a Vilani societal sect.

Germain Mining Industries (GMI)

  Formed as the result of several mergers amongst mining focussed corporations some fifty years earlier. The scope of its activities are spread throughout the sector, specialising in purchasing exploitation rights to secondary asteroid belts (i.e. belts which do not have the system's main settlement). They currently have 26 belt exploitation/refinery operations in total, as well as other associated endeavours.
  The corporation has been accused by the Belter's Guild of ruthless tactics and deliberately offering rates below cost to drive other refineries to the wall, then jacking up the prices. The guild has recommended that their members do not sell their ore to GMI as a result.

Stock Ownership: Various Pension funds 32%, Gran-Malouf Family 29%, Other corporations 18%, Other 18%, Imperial Family 3%