

TRAVELLER



*Supplement 12:
Starport Encounters*

TRAVELLER

STARPORT ENCOUNTERS

CREDITS

Classic Traveller

Marc Miller

Loren Wiseman, John Harshman, Frank Chadwick, Darryl Hany, Winston Hamilton, Tony Svajlenka, Scott Renner, Doug Poe, David MacDonald, Wayne Roth, Paul R. Banner.

Mongoose Traveller

AUTHORS

Andy Lilly and Sarah Lilly

EDITOR

Matthew Sprange

LAYOUT

Will Chapman

INTERIOR ILLUSTRATIONS

Nuno Nobre, Carlos Nunez de Castro Torres, John Koelepp

SPECIAL THANKS

Dave Elrick for the original starcrews concept and Keith Hornsblow for additional starcrew plot inspiration when Andy's brain started to run out of ideas.

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INTRODUCTION

It happens to every referee at one time or another. The players jump in-system, dock at a starport, offload passengers and cargo, and then ask a string of questions.

'So, what other ships are in the port?'

'This cargo of pharmaceuticals – which does it actually contain?'

'I go to the bar for a few drinks. Who else is around right now?'

This book will allow you to answer those questions with the minimum of effort, giving every appearance to your players that you have created your universe down to the very last detail. You come off looking like a World Class referee, while your players have the joy of experiencing a bustling universe where there are plenty of other people around who clearly have their own lives to lead, making it feel like a real, living, breathing place.

To this end, this book covers three key areas where referees can always use a little help.

STARCREWS

This chapter is intended to make sure a referee need never make up names on the fly again (and hoping he has not already used them recently). Here, you will find a selection of ready-made crews, each with their own goals, motivations and tasks that need accomplishing – the direct counterparts of the players.

These starcrews will interact with your players, through trade or conflict, by carousing with the players in the starport bar, pass on useful local knowledge, or provide the stimulus for a new adventure – or perhaps simply provide colour for the latest world the players have arrived at.

CARGOES

Trade is the foundation of any empire and a significant portion of many Traveller campaigns are centred around trade. The carriage of goods between planets is often useful as a ploy to get the players to the right place for the next adventure.

Players may be traders themselves, carrying freight, providing an escort for trade goods, or seeking to acquire (legally or illegally) speculative trading merchandise. Alternatively they may be pirates, who want to know what is in the hold of the ship they have just boarded. Either way,

cargo is typically treated as a pile of boxes which sit in the hold and simply has a different value on one world compared to another.

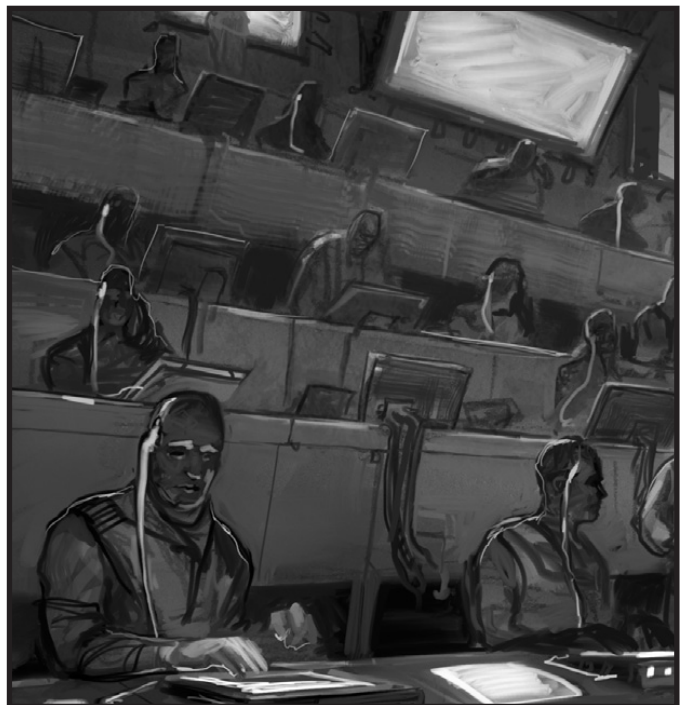
The objective of this chapter is to address those boxes, to make them into more than just random rolls on a table. These will be cargoes your players do not forget quickly.

FELLOW TRAVELLERS

Just as the players wander from world to world, so too do many billions of other people. If your players own a ship, they may carry passengers to help pay for its upkeep. If they travel on liners, they will inevitably mingle with other passengers. Whatever the situation, the players deserve something more exciting than simply rolling the number of passengers available and calculating their ticket fare.

There is always one passenger who just is not satisfied with the service, or who is a total bore to his fellow passengers. Children and pets (even genetically engineered dragons) are sources of trouble, especially when confined within a starship for a week-long jump.

A well designed NPC, with a strong background and character, can bring a game to life. This chapter has many fellow travellers who can be inflicted upon your players.



STARCREWS

'So what's Blixt port like, Buth?'

'Normally quite quiet – which is the way I like it. However, given the ship's listing we received on the way in I'm hopeful it could be productive.'

'Anyone in particular we should worry about?'

'Well, I know Gigen of the Kuuaarni. A bit of a hard so-and-so when trading and absolutely paranoid about pirates, but honest with it, so you know if he sells you Parhus fur you're not getting Offah skin with a bit of orange dye on it.'

'Ok, are we going to talk to him?'

'Maybe, but I also noticed the Leaping Lizard is berthed. That's a weird ship; a Hyumian and a human. That woman – Maria Charles – seems to always have some trinket or other that she's bartering; always very valuable, always 'no questions asked', so she's always worth a look.'

'But what if she's selling stolen goods?'

'Anna! You may be an expert in your 'field', but one of the first things you need to get into your head when trading is that rules are made to be bent. I do not break rules myself but I have known some remarkably flexible rules in my time...'

You will notice the majority of ships detailed here are merchants, mainly small traders; these are the most common types of ship the players will come across in their adventures. More exotic ships, such as alien traders or military battle-cruisers are not included, partly because of their rarity, but mostly because we wanted to include as many common ship types as possible. Rare ships are likely to be present because the referee has already written them into his adventure.

Remember, all the information in this book is for you to use and adapt as you feel appropriate to your gaming group. If you want to move crew between ships, or change a ship type, it is up to you – whatever makes your game more enjoyable!

All of the ships and their crews follow the same format, but there are a few things worth bearing in mind.

Ship Name and Type: Remember that a crew may abbreviate their ship's name or have a nickname for it. Similarly, standard ship types often have their own pseudonyms. For example,

an X-Boat is sometimes known as Newsbox or Scandal-caster. Fat Traders have been known to be called Fat Boy or Plumpy, while Subsidised Merchant can be termed Subbers or Noprofs (from 'no profits').

Crew: Crew are normally listed in order of seniority, generally with the ship's owner or captain first. If any crew are not human, this will be mentioned here.

Passengers: Passengers may provide background colour or need onward travel from this ship to that of the players'. They may carry useful information or be potential patrons.

The numbers shown usually assume single occupancy, so feel free to add an extra 1d6 or more passengers if some of them are couples or groups of people happy to double-bunk.

Cargo: This is, of course, an ideal time to use some of the cargoes detailed in the next chapter...

Description: A general description of ships will include any interesting aspects of their background, construction or usage. Note that many starships have panels or large areas of the hull which can change colour or display messaging under computer control, using a range of technologies from electrophoresis to holography. Beyond the description given, feel free to add advertising panels, moving pictures, holograms, chameleon qualities, etc.

Plots: Each of the ships has at least one sub-plot or secret associated with it. Some of these plots may be used as red-herrings, sidelines to the main adventure, or as leads into a completely new adventure. They may also indicate how the players might benefit now (or in the future) from interaction with the crew. They can be used to provide continuity when passing through the same starport ('Hey, I see the *Yolande* is in port again – do you think they'll want to play us at Pokertel again given how much we stung them for last time?'). The players may also think twice about fighting a ship's crew if they know they may bump into those same starfarers at another port; similarly the loan of spare parts to a ship in need may later pay dividends if the players run into financial issues and the ship they helped turns up in port.

These plots but can be used as a learning exercise even if they do not directly involve the players – by witnessing the misfortunes of other crews, the players can be reminded of what can go wrong and hint at precautions they should take in future.

STAR SLANG

Starcrews usually acquire slang, much like any other group who share a specialist set of skills, using it to allow rapid communication between the crew, or at other times using it to distinguish themselves from 'lowly' dirt-siders.

Here are some ideas for terms that might be used.

Dirt-sider – someone planet-bound with no experience of spacefaring.

Light-shy – someone who is been in space but never jumped between star systems.

Rock-hugger – an inhabitant of asteroid system.

Sys-hog – a computer task which takes up a substantial amount of the processor power.

Vac'd-out – someone killed or lost to the vacuum of space.

Naturally, you can add your own slang, and encourage the players to do so too!

FLESHING OUT STARCREWS

The descriptions given in this chapter highlight the key crew for each ship and some of their personal quirks or backgrounds that may lead to the adventure hooks listed for the ship. However, to add extra colour, you may wish to use the following tables to randomly assign attributes to other members of the crew (or any passengers).

A lot of ship-related details can be extrapolated from this information; if the captain is a stickler for tidiness, then the ship is likely to be well-kept; if the purser is honest, then he will be popular with other traders; if the engineer is lazy, then whatever his skill level there is a good chance something on the ship is not being maintained as well as it ought to be...

To create extra details for any crew or passenger, simply run through the tables below, rolling or choosing on each one.

2D	Age
2	Teenager
3-5	Young Adult
6-8	Adult
9-10	Middle-aged
11	Old
12	Elderly

2D	Appearance
2	Immaculate
3	Military Bearing
4	Clean
6-8	Normal
9	Worn-looking
10	Dishevelled
11	Ragged
12	Dirty / smelly

2D (roll twice)	Mentality	
2	Cowardly	Miserly
3	Lazy	Mean
4	Nervous	Greedy
5-7	Normal	Normal
8	Brave	Unforgiving
9	Energetic	Jealous
10	Fearless	Spendthrift
11	Driven	Vengeful
12	Mad	Wastrel



3D (roll twice)	Personality	
3-4	Hostile	Fanatical
5	Rude	Cruel
6	Arrogant	Pessimistic
7	Aloof	Moody
8	Rash	Hot-tempered
9-11	Normal	Normal
12	Humble	Mischievous
13	Boring	Fussy
14	Quiet	Perceptive
15	Modest	Opinionated
16	Diplomatic	Optimistic
17	Friendly	Altruist
18	Extrovert	Obsessive

2D	Honesty
2	Scrupulously Honest
3	Honourable
4-5	Honest
6-8	Normal
9	Liar
10	Cheat
11	Fraudster
12	Thief

4D	Interests
4	Collecting
5	Religion
6	Hunting
7	History
8	Xenology
9	Nature
10	Food and Drink
11	Fitness
12	Handicrafts
13	Sport
14	Health
15	Politics
16	Pets
17	Charities
18	Gambling
19	Warfare
20	Weaponry
21	Sex
22	Addiction (drugs, etc.)
23	Ancient Artefacts
24	Murder

For example, let's flesh out engineer Rakhiam Khiilaa of the Scout Karine. Rolling a 6 on the age table shows he is an adult; a 9 on the next table means he and/or his clothing are a little worn. Rolling 4 and 11 for mentality makes him both nervous and vengeful. Rolling 12 and 13 for personality indicates humble but fussy. A 5 on the next table makes him honest. Finally, a 15 for interests means he is interested in politics.

You can pick and choose what you use from these tables, but in this case let us try to pull all these factors together. Rak is in his early 30's, has rough hands and worn clothing from his daily work. He is a fussy engineer, but sufficiently honest and humble to admit when he reaches the limits of his knowledge. He is a little nervous around women but an avid follower of interstellar politics. However, it is best not to cross Rak because he does not forgive a slight and usually seeks redress.



SCOUTS/COURIERS

The ubiquitous simple spearhead design of the Type-S has carried explorers to every planet in the Imperium and many beyond its borders. Derivative designs are now used throughout known space by everyone from independent adventurers to asteroid miners.

S1. KARINE – SCOUT (S)

Crew: Pilot/Navigator Zanar Aanla, Engineer Rakhiam ('Rak') Khiilaa.

Passengers: None.

Cargo: Small, high value trade goods; 20% chance of stolen goods.

Ship: A standard, detached-duty scout ship.

Referee: Scout crews often name their ships after close family, friends, partners or even pets – it is probably something to do with the solitary nature of the job. Karine was Zanar's mother, who died when he was very young. He is excessively defensive of the ship and its honour.

Adventure Hooks

- The players are in a bar when they overhear some scouts pressing Zanar for the name of his ship; when he answers, they ask its meaning and he reluctantly says something the players do not overhear. When the scouts start laughing, Zanar throws a punch and a brawl starts. Zanar will appreciate any help as he is heavily out-numbered...
- Zanar is a poor trader who often struggles to make ends meet (especially since he prefers not to carry passengers on his precious ship), so he has an arrangement with a local crime group to move high value 'hot' goods out of system after a robbery.

S2. KOOKABURRA – SCOUT (S)

Crew: Pilot Meia Largosh, Engineer Eddie Ugasardir.

Passengers: 0-2 Assistants or specialists.

Cargo: Extra survey equipment; 15% chance of small, high value cargo; 10% chance of weapons or jewellery.

Ship: A scout with noticeable additional sensor bubbles around its hull.

Referee: Experienced scouts, now on detached duty, this pair usually hire out their survey skills to corporations or individuals, for anything from mapping a previously unexplored moon to geological analysis for mineral deposits. When the contracts run dry, they try their hand at trading, but to make ends meet occasionally trade high tech weapons to low tech worlds in exchange for gems, jewellery or other valuables.

Adventure Hooks

- Meia and Eddie sometimes hire Scouts or others with skills to assist them in their work, perhaps even another scout ship to help in larger surveys. They pay good rates, but anyone working with them will no doubt notice them bartering with low tech natives. Anyone getting too nosy concerning their trading practices is likely to suffer an unfortunate 'accident'.

S3. COOPER – SCOUT (S)

Crew: Pilot Rick Marassan, Navigator/Engineer Erich Barakan.

Passengers: 5-20 Low passage.

Cargo: Passenger luggage only.

Ship: A somewhat elderly Scout ship, badly kept and in severe need of repair.

Referee: Rick and Erich dropped out of Scout academy, purchased a derelict ship and used their savings to patch it into shape and bribe an inspector for a space-worthiness certificate. Their lack of skills impeded success as traders and passengers shied away from their dodgy-looking ship, so they resorted to packing all available space on the ship with low berths to transport desperate refugees and poorer travellers.

Regrettably, this pair are responsible for the deaths of several of their passengers due to the criminally poor state of their low berths and lack of medical ability. They disembark live passengers quickly, then dump any bodies into the waste disposal system. They tend only to accept lone travellers to avoid difficult questions should one of their number die in transit. Should such a situation arise with a pair of travellers, Rick may opt to kill the second to avoid any repercussions. Naturally, any luggage belonging to those travellers is acquired by the pair.

Adventure Hooks

- The players are asked to investigate the disappearance of a friend or relative by a Cooper survivor. He says the crew claimed his fellow traveller left the ship prior to him and must have got lost in the starport, but he knows his friend would not have left without him and believes the crew lied to him.
- The players witness Erich trying to dispose of 'waste' from the ship. Investigating the waste will reveal its shredded, compacted contents are dripping relatively fresh blood...

S4. LUCKY BLUE – SCOUT (S)

Crew: Pilot 'Lucky' Karen Ytarra, Engineer Nasci Harris.

Passengers: 0-4 Middle passage.

Cargo: High value cargo; 10% chance of smuggled goods.

Ship: The *Lucky Blue* is a pale amber with green vines running along it, spotted with blue flowers.

Referee: The flowers are charm blossoms, considered to bring good fortune on Karen's world. Certainly Karen seems to have a lot of luck, whether in finding good trade opportunities or avoiding customs interest when carrying smuggled cargo. Actually Karen is not lucky; her crewmate Nasci is a latent psionic and – unknowingly – has a knack of knowing when a trader is lying or anticipating when some ill may befall them. He appears depressed and paranoid, always talking about the bad things that might happen. Unwittingly, his words are influenced by his precognition, and Karen instinctively picks out the key messages within his sarcastic outbursts.

Adventure Hooks

- Karen's 'luck' has got her into trouble with the local gaming establishment, who thinks she has been cheating. Actually Nasci mentioned that 'it's a million-to-one chance but you might as well bet on the groups of two digits from our ship's serial number as on any other number, given roulette is a game of chance.' The players meet Karen fleeing from several heavies who wish to relieve her of the considerable winnings she is carrying after Nasci's prediction came true. Assuming the players intervene and save her, Karen will be very thankful and return the favour however she can. She may also ask them to help investigate Nasci, as this win was one coincidence too many, and has opened her mind to the possibility that Nasci has genuine psionic abilities.

S5. LEAPING LIZARD – SCOUT (S)

Crew: Pilot/Engineer Septimus Lither (Hyumian), Deckhand Maria Charles.

Passengers: None.

Cargo: 40% Chance of high value legal cargo; 40% chance of stolen goods; 20% chance of smuggled goods.

Ship: A tawny ship emblazoned with a white dragon down each side, whose wings appear to flap when the ship is in motion.

Referee: Hyumians resemble walking crocodiles, so the name of the ship is somewhat appropriate. This duo appear honest, hard-nosed traders. To the very few in the know (which is primarily the top members of the local Thieves' Guild) Maria is a legend. Septimus is the muscular 'getaway driver' to Maria's carefully planned robberies. She specialises in small, high value heists, often jewellery. Very occasionally she will accept commissions for 'obtaining' a specific item, but is expensive to hire. She is trying to save for early retirement but actually spends much of her

money on the specialist equipment and street intelligence necessary for her success.

Adventure Hooks

- The Thieves Guild ask Maria to 'deal' with an ex-member who betrayed his colleagues under interrogation. Maria has spent two months tracing the traitor Paul Berletti via the local witness protection programme and now suspects he is living as James Vinion in a lakeside villa with round-the-clock protection from two Ministry of Justice agents. Maria is an expert at covert intrusion but needs help surveying the villa and a distraction to allow her to sneak Berletti out from under the noses of the agents (she needs to check that he really is Berletti). She hires the players to help, though she does not tell them the real story – perhaps instead claiming Vinion was her husband who left her for dead after a more severe-than-usual beating. Now she wants revenge... given she is also an expert in disguise and psychology, it is likely the players will not only believe her, but also end up holding the can at the end!

S6. NIGHTSHADE – SCOUT (S)

Crew: Pilot/Navigator Lynn Kadiiin, Botanist/Engineer Kyra Curnow, Botanist/Computers Paulo Krink.

Passengers: 0-2 Scientists.

Cargo: Botanical samples.

Ship: A green-hued scout ship.

Referee: Kyra is a renowned botanist specialising in unusual symbiotic relationships between different types of plant and fungi. She worked with Paulo for several years at FloraTek and when Paulo married a retired scout (Lynn), Kyra pooled her savings to fund her own shipboard botany lab. Their interstellar science trips have earned them two major drug patents arising from novel botanical interactions as well as a new hydroponics system design licensed by an unnamed megacorporation. After living hand-to-mouth for the first few years, they now have sufficient funds to keep the *Nightshade* operating for several decades.

Adventure Hooks

- The local government has called on Kyra's expertise to investigate toxins contaminating the root crop which is the staple diet of much of this world's population. To avoid public panic, the government has destroyed much of the poisoned crop and brought in replacement foods from off-world, but this is bankrupting them. Working in total secrecy, Kyra has identified a new and virulent fungus which produces toxins in the crop. It appears to have been introduced from off-world. The players may find their ship, cargo or even themselves subjected to decontamination as the government acts to contain the fungus. If the players are found to be carrying fungal spores in their cargo (for example) their ship will be quarantined. However, since Kyra believes finding the

source of the fungus is key to controlling it, the players may be of help in tracing the cargo back to its source. Assuming they co-operate, the players are asked to accompany one of Kyra's assistants back to the cargo's origin. The fungus lives in a tuber plant on that world and spreads its spores widely, but will take some days for the botanist to track the fungus to the tubers. She is amazed to find local animals are happily eating the tubers; analysis shows the tuber contains a chemical which inhibits production of the toxin by the fungus. The chemical is rushed home to begin cloning a new generation of crops. If the players helped out, they will be appropriately compensated.

S7. IZNOGoud – Scout (S)

Crew: Pilot/Navigator Micky Kinshin.

Passengers: 0-3 Middle passage.

Cargo: Cargo and passenger luggage.

Ship: A slim-line scout with visibly beefed-up engine modules and holograms of white and amber fire licking along its spine.

Referee: Micky is an excellent pilot and a lover of all things fast. His Scout ship has been upgraded to 4G manoeuvre drives, losing the crew lounge, a passenger stateroom and all but one ton of cargo space. He can shave up to 2 days off the total travel time between systems, getting to and from the jump point quickly and then plotting the most efficient jump route. His love of speed extends to his sports grav car which can achieve supersonic speeds. When he is not indulging in interstellar racing, he frequently hires out his services for people in need of urgent travel between the stars.

Adventure Hooks

- The players are hit, nearly run over, or involved in a vehicle accident, by Micky driving his sporty grav car. Despite the remonstrations of his passenger he readily stops, apologises (much embarrassed at his poor driving) and offers compensation. His passenger demands he continue to the starport – apparently for an urgent flight. Micky is offended (his client has already irritated him) and an argument ensues, ending up with Micky telling him to walk, and the client drawing a weapon and stealing Micky's car. If the players do not prevent the theft, Micky will ask if they can stop the madman! Unknown to Micky, the 'businessman late for a board meeting on a neighbouring world' is actually a drug dealer leaving the planet before his boss realises he has been skimming the loot. If the players help Micky he will offer them free passage on his ship.

S8. PURPLE PERIL – Scout (S)

Crew: Pilot Emri Delga, Owner/Navigator/Computers Sally Twayne, Purser Annette Yanir, Steward Lanth Hosh.

Passengers: 0-2 High passage.

Cargo: 95% Chance of small, high value cargo; 5% chance of modified cargo manifests to reduce or avoid taxes.

Ship: Striped in purple and silver, the *Purple Peril* is a striking ship and appears well maintained.

Referee: Sally runs a tight, efficient ship, which sometimes manages a small profit from trading but mostly relies upon high-paying passengers or patrons who need urgent transport. An ex-merchant, Sally would have preferred a larger vessel, but could not raise the finances, so settled for a run-down scout ship. She re-fitted the ship and bought the services of Emri as pilot and Annette to run the ship's finances and trading. When accommodating passengers, the crew have to double-bunk (usually Lanth with Emri).

Adventure Hooks

- Unknown to Sally, their latest recruit Lanth is a young noble. Real name Lanth Blaise-White, he has run away from home to see the stars and still somewhat star-struck but is eager to please and makes a good steward (having picked up many tips from the personal valet who used to look after him). The players might recognise Lanth if they have passed through his home system and seen the 'missing' vidcasts put out by his family. There is a reward for information on his whereabouts, but if Lanth finds out they are going to reveal his past, he will beg the players not to condemn him to the unhappy future he faced in the sterile, boring and tradition-constrained nobility. Alternatively, the players might find Lanth trying to avoid a bounty hunter who is on his tail, or themselves be hired to look for him by his family.

S9. PEOPLE'S LAMENT – Scout (S)

Crew: Pilot Akidda Khuul, Navigator Hanse Irrigur, Gunner Marco 'Zip' Gavellax.

Passengers: 0-2 Middle passage.

Cargo: 65% Chance of high value cargo; 35% chance of smuggled anti-government materials.

Ship: The *People's Lament* is black with a 'rain' of silver 'tears' running continually down its side.

Referee: Akidda is a vehement activist against the oppressive government of his homeworld. The ship carries advertising panels dedicated to displaying atrocities carried out by his home regime. He supports various non-violent rebel movements by carrying out news and videos of the latest atrocities, transporting fellow activists, and trading goods to carry hope back to the planet – from literature advocating democracy to mini-com units to allow free-thinkers to link up across the world. Needless to say, his homeworld government has declared him (like so many others) a traitor and terrorist.

Adventure Hooks

- One of the players is paid a ridiculous fee to hand-deliver a package to Akidda. The packaging is coded to react to Akidda's DNA and set off the bomb inside. This would kill Akidda and the player, but Akidda's sixth

sense will tell him there is an issue and he will refuse to take the package (assuming the player was not sufficiently suspicious to have checked the package contents already). The patron is a fanatical agent from Akkida's homeworld who, when the bomb fails, will try to assassinate Akkida herself. She will also kill the player as a 'loose end' who might reveal her identity.

S10. SERENE WATERS – SCOUT (S)

Crew: Pilot Terence Pravolay, Engineer/Gunner Gyurraeng Hyrf (Vargr).

Passengers: 0-2 Middle passage.

Cargo: High value cargo.

Ship: Blue with pale blue and white ripples across the hull. Holographic carp occasionally appear to swim across this simulated pool of water.

Referee: Terry was once imprisoned when a crewman used his cargo to smuggle drugs. Although eventually released, he has since been a stickler for regulations and may appear a little paranoid to those who deal with him – triple-checking every detail of his cargo and paperwork. Hyrf has a similar mindset, having long rejected the Vargr predilection for piracy, instead honing his ability to scrounge a good deal to a fine art.

Adventure Hooks

- Terry is due to export a cargo of Krail Shells; beautiful and valuable, but normally embargoed due to the Krail's rarity and its threatened habitat. Hyrf secured an exclusive deal for a single shipment to be spread to several neighbouring worlds – a deal rival traders had failed to achieve. Just a day before shipping, one of Hyrf's contacts intimated that a competitor was planning to disrupt the trip, perhaps by damaging their cargo or tying it up in legal wrangles. Despite having all the necessary permits and documentation, Terry's paranoia took over and he decided he would have to divert the cargo to another ship and pick it up again in space near the jump point. The players are approached to get the cargo offworld for Terry. Of course, it is unlikely any player will believe Terry's story that it is a legal shipment, but he is willing to pay good money for the short trip. If Terry hires an alternative ship, they may see the confusion arising when a customs inspector (bribed by Terry's rival) swoops upon Terry's ship and starts tearing it apart because he cannot understand where the crates of shells have disappeared to...

S11. WHAT EVERY GIRL WANTS – SCOUT (S)

Crew: Pilot Ralph Channing, Owner/Navigator/Engineer Emelia Xyles, Gunner Aurora Hsyrr (Aslan), Deckhand Ricardo Xyles.

Passengers: 0-2 Middle passage.

Cargo: 80% Chance of standard cargo; 20% chance of cargo with missing or erroneous paperwork.

Ship: This ship is in poor condition, with scrapes in its red paint, leaks in the landing gear hydraulics and corroded engine cowlings.

Referee: Emelia is an ex-scout and loves her ship but is naturally disorganised and seems to have recruited similarly lost souls around her – Ralph is a manic depressive, Aurora is an outcast Aslan with a crush on Ralph, and Ricardo is her brother's lazy and spendthrift son.

Adventure Hooks

- The players witness Emelia's crew at a bar. Ralph is loudly declaring how their plight is hopeless after Ricardo lost the customs clearances for their latest cargo, Ricardo retorts, Aurora growls in defence of Ralph, while Emelia tries to calm everything. Later, the players may see Ralph drunkenly trying to throw himself in front of a vehicle (perhaps the players' own!), or they may find Aurora searching the streets for her human sweetheart. Alternatively, after hearing how poor the crew is, the players then see Ricardo losing money at a casino and throwing away what remains on girls to entertain him. It is up to the players whether they intervene or simply walk away...

S12. SILVER LANCE – SCOUT (S)

Crew: Pilot/Engineer Franz Heliki, Steward Anthea Heliki.

Passengers: 0-4 Middle passage.

Cargo: 90% Chance of small, high value cargo; 10% chance of being empty.

Ship: A worn-looking scout ship, painted sky-blue except for a dark blue band around its engines.

Referee: The Helikis are both ex-scouts, married for ten years, with almost forty years service between them. Now they run trade goods and passengers to keep their ship in profit, but their main aim remains simply to travel the stars together.

Adventure Hooks

- The Helikis are always happy to meet other scouts and talk about deeds of exploration. Novel information may be of interest or value to them and they may also be a useful source of unusual data for the players.
- The Helikis may (if you wish) be interested in specific information, because they are undercover agents for Imperial Intelligence, Scout Special Ops, the Imperial Navy, the Zhodani, a Vargr pirate group, or a megacorporation (such as SuSAG). Depending upon their paymasters, they may disguise reconnaissance missions as part of their well-advertised wanderlust. They may show interest in the players' tales of adventures to determine whether the players acted illegally or have incriminating information.

S13. GOLDEN LIGHT – SCOUT (S)

Crew: Pilot Kiran Shuiimpingur, Navigator Denise Shuiimpingur, Engineer Diu Shiirash.

Passengers: SPA Inspectors Zuuk Idgud-Busur, Ashley Green, Frank Eccleston, Bev Shane, Quentin Kirk.

Cargo: Inspection equipment.

Ship: A silver-grey scout ship with the SPA (StarPort Authority) logo emblazoned upon its upper and lower surfaces.

Referee: The *Golden Light* carries a travelling SPA inspection team, who visit outlying starports to check all aspects of their operation, from the calibration of the navigation beacons to the quality of the port facilities, ensuring health and safety measures are in place and accounts are in order. Occasionally the team is used to survey potential new starport sites and, if more suitable staff are not available, may also conduct initial accident and crash investigations.

Adventure Hooks

- The players' ship is involved in an accident in space or in the starport. The *Golden Light* crew are the investigating officers – they are diplomatic and impeccably fair, but if the players were to blame, then they will be indicted and charged according to Imperial law.
- The players arrive at a low-class outlying starport only to find that most of its minimal facilities, have been closed down by the *Golden Light's* inspection team. The inspectors found the fuel systems to be unsafe, landing systems giving inaccurate navigational data, and port staff cooking the books. The SPA crew will do their best to effect immediate repairs, and will ask the players to assist if they have suitable technical skills.

S14. NAKED TRUTH – SCOUT (S)

Crew: Pilot Zamiil Ikhar, Navigator Ian Amdugi, Engineer Miranda Walsh, Purser Mae Ikhar.

Passengers: None.

Cargo: 75% Chance of standard cargo; 25% chance of smuggled goods.

Ship: A pale cream scout ship with red concentric circles spreading across its upper surface.

Referee: Zamiil is a muscle-bound task-master who victimises his crew, including his young, attractive wife Mae, who was acquired via an 'arranged' marriage (actually, he simply paid her family). Some months ago when Miranda said she would leave the ship, Zamiil beat her up and told the rest of the crew that if any of them tried to leave, he would beat up the other two and then come after the 'traitor'.

Adventure Hooks

- The players are hired by a worried Zamiil, who begs them to find his wife – he fears she may have been kidnapped while organising cargo in startown. In reality, Mae's had enough and is hiding in a cheap hotel in startown, unsure whether suicide is the only way to escape Zamiil, and tortured by the thought of what he

might do to Ian and Miranda. The players should be able to track her down within a few days, as Mae had to use her own identity to hire the hotel room, though she paid in cash. The players may already have their suspicions, particularly if they think to talk to the other two crew (who may be sporting some new bruises but are too scared to say anything, especially as Zamiil does not let them out of his sight). It is up to the players whether they let Mae escape, help Ian and Miranda escape, go to the authorities, or find a more innovative way of freeing them all of Zamiil's evil influence.

S15. STRIKE OUT – SCOUT (S)

Crew: Pilot Aniri Gaau, Engineer Aggas Gaau.

Passengers: 3-4 Middle passage.

Cargo: Passenger cargo and smuggled goods.

Ship: An emerald-green scout ship with white clouds floating over its surface.

Referee: The Gaau spent 24 years serving in the IISS but decided the resulting compensation was not sufficient. They faked the loss of their ship in a gas giant, used their savings to get a false transponder fitted, changed their identities, and moved to the next sector where they began taking passengers and smuggling to maximise profit.

Adventure Hooks

- One of the players is an ex-Scout and is sure he recognises Aniri or Aggas...

S16. THUNDER AND LIGHTNING – SCOUT (S)

Crew: Pilot Diaggi Gilu.

Passengers: 0-4 Middle passage.

Cargo: Standard cargo.

Ship: An emerald-green scout ship with white clouds floating over its surface.

Referee: Diaggi is a long-experienced scout now on detached duty. Though he prefers to live without long-term companions or assistants, he does find jumpspace sufficiently boring that he hires out staterooms at a discount to anyone who needs them, so long as they appear capable of providing good entertainment during the flight – whether it be tales of epic deeds or simply interesting discussions on scientific or philosophical matters. However, passengers may find Diaggi somewhat outspoken if they discuss politics, for he is a strong opponent of most types of government, regarding the Imperial way as the only acceptable means of running the universe.

Adventure Hooks

- Diaggi is skilled in engineering and astro-navigation, but currently his ship's power plant is suffering unusual power fluctuations which he cannot trace. With no local scout base to turn to, he turns to the players (among

others) as a possible source of engineering expertise to help him stabilise the unit. Any appropriately skilled player who spends several days working with Diaggi can help him fix the problem. In return, Diaggi will offer any help he can, perhaps free passage for the player and his colleagues to the next system.

S17. TAKORSFAT – SCOUT (S)

Crew: Pilot Aypupat (Droyne).

Passengers: 0-4 Droyne.

Cargo: None.

Ship: A blank grey Droyne scout ship supported on its engine pods with characteristic dorsal and ventral stabiliser fins marked in red.

Referee: A lone Droyne of the sport caste, Aypupat is on long-term reconnaissance through Imperial space. His declared purpose is to seek out worlds which might show signs of past Droyne habitation, or be suitable for a new Droyne colony. However, his true (and secret) mission is to locate Ancient sites using a new sensor system created by his oytrip's technicians, which can accurately pinpoint even the tiniest amounts of monadium (the metal used for much of the Ancients' buildings and tools). However, a thorough scan of a system, covering all its planets, gas giants and their satellites, can take months, and after two years of travelling, he has found nothing of note.

Between sweeps, he may take on other Droyne passengers, as his ship has a comfortable 'nest' living area which is favoured by travelling Droyne compared to the isolationist individual cabins of most human liners.

Adventure Hooks

- If the players have acquired any Droyne technology, then they will find Aypupat on their doorstep, asking politely if they have any unusual artefacts for sale. His sensors have picked up the presence of monadium near the players (or in their ship) and he wishes to identify its source and purpose.

S18. RUN FOR COVER – SCOUT (SF)

Crew: Pilot Loren Niles, Navigator/Steward Daniel Tomarro, Engineer Naomi Charles.

Passengers: 2-5 Middle passage.

Cargo: Small, high-value legal cargo and passenger luggage.

Ship: An over-sized delta-shaped scout ship, with drab grey and green camouflage markings and a golden serpent on its upper surfaces.

Referee: Ex-scouts Loren and Naomi knew a bargain when they saw this ship in the scrapyards. Though they and other ex-scout colleagues took three years to re-build it from

other scrapped ship equipment, the *Run For Cover* has since proven itself a profitable ship which Loren hires out to anyone requiring its additional range, berths and cargo space – usually passengers or high value cargo needing fast transport over four parsecs or more.

A ship of this size could be expensive to run, but Loren has already paid off most of the loan required to buy the scrapped hull, the labour to re-build it was mostly free, and Naomi ensured they re-built it for the lowest possible maintenance costs, using readily available components.

Loren is also the brother of Samantha Niles (of the *White O' Morning*) and sometimes does her favours by carrying smaller cargos that would not be efficient for his sister's ship.

Adventure Hooks

- Loren and Naomi are only too happy to offer free passage to any of the ex-Scouts who helped in re-building the *Run For Cover*. One of the players may have helped out and so be able to ask such a favour.
- A local isolationist faction is trying to blacken the name of the government which has declared it wishes to increase offworld trade. The isolationists use sympathetic customs officers to plant pornography, drugs and weapons (usefully with some notepaper naming a senior government advisor as the intended recipient!) in the *Run For Cover*'s cargo as it is transported out of the starport. The players witness local police arresting the *Run For Cover* crew before they can return to the starport extrajurisdiction zone. The crew protest their innocence and call to the players to help. If the players intervene directly they are also likely to be arrested, but a placatory approach will allow the players to gain enough information concerning the incident to investigate if they wish to do so. The main barrier is the bureaucratic inefficiency of the police due to strong interest from the press (tipped off by the isolationists, who are using the incident to emphasise the offworld corruption to which the planet is exposing itself if it removes any further trade barriers). The players may get some help from starport customs, who were surprised at the arrest, as they know the *Run For Cover* crew and (for example) would have expected the port sniffer systems to have picked up traces of the drugs if they had come off the ship. The players should be able to work out which dirtside customs staff were on duty at the time, and obtain evidence of their guilt – through intimidation, trickery or recording the customs officers' subsequent pay-off by the isolationists. Proving the *Run For Cover* crew's innocence will earn the players their unending friendship and a useful link with Samantha Niles. However, the isolationists have sympathisers on- and offworld, and are sure to try to get revenge for the resulting embarrassment when their plot is uncovered.

S19. SUN LANCER – SCOUT (SF)

Crew: Pilot/Navigator Lacey Harman, Engineer Ukhar Agam, Gunner Antony Cowell.

Passengers: Agentd Max Ashelii, Diya Pikhir, Ga lishkanaan, Kudia Deliidi.

Cargo: Weapons and high-tech surveillance kit.

Ship: A pale grey extended duration scout survey ship, with a worn-looking exterior.

Referee: The Lancers are members of a Political Intelligence Team, Scout (PITS) – a highly skilled special op's team, able to undertake missions from covert surveillance to 'black bag' ops. The team is totally deniable, using false identities and with no background, contacts or equipment which links them directly to the scout service. The *Sun Lancer* has a variable transponder unit and full chameleo-skin, allowing it to change its identity, the *Sun Lancer* being just one of many possibilities.

The cargo bay has drop capsules to allow surreptitious landing on a planet, as well as weapons, armour, bugging and intrusion kits.

Adventure Hooks

- The players encounter some of the *Sun Lancer* crew in a starport bar, currently in the guise of out-of-work prospectors. However, when a drunk starts annoying a nearby group of women, Ashelli politely intervenes. The drunk gets violent but then just seems to collapse. An observant player realises that Ashelli disabled the man with nerve strikes so fast they were almost invisible. Clearly the man – and perhaps his whole group – are something more than they appear?
- A player walks into a bar restroom to find Ga and Ashelli apparently robbing another man at gunpoint. They have just apprehended Guilio Mierlui, whom they suspect of smuggling Ancient artefacts. The PITS agents will wave local police passes at the player, but an observant player will notice their look and accents do not quite fit. Guilio has an incriminating holocrystal (showing the goods he is trying to sell) hidden in his clothing, but if the players cause sufficient distraction, Guilio only needs time to slap that part of his trousers in order to activate the crystal's emergency wipe program, losing the PITS agents' valuable evidence. If the players screw things up, the PITS team may claim to be Imperial Intelligence, and persuade the players to help clear up the mess (follow Guilio, help entrap his buyers, etc.). Alternatively, the agents may decide the players are too great a liability and will set them up so the local police have a reason to keep them out of the way while the PITS operation is concluded.

S20. HIDE 'N SEEK –

HUNTER (SH)

Crew: Pilot/Navigator Sara 'Tigre' Bain, Engineer Callan McNeil.

Passengers: 0-8 Prisoners.

Cargo: Equipment and weapons store.

Ship: A ruby-red scout ship with a translucent, gem-like appearance to its hull.

Referee: Sara and Callan are bounty hunters. They have ten years of experience working together and are renowned (and appropriately feared) by criminals, bail-jumpers, and ship loan defaulters across several systems. Unlike some in their profession, they are totally scrupulous, ensure they adhere strictly to the local laws wherever they may be working, and pride themselves in bringing in their targets alive. To ensure success, their ship is packed with state-of-the-art equipment, from covert surveillance kit to high tech disguise systems, stealth suits, non-lethal weaponry, and an extensive computer library of Imperial and local laws. They also have a range of lethal weaponry and armour to deal with those worlds where the rule of law needs to be enforced by strength of arms...

Adventure Hooks

- One of the players is a fugitive from the law (it is possible the entire group of players are fugitives, but pick an appropriately heinous crime) and the *Hide 'N Seek* is after them. Sara and Callan are extremely clever operators and should have a good chance of taking the player by surprise, preferably while they are alone. Assuming the player's compatriots make a rescue attempt before they are incarcerated on the *Hide 'N Seek*, then they should probably be allowed to escape, as Bain and McNeil can then be used as an ongoing threat to keep the players on their toes; the mere sighting of a ruby-red ship in-system should be enough to make them run for cover! Assaulting the ship itself would be well-nigh impossible, so if the player is not sprung from custody prior to the *Hide 'N Seek* leaving planet, the next best point to grab them back is probably at the hand-over to the law enforcers on the world upon which they committed the crime.
- As above, but the player's 'crime' was to cross a gangland boss (or equivalent criminal) who – through his lawyers or 'reputable' front company has hired Bain and McNeil to recover the player. As above, the player should be captured by the bounty hunters. Once they learn the truth of the matter (assuming the player is truthful), Bain and McNeil will be annoyed that they have been misled. They will suggest a 'sting' to confirm the criminal nature of their patron, using the player as bait. Rigged for sound and video (using the tiniest high tech monitoring devices) the player will be delivered to criminal (or his subordinates). At the point the bounty hunters consider they have sufficient evidence to take down the gang boss, they will use whatever force appropriate to rescue the player and subdue the criminals. They may involve the player's colleagues in the latter provided they are persuaded of the group's honesty.

S21. SPIKE – SCOUT (SN)

Crew: Pilot Bry Skeyport, Navigator/Purser Sandri Skeyport, Engineer Alfredo Sulo.

Passengers: 0-4 Naturalists.

Cargo: 75% Chance of conservation equipment and supplies; 25% chance of smuggled animals.

Ship: The *Spike* is white with dark brown leopard spots and a graphical representation of a large spiked collar running around the ship about a third of the way back from its nose.

Referee: The ship is named after the snow leopard 'Spike' kept on the ship by Bry and his wife. They used to be hunters but have turned their back on such activities and are now pacifist conservationists. Alfredo is the ex-scout whose connections allowed them to get a scrapped scout ship cheaply. Their combined savings and earnings from shipping fellow conservationists (up to four double-bunked in two cabins) with their equipment from world to world just about covers the monthly repayments on the ship.

Adventure Hooks

- The Skeyports are pacifists, but not averse to assisting their more active fellows. Rare and endangered creatures (and flora) often end up as pets of the rich, displayed in their personal zoos or abused as killing machines in covert coliseums. When the activists free such fauna from their captors, they need to get the creatures back to their homeworlds or a conservation area offworld. The players might get involved through; assisting the activists in 'freeing' an endangered white-tailed rambuck and delivering it to the Skeyports, being hired by an angry noble to track down the rare fire lizards which have been 'freed' by eco-activists, or perhaps finding an albino Suxolian eagle perched on their ship (it escaped from the Skeyports as they were loading it into their ship in the neighbouring parking bay). It is up to the players to decide whether they assist the Skeyports or turn them over to the authorities.

S22. KRAIT – SCOUT (SN)

Crew: Pilot Daaini Purbeck, Navigator Adu Neimoller, Engineer/Gunner Ouksrruz (Vargr), Deckhand Frank Tenenbaum.

Passengers: None.

Cargo: 70% Chance of weapons; 30% chance of illegal weapons (e.g. a nuclear device or FGMP).

Ship: The *Krait* is a typical *Serpent*-class, sleek and aerodynamic. A long snake (a krait) is painted along each side and it sports a single turret with a laser, missile rack and sandcaster.

Referee: The crew are almost as poisonous as their ship's namesake, being experienced and somewhat vicious mercenaries. The ship has a second pop-up turret, identical to the first, but concealed within the hull until needed. Internally, key areas of the ship have additional armour, allowing it to withstand more damage in space combat than might be expected. Their hold carries an air/raft and a grav armoured personnel carrier. The ship's armoury sports everything from concealable body armour and silenced pistols to two suits of battledress, each with a plasma gun.

Daaini keeps a tight rein on his team and ensures they avoid unnecessary trouble in the port bars, but for a patron who

wants security, or a small strike team, they are very willing to demonstrate their prowess... for the right price.

Adventure Hooks

- The *Krait's* crew may be encountered in any situation where the players are up against someone who can afford to hire good mercenaries to work for them.
- Daaini hires the players as extra ground troops to supplement their security for a noble's precious jewellery collection to be transported to a neighbouring world. Sure enough, a group of gangsters, tipped off by a traitor in the noble's staff, aims to steal the loot. Given the difficulty of bringing down the grav APC without potentially damaging the jewellery, the heist takes place at the port, with the gang disguised as customs officers intercepting the shipment just before it is loaded on the *Krait*. Daaini's team will spot the fraud (if the players do not) and the ensuing firefight should be entertaining for the players!

S23. IRIS' GIFTS – SCOUT (SN)

Crew: Pilot Anya Taylova, Engineer Chris Bayliss, Scientist Andy Hewson, Computers Sarah Baines.

Passengers: 0-2 High passage.

Cargo: Sensor equipment.

Ship: A streamlined *Serpent*-class scout with reinforced wings and additional sensor packages around the hull and wing-tips.

Referee: The *Iris' Gifts* crew are storm chasers. They are subsidised by the government to map gas giant weather patterns, electromagnetic fields and other anomalies, using their extended sensor suite. They also earn money by selling recordings of the more magnificent storms to vid channels and, occasionally, from taking fee-paying passengers into the heart of such storms.

Adventure Hooks

- The players overhear the *Iris' Gifts* crew mentioning anomalous sensor readings from their latest chase through the local gas giant and their extrapolations cover everything from the lost treasure ship *Arietta* to a Zhodani spy ship. If the players wish to investigate (before the *Iris' Gifts* returns to the gas giant) they need to steal, bribe or persuade someone on the ship to give them the precise location and nature of the anomaly; otherwise they might follow the *Iris's Gifts* on its next trip. Exactly what they find is up to you, but it could indeed be the *Arietta*, a Zhodani ship, pirates, a rare type of gas giant creature, or just a system defence boat.

S24. ANCIENT DREAM – SCOUT (SX)

Crew: Pilot/Engineer Carlotta Marsh, Navigator Herman Blaviere, Deckhand Jeanette Carpis, Deckhand Tim Hall, Deckhand Annias Brown, Deckhand Simol Hunes.

Passengers: None.

Cargo: Ship tracking systems, engineering analysis kit, surveillance equipment.

Ship: An extended grey-hulled scout with a white stripe along each vertex.

Referee: The *Ancient Dream*'s crew are a starship repossession team. They have a special Imperial license to switch their ship's identity as required, allowing them to track their prey without arousing suspicion. Banks and megacorporations notify them of ship owners who have defaulted on their payments and the *Ancient Dream* watches for these ships. Their advanced sensor suite and specialised tracking equipment can identify a ship based upon a number of factors, from its precise engine signature to black box codes hidden within its transponder, such that merely changing the name and paint job of a ship will not disguise its true identity. Carlotta may then use her skilled crew to mount surveillance on the ship and confirm its owners and usage before handing off to the port authorities. Once the ship is impounded, the *Ancient Dream*'s crew can go aboard and confirm its identity. However, Carlotta and her crew are also sufficiently skilled (and equipped) to be able to repossess a ship directly if circumstances require it. Her 'deckhands' are experts in disabling engines and cracking anti-hijack systems.

Adventure Hooks

- If the players have any doubts about the provenance of their ship, they will want to steer clear of the *Ancient Dream*'s crew. However, Carlotta's team are experts in hiding their true purpose so the players have to spot them first...
- The players arrive at a minor port where Carlotta has identified a stolen far trader. Her surveillance shows the crew are well armed and there are no Imperial marines to help, so she hires the players as extra muscle. Depending on the type of game you want to run, the trader crew could have defaulted on a payment due to lack of funds, or could be defrauding the bank and willing to defend the ship with their lives. In the latter case Carlotta will pay up to 1% of the ship's value to the (surviving) players and may provide up-front expenses if they need armour or weapons.

S25. VIOLENCE IS GOLDEN –

SCOUT (SX)

Crew: Pilot/Owner Safyre (Aslan), Co-pilot/Navigator Gryfgg (Vargr), Purser Buth Safr, Medic Anna Jarvis.

Passengers: 0-4 Middle passage.

Cargo: 50% Chance of small, high-value legal cargo; 25% chance of empty; 25% chance of small, high-value illegal cargo.

Ship: One of the more unusual classes of scout ship, built for up to six crew for missions requiring more specialists than could be carried in a standard scout.

Referee: It is best not to delve too deeply into the past of this band of starfarers. Safyre is a misfit Aslan, cast out by her clan, who served many years in the Imperial Scout Service

and is now on detached duty. She is alternately logical and psychotic, having equipped her ship with pop-down autocannons for ground defence and shaped fragmentation charges in the ship's cabins and passageways to deter boarders. Her choice of co-pilot causes both Aslan and Vargr to view them with disdain.

The most 'normal' of the group is the somewhat rotund Buth, who retired from a very senior position in Transsystem Starways 'to return to getting my hands dirty with real traders'. The *Violence is Golden* was not exactly what he intended, but circumstances conspired to force him to stay with the ship.

Anna, the ship's medic, is actually an ex-assassin who is paranoid about keeping her past quiet, while still carrying her the top-of-the-line sights and silenced gauss rifle combination that was the tool of her trade. Thankfully for the rest of the crew, the weapon breaks down into seemingly innocuous components that have not – as yet – aroused suspicion with customs.

Adventure Hooks

- Buth may be an interesting competitor for any small valuable cargo for which the players might be bidding. His senior position in Transsystem means he can easily gain favours at Transsystem offices or cheap passage on Transsystem ships (for example, the *Stairway To Heaven*).
- The players find Gryfgg being beaten up in a back street by fellow Vargr. Trying to maintain her charisma in the presence of other Vargr who disdain her association with Safyre and the *Violence is Golden* led to a fight where Gryfgg was somewhat outnumbered. She will be thankful for any help from the players, but will insist upon trying to rectify her defeat by going back into the bar and finishing the fight!
- Anna rarely takes on contracts now, but an old associate of hers wishes revenge upon a gangster who disgraced her friend's daughter. Anna needs a group of marks to provide distraction outside the target's hotel while he is 'entertaining' a number of women. Careful surveillance has shown her the precise route the target will use to leave the rear of the building if he believes there is trouble out front. Anna will disguise herself, approach the players claiming the gangster has kidnapped her daughter and is holding her at the hotel. She will get their sympathy and emphasise the urgency of the mission to ensure they arrive at the correct time. While they provide the distraction, she will successfully take out the target. However, the players will encounter an unexpected gun-fight with the target's bodyguards who panic and over-react. At least one of the players is in a near-death situation when the bad guys start dropping – it may take them a few minutes to realise a guardian angel with a silenced rifle seems to have taken pity on them... the question is, will they ever work out who it was?

S26. GUSSIE G – SEEKER (J)

Crew: Pilot Karis Imii, Co-pilot Zank Turiif.

Passengers: None.

Cargo: 75% Chance of ore prospected by the crew; 20% chance of prospecting equipment; 5% chance of stolen ore.

Ship: A typical prospecting ship – untidy, scruffy, scarred and scratched, but in excellent working order (when you are on your own deep in the belt, you do not want engineering problems). She sports some obvious non-standard modifications, including cable clip points all over her hull, and much enlarged viewports on the bridge (allowing a wider view than normal for a ship of this class). Her main armament is an old-fashioned mining pulse laser.

Referee: Not so obvious is the small rotating anti-personnel laser embedded beside each access hatch, installed by Karis and Zank after some fellow miners tried to board their ship. The pulse laser is unreliable and the pair are commonly found scratching around the cheap parts bins in starports trying to find replacement parts.

Adventure Hooks

- The players may have a spare part needed by Karis and Zank, or the pair may have scavenged sufficient parts that they can offer them cheap or free to the players (in return for a future favour) to fit a similar scout or seeker.
- When times are tough, this pair occasionally steals ore from mining sites already claimed by other miners. The players might find them caught in a battle (physical or legal) over the origins of their latest cargo of ore.

S27. GUUKUR – SEEKER (J)

Crew: Pilot Eki Khinshu, Deckhand Errdous (Vargr).

Passengers: None.

Cargo: 80% Chance of ore prospected by the crew; 10% chance of prospecting supplies and equipment; 10% chance of undeclared ores (to avoid port taxes).

Ship: A standard seeker apart from a huge hull scratch a metre wide, which runs from the ship's nose, up and over the bridge viewports.

Referee: The ship may look unsightly, but Eki and Errdous refuse to repair or redecorate the damage – it is from a rogue high-speed asteroid which hit their ship while moored to another asteroid, and they leave the mark there as a reminder of how close to death they came.

Adventure Hooks

- Eki saved Errdous' life during a vacc suit failure when they first started working together. As a result, she is submissive to Eki as if the latter had high Vargr charisma. Other Vargr make fun of this, usually resulting in a brawl with Errdous, who is small but a very fierce fighter! Any players making jokes about Vargr hanging their head out the window of the air/raft are likely to get a taste of Errdous' claws too...

S28. MARA – SEEKER (JQ)

Crew: Pilot/Owner Evaeng (Vargr), Pilot Noukhszatho (Vargr), Pilot Noukhghae (Vargr), Engineer Oengkaen (Vargr), Deckhand Ghoeoegz (Vargr), Deckhand Ghoukhae (Vargr).

Passengers: None.

Cargo: 50% Chance of empty; 30% chance of pirated goods from other ships; 20% chance of high value smuggled goods.

Ship: A typical seeker, mostly black but emblazoned with silver stripes along its edges.

Referee: The *Mara* is no seeker but rather a pirate Q-ship; each of its ore bays converted to carry a fighter. Supplementing its triple laser turret (disguised to appear as a single mining laser), these fighters allow the *Mara* to take on most traders and win. The ship has just enough cargo space to take on the most choice pirated goods or – when piracy is difficult – to smuggle drugs or other high value goods, sold on by other Vargr pirates. However, the greatest prize is a captured ship. Once the crew are subdued, Evaeng somewhat randomly decides whether to put them out the airlock or keep them (in case they are needed to explain some novel aspect of their ship). Whatever happens, one of the fighter pilots flies the ship to a remote moon where its identity can be altered, ready for selling on.

Adventure Hooks

Ghoeoegz is not the brightest Vargr but is desperate to prove herself better than her fellows. She believes selling pirated goods for a higher price than Noukhszatho is a good way to do this. She approaches the players trying to sell them Highleaf drug (illegal on this world), either because the players have their own ship and appear to have money, or because she has mistaken them for such a trader. The players may make a quick buck (Ghoeoegz has underestimated its value by a factor of 10!) or may gain credit with the local law by co-operating in a sting operation on the *Mara* crew.

TRADERS

Traders – both small and large – are vital to carrying the trade that Cleon himself declared to be the lifeblood of the Imperium.

T1. RACKHAM'S RUNNER –

FREE TRADER (A)

Crew: Pilot Johan Gorrec, Navigator/Purser Kriss Raynirji, Engineer Gina Lokhav.

Passengers: 0-2 High passage, 1-6 middle passage, 0-8 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount (to avoid taxes).

Ship: A standard free trader, marked in rather worn grey and russet bands with white lining around key components such as the drives, turrets and bridge viewing ports.

Referee: Usually operating off the main shipping lanes, taking whatever cargo and passengers he can, Johan prefers to keep things legal, but occasionally bends rules by recording less taxable goods in his manifests than the ship is actually carrying, to ensure customs do not take too much of his profits.

The outside of the ship may need some tidying, but the passenger quarters are in good condition and two cabins are particularly well kitted out to attract high-paying passengers.

Adventure Hooks

- Kriss is a good navigator but also an alcoholic. Johan keeps him sober on the ship, but when in port Kriss sometimes relapses. The players may encounter him slumped in a gutter (drunk) or being thrown out of a night club for disorderly behaviour. He may even approach them for money when his credit runs out at a bar. Johan will be very grateful to anyone helping Kriss safely back to his ship.

T2. TIDE IS TURNING –

FREE TRADER (A)

Crew: Pilot Khe Arshi, Navigator/Purser Natalia Ballan, Engineer Vincent Brown.

Passengers: 0-2 High passage, 3-6 middle passage, 2-8 low passage.

Cargo: Standard cargo.

Ship: This trader has various shades of aquamarine and turquoise in waves across its surface, with several advertisement panels showing the well-appointed cabins within.

Referee: The three crew have been friends since merchant academy and are inseparable. Though they are not related, they treat each other like siblings (for example, Khe and Vincent are very defensive about any man who gets too interested in Natalia).

Adventure Hooks

- The players should have had some reason to interact with the *Tide Is Turning* crew at a previous time. The ship has now been taken over by Purple League terrorists who have tied up the crew in their quarters. They landed the ship innocently enough on this frontier world, but have set the power plant to cause a critical overload in about ten hours. The resulting explosion will cause massive damage and loss of life across the starport. The players should have the opportunity to notice the *Tide Is Turning* is in port and attempt to make contact, but the 'crew' (the terrorists) will politely deter them. The players should realise that something is wrong and investigate. If they do not get the hint, then help them – in a subsequent call to the ship, they might hear Natalia cry out in the background and be painfully silenced, or Vincent may find a small radio in his stateroom and manage to send out an SOS. If the players do not save the day, then do not wipe them out – merely ensure the resulting explosion causes a lot of damage, delay, loss of cargo, etc.

T3. SUNWISE STAR –

FREE TRADER (A)

Crew: Pilot Jacque Kriseu, Navigator/Medic Sean Kirk, Engineer Mike Thornton, Steward/Gunner Julie Briggs, Steward/Purser Glen Kwouk.

Passengers: 0-1 High passage, 3-8 middle passage, 1-8 low passage.

Cargo: 65% Chance of standard cargo; 10% chance of empty; 25% chance of accidentally mis-documented cargo.

Ship: A grey hulled trader with a visually hypnotising silver-blue pattern traced across its hull.

Referee: Any ship's engineer will quickly work out that the hull pattern simply traces the layout of the ship's jump grid – but the pattern has an unusually pleasing effect to the human eye.

A very average crew with a below-average purser means the *Sunwise Star* is losing money, through inept maintenance, poor choice of trade routes and bad book-keeping. Jacque's heart is in the right place, but even dropping prices for passage and shipping has not helped.

Adventure Hooks

- The players happen to overhear broker Mel Chandler berating Jacque for the late delivery of a cargo of highly perishable Springor fruit by the *Sunwise Star*. She ignores his pitiful excuses and refuses to sign off the shipment until he reduces the original price a further 10%. At that point, customs officials turn up to investigate erroneous shipping documentation from Glen and decide to impound all of the ship's cargo. This may merely add colour to the players' day (and highlight the cut-throat nature of interstellar trading), or may involve them more directly. Jacque or Glen might approach the players looking for assistance with the customs paperwork, or perhaps as an intermediary who could bribe customs into releasing their cargo. Alternatively, Mel might hire the players to bribe or steal the cargo out of the *Sunwise Star's* parkbay before customs ship it to their holding warehouse. As a further complication, it may turn out that Glen did not read the shipping instructions correctly and has been storing the fruit at the wrong humidity, which has ruined much of the shipment...

T4. SHARDAM – FREE TRADER (A)

Crew: Pilot Patricia Peters, Navigator/Purser Tom Parks, Engineer Robert Fugat.

Passengers: 1-3 High passage, 3-8 middle passage, 1-8 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: This ship's white hull is absolutely covered in black script of various styles, spelling out quotes from famous books and poems.

Referee: The ship's hull design reflects Patricia's fascination with printed literature – she collects ancient first edition books from across the sector. Working with a small crew means three staterooms are freed up for extra passengers – these cabins have been upgraded for high passage customers.

Adventure Hooks

- The players may realise they can get a very good deal when trading with Patricia if they can locate some appropriate ancient tomes with which to sweeten the deal. However, she is fussy as to which books she collects and is an expert so will spot a forgery.

T5. SILVER BLADE – FREE TRADER (A)

Crew: Pilot Martin Oasis, Chef/Owner Chris Black, Chef/Purser Sabrina Black, Engineer Miani Catal, Steward Anna Sawyer.

Passengers: 6-8 High passage.

Cargo: Finest food and drink.

Ship: This ship is dark green with gold insignia around its sides proclaiming it to be the Silver Blade Gourmet Emporium.

Referee: Operating between several wealthy agricultural worlds, the *Silver Blade* has a dual role. It spends up to a month in each port, acting as a very exclusive and expensive restaurant serving 'delicacies from the furthest reaches of the Imperium' in its huge dining room which fills part of the hold. Another section of the hold houses the extensive kitchen in which the renowned Black twins (brother and sister) prepare meals. When the ship departs a system it carries wealthy clients who pay over-the-odds to travel in luxury with divine cuisine throughout the trip.

Many larger cruise lines have tried to tempt the Blacks to 'jump ship', but they prefer the freedom of the *Silver Blade* and catering for only the most select clientele. They also double as the ship's pursers, buying the best quality food and drink on each world, using some in their own dishes, storing some in their cellar (the unconverted remainder of the hold space) and selling on the rest at the next world (for a healthy profit).

Adventure Hooks

- The Blacks will pay very good prices for any rare or unusual foodstuffs the players might have in their cargo.
- The Blacks ask if the players will be visiting a world which has a rare spice – they will pay a great deal if the players can bring back a kilogram of the spice with them, as the *Silver Blade* cannot afford the time to divert via that planet.

T6. JUST JOLLY – FREE TRADER (A)

Crew: Pilot Ling Benning, Purser/Medic Keith Herring, Deckhand Ade Crul, Engineer Terri Jigar, Steward Shirley Crul, Steward Sheryl Crul.

Passengers: 0-1 High passage, 4-8 middle passage.

Cargo: 95% Chance of standard cargo; 5% chance of small smuggled goods in crew's personal baggage.

Ship: A relatively new ship with the latest design of drive plates and a shiny red paint job.

Referee: Sheryl and Ade are raw recruits, pulled in at the last minute for this trip because the usual crew fell ill. In desperation, Ling accepted an offer of help from Shirley Crul, who recruited her sister and brother. Their only experience is in a fast food restaurant at the starport.

Adventure Hooks

- Ling cannot wait to get the helpful but incompetent pair off his ship once his normal crew have recovered from their illness. However, the youngsters now have a taste for travel and try (with increasing desperation) to get working passage aboard other ships until eventually they arrive at the players' ship...
- The *Just Jolly's* low berths suffer a major fault making them unusable. Terri is unable to fix them (either through lack of expertise or equipment) and calls upon the players, either because they have a suitably skilled engineer, or the equipment or parts that he needs.



T7. SUPREME PINK –

FREE TRADER (A)

Crew: Pilot Dishu Irlish, Purser Ir Irlish, Medic Khum Amkurmu, Engineer Gagarmi Idir, Steward Ash Agniighuu.

Passengers: 11-16 Middle passage, 3-8 low passage.

Cargo: Standard cargo.

Ship: As pink as its name suggests, this ship is covered in pictures of traditional toys, from fluffy bears to chess sets.

Referee: Dishu and Ir love children but – despite much medical intervention – have not managed to have any of their own. Spurning adoption or surrogate mothers, they decided to specialise in transporting children. They hired expert medic Khum and child-friendly steward Ash and have equipped the staterooms as super-cuddly double-bunk rooms, each themed from star travel to pink fluffy rabbits, and filled with an array of traditional toys, as well as educational and fun computer games. Some children travel with their parents or minders, but often lone children need to cross space. The *Supreme Pink* crew ensure the children are very well treated and have a wonderful trip.

Adventure Hooks

- While carrying Shea (age 12) and her brother Eril (age 8), Khum became concerned both were withdrawn and showing signs of mistreatment. The maid (Khira Morgan) accompanying the children tried to prevent Khum from examining them, but using Ash as a distraction she did so and concluded that both had been severely abused. On arrival at this starport, the children and maid were swept off by their noble parents (Erin and Ursula Meshurkig) who travel regularly between their estates on two neighbouring worlds. The *Supreme Pink* crew decided that trying to lodge a formal complaint could get them caught in a lengthy legal procedure; instead, they ask the players to track the children and check whether their abuse is due to the maid, their parents, or someone else back on their homeworld.

T8. BEAUTY'S BEAST –

FREE TRADER (A)

Crew: Pilot Kimi Shasku, Navigator Paddy Oliver, Purser Martin O'Donnell, Engineer Khu Sukurg, Engineer/Gunner Ushmaa Iziekaar, Steward Ede Kaug.

Passengers: 3-18 Middle passage, 2-8 low passage.

Cargo: 80% Chance of standard cargo; 15% chance of poorly documented cargo; 5% chance of illegal cargo.

Ship: A worn, tarnished rust-brown ship with dirt streaks and scorching around its drive plates.

Referee: Kimi is the daughter of Uguin Shasku, a local noble who owns a large share of several local businesses and a shipping company. Desperate to make a name for herself, she reluctantly accepted her father's money to get through

Merchant Academy and buy *Beauty's Beast*, crewing it with fellow graduates. Kimi is quite a good all-round merchant but her shipmates frequently demonstrate their inexperience. Kimi is continuously frustrated, feeling she could do each of their jobs better, yet not wanting to intervene for fear of offending her crew, hoping that gently mentoring will help each of them develop into the roles.

Adventure Hooks

- The players have a cargo that Kimi wishes to buy (or vice-versa). Though she is an able trader, her father is watching over her to make sure that she succeeds, and sends a few 'heavies' to encourage the players to give her a good price. The players might think Kimi is behind the threats and accost her – oblivious to her father's interference she will claim innocence but, after a suitable time, will realise what's going on. She apologises to them, goes to tell her father to leave her alone, and returns to complete the deal in an honest manner.
- As above, but Uguin does not appreciate being told off by his daughter. His over-zealous right-hand man (who has hated Kimi since she rejected his amorous advances) decides she should be taught a lesson – it is up to the players to conveniently intervene and save her...

T9. IN THE GROOVE –

FREE TRADER (A)

Crew: Pilot Karbuu Nulemai, Navigator Nia Kharashila, Purser Arra Zuurkiglu, Engineer Alfred Grand, Steward Scandia Rushorin.

Passengers: 3-8 Middle passage, 2-8 low passage.

Cargo: 80% Chance of standard cargo; 15% chance of poorly documented cargo; 5% chance of illegal cargo.

Ship: Once a pale purple with silver outlines, this ship is now battle-scarred, tarnished and dirty.

Referee: This ship was already down on its luck when it ran into pirates. When the crew refused to hove-to, the pirates put holes in its starboard turret and crew quarters, the latter killing the purser and steward. A lucky missile hit from *In The Groove* was sufficient to drive off the pirate, but the damage was done.

Adventure Hooks

- The players encounter *In The Groove* as it comes back into port after the pirate attack. All spacers in port are invited to the funerals (and many attend). Karbuu appeals for any help (financial or technical) his fellow traders can spare – perhaps the players can chip in too. Karbuu will remember his benefactors and pay them back twice over. Nia will recruit Arra and Scandia as new crew (unless the players are up for the job), while Karbuu seeks a further bank loan to finish patching up the ship.

T10. GALERIDER –

FAT TRADER (A1)

Crew: Pilot Guido Tarn, Navigator/Owner Nerissa Rago, Purser Deel (Bwap).

Passengers: 2-7 Middle passage, 0-4 low passage.

Cargo: Standard cargo.

Ship: This ship's slightly worn and shabby appearance indicates it is probably quite elderly but some caring engineer is clearly trying to keep it spaceworthy as the thruster plates, airlocks, turrets and landing gear all gleam as though recently serviced.

Referee: Nerissa has spent some years paying off the loan on her ship but most of her profits go into keeping the *Galerider* spaceworthy. Although the crew would never compromise safety, they do cut corners on 'unnecessary niceties', including cosmetic details such as wear-and-tear on the cabin furniture, fresh food, etc. As a result, the ship can never attract high passage travellers.

Without a doubt, the ship's saving grace is Deel, the Bwap purser. With the attention to detail (and legalities) his race is famous for, Deel smoothes every transaction, from passenger and cargo assignments to docking permits and fuel payments. Without him, *Galerider* would have trouble making ends meet.

Adventure Hooks

- The search is on – Deel has gone missing and Nerissa will do anything to get him back. She has no idea where he has gone but she will pull in any favour she can (including calling on the players) to find him. The last she saw, Deel he was off to secure a somewhat profitable deal for the ship – crates of energy packs which are in short supply on several adjacent worlds and thus demand a huge premium. One of Nerissa's competitors (perhaps the *March Dreamer*) decided to ensure their success in negotiating for the shipment by getting a couple of their crew to abduct Deel, tie him up and lock him in a hotel room. However, as soon as they got the cargo they left planet, and did not bother to release Deel. The room was rented for a week with cash, but the players should be able to help Nerissa find Deel and track down the perps.
- As above, but the competition hired third-party armed heavies who are sitting in the hotel room with Deel and are somewhat trigger-happy...

T11. HARD TACK –

FAT TRADER (A1)

Crew: Pilot Fos Richmond, Navigator/Purser Naka Shuur, Engineer Smedley Forsythe-Meurg, Steward Rianna Bevan.

Passengers: 0-1 High passage, 3-7 middle passage, 1-4 low passage.

Cargo: Standard cargo.

Ship: A matt-black trader ringed by a holo-necklace of sparkling gems.

Referee: Naka has an eye for the finer things in life, be they new clothing fashions, jewellery or the latest in leisure gadgets. Fos learned to indulge her whims and she was so successful that he now focuses the ship's trading primarily around these goods, often running with his hold half-full but carrying the right goods to the right planet at the right time to make a reasonable profit.

Adventure Hooks

- The players notice a man furtively following Naka through startown while she goes about her business. If they follow too, it becomes clear that she is ordering trade goods – mostly valuable-looking objects – and the man uses a radio to report in each time she places an order. If the players intercept the man he will claim he is doing nothing illegal (which is true) and call the police if he feels threatened – pick a crewman from one of the other traders in this book. If they warn Naka of her watcher, she will be thankful, but shrug him off as a hopeless competitor. Provided the players are friendly, they should pick up some useful tips from her concerning new fashions on neighbouring worlds from which they could make some money themselves if they are quick to pick up similar goods before their competitors.

T12. MOTHER MAYBELLE –

FAT TRADER (A1)

Crew: Pilot/Owner Rob Driss, Purser/Chef Karin Uariishim, Engineer Anakin Varn, Steward/Medic Triss Seber.

Passengers: 1-6 High passage, 1-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: A slightly more bulbous body shell than a typical trader, with heat-sensitive hull surface that glows gently with blues and reds as its surfaces cool down after landing.

Referee: Rob manages to keep his ship's profits in the black by upgrading all the staterooms to luxury class and taking only high passengers. He focuses on the larger trade routes where many richer people need passage but some prefer the privacy of a small ship to the gaudiness of a liner.

Rob has recruited an excellent chef (who also doubles as purser) and competent steward to ensure his customers enjoy their flights.

The *Mother Maybelle* is frequently booked by small groups – a band of business travellers, a stag or hen party, or a celebrity with their entourage. Where appropriate Rob can lay on extra entertainment for customers, filling any spare staterooms with whatever delights they fancy – be they magicians and comedians or companions of the opposite sex.

Adventure Hooks

- The players encounter a couple of Rob's female business passengers in trouble in a bar. They are accompanied by a couple of handsome companions from the *Mother Maybelle*. Unfortunately the locals picked up on a misplaced comment from one woman concerning the source of the two men – since prostitution in any form is strictly illegal on this world, the locals confronted the two men, whose muscular physique belies their total lack of combat training. The players could see the fight start or have one of the women run into them in the street being pursued by a small group of angry locals. If the players help defend the passengers and get them back to the *Mother Maybelle*, Rob will be very grateful and the two women will pay them (partly in thanks, partly to secure their silence). However, the players might then find themselves on the wrong side of the law... If the police were called to the fight, the *Mother Maybelle* might get impounded and Rob might call upon the players as witnesses for his defence. He might ask them to lie and claim to know the companions to be *Mother Maybelle*'s crew or perhaps even passengers on the players' ship in order to avoid any charges of prostitution.

T13. LONGHAUL – FAT TRADER (A1)

Crew: Pilot Benni Franks, Navigator Angie Cromer, Engineer Kiel Locarro, Engineer Geena Florence.

Passengers: None.

Cargo: Waste.

Ship: A stained brown ship, its cargo locks outlined with heavy black and yellow hazard striping.

Referee: Due to certain religious beliefs held on this planet, local law requires waste from all off-world sources to be disposed of away from the planet. This includes any direct waste from off-worlders and anything imported from off-world, from the left-over core of an off-world apple to the bio-wastes of visitors who cross the extrality line. The *Longhaul* has a long-term contract to ship these wastes off-world and launch them towards the sun (the locals will not accept waste sitting out in space, in case it finds its way back to the planet). Though most waste containers are sealed, some is simply compacted trash. The ship, and crew, have all acquired a certain aroma which is noticeable even at a distance.

Adventure Hooks

- The *Longhaul* crew have a poor lot in life and correspondingly poor skills, both shipboard and social. They show no respect to other spacers, flying dangerously and dumping their waste indiscriminately in the rough direction of the sun. Fortunately, space is big, and ship sensors usually detect the containers in time to avoid collisions. The players' ship may encounter such a container, be buzzed by the *Longhaul* coming in or

out of the port, or witness another trader crew coming to blows with the *Longhaul* louts over such a near miss.

T14. EMPRESS NICHOLLE – FAR TRADER (A2)

Crew: Pilot/Navigator Ludo Ralesh, Medic/Purser Lauren Ha, Engineer Sophie Kiishae.

Passengers: 1-6 Middle passage, 3-4 low passage.

Cargo: 85% Chance of standard cargo; 15% chance of illegal goods.

Ship: An old ship with a stained sky-blue paint job, showing wear and damage to its sensor domes and engine cowlings.

Referee: Although her drives are rated as Jump-2, the *Empress Nicholle* has not managed anything other than Jump-1 for several years. A combination of expensive spare parts and refits in out of the way locations have conspired to keep her engines running at their degraded level. Ludo is getting desperate, leading him to take any opportunity to acquire enough money to refit her engines. One of the passenger rooms is currently in too poor a state to be used.

Adventure Hooks

- Sophie is an expert engineer and desperate to prove herself to Ludo (whom she loves, though he is too wrapped up in his ship to realise this). She is a fairly skilled gambler and when a port contact told her of a high stakes game with rich gamblers who were not too competent, she took the ship's cash and bet it all on winning enough to buy new engines. However, it turned out to be a sting and she lost everything. The players may find her in a gutter, drunk out of her mind or perhaps they have the opportunity to intervene and prevent her potential suicide. Whatever the opening, once they learn of her misfortune they have the opportunity to help her get back the money before Ludo finds out.

T15. EMPRESS HELENE – FAR TRADER (A2)

Crew: Pilot/Navigator Jon McQuade, Computers/Purser Tyukti (Aslan), Engineer Graeme Palde.

Passengers: 0-1 High passage, 1-6 middle passage, 1-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: This ship has well-worn camouflage markings contrasting markedly with several cheap holo pads along its sides advertising its luxury staterooms and cut-price cargo shipping rates.

Referee: The *Empress Helene* was commandeered for several years by the in-system forces of the local military dictatorship and converted to be a troop landing ship. This involved replacing her front cargo ramp with a fixed, forward-firing rocket mount. From the outside, the ramp looks normal

and when the ship was decommissioned the crew bribed the authorities to let them keep the launchers as an anti-pirate defence.

The advertising on its side is a little misleading. Only one cabin is up to the luxury standard shown and their cargo rates are only lower when you sign up for a regular shipment contract.

Adventure Hooks

- The players may wonder why the *Empress Helene* only loads cargo through her side hatches. Even should they find out about the ship's extra defences, McQuade has all the appropriate legal certification for them. Depending upon the players' approach he may simply be amused at their inquisitive nature or they may annoy him sufficiently that he calls in the police to deal with them 'snooping around his ship'.

T16. EMPRESS MARAUDER – FAR TRADER (A2)

Crew: Pilot Gregor Vandal, Owner Brad Berry, Engineer Marya Beganaadi, Purser Sam Patram.

Passengers: 0-1 High passage, 1-6 middle passage, 1-4 low passage.

Cargo: 75% Chance of standard cargo; 25% chance of empty.

Ship: Striped green and blue, with a gold crest (including a pouncing snowcat, several arrows and a skull) emblazoned on its sides and – much smaller – on each airlock.

Referee: Brad was the hero of the *Across the Seas of Light* holo series concerning a brave lone trader exploring unknown systems, fighting aliens, living on a knife edge, and so forth. However, it is ten years since the last episode was made and though the programme is a popular re-run, the handsome lead actor (Antonio Sander) is now somewhat overweight and balding. In a misguided belief that he can make a living emulating his screen-self, Antonio changed his name to Brad, spent his remaining fortune on a down-beat trader, put his alter-ego's crest on it and hired a crew. He persuaded his manager Sam to join him, but then ignored Sam's advice, and hired some young, enthusiastic, but totally incompetent crew.

Adventure Hooks

- The players may receive a Mayday call from the *Empress Marauder*, floating in space because of engine failure (due to Marya's ineptitude). Being players, they will no doubt suspect a pirate trap, especially when hailed by Captain Berry – who no longer resembles the holo hero whom the players should remember. Assuming the players lend a hand, Brad will blame his problems on a stray asteroid hit (though there is no signs of such damage on his ship) and talk for ages about how he has heroically kept up morale, saving food in case they

were marooned in space. In reality, they have only been drifting for a day, but Brad's passengers are already tired of the crew's poor service and Brad's anecdotes and will take any opportunity to get transferred to the players' ship! Even Sam might decide it is time to jump ship...

- The players find Sam trying to drag Brad out of a bar before the real spacers there lynch him for his totally incredulous heroic anecdotes.
- The players are on Brad's ship (with a few NPC passengers) when it suffers engine failure, marooning it on a backwater planet. Brad's bungling attempts at heroism, his insistence that he provide morale-boosting leadership, and his crew's ham-fisted attempts to fix the ship provide endless possibilities for comedy!

T17. WHITE O' MORNING – FAR TRADER (A2)

Crew: Pilot Samantha Niles, Navigator/Purser Ian Kurshamu, Engineer Ku likhar.

Passengers: 6-7 Middle passage, 2-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: A standard small trader.

Referee: Often operating off the main trade routes, Samantha is very flexible concerning size of cargo, combining smaller shipments where her rivals might not be able to carry them efficiently, and using her brother Loren (see *Run For Cover*) to carry on smaller cargos beyond her normal operating area. Sam works hard with her purser to ensure they have full staterooms every trip, even if that means she has to offer last-minute discount fares.

Adventure Hooks

- The *White O' Morning* is a potentially cheap means of players getting interstellar transport without resorting to low passage. If the *White O' Morning* has few passengers but urgent cargo that Sam needs to ship out, she may drop middle passage rates to as low as Cr. 3,000 just to fill up the ship with paying passengers.

T18. DANNEHUR'S DREAMER – FAR TRADER (A2)

Crew: Pilot/Owner Tor Dannehur, Navigator/Medic Sandra Dannehur, Engineer Ferian Alerzi.

Passengers: 0-2 High passage, 1-6 middle passage, 0-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: A shining silver trader, which appears to be very well maintained and cared for.

Referee: Tor is actually the aged adventurer Beren Green, whose daring exploits earned him wealth and fame, and a beautiful noble wife from the Issian family. However, he grew weary of trying to find the next great adventure and

she hated his long absences, so he announced they were off on the 'greatest endeavour yet' and then disappeared mysteriously into space.

Rumours abound of their current whereabouts, ranging from death in a misjump to ending up as king and queen of an (as yet) undiscovered Eden-like world. The reality is that they switched ships in space, used minor surgery to change their appearances slightly, and headed off to a more relaxing life as traders. Their combined wealth allowed them to buy *Dannehur's Dreamer* outright and finance it for the rest of their lives (they indulge in speculative trading only because they find it an interesting challenge and it allows them to continue travelling between worlds, interacting with the local cultures).

Another indulgence is the pseudo-bio android Ferian, who is an expert in just about every ship-related technical field and ensures *Dannehur's Dreamer* is impeccably maintained. Ferian looks human and is programmed to simulate emotions but is not a genuine A.I. and only ventures out of the ship with one of his masters, who ensure his true nature does not come to light.

Adventure Hooks

- Tor still misses the thrill of adventuring, but Sandra will not stand for him doing anything risky himself. His knack of finding out when something interesting is going down is as good as ever, but he now acts as a generous patron to whichever group of adventurers intrigues him, passing on useful information to them with the proviso they return and describe their exploits when the mission is completed. Tor is thus an excellent means of providing links into other adventures for your players...

T19. FAIR ROSAMUND – FAR TRADER (A2)

Crew: Pilot Isobel Limii, Medic/Purser Dr. Chanis Deryn, Engineer/Gunner Hal Shadrail, Deckhand Paulo Tyarni.

Passengers: None.

Cargo: Standard cargo.

Ship: An old ship, navy blue with white running lines down either side.

Referee: This is an old ship, at one time owned by the Imperial Navy who converted her for use in an anti-piracy role. Most of her modifications were left when she was sold on to her current owners (optionally, the Navy may pay a small retainer in case they ever need to reactivate her, in a similar manner to Scout detached service).

The two visible turrets appear to mount only sandcasters but these are fake. The ship has two concealed triple turrets (one pop-up and one disguised as a sensor blister) mounting

lasers and missiles. Her engines have been upgraded to give her Jump-3, allowing her to trade with worlds beyond the reach of most local merchants. To carry the extra fuel required, the whole passenger area was sacrificed, so she carries only cargo.

The crew are friendly, but will not openly discuss the ship's secret turrets, or her Navy past.

Adventure Hooks

- If the players need rare trade goods that will make a good profit, the *Fair Rosamund* is often a source of unusual cargos from off the main jump routes. Naturally, these items do not come cheap, but the players may still make a good mark-up when they sell them on. The players will quickly notice that however friendly they get with the crew, strangers are rarely allowed on board (the ship's upgrades are well hidden, but Isobel likes to ensure they remain a secret).

T20. TUX – FAR TRADER (A2)

Crew: Pilot/Navigator Sharsha Gilimargi, Engineer Shi Arzal, Steward Guerkuur Dushipshi.

Passengers: 3-6 Middle passage, 1-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: A dark blue hull forms the backdrop to animated holograms of the ship's current routes, ticket and shipping prices. A large white penguin is painted on the ship's nose and small holo-penguins appear beside each airlock, making welcoming gestures.

Referee: For some years, Erlukar was a naturalist (and once flew with Bry Skeypot of the *Spike*). He loves Terran birds and particularly penguins, hence his ship's insignia. Each passenger cabin is themed – jungle, arctic, forest, sea, desert and swamp – with décor to match.

Erlukar is a striking man, recognisable by the red fez which (according to rumour) he wears even when in bed. He is a good ship's master, respected by his crew. He takes great pride in his trading skills and ensuring his clientele receive excellent treatment onboard the ship.

Adventure Hooks

- Erlukar is a good man, but his strong Vilani bloodline and upbringing means his crew are all strictly Vilani blood and though he accepts most passengers, he will not trade with, nor carry Vargr or anyone who might be construed as a Solomani extremist (he regards such races as having caused undue problems to the Vilani). If trading with the players, Erlukar may appear unusually interested in their backgrounds and, should any of them appear to have unsuitable family history, he may quite rudely break off negotiations.

- A group of Solomani historians, travelling throughout the Imperium, had booked passage on the Tux but on boarding the ship turned out to be too radical for Erlukar's liking. Dumped back in the starport, they are now desperate for passage onwards in order not to miss a connecting flight on the next world. They will therefore be willing to pay good money to charter the players' ship.

T21. CITY OF SAILS – FAR TRADER (A2)

Crew: Pilot/Navigator Dlan Viras, Owner Margaret Adair, Engineer/Steward Tanya Dulor, Steward Hugh Evol, Steward Marian Rif.

Passengers: 3-6 High passage.

Cargo: See below.

Ship: This ship is white from nose to tail except for a silver sailing ship emblazoned on each side, riding over a sea of stars.

Referee: Specialists in mortuary services, the *City of Sails* offers an exclusive deal to the rich, carrying bereaved out to recover the body of their loved one (if death occurred on a different world) or transporting their bejewelled coffin on a golden dais in the passenger lounge (on constant view to the mourners travelling with it), to the planet upon which the deceased wished to be buried (or ashes scattered). The ship operates both in-system (if multiple worlds are inhabited) and between systems. Its cargo space is mostly taken up by the stored coffins, tombstones, and other mortuary paraphernalia. In deference to the dead it carries, the *City of Sails* mounts no armaments.

The cost for a funeral cruise is up to MCr. 1, more than offsetting the lack of cargo revenues. Margaret has chosen top class stewards to ensure mourners get a high quality service.

Adventure Hooks

- Marian has found some widowers are willing to pay quite a bit of cash for consolation in their time of sorrow. One rich elderly widower Tomas McKinsey fell in love with Marian on the two week trip to fulfil his dead wife's wish to be buried on an ice asteroid at the edge of the system. Marian was very pliant while on the ship but once Tomas disembarked she refused any further communications. His emotions in turmoil, McKinsey hires the players to get a message to her (in person) asking whether she will marry him. If the players can bluff their way on to the ship and talk to Marian they will find she genuinely liked McKinsey, but has been locked aboard the ship by Margaret, who is concerned the bad press such impropriety might cause. On hearing this, McKinsey will ask the players to 'rescue' Marian from the ship...

T22. SONG OF DAINI – FAR TRADER (A2)

Crew: Pilot Jacque Berstein, Engineer Tina Sauger, Medic Amber Viskovian, Vet Andy Argent, Vet Jasmine Frou, Vet Vanessa Angstorm, Vet Marie Jefferson, Vet James de Rossi.

Passengers: None.

Cargo: See below.

Ship: A pale blue ship with several widely recognised white and red medical insignia along its sides.

Referee: The *Song of Daini* provides a highly skilled mobile veterinary service, covering everything from treatment of ill or injured livestock to genetic lineage mapping for valued pets. The ship's hold area has been divided into a high tech laboratory, operating room and four specialised holding pens, each of which can be adapted to provide whatever environment (atmosphere, gravity, etc.) is required to carry a creature. One week it may carry rare acquisitions for a zoo, the next trip commercial breeding stock and gene banks.

The passenger staterooms are used by the veterinary team, but occasionally the ship carries a locum specialist, or a carer for a high value pet.

Adventure Hooks

- The *Song of Daini* is passing through port carrying an exceptionally rare pair of breeding Arthusian antelopes. A local billionaire desires these creatures for his personal zoo collection. He hires the players to steal the two creatures from the *Song of Daini*. Alternatively, thugs snatch the creatures and the players either see the attack on the ship, or are subsequently hired by the *Song of Daini* crew to investigate the incident.

T23. CLAN ROYAL – FAR TRADER (A2)

Crew: Pilot Glis Zeig, Engineer Deborah Holdeck, Navigator/Purser Lester Taguf.

Passengers: 0-1 High passage, 3-6 middle passage, 2-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: Painted in red and blue tartan, this trader has silver-edged fins.

Referee: This crew marks itself out by the kilts they wear both in public and private.

Adventure Hooks

- Deborah is somewhat inexperienced, but optimistic and enthusiastic. The *Clan Royal* suffers intermittent electronic faults in its passenger entertainment systems.

Deborah has been trying to fix the problem for several weeks; if any player appears suitably skilled she will ask if they could help her out – she will be very grateful if they can finally sort out the problem, as her apparent ineptitude is becoming rather embarrassing.

T24. RORRTHEON –

FAR TRADER (A2)

Crew: Pilot Faerzdhu (Vargr), Co-Pilot/Navigator Duzoets (Vargr), Engineer Sosfak (Vargr), Steward/Gunner Rerrgfue (Vargr).

Passengers: 3-6 Middle passage, 2-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: This ship is unusual for its class, having a number of sharply swept fins added and a hideously gaudy multi-colour paint job.

Referee: The Vargr who own this ship have fitted it out to their particular liking. It is well equipped internally and they are a competent crew, but the internal décor matches the external appearance, so they rarely find humans willing to take passage on their ship. The crew are very sensitive about humans who stereotype all Vargr as pirates or layabouts. They work hard to make an honest profit running their ship and will fight fang-and-claw to defend its good honour.

Adventure Hooks

- After the *Rorrtheon* crew defended their honour in a bar brawl against arrogant human youths, the latter try to get their own back by posting a package of drugs to the ship and notifying the authorities. The Vargr are not permitted to leave their ship while the matter is investigated, and are losing money every hour that they are trapped in port. They suspect the youths are behind this, so ask the players to find the trouble-makers and persuade them to confess. If the players can help out, their effective standing among Vargr will be raised significantly in the eyes of any other Vargr they encounter. However, the fickle nature of Vargr loyalties means the *Rorrtheon* crew will not consider themselves in the players' debt for more than a few months.

T25. CULRUA MIST –

FAR TRADER (A2)

Crew: Pilot/Navigator Mike Fharnas, Engineer Griff Salinas, Steward/Purser Nancy Mora.

Passengers: 3-7 Middle passage, 1-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of smuggled goods.

Ship: The skin of this trader has a beautiful mountain scene painted across it. Holo-projected rivers fall from dramatic waterfalls and flow off the edges of the ship.

Referee: Usually operating off the main trade routes, the *Culrua Mist* is a reputable ship with a hard-working crew.

Griff is the owner and refuses to answer to any name except Chiefy. He has been there, done it, fixed it, bought the T-shirt, and got beer and grease on it. He refers to non-engineering crewpersons as deck ornaments, which occasionally leads to heated bar brawls, hence his missing two front teeth (he does not see the need to get them replaced or re-grown).

Adventure Hooks

- Chiefy is a good contact for anyone who needs advice for an engineering problem, though he disdains helping those who dare to assume they know more than him, while often spending hours re-building a key engine part for a young engineer who displays a genuine interest to learn, and who shows Chiefy appropriate respect.

T26. CARNDALE –

FAR TRADER (A2)

Crew: Pilot/Navigator Matt Buchan, Engineer Harvey Romeda, Medic/Owner Cosmo Radbrik, Medic Sally Wallis, Medic Rab Muntaner, Medic Maria West.

Passengers: 0-2 High passage, 2-12 middle passage, 3-18 low passage.

Cargo: Medical stores.

Ship: Covered in an interlocking pattern of white and red crosses, a gold serpent twined on a staff is emblazoned on each side.

Referee: The *Carndale* is a travelling medical ship used for emergencies (such as plague or natural disasters) where there are insufficient local resources or technology. Between incidents, the ship acts as a high cost private surgery, handling both pre-booked and walk-in patients. Its cargo bay has been out-fitted with extra staterooms and low berths for patients, two operating theatres, isolation areas and a laboratory. The medical staff are the best that money can buy (and Cosmo charges his clients accordingly). Each medic has their own speciality; Cosmo – surgery, Sally – virology, Rab – xenobiology, Maria – neurology.

Adventure Hooks

- The players are caught up in a local disaster, air-crash or similar, and have to be treated by the *Carndale's* medics – who seem angelic until the bill arrives for their services.
- The locals are suffering a terrible plague, but only the richest citizens can afford vaccination or treatment from the *Carndale*. Some locals decide to stone the ship – this turns out to be a distraction while their compatriots try to break into the ship and get the vaccine. The players might be hired by the locals to help, hired by the *Carndale* as security, or perhaps be infected themselves but not have sufficient cash to pay for the vaccine.
- The *Carndale's* surgery options include cosmetic surgery but, for an exorbitant fee, Cosmo himself does full identity makeovers, including providing a contact who can create false backgrounds and new ID documents.

- The *Carndale* is carrying plague patients in its low berths, for treatment at a high tech hospital on this world. However, one of the crew gets infected (from contact with a patient or clumsiness in the laboratory) and starts spreading the infection around the starport. They might even bump into one of the players before they start showing symptoms and the entire port is closed down for quarantine!

T27. TILRUILR – FAR TRADER (A2)

Crew: Pilot Hkariyrl (Aslan), Purser Yuwyokh (Aslan), Engineer Stiiseal (Aslan).

Passengers: 0-3 High passage, 2-5 middle passage, 1-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo classification, due to confusion between Aslan and Imperial laws.

Ship: A brown and gold trader with various Aslan insignia and famous Aslan poetry.

Referee: Usually operating off the main, the *Tilruilr* crew are relatively lowly members of the Woa'yosel clan, sent out into Imperial space to find interesting delicacies and equipment to bring back to their homeworld. The ship is a standard human trader but has been adapted inside for Aslan living preferences.

Adventure Hooks

- Yuwyokh is a good purser but sometimes forgets Imperial law and reverts to Aslan methods which can lead to confusion with Imperial and local customs officers. If one of the players is Aslan, or simply an experienced trader, they may encounter all three Aslan in a heated dispute over quarantine rules applying to a shipment of Aslan foodstuffs. The players can earn themselves useful Aslan contacts if they have the skills or diplomacy to help ease the transaction (though the Aslan would prefer not to resort to bribery).

T28. KUUAARNI – FAR TRADER (A2)

Crew: Pilot/Navigator Gigen Gausluka, Purser Adgudush Kush, Engineer Shama Ngarkish.

Passengers: 0-2 High passage, 3-6 middle passage, 2-4 low passage.

Cargo: Standard cargo.

Ship: A golden trader with an unusual array of additional sensor domes around its nose.

Referee: Gigen is an extremely honest operator, skilled pilot and good astronomer. He has patched ex-scout sensors into his systems, significantly enhancing his ship's scan range and sensitivity. He claims this helps his navigation but in reality it is to detect pirates, because Gigen was hit by corsairs twice in his time working for Transystem Starways and has no intention of them getting near his own ship.

Adventure Hooks

- Gigen is always touchy in space – if the players' ship comes too close to the Kuuaarni they will find themselves being swept by Gigen's active military sensors and may be able to detect his weapons powering up. If the players make any threatening moves, Gigen will challenge them on comms and – if they act suspiciously – may even fire a warning shot across their bow.
- The players find Gigen's crew and that of the *Supreme Pink* facing off in the port or a local bar, with Dishu Irish irate that Gigen put a shot near his ship while he was following a legal inbound flight path assigned to him by the port controller. It is up to the players if they want to take sides in the ensuing brawl!

T29. TIME WALKER – FAR TRADER (A2)

Crew: Pilot Arthur 'Art' Moore, Navigator Liza Giel, Engineer Bartholemew Talqua, Steward Jules Davies.

Passengers: 1-2 High passage, 3-6 middle passage, 2-4 low passage.

Cargo: Standard cargo.

Ship: Coloured a burnished bronze, the *Time Walker* has side holo-ad panels displaying its current cargo contents and prices.

Referee: One of the newer acquisitions by Transystem, the *Time Walker* crew do not have a purser but rely upon shipping cargos pre-arranged by local Transystem brokers. To make life more interesting for the crew and passengers, Transystem have sanctioned the use of the *Time Walker* for running murder mystery weeks, amateur sleuthing courses and the like. Art used to be a private investigator and Jules was a police sergeant, so they have a fair depth of experience to draw upon for plots and delight in making the scenarios as realistic as possible.

Adventure Hooks

- During the latest trip, a passenger goes insane, his instability triggered by an overly realistic murder mystery which resembled the death of his wife. Grabbing nearby cutlery he attempts to kill the other passengers and crew. One or more players may be passengers on this ship (or simply experience the results when the ship reaches port). If aboard at the time, the players may become victims or heroes, depending upon how quickly they react.

T30. MARCH DANCER – FAR TRADER (A2)

Crew: Pilot Nirgu Reskulur, Owner Arnold Lytton, Engineer Khai Kagguika, Medic Russell Gill, Gunner Paul Sparks, Steward Kia Gin, Steward Randy Blue, Steward Tamsin Sesh, Steward Shuur Egak, Steward Jeff Strong, Steward Sam Imeurguudii.

Passengers: 4-6 High passage.

Cargo: Passenger luggage only.

Ship: The *March Dancer* is covered in shades of luxurious red and pink.

Referee: The *March Dancer* is a high class brothel. Its entire hold has been converted into high class staterooms and love lounges, catering for pretty much every taste, with a crew of 'stewards' who are highly skilled in satisfying their clients' desires. The upper staterooms are used exclusively by the stewards – clients are not permitted up there. Lytton is a friendly soul who refers to his job as 'people management'. His skilled medic Gill checks everyone has a good but safe time, while Sparks is an expert in martial arts and ensures clients pay up and behave while they are on board. Whatever the local laws, the *March Dancer's* location behind the extralality fence means it is a safe haven for those souls desperate and rich enough to seek its services.

Adventure Hooks

- Prostitution is illegal on this world, but more than one government minister has entertained business partners on the *March Dancer*. However, a few days after his visit, Minister Arnir Plimuur realised he had lost a vital data chip concerning an arms purchase that was being discussed with off-world guests on the *March Dancer*. Too scared to admit his mistake – or the visit – to his own security staff, he hires the players to retrieve the data from the *March Dancer*. He can pay a lot of money, including any costs the players might incur pretending to be clients, and can describe in detail (albeit red-faced) the stateroom and lounges he visited on the ship and the time he spent with Kia. If pressed for information regarding his guests or the content of the data chip, he will refuse to answer and will threaten the wrath of the local security forces if the players discuss it with anyone. Lytton requires a background check on all clients, so just turning up with cash is not enough to get on board. However, if the players buy or sneak their way on board, they should eventually be able to find the data chip – it dropped out of Arnir's clothing into a seam in some cushions in one of the lounges.
- As above, but once the players are hired, the security services start taking an interest in their interaction with Arnir. The minister may be warned that he is under investigation and decides the players are now a risk which should be removed by a couple of ex-special forces 'cleaners' whom he knows.

T31. CONSIDER IT SOLD – FAR TRADER (A2)

Crew: Pilot Mansa Shaka, Navigator/Purser Giles Richie, Engineer Tanya Roseti, Gunner/Steward Kashu Kiza, Steward Terry LaCoste.

Passengers: 0-2 High passage, 4-6 middle passage, 1-4 low passage.

Cargo: Standard cargo.

Ship: Silver with ad panels along its length proclaiming cut-price offers for both passage and cargo.

Referee: Giles was an experienced trader with Galax Shipping, and nearing retirement age when he won the planetary lottery, giving him sufficient money to buy a ship outright. He quickly built up a reliable crew and has spent several years plying the minor trade routes, indulging his wanderlust. Known disparagingly as Lucky Richie, Giles does seem to have had an exceptional run of luck over the past three years.

Adventure Hooks

- Rumour in the port is that Richie's run of luck started after he shipped a mysterious cargo under Imperial guard from a rarely visited outer moon of a nearby system. The latest theory is the shipment contained a powerful mind control device from an Ancient site which attuned itself to Giles and gave him the art of foreseeing the future. It is all twaddle, of course – Giles' luck is just a combination of lottery statistics and other peoples' selective memory for the good things that have happened to him, while conveniently forgetting the bad. However, this does not stop a local crime syndicate from kidnapping Giles and trying to force him to predict the outcome of three major sports events upon which they plan to place huge bets. His crew have their suspicions because they had already noticed a couple of suspiciously friendly women trying to weasel information out of Giles in a bar, but will ask all the local small traders (including the players) to help find Giles.
- As above, but the players see the kidnapping; they might have the opportunity to intervene, or simply have useful observations which could lead Giles' crew to the criminals' base of operations.

T32. DREYUAYE ('FLYING NEST') – FAR TRADER (A2)

Crew: Pilot Urfats (Droyne Leader), Navigator Ayssustist (Droyne Leader), Engineer Ortu (Droyne Technician), Medic Kroaridruayss (Droyne Technician), Steward Uplutsepu (Droyne Worker), Gunner Nusdrenu (Droyne Worker), Gunner Uhipuss (Droyne Sport).

Passengers: 0-2 Middle passage, 5-10 Droyne.

Cargo: Standard cargo.

Ship: A blocky Droyne trader in blue, with its four blade wings in pale green.

Referee: The *Dreyuaye* is a key link between Droyne worlds in this sector, transporting Droyne-specific cargos, messages and individuals (mostly Leaders and Sports) between the oytrips. The main passenger area is a communal nest open to all, but two separate cabins are maintained for humans and other passengers who wish to have privacy while onboard.

Adventure Hooks

- Currently Uhipuss is acting as a gunner on the ship. He is going through a critical change in mentality, uncertain whether he can continue his supposedly family-independent existence. In an attempt to determine his future path, he asks to transfer from the *Dreyuaye* to the players' ship. He is willing to work in any suitably skilled role, and is seeking mainly to spend some months travelling away from his own kind to ensure his casting has not gone awry.

T33. ROAD TO HELL – LOW TRADER (A3)

Crew: Pilot Kia Usmani, Navigator/Computers Eshi Asdege, Engineer/Owner Gediiu Irkaun, Purser/Steward Amnir Umgimlaku, Steward Gau Kaukarki.

Passengers: 6-10 Middle passage, 1-4 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of small amount of illegal smuggled goods.

Ship: A pale orange low trader with archetypal bulbous passenger deck and, unusually, bright orange floodlights bathing its entire parkbay.

Referee: Optimised to fit in more passengers using smaller staterooms, the *Road to Hell* never attracts high passengers and needs to fill most of its staterooms to make a profit.

Gediiu is exceptionally superstitious. Many years ago a 'wise woman' predicted orange would bring him good fortune – whether by luck or some ulterior power, this seemed to be true as he was promoted up the ranks of a merchant corporation and eventually retired with his own ship. Now his ship is orange, he lights the parkbay orange, all trading-related documentation is orange... his crew are happy to have such a competent engineer running the ship and go along with his peculiarities, though his request that they all wear orange was quickly rejected!

Adventure Hooks

- Amnir is earning extra money by smuggling illegal goods with the normal cargoes (adding an extra crate of guns or drugs to a shipment and covering it up in the paperwork). The previous deckhand Irli Speer got too nosy and was crushed to death in a cargo-lifter accident. Now Kia has begun to suspect something is awry, but he does not have any evidence to take to Gediiu. Kia may ask the players to follow Amnir off-ship to see if he makes any unusual transactions, or ask a player with a legal or trading background to double-check some papers for him (the player will notice anomalies in the number and weight of crates declared on some shipments). Amnir has earned over a million credits from his smuggling; if he thinks anyone is investigating him, he has enough money and contacts to ensure they too suffer an accident. To complicate matters, once Kia has enough evidence, he believes handing Amnir over to the

police would lead to months of legal wrangling, with the ship impounded and bankruptcy for Gediiu. Instead, he will ask the players to arrange an accident for Amnir. Law-abiding players may seek an alternative way of getting rid of the crooked purser.

T34. MILDMAY OF FLETE – KANGAROO TRADER (AK)

Crew: Owner/Pilot/Purser Proanna Servalan, Engineer Zarus Bachel.

Passengers: 2 High passage, 0-2 middle passage, 1-6 low passage.

Cargo: Standard cargo.

Ship: A compact streamlined trader covered in a pattern of large palm-like leaves, each a slightly different shade of green.

Referee: Proanna rarely lifts ship unless she has both high cabins occupied. She effectively runs every part of the ship except the engines, including acting as steward, though she has installed an expensive entertainment system and autogalley to help keep passengers happy

Adventure Hooks

- The *Mildmay of Flete* has arrived in port carrying Aslan noble Tlaheah and his three female advisors, Hlaelrha, Yareie and Okhteio. However, at some point after landing, one of Tlaheah's pet Afeahyakhtow escapes from its cage. A mere 1kg in weight, this flying hunter packs a nasty paralysing sting and sharp claws. Perhaps fortunately for the players when they encounter it (perhaps perched on their ship) the Afeahyakhtow is trained not to attack humanoids. If the players scare it away, Proanna will arrive shortly after, asking if anyone has seen the creature. If they attempt to catch it, it may eventually sting one of them but success means that when Proanna turns up they will be amply rewarded by her or Tlaheah as it is one of his prize hunting birds.

T35. MARCH SPLENDOUR – SUBSIDISED MERCHANT (R)

Crew: Pilot/Navigator Jenny Pemasne, Engineer Toriss Derban, Purser Kikhi Kidaga, Steward Maran Royle, Steward/Gunner Sally Star.

Passengers: 0-1 High passage, 1-8 middle passage, 0-9 low passage.

Cargo: 75% Chance of standard cargo; 25% chance of undocumented cargo (to avoid taxes).

Ship: A nicely kept ship, judging by the bright hull paint job, though to an expert eye the hull configuration and engine exhaust arrangement show she is actually an elderly vessel.

Referee: *March Splendour* is one of the earliest of the March series of ships. She was briefly controlled by a Zhodani prize crew during the Fourth Frontier War, but restored to her owners after the conflict. A few years ago, three of her

passenger staterooms were run together and refitted to create a sumptuous high passage suite. Unfortunately, this level of luxury is seldom required on her current route, and she sometimes struggles to remain financially solvent.

Adventure Hooks

- The *March Splendour's* premier stateroom is home to the teenage son and daughter (Paulo and Lavinia) of a famous tri-vid star (Jozo 'Wrecker' Franks), travelling several jumps to visit distant family. The adjacent stateroom holds their nurse and minder, Tanya Bullow. Having got somewhat tired of being confined on the ship, they have sneaked off to see the port. They might hang around the players' ship, try to get into conversation with an interesting looking player, or try to persuade a player to buy them a drink (given they are under-age). Alternatively, the players might see a missing person notification on the starport displays or be approached directly by the *March Splendour* crew or Ms. Bullow to find the missing youngsters. Their father will pay well for their safe return, but could make things unpleasant for anyone who mistreats them.

T36. MARCH ENDEAVOUR – SUBSIDISED MERCHANT (R)

Crew: Pilot Kaam Ingall, Navigator Roddy Nisheka, Engineer Meko Tihmal, Purser Hyatoaw (Aslan), Steward Sam Mendes.

Passengers: 0-2 High passage, 3-8 middle passage, 1-9 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of illegal drugs.

Ship: Bright red with golden stripes across its wings, this subsidised merchant has a fierce lion emblazoned on its nose.

Referee: Usually operating off the main shipping lanes, the *March Endeavour* is unusual in having an Aslan purser. Hyatoaw was thrown off an Aslan ship for reasons which only she knows (and no one with respect for her claws pries too deeply). Unknown to the rest of the crew, Roddy is addicted to the Vargr drug Highleaf. On the odd occasion, he is able to obtain a supply he buys a bulk load and arranges for it to come aboard in the engineering spares or food supplies.

Adventure Hooks

- The players find Meko squaring up to Roddy in a quiet corner of the port, threatening to insert his head in the manoeuvre drive if he ever tries sneaking drugs onboard again (Meko got to the drive spares before Roddy and found a huge stash of Highleaf). The players may opt to intervene, shop Roddy to the authorities, or help Meko in delivering the message that 'drugs are bad'.
- Some food supplies delivered to the players' ship turn out to have a large pack of Highleaf concealed within them. The players will have to covertly backtrack

through the supplier's records to find out who the drug was intended for – Roddy, of course. This assumes, of course, the players want to return it...

T37. WILHELM CARANDA – SUBSIDISED MERCHANT (R)

Crew: Pilot David Todoroki, Engineer Jemma Irlakar, Purser Miea Pahadia, Steward Cath Jones, Steward Shahrukh Dolph.

Passengers: 0-2 High passage, 1-6 middle passage, 2-9 low passage.

Cargo: Standard cargo.

Ship: A shiny black ship with flickering holo-flames covering its nose and the front of each wing. Ad panels on its sides proclaim its record-breaking times for various local jump routes.

Referee: Todoroki is renowned for his piloting prowess and his ability to shave hours off every flight, attracting those people in a rush to travel or ship something to the next system. He runs his ship by-the-book, with his very attractive female crew smoothing trade deals and ensuring passengers get exemplary treatment. Most people assume Todoroki has a relationship with one or more of his crew, but this is not the case; since his wife died several years back he fears the pain of emotional involvement, and the crew treat him more like a brother.

Adventure Hooks

- Local hack Charles Shine is interested in any news that sells. He has been sniffing around the Wilhelm to see if he can get compromising photos of Todoroki and his crew. However, he has been unsuccessful thus far and decides to provoke an incident by hiring one or more male players to seduce the female crew (or a female player to seduce Todoroki) while they are off duty in the starport or local town. In either case, if the players genuinely hit it off with their targets then the latter will respond appropriately. If the players ask about Todoroki, his crew are quite open about how kind and protective he is. However, if any player probes too deeply, or if Shine is noticed in the background, the whole crew will take offence and any relationships that might have started will be promptly cut off. Alternatively, if a player should fall for one of the crew and reveal Shine's plan, then the crew will suggest they set up a trap for Shine, perhaps trying to get compromising photos of him, instead!

T38. GARRYVOE – SUBSIDISED MERCHANT (R)

Crew: Pilot Trisha Goddard, Engineer Della Davis, Navigator/Engineer Ozzie Reeth, Steward Bren Spader, Steward Jules Sinir.

Passengers: 0-2 High passage, 3-6 middle passage, 2-8 low passage.

Cargo: Standard cargo.

Ship: A pale green hull with a semi-random pattern of white shapes across it and large holo panels advertising for Six Suns Productions and intersystem entertainment producers.

Referee: Trisha was a scout before she became a trader. In her long experience (she is in her seventies) she has acquired an exceptionally broad range of skills, rather than specialising in any particular area. She is always happy to talk about the past over a drink with other ships' crew, whether they be captain or a lowly deckhand.

Adventure Hooks

- Ozzie is a laid-back, blonde, muscled hunk who spends his dirtside time climbing sheer cliffs, lava-surfing and rally-driving. However, a climbing accident leaves him paralysed and Trisha needs a navigator within 24 hours as she has a time-critical shipment onboard. This is an opportunity for a player to get a temporary assignment aboard a ship. If other players wish to accompany their colleague, Trisha will trade the navigator's pay for free passage in whatever unused cabins they have on this trip.

T39. ALBERTINI –

SUBSIDISED MERCHANT (R)

Crew: Pilot Miguel Sanova, Engineer Brian Lancer, Navigator/Purser Zek Kief, Engineer/Medic Paol Martinez, Steward Nana Serrat.

Passengers: 0-2 High passage, 3-6 middle passage, 4-9 low passage.

Cargo: 75% Chance of standard cargo; 25% chance of small smuggled goods hidden in cargo or crew baggage.

Ship: A bright yellow ship, with green triangular patterns down its sides.

Referee: The *Albertini* crew have a mutual secret. The previous captain, Ars Macintyre, was a tyrant who pushed the crew to the extremes, ignoring safety and paying them substandard rates. Rather than desert their ship, they decided Ars would have to go. The captain suffered a heart attack from untraceable drugs administered by Paol; when the ship returned to port, Ars' will (forged by Zek) named Miguel as the new owner.

Adventure Hooks

- Fay Macintyre is the divorced wife of the previous captain. Her lawyers had forced Ars to write her into his will so she is somewhat peeved at Miguel taking over the ship. Before launching a potentially expensive legal battle, she hires the players to try to weasel out of the *Albertini* crew what happened to her husband. One of the crew may crack under player pressure (Paol in particular feels continuous guilt) but as the investigation goes on the players will find Fay is just as unpleasant as her husband... it is up to them what information they finally decide to tell her.

T40. POLLY'S DREAM –

SUBSIDISED MERCHANT (R)

Crew: Pilot Ka Lirarmuim, Engineer/Owner Polly Ushardi, Medic Ukazim Adshak, Steward Muda Khamadu, Steward Iir Lirnu.

Passengers: 3-8 Middle passage, 4-9 low passage.

Cargo: Standard cargo.

Ship: This ship is painted with green, blue and red feathers to vaguely resemble a huge parrot.

Referee: Owner Polly is proud of her ship and an honest trader. Her pilot recently retired due to old age and she recruited youngster Ka. However, she does not know he has changed his name and falsified his pilot certification – Mak Khidikir (his true name) lost his certification a year ago after he steered a trader into an orbital port, breached a major airlock and caused the death of 43 port personnel and passengers.

Adventure Hooks

- The players find Ka panting, sweaty and scared in startown. He pleads with them not to let 'her' see him. He is jumpy because a young woman is following him around (and he fears she knows his old identity). A compulsive liar, he will claim he is being stalked by a female assassin after he got too friendly with the wife of a local gangster. Assuming the players over-react, every passer-by will start to look suspicious and the trip back to the port will be fraught with imagined dangers. As it happens, a young lady in town was somewhat taken by Ka's good looks and (in these days of equality) thought she would follow him back to his ship and see how friendly he was feeling. Ka mistook her amorous stares for signs that she knew him from his past life.
- As above, but the woman is the sister of a victim of Ka's space accident, who thinks she has recognised him and is now tracking him to confirm her suspicions. If she finds out he is piloting a starship she will confront Ka to tell him she will reveal him to the authorities – but if the players have fallen for Ka's lies, they may believe her to be a lethal threat to Ka and use inappropriate force to stop her...

T41. DANOTZBE –

SUBSIDISED MERCHANT (R)

Crew: Pilot/Navigator Terin Ros, Engineer Kise Nihmbehr, Medic Ukazim Adshak, Purser Dhaenars (Vargr).

Passengers: 2 High passage, 5-6 middle passage, 2-9 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: A cool silvery-blue swept-wing merchant with dolphins painted along its sides.

Referee: Terin is not the sharpest operator, but his Vargr purser is remarkably astute and polite, and somehow

manages to ensure the ship never travels with more than one empty stateroom or a few spare tons of cargo space.

Adventure Hooks

- The players find Dhaenars being set upon by several human youths in a street. Whether or not the players intervene, she ends up with her teeth in one youth's throat; horrified, the other assailants flee. Dhaenars is distraught at the thought she has just killed a human and is fearful the players – currently the only witnesses – might shop her to the police. She pleads with them to help conceal the body in a nearby dumpster, partly to hide it, partly because then they will be implicated as accessories in the murder. The youth has a holo-tattoo identifying him as part of the Terran Purity League, a local bunch of human supremacists. It is up to the players if they help Dhaenars or back away before the police turn up, but if they did not catch all the attackers, the TPL may come back and pay them a visit to remind them not to help 'alien scum'. If some of the players are not human, the reminder may turn really nasty...

T42. MARCH DREAMER – SUBSIDISED MERCHANT (R1)

Crew: Pilot Eiir Sandhu, Navigator Harry Tozer, Purser Holly Kushalim, Engineer Oglokhs (Vargr), Medic Linda Collins, Steward Wes Sykes, Steward Alf Samarkand.

Passengers: 0-3 High passage, 3-10 middle passage, 4-13 low passage.

Cargo: 95% Chance of standard cargo; 5% chance of mis-recorded cargo type or amount to avoid taxes.

Ship: Black as night, this sub' merchant has no markings except a gold outline to its airlocks.

Referee: The *March Dreamer* is an efficiently run ship but Eiir decided long ago that just being good at one's job did not always mean you come out on top – it helps to load the deck in your favour. Eiir hired Wes and Alf, fairly competent stewards with a less than savoury past. Eiir's competitors seem to suffer convenient mishaps, missing paperwork, damaged cargo and harassed passengers.

Adventure Hooks

- The players notice Wes creeping between ship parkbays one evening. The next day, a nearby ship is impounded because of contamination with Kruther lice. The affected ship's crew are distraught because they needed to leave immediately with an urgent and expensive cargo. Strangely enough, Holly from the *March Dreamer* turns up shortly afterwards and offers to take the shipment off their hands. The players could help out by offering to ship the cargo or by revealing the suspicious activity last night. The *March Dreamer* crew may ask for more evidence, or assistance in getting their own back. Either way, the players are in the middle of an inter-trader feud, and Wes and Alf are likely to take a disliking to that...

T43. CAILLEACH –

SUBSIDISED MERCHANT (R1)

Crew: Pilot/Navigator Telos Saud, Engineer Rrouan (Vargr), Engineer/Gunner Wolf (Vargr), Purser Zesh Bacel, Steward/Medic Invel Mairee, Steward Rolf Goya, Deckhand Ray Meers.

Passengers: 0-3 High passage, 3-10 middle passage, 4-13 low passage.

Cargo: Standard cargo.

Ship: A glistening white hull but with sufficient micrometeorite scratches that it could do with re-surfacing.

Referee: Visually identical to the standard type subsidised merchant, this ship's lack of rear cargo doors is the only indication it has swapped cargo space for additional passenger staterooms.

The Vargr engineering team might seem unusual, but they are competent and happy to work with Telos, for whom they have great respect. They keep out of the way of passengers unless the ship is carrying Vargr.

Adventure Hooks

- Invel is a new recruit, nervous but quickly taken under the wing of tough survivalist Ray who has fallen in love with her (though she does not realise this yet). When one of the low berth passengers died on revival, Invel panicked but Ray promised he would get rid of the body before the rest of the crew realised what had happened. The players see Ray dropping the body into a dumpster in startown. If they intervene, Ray will panic and turn on them (his unarmed combat skills are impressive). Assuming he is eventually subdued, he will not reveal the source of the corpse, but the players should be able to trace him back to the ship (if a fearful Invel does not come looking for him first. However this is dealt with, if someone with sufficient engineering skill (perhaps a player) gets to examine the low berth they will find a lethal fault in its programming caused the death of the passenger and Invel is not to blame. Telos will immediately return to the world where the upgrade was performed and start a law suit against the port maintenance company responsible for this sad death.

T44. MAD POLITICIAN –

SUBSIDISED MERCHANT (R1)

Crew: Pilot Murir Kai, Owner Tam Kai, Engineer Mai Lemir, Engineer Tim French, Purser Kagid Shaarpu, Medic Gaig Kimii, Steward Da Kakaimaku, Steward Irmiguu Ishipisi, Steward Khisha Shuugaa.

Passengers: 1-2 High passage, 6-11 middle passage, 5-12 low passage.

Cargo: Standard cargo.

Ship: Deep blue with orange and red highlights and a white flaming torch emblazoned across its bow.

Referee: Tam and Murir spent twenty years working for Transystem Starways before they could afford to buy their own ship. They are immensely proud of it and quick to take offence at any slight, from being allocated a dirty landing bay to erroneous paperwork from their broker.

Adventure Hooks

- Irmiguu is a washed-up army deserter whose fastest route off-planet was working passage on the *Mad Politician* using a poorly forged identity. Tam realised Irmiguu was fleeing something and confronted him but once Irmiguu convinced him he was not a convict, Tam took pity on him. However, Irmiguu has been recognised by a local bounty hunter. The players encounter Irmiguu just as he is being kidnapped in an alley. He is suitably grateful if they rescue him but lies unconvincingly about the reason for the attack. Tam will be glad to see him safe and sound, but the bounty hunter doesn't give up and eventually the truth is likely to come out.
- If you are feeling nasty, the bounty hunters could be Sara and Callan from the *Hide 'N Seek*.

T45. WELL STONED –

SUBSIDISED MERCHANT (R1)

Crew: Pilot/Navigator Gillian Dickins, Pilot/Navigator Susanna White, Engineer Johnny Krook, Engineer Iak Ghuna, Medic Chesney Gold.

Passengers: Self-erecting rock stage.

Cargo: This ship is matt black except for a large silver leaf design which more streetwise players will recognise as the drug Highleaf.

Ship: This ship is matt black except for a large silver leaf design which more streetwise players will recognise as the drug Highleaf.

Referee: The *Well Stoned* is newly purchased by the Stoned Rollers, a rock group known across the sector for their vibrant music and spectacular visual experiences. Their brand of rock music appeals to many cultures and the group's concerts and merchandising bring in around MCr. 250 a year. The band's performers are Rocky, Stone, Granite, Emerald, Gem and Sapphire. They are always accompanied by their agent Harriet Archangle and around twenty roadies, including engineers, backing vocals, make-up artists, the band's accountant and lawyer, and their gorilla-like security team.

After several delays on their last tour due to their reliance upon conventional transport and mistakes with local crews setting up their stage, the band decided to buy their own ship. The *Well Stoned* is a major feat of engineering – its entire hold is filled with a self-erecting stage, which can be set up next to the ship within just a few hours. The ship provides power to the enormous lighting grids, holo-projectors and special effects systems, as well as to speakers and instruments. The band are so paranoid about missing a gig,

they always have two pilots in case one should become ill and delay them.

Adventure Hooks

- The players find the *Well Stoned* landed just two berths away from them. The band only rehearses at night and their crew are testing out their latest lighting and sound systems during the day, so there is rarely a moment the port is not subjected to their raucous noise which – somehow – seems to work its way through even the hull of a starship... Complaining is useless, unless the players wish to get tied up in red tape with the band's lawyer or a visit from their security team. However, the noise will stop after a few days when the ship moves to the actual concert venue a few kilometres from the port. Annoyingly, in the daytime, the Rollers take over the best bar in the port as a promotional centre, hosting interviews, and taking part in chat shows.

T46. HARD PLACE –

SUBSIDISED MERCHANT (R)

Crew: Pilot Lulu Irshug, Navigator Ishem Gishir, Engineer Franz Kennedy, Engineer Jacob Ferdinand, Medic Sienna Armstrong, Gunner Uushker Pakig, Gunner Andy Stafford, Gunner Kiki Didiim, Gunner Ikhair Gul, Pilot Ud Shigika, Pilot Lionel Davies, Pilot Sandra McPherson, Pilot Ibid Shakir.

Passengers: None.

Cargo: 10 Tons of high value goods, four *Firefly*-class fighters.

Ship: This ship is drab grey with small ad panels advertising its cargo rates – somewhat uncompetitive in the current marketplace...

Referee: The *Hard Place* is not interested in cargo, though it does appear to take on lots of goods crates, including a small high value cargo. The larger crates are loaded in the front, but are actually empty and fold up once inside the ship. Hidden behind a wall of false crates, the majority of the hold is filled with four fighters, attached to a fast launch system using the ship's rear cargo doors; for the *Hard Place* is a Q-ship – a seemingly innocent merchant but actually crewed by crack naval officers. The ship's turrets are heavily armed, but launching the fighters allows them to bring twice as many weapons to bear on any pirate foolish enough to intercept them.

Adventure Hooks

- One of the crates delivered to the players' ship as part of their expected cargo appears normal but is far too light. They find it is empty and closer inspection shows that some catches allow the whole crate to fold up neatly. The crates original routing patch shows it was intended for the *Hard Place*. Assuming the players deliver the strange crate to that ship, the crew will appear surprised and say they will check with the port. Since the special

crates are supplied by the port security team, there will be no follow-up and further enquiries by the players will be politely ignored. If the players find more clues (perhaps work out there are fighters hidden onboard the *Hard Place*), the port commander himself will give them a private audience in which he explains the true nature of the ship and warns them that telling anyone else could lead to severe punishment.

T47. LLUFOERS – VARGR TRADER

Crew: Pilot Vuetsdae (Vargr), Navigator Oruen (Vargr), Master Engineer Gharukh (Vargr), Engineer Kfouzorr (Vargr), Engineer Dhurgeng (Vargr), Medic Ughdiosourrou (Vargr), Gunner Goekhtsaek (Vargr), Gunner Rek (Vargr), Gunner Llousoelak (Vargr), Hangaerrgh (Vargr).

Passengers: Zaegsok (Vargr), Gzuvue (Vargr), Forrik (Vargr), Toeng (Vargr), Oughvo (Vargr).

Cargo: 10 Standard Cargo.

Ship: A Vargr tradeboat, the jutting framework and antennas on its unstreamlined hull are highlighted by its gaudy colour scheme, looking somewhat like a paint store exploded near it.

Referee: This is one of several small traders owned by a Vargr corsair band. Gharukh ensures the ship's operations are scrupulously legal and the crew keep a low profile (as much as is possible for Vargr!). They tend to stay away from the main shipping lanes and always carry unglamorous, low value shipments (which sometimes leads to speculation as to how they can afford to operate).

Each such trader actually has a fixed crew of only 3-4 and carries up to thirteen deckhands (some masquerading as passengers) drawn from the corsair band to undertake short periods of service on the legal side of the business (if anyone notices the high turnover of crew, it is dismissed as a side-effect of fickle Vargr loyalties).

The main purpose of the ship is to record shipping trends and reconnoitre possible targets. They use surveillance, espionage and bribery to gain extra data but the *Llufoers* is always well away from an area before the corsairs strike, to avoid blowing its cover.

Encounters with the *Llufoers* and her sister ships will generally be brief and slightly confusing. Among other traders, the Vargr are unusually polite and inquisitive (hoping to gain information from them), but not particularly forthcoming nor knowledgeable about their own ship, crew or cargo. They are especially wary of other Vargr, whose extended range of senses might alert them that these 'traders' are not all they seem.

Adventure Hooks

- The players notice that the *Llufoers* is making ready to leave, yet it has taken on only minimal, low value cargo and seems to be carrying exactly the same passengers as when it arrived (assuming the players are sufficiently observant to be able to identify the individual Vargr). If they do not think further on this, two ships leaving this world a week or so later with very valuable cargos both get attacked by corsairs. Coincidence, perhaps, but maybe the players will want to ask the *Llufoers* crew some questions if they meet up with them again.
- A player happens to overhear several of the *Llufoers'* deckhands in the port discussing a past corsair boarding in which they were involved. If questioned, their captain will put this down to boastful youthfulness, but if the players are persistently inquisitive, stronger measures may be used to dissuade them.

T48. STAIRWAY TO HEAVEN – SUBSIDISED LINER (M)

Crew: Pilot Phil Edgeworth, Navigator Pat Leach, Engineer Rega Kiduunshir, Engineer Pam Wells, Engineer Sean Boyd, Steward Sha Mesig, Steward Udii Kiaggi, Steward Aish Makaag.

Passengers: 12-14 High passage, 6-8 middle passage, 15-20 low passage.

Cargo: Standard Cargo.

Ship: With a white forward lounge discus, white spine, and sharply contrasting navy blue side modules, the *Stairway to Heaven* is in immaculate condition, with the Transystem Starways logo emblazoned on each major surface.

Referee: The *Stairway to Heaven* is a flagship for Transystems, manned by a crack crew. Phil and Pat have worked their way up through the company's ranks, having once been deckhands under captain Buth Safrin (see *Violence is Golden*).

Adventure Hooks

- The *Stairway to Heaven* is renowned for its exclusive casino, open only to its high passengers, or to guests (for Cr. 1,000 per night). It is well received on those worlds where gambling is illegal, as there are always rich and powerful people who need a safe place to play games of risk. Stakes can be very high and are always in cash – it doubles the excitement to be able to see what one is competing for. However, the money also attracts criminals. A group of three men buy their way into the casino while the ship is in port, wait for there to be sufficient cash on the table, then pull concealed weapons (expensive sensor-transparent guns which

they brought on in pieces and put together while in the fresher). The players may be passengers or crew, witness the gunmen fleeing the *Stairway to Heaven* or subsequently be hired by captain Edgeworth to track down the thieves and retrieve the loot.

T49. PARAKEET –

SUBSIDISED LINER (M)

Crew: Pilot Tessa Jabre, Owner Jeff Clarke, Navigator Alya Dunblair, Engineer Philippe Osborne, Engineer Isla Thornton, Engineer Kevin Barron, Steward Darv Tayli, Steward Ellen Murray, Steward Tina Sinikshi.

Passengers: 2-4 High passage, 4-16 middle passage, 5-20 low passage.

Cargo: 80% Chance of standard cargo; 20% chance of smuggled goods.

Ship: Orange, with silver highlights along its spine and sides, and a blue parrot on the top and underside of its discus-shaped forward lounge.

Referee: Clarke made his money in stocks and shares, and decided trading must be easy after his busy city life, so he invested in a ship. The reality is somewhat different, but Clarke refuses to accept his skills are not suited to interstellar trading. His crew quickly realised their employer was not up to the job and tried to compensate, but Clarke simply threatened to fire anyone who disobeyed his orders. So now the crew simply store up their salary, inflate their expenses, smuggle under Clarke's nose and look out for an alternative ship to join when the money runs out – which may be quite soon, though Clarke does not let anyone else see the accounts.

Adventure Hooks

- Clarke has let standards slip, mainly because he does not really know what shipboard standards he is supposed to achieve. As a result, the crew is becoming lazy and the ship unsafe. While in port, an electrical failure in the crew lounge causes a fire, which ignites some cheap clothing stacked near the cleaner unit, spreading poisonous fumes throughout the crew quarters and up on to the bridge. The fire suppression systems fail to work correctly and the smoke-disoriented crew find the engineering airlocks on the upper engineering deck are jammed due to lack of maintenance. Having no other way out of the crew area, they open the iris valve into the passenger area. Whether the players are on board, witness the resulting fire-fight, or become part of the rescue effort, this is a good way of encouraging them to respect the dangers of poor maintenance.



OTHER SHIPS

It is not just traders and explorers whose ships may be encountered in space and starports – there are others, rich and poor, who travel between the stars.

O1. CALOMERIA – YACHT (Y)

Crew: Pilot Daun Gaishi, Owner Ak Khakhiuu, Navigator Igu Apguki, Engineer Ghiaka Ugush, Engineer Kyle Aas, Medic Arkiir Khashun, Steward Hakhiu Liikga, Steward Maar Shi, Steward Ki Sushma.

Passengers: Ga Kiiarki and 3-5 other financial advisors.

Cargo: Expensive computer equipment.

Ship: This yacht is dark brown, with gold patterns and trimmings which give it a very refined, elderly air, reminiscent of an exclusive 18th century horse carriage.

Referee: Khakhiuu trades in numbers, rather than real goods. He has brokerages and holding companies on several high population planets and travels constantly between them, micro-managing transfers of assets, take-over offers and sales – always making money, but rarely directly owning anything that actually produces physical goods. He is constantly accompanied by a number of his financial advisors, led by Ga Kiiarki. The hold contains additional computers dedicated to crunching vast amounts of commercial information about the markets of the worlds he visits, using extremely advanced algorithms (many devised by Khakhiuu) to anticipate commercial trends, potentially weak companies (ripe for buy-out), and the like.

Khakhiuu is respected, yet also hated, not only by the people he has bankrupted and shed from his take-overs, but also for his extremist Vilani views – his staff are exclusively from Vilani blood lines and he refuses to even talk to non-Vilani.

Adventure Hooks

- The players encounter Khakhiuu being protected by his stewards (who double as his bodyguards) from a crowd of complainants who have lost their jobs from computer firm Zaletek which has been asset-stripped by Khakhiuu. One of the players will notice a man moving forwards through the crowd with a concealed handgun – this man has decided justice is best served with a bullet. If the players intervene and save Khakhiuu's life, they will find his gratitude depends upon their race and social class. Khakhiuu will disdainfully ignore non-Vilani or low-class people, but a player who is of suitable Social Standing will be invited back to his yacht. Whatever the outcome, the players will quickly learn why people do not like Khakhiuu.

- The players are hired to kidnap Khakhiuu and hold him hostage until he relinquishes control of Zaletek and gives the staff back their jobs. Of course, the full force of the law will be applied to bringing the kidnappers to justice.

O2. SHUSHIMI – YACHT (Y)

Crew: Pilot Kain Momelo, Owner Xade Kanyo, Owner Mark Kanyo, Navigator Alex McCall, Engineer Tshoko Metsia, Engineer San Nagayame, Medic Anna Deblonde, Steward Gordon Bennett, Steward Ude Black, Steward Jane Niassa.

Passengers: 1-4 Guests of the Kanyos.

Cargo: Expensive trinkets.

Ship: A sleek crimson yacht with platinum highlights along its fins.

Referee: Xade Kanyo is the president of Bank Janus which specialises in the storage and dealing of electronic information, from currency transactions to company records, with an emphasis on customer service and confidentiality. Xade's husband Mark is always at her side, though in reality he is little more than a travelling companion – Xade relies upon her staff (and anyone else she takes a shine to) to satisfy her ever-changing whims.

Adventure Hooks

- Xade takes a fancy to a particularly handsome player. Her personal assistant (Gordon) tries to arrange for the player to join Xade on her yacht, for the day and – if willing – night. The player might think they are on to a good thing, but Xade enjoys toying with outsiders with a somewhat feline sadism before tossing them away like a broken toy. If the player resists her charms, she may deliver a second invite personally – it is very difficult, and sometimes dangerous, to refuse Xade Kanyo when she has set her mind on something.

O3. FAR HORIZON – YACHT (Y)

Crew: Pilot Pilot 'Nuke' Adkhu, Owner Aszak Eaak, Navigator Laakh Imerkus, Engineer Mark Yaris, Engineer Sher Ellis, Medic Shuag Ishdil, Steward Bret Easton, Steward Kig Garlaakim, Steward Akuus Kishma.

Passengers: 0-2 Advisors, 0-4 guests.

Cargo: Charity leaflets, display stands, holo-projectors, posters and promotional material.

Ship: A sparkling, emerald green yacht.

Referee: Aszak retired two years ago as president of Lipton, North, Diaagshi and Lee (a very large firm of lawyers)

allowing him to devote his full time to the charities which he had been supporting for much of his life. Aszak was the sole survivor from his family when an earthquake struck his home town. He grew up with his uncle – a lawyer – and quickly became very successful in his own right. However, he never forgot the misfortune he suffered and began raising money for disaster relief, in particular for orphans.

As his wealth grew he became a major campaigner, using his own yacht to host fund-raising functions or to entertain politicians whom he wished to influence, sometimes using it to carry emergency supplies to the needy. Aszak is well known to most people in this area of space and is renowned for his good deeds.

Adventure Hooks

- An area on the planet is hit by flash floods, washing away whole towns, killing thousands and leaving thousands more without shelter or food. The players are just one of the traders in port whom Aszak visits personally to ask them to sacrifice a couple of days of their time to fly emergency supplies out to the affected area. If they agree to do so, they will find Aszak and his crew already on site, getting their hands dirty helping the injured and needy. If the players excel in their aid efforts, without asking for compensation, then Aszak will reward them himself at the end of the mission.

O4. STALKING JIGAR – SAFARI (K)

Crew: Pilot Akiaan Marir, Navigator Waldemar Vaneschek, Engineer Uku Ushar, Steward Kiisha Sha.

Passengers: 5-8 Hunters.

Cargo: Captured creatures and hunting trophies.

Ship: This winged ship is striped in white and black markings resembling the hide of a jigar.

Referee: When the original owner ran out of cash, the *Stalking Jigar* was bought by Transystem Starways as a speculative investment for clients looking for hunting and wilderness adventures. The crew are all capable hunters, particularly Kiisha, who usually acts as the senior guide. The containment cells may carry captured animals, but often have prepared stocks of domesticated reptiles and pouncers – small creatures customers can purchase to take home as living reminders of the wild.

Adventure Hooks

- The *Stalking Jigar* arrives in port carrying two Fyirian lazeks in its containment cages. These were captured by two of the hunters – Marga and Ugi Arduuka, who live on this planet. However, after much argument, they find customs unwilling to allow the lazeks out of the starport for fear of their effect on the local wildlife should they get free. The *Stalking Jigar* can only keep the creatures on board for two days before they are due to leave on their next trip. The Arduukas hire the players to get the lazeks

out of port, to their exclusive estate about 100 kilometres away. It is up to the players whether they include the *Stalking Jigar* crew in the deal (they would be willing to help, for a small consideration). If they can think of a means of getting the lazeks out, while making it appear the creatures have actually left planet or been killed, this will earn them extra money from the Arduukas, as it will ensure the authorities do not go sniffing around their estate at a later date.

O5. NO REFUGE – SAFARI (K)

Crew: Pilot Wilks Malovich, Owner Giik Hainash, Navigator Hazel Russell, Engineer Kuga Kham, Engineer/Steward Shaa Diiga, Steward Asda Eshku, Medic Liak Haas.

Passengers: 0-4 Guests.

Cargo: 75% Chance of captured creatures and hunting trophies, 25% chance of smuggled animals or plant species.

Ship: Covered in camouflage patterns appropriate to this planet, this ship has a holographic projection of a huge silver arrow on its sides.

Referee: Giik has been running hunting trips for many years, and he and his crew provide a good service. However, to supplement the ship's funds, they frequently carry contraband, mostly endangered flora or fauna for sale to collectors, but occasionally drugs and poisons bought from primitives who live in the hunting grounds.

Adventure Hooks

- One of the players sees Hazel from the *No Refuge* selling small containers from her air/raft to a shady-looking street dealer. They notice the dealer open a canister and taste a few drops of its contents. If challenged, Hazel has paperwork showing that it is a legal transaction of Perphrin weed (much-prized for its strong flavour when chewed, and used somewhat like snuff or chewing gum), though this does not explain the contents being liquid. A few days later, there is a rash of incidents in startown – from sudden heart failures to people going berserk. The authorities analyse the victims' blood and announce they have all been affected by a heart-weakening hallucinogenic drug from the sap of the lylissia tree, but have no idea how it came into the port, as importation of the tree and its extracts is strictly forbidden. The next day, news reports mention the drug might have been ingested by the victims through contamination of the Perphrin they all liked to chew. The reality is that Giik imported lylissia sap and had Hazel sell it to a local drug-dealer (with whom they'd dealt before). He mixed it with chewing weed and sold it on to his usual addicts, but did not know what strength to mix it, so some addicts got a mind-blowing or fatal dose. If the players trace this back to the *No Refuge*, Giik will use whatever means necessary to prevent his crimes becoming known to the authorities.

O6. HREISIAEA (FIRE CAT) –

SAFARI (KX)

Crew: Pilot Oiyolaieei (Aslan), Owner Fte (Aslan), Navigator Oir (Aslan), Engineer Iyouaoo (Aslan), Steward Eafoi (Aslan), Hunter Teheuatra (Aslan), Hunter Aoftao (Aslan).

Passengers: 3-6 Hunters.

Cargo: Captured creatures, hunting trophies and four Aslan hunting cats (feakhefourar).

Ship: A tawny safari ship.

Referee: The crew are all members of the Yukhaolealsiyel clan. Fte decided not to compete for land on his homeworld but instead headed for the stars, bringing his wives and several cousins with him. The ship has been adapted to mix Aslan and human tastes in furnishings, food and ambience.

Clients are happy to pay high prices for trips on the *Hreisihaea* because of the Aslan guides. The guides show tangible pleasure at hunting, using their cats to track and drive out prey, often resorting to primitive weapons rather than rifles, and occasionally engaging in bloody hand-to-hand fights with ferocious predators.

Adventure Hooks

- If the players venture on a hunting trip on the *Hreisihaea*, they will soon find things get more exciting than they might wish. The male Aslan who run the hunts tend to get carried away in the heat of the moment, perhaps letting their prey get dangerously close to the players before warning them, or encouraging the players to go hunting with archaic weapons (crossbows or even spears) in which the players are not skilled.

O7. CLANGER – LAB SHIP (L)

Crew: Pilot Adam Lincoln, Navigator Kara Suammala, Engineer Paul Tullock, Engineer Akhas Liak, Medic Eshku Sdenshuduum.

Passengers: 3 Teams of 4 scientists, led by Anne Seelie, Ishelan Mekae, and Nir Suken.

Cargo: See below.

Ship: A non-descript silver-grey ring-shaped lab ship with the luminescent green Hypagene name and white-and-red ring logo discretely located at points around its edge.

Referee: One of several lab ships operated by the genetic engineering giant Hypagene. Most of the company's work is done in dirtside labs, but projects which require additional secrecy or isolation take place in lab ships. This ship is performing two black projects for the Imperial military (developing a vaccine against a virulent enemy bio-weapon and growing the next generation of intelligent beaker monkey for army recon ops) and one undeclared programme for a nearby military dictatorship (refining a venom from the plagiwasp into a stronger, less traceable

toxin for covert assassinations). Each research team works in a separate lab area, divided from the other areas by high security airlocks.

Adventure Hooks

- The players are hired to assault the *Clanger* by taking over its pinnacle when it lands to pick up supplies. Their patron and his two bodyguards will travel with them on the mission – he is a scientist from a rival government, which was tipped off that the *Clanger* was working for the much-hated dictator. He has instructions to extract as much information as possible from the lab computers, grab any samples that are not too hazardous to transport... then blow up the lab ship. He does not bother to mention the latter part to the players and might prefer to clean up by creeping back to the pinnacle early and leaving them to be blown up too!

O8. LABYRINTH – LAB SHIP (L)

Crew: Pilot Mark Lawr, Navigator Isabelle Robbins, Engineer Raheed Issar, Engineer Natasha Arn, Medic Iona Taylor.

Passengers: 3 Teams of 4 scientists, led by James McFlaherty, Chris Wren, and Nathan Rogers.

Cargo: See below.

Ship: A bright orange ring-ship with white concentric circles emblazoned with the logo XtremeTek.

Referee: XtremeTek is a private research company based on board the *Labyrinth*. Jointly owned by McFlaherty and Wren, at any time it may be undertaking up to ten projects amongst its teams. Wren is also enthusiastic about each member of staff having a sideline interest which they are allowed to spend 10% of their time on. To justify the cost of running experiments in space, rather than a dirtside lab, the research tends to be either hazardous, secretive, require minimal gravity, or be directly space-oriented.

Adventure Hooks

- Rogers was brought in as an assistant to lead the third (junior) team of scientists. Though his bosses treat him very fairly, he feels he should have been offered a full partnership. His resentment has led him to start leaking commercially sensitive information about the ship's work to anyone who will pay for it. Rogers' only chance to make contacts and sell his knowledge is during the few days each month that each of the science teams is allowed dirtside for R&R. He has recently made contact with Sean Yill – a SuSAG agent (though Rogers does not know which company he represents), who is paying a modest sum for the scientists' data. However, Rogers fears McFlaherty is starting to suspect him, so he hires a needy-looking player to act as courier, to isolate him from direct contact with Yill. The task involves simply picking up a data chip from Rogers, carrying it to Yill, waiting

24 hours, then returning a message from Yill to Rogers (this allows Yill sufficient time to analyse Rogers' latest delivery and let him know the relative value and which projects SuSAG would like more information on next). In fact, McFlaherty is suspicious and hires investigators to check up on Rogers. They quickly identify the player as a suspect.

- As above, but it is the players who are hired to investigate after a down-on-her-luck spacer Yvon Qwen is engaged as Rogers' courier.



09. MOOMINUS – LAB SHIP (L)

Crew: Pilot Ethan Hawk, Navigator Jon Flick, Engineer Linsey Fowl, Engineer Hannah Aylett, Medic Chen Yin.

Passengers: 10 Scientists, led by Eric Vanderrin.

Cargo: See below.

Ship: A white ring-shaped lab ship with the hexagonal logo of Hival Technologies in blue and yellow.

Referee: Owned by renowned scientist Eric Vanderrin, the *Moominus* is home to his private company, Hival. He creates and sells innovative gadgetry, ranging from super-efficient translators and chemical sensing kits to advanced computer simulation software for terraforming applications.

Vanderrin is a true genius, but the majority of his inventions come from several years spent travelling through Hiver space in the *Moominus*, collecting samples of Hiver technology and interrogating their technical boffins. The Hivers, in the usual way, gave him plenty of false leads and misleading information, but Vanderrin's genius was in filtering out the valuable data and adapting it to human needs.

Although he may only sell two or three patents a year, the resulting buy-out or royalty-based income is quite sufficient to keep him and his team well paid.

Adventure Hooks

- The players are hired by Vanderrin to investigate a mysterious Mr. Effrin, who has applied three times for a visit to the *Moominus*, claiming to be a potential investor. Since Vanderrin needs no venture capital funding, he believes Effrin is a competitor or spy. Research on Effrin will reveal very little, for he does not appear to exist – even the routing of his comms calls is configured so as to make them untraceable (implying some significant anti-surveillance or other computer technology is being used). The best way to bring him into the open is to set up a meeting, claiming Vanderrin will be there but having one of the players disguised as him instead. When Mr. Effrin turns up, he is a chubby, affable type but his appearance hides a razor-sharp mind. He will insist upon talking to Vanderrin himself, in secret. If the players refuse and try to track Effrin, they should be able to follow him (with some difficulty, as he changes appearance twice, backtracks, etc.) He ends up at the rear doors of the local Hiver embassy. If Effrin should ever get a private moment with Vanderrin, his message is simple – you are using Hiver tech, and it is now payback time...

NAVAL SHIPS

Defenders of free trade in space, smaller Navy ships are frequently encountered by traders and travellers in starports, their duties ranging from customs patrols to anti-piracy operations.

T1. GALILEO –

SYSTEM DEFENCE BOAT (SB)

Crew: Pilot Kilish Adgu, Navigator Khiir Khi, Engineer Erik Carrah, Engineer Kas Harlim, Gunner Medina Gercaliu, Gunner Ushgi Arkhirar, Gunner Pan Ji-Sung, Troop Gagu Ziiirkhai, Troop Lu Huarli, Troop Jon Taylor, Troop Shia Sidar, Troop Kunun Shurdigiim.

Passengers: None.

Cargo: None.

Ship: The camo-hol skin covering this system defence boat typically reflects the swirling clouds of the gas giant within which it hides. It has no insignia.

Referee: The *Galileo* is run by the local regime, but – with the knowledge of their defence minister – it sometimes undertakes piracy operations against foreign traders. Most of the time, the ship shows local insignia and its transponder proclaims it to be the *Galileo*; when pirating it uses no insignia, turns off its transponder and uses jamming systems to try to block any Mayday signal sent from its prey. Its aim is to capture ships intact, either to re-sell or swell the fleet of the regime-owned trading company Freeway Trading. The lost ships are claimed to have suffered an accident while refuelling, resulting in them being lost to the depths of the gas giant.

Adventure Hooks

- The players (or the ship they are travelling on) may fall prey to the *Galileo*. Perhaps an ultra-skilled (or paranoid) sensors sweep while refuelling alerts them to the *Galileo* before it can creep up on them.
- The players hear rumours of a ghost ship within the gas giant which drags down refuelling ships into the giant's murky depths.
- The players notice a ship they recognise (perhaps from elsewhere in this book) now operating as part of Freeway Trading. The ship's appearance is somewhat different and the (new) crew claim to have had the ship for years, but suspicious players should be able to work out the ship has been pirated and re-badged. Given enough digging, they may find the original crew held in a prison camp in the planet's wastelands. Any initial concern that Freeway are involved in this piracy will be confirmed and escalate quickly such that full government involvement

becomes clear. This could be a hazardous game for the players...

T2. SHRIKE –

SYSTEM DEFENCE BOAT (SB)

Crew: Pilot Sikii Padi, Navigator Adaam Kirsu, Engineer Paul Baladi, Engineer Steve Carson, Engineer Nilam Zaaish, Gunner Immiir Giru, Gunner Peta Hardy, Gunner Sy Iniadii, Troop Miir Guanir, Troop Cilla Percie, Troop Zed Nuugum, Troop Sally Chapman.

Passengers: None.

Cargo: None.

Ship: The chameleo-skin covering this system defence boat typically reflects the swirling clouds of the gas giant within which it hides, though in space it remains pure black. When wishing to announce its presence, it turns on full running lights and projects Naval insignia on its surface.

Referee: The *Shrike* has an indentured crew, with officers who have bought their seniority. As a result, they are less skilled than their subordinates and this has caused resentment throughout the crew.

Adventure Hooks

- Gunner Nuugum is a nervous new recruit. For training purposes, the *Shrike* often shadows ships in the gas giant, running mock weapons launches while avoiding detection. However, on one such run, Captain Padi entered the wrong data combination, removing weapons interlocks and Nuugum fired a live nuclear missile at an innocent trader. Padi refused to rescue the trader and would not admit his mistake. Instead, he had Nuugum confined to quarters in preparation for a court-martial. The trader (perhaps one from this book) limped into port, badly damaged and with casualties. The players might hear the crew bemoaning a new pirate threat in the gas giant and complaining that system defence boats stationed there did not come to their aid. Alternatively, the trader may have detected some trace of the system defence boat and their crew may ask the players to investigate who attacked them. Targeting system defence boat crews as they get shore leave will quickly uncover that all is not well on the *Shrike*.
- The players' ship is the unwitting target of the *Shrike*. Assuming they survive the hit and work out who was to blame, they can launch a legal battle but the government will stall at every opportunity, so it could be a year before the trial is decided. You could use this as a ruse to get your players away from their ship for a long period,

forcing them to undertake dirt-side adventures to pay their trial fees.

T3. PERSEPHONE –

SYSTEM DEFENCE BOAT (SB)

Crew: Pilot Amkhar Ziadli, Navigator Shia Dakilash, Engineer Zaani Amshuur, Engineer Ap Ingad, Engineer Zukela Diidgir, Engineer Gugir Kir, Engineer Leme Kugu, Engineer Uush Durkinaa, Gunner Imlaada Ki, Gunner Aasia Dior.

Passengers: Customs Officer Anton Lavitte.

Cargo: None.

Ship: A matt black systems defence boat, with Imperial holo-starbursts emblazoned upon each surface.

Referee: The *Persephone* hides in the depths of the local gas giant, but occasionally surfaces to undertake a customs role, requiring randomly selected ships (of any sort) to hove-to and be boarded for customs inspection.

Adventure Hooks

- After a recent pirate encounter, the ship needs repairs. With no military repair facilities at this port, the ship is using a standard berth. Port security have a continuous guard around the ship and monitor the engineers working on it. A player with exceptional engineering skills may be asked to assist in the repair work, or the players may be hired to ship in specialist military components from a nearby system.
- The *Persephone* picks the players' ship for customs inspection. Lavitte boards them with the ship's two armed and armoured gunners. Lavitte is looking for anything suspicious, not just smuggling, so the players should be careful not to leave anything incriminating in view!

T4. CURLEW –

SYSTEM DEFENCE BOAT (SB)

Crew: Pilot Miia Keegan, Navigator Alan Khinma, Engineer Zlatko Chienz, Engineer Zovic Okoc, Engineer Cole Dawson, Gunner Nigel Coker, Gunner Yan Garic, Gunner Kisaakha Malowi, Troop Shim Sugur, Troop Ugkhuu Ildigum, Troop Gyorgy Janko, Troop Leia Akhiiegg.

Passengers: 0-3 Scientists.

Cargo: None.

Ship: The chameleo-skin covering this system defence boat typically reflects the swirling clouds of the gas giant within which it hides, but when approaching a non-hostile ship it turns Navy blue, and displays its running lights and full Naval insignia.

Referee: The *Curlew* is a well-run ship whose captain knows the dangers of the local gas giants. The ship sometimes carries government scientists performing research on the inner regions of the gas giant, accessible only by heavily armoured ships such as system defence boats.

Adventure Hooks

- Though the *Curlew* is rarely in port, Mia is a good source of information for anyone needing to scoop from the local gas giants – she can ensure safer passage by warning of particular areas of electrical storm activity, gravity fluctuations or wind gusting, all of which could damage a commercial ship flying through the gas giant to refuel.

T5. IAMBIC –

SDB JUMP SHUTTLE (CEX)

Crew: Pilot Charles Waters, Navigator Alli Lowe, Engineer Albie Dalling.

Passengers: None.

Cargo: None.

Ship: A dark grey hulk, barely streamlined enough to land on this world.

Referee: Shuttling system defence boats between systems is not a thrilling job, especially for a crack pilot like Waters, but that is what happens when you insult an admiral in the Navy.

Adventure Hooks

- Waters is an ideal source for inside information on local Navy activities and rumours. He requires only a few drinks to bring out his hatred of the 'in-bred noble poodles' who run the Navy. He keeps an eye on all local Navy activities and is open to any plots which might get him a good job on a real ship (even piloting a standard trader is beginning to look attractive to him).

T6. STORM – CLOSE ESCORT (CE)

Crew: Pilot Erpid Ukhaa, Navigator Si Daakkhu, Engineer Lamaa Saigu, Comms Ishad Li, Engineer Kiesh Shamkhimeg, Engineer Liuu Khaaug, Engineer Imu Duudini, Gunner Ishadur Aki, Gunner Akigi Laalu, Gunner Kash Lau, Troop Aunda Shuim, Troop Sushi Ap, Troop Kukhii Armard, Troop Khaar Kushiirni.

Passengers: None.

Cargo: None.

Ship: A sleek, purple *Gazelle*-class military escort, Imperial starbursts on each surface.

Referee: This ship is currently stationed in system for one month as part of a fleet re-enactment to honour the overthrow of the planet's tyrannical leadership some hundreds of years ago, leading to their accession to the Imperium.

Adventure Hooks

- The *Storm's* crew view this trip as a leisure spree – they have no duties other than to provide a few fly-bys and mount a space-based battle display using a range of pyrotechnic missiles and visible-range lasers. At any given time, half the crew can be found enjoying themselves to the extreme in the local leisure facilities.

- The port shops are full of souvenirs, from replicas of the ships involved in the original battles to holo-films recreating the key characters of that period. The port has holo-shows and ceremonies throughout the month, culminating in a spectacular 'battle' run by the *Storm* and several other ships. These celebrations often disrupt port operations...

T7. BE AFRAID –

CLOSE ESCORT (CE)

Crew: Pilot Simon Leski, Navigator Erlu Mishiga, Engineer Phil Brown, Comms Isham Guddagim, Engineer Tleaiyyah Hwoua, Engineer Gida Laiigmi, Engineer Zimmer d'Isere, Gunner Muru Shugaki, Gunner Khusu Skhagurir, Gunner Robbie Keating, Troop Anton Zemat, Troop Ann Vradal, Troop Imran Kharashii, Troop Pietre Kidman.

Passengers: None.

Cargo: None.

Ship: An old model which has not yet been upgraded to full chameleon capability, this *Gazelle*-class' surface is covered in a swirling mix of black, grey and red camouflage patterns.

Referee: This ship is run by the PrimeSecure mercenary group. It is usually encountered providing space patrols around a backwater or edge-of-system world which is too small to justify a full-time Imperial presence, perhaps countering a short-term piracy threat. Whatever its task, PrimeSecure is well paid for the ship's services.

Adventure Hooks

- The *Be Afraid* is currently guarding an isolated megacorp research site at the edge of this system. Rumours abound as to its purpose but no one really knows (they are investigating an alternative to lanthanum jump grids – research best done well away from civilisation!). The *Be Afraid* crew has orders not to allow any ship within 1,000,000 kilometres of the world (partly to maintain secrecy, partly to avoid any mishaps during test power-ups of the new jump drive). When the players are hired to transport 'delicate scientific equipment' from the main world out to the site, they find the mercenaries somewhat paranoid and looking for any excuse to fire at them.
- A local journalist believes the site is being used for illegal Imperial weapons research (an explosive mishap with a test jump drive was picked up by a passing ship). He hires the players to get him as close to the planet as possible so he can use a stealthed air/raft to land and get evidence of the wrong-doing. The players are to circle back and pick him up 72 hours later. Whether or not he survives, the *Be Afraid* is good at its job and will open fire at anyone entering the exclusion zone.

T8. TUMBLING DICE –

CLOSE ESCORT (CE)

Crew: Pilot Unaami Duden, Navigator Arnaa Ili, Engineer Irlan Sash, Comms Isham Guddagim, Engineer Adidi Darguu, Engineer Lar Uur, Engineer Riu Shanakii, Gunner Kiip Gak, Gunner Dakiis Kinsii, Gunner Inidi Shir, Troop Akiina Agus, Troop Aka Mabii, Troop Dupmu Shanir, Troop Gi Giishas.

Passengers: None.

Cargo: None.

Ship: The chameleo-skin of this escort is currently set to a monotonous grey, displaying the ubiquitous Imperial starbursts on each surface.

Referee: This ship is a standard patrol ship, undertaking customs inspections and anti-piracy activities.

Adventure Hooks

- Dakiis is a spy for the Zhodani (or equivalent enemy power). She built up a relationship with comms officer Isham to get access to his code systems and secret strategic data he processes. However, Arnaa Ili became suspicious and followed her during the current shore leave. Sure enough, she met a Zhodani contact. When he confronted Arnaa shortly afterwards, she stabbed him to death. The players come upon Dakiis with bloodied knife beside Arnaa's body. She is a fast thinker and claims the Navy man tried to rape her, but she used his own knife on him. She claims there is a whole group of Navy types after her and she needs passage off world. Assuming the players fall for her charms, they will find themselves being hunted by the police, and then by Imperial Intelligence. Hopefully they are observant enough to notice incongruities in Dakiis' story and her desperation not to be separated from her necklace (which has several holo-chips of stolen secrets concealed within it).

T9. DEORAOICHT –

CLOSE ESCORT (CE)

Crew: Pilot Kala Gugama, Navigator Sam Xade, Engineer Kain Gota, Comms Tsho Kodisco, Engineer Bosil Wane, Engineer Ghanzi Metsi, Engineer Manong Mogae, Gunner Alex McCall, Gunner Dan Omelo, Gunner Sue Haw, Troop Bri Dolby, Troop Karen Roberts, Troop Kim Shanir, Troop Jak Leigh.

Passengers: None.

Cargo: None.

Ship: Owned and run by the locals, the *Deoraoicht* has a good crew but is somewhat worn and under-maintained. It spends nearly a third of its life dirtside for repairs to its aging systems.

Referee: This ship is a standard patrol ship, undertaking customs inspections and anti-piracy activities.

Adventure Hooks

- A careless loader jams a nuclear missile in the ship's loading bay. The ship's sensors detect that the missile – itself old and faulty – has armed itself. The majority of the starport has to be cleared while a demolitions team is sent in to defuse the missile. Anything the players try to do in and around the port will be disrupted for hours, if not days. Of course, if the weapon explodes, then the delay will be much longer.

T10. GLOWING EMBER – GUNNED ESCORT (GE)

Crew: Pilot Brad Whistler, Navigator Irkha Shaarkulush, Engineer Pearce Campbell, Medic Isir Shemdari, Engineer Geri Grant, Gig Pilot Ian Miginara, Gunner Tommy Pitt, Gunner Christine St. Emilier, Gunner Ku Gusadi.

Passengers: None.

Cargo: None.

Ship: This *Fiery*-class escort is a silver delta with Navy insignia emblazoned on its sides.

Referee: This ship is currently in port for shore leave.

Adventure Hooks

- Some of the local populace decide to take out their frustrations with the government (or Imperium) on the *Glowing Ember* crew while they are enjoying their shore leave. The players encounter one or more of the crew fleeing through the town towards the port, pursued by a mob. The players may become involved because they have a vehicle which the crew try to commandeer, or perhaps are identifiable as off-worlders and become a second target for the angry crowd. The police seem to be taking their time to turn up, so the fight may go on for some while, but assuming the players help the crew escape, they may be considered for bravery awards and the *Glowing Ember* will be in their debt.
- Local dissidents decide beating up a Navy crew is not sufficient – they bribe a cargo handler to smuggle a box of explosives into the port; dissidents then attach timers and try to get this into the *Glowing Ember* hidden in packs of food concentrate. The players may see the dissidents acting suspiciously or experience the horror of the resulting bomb blast.

T11. BLAZING GUNS – GUNNED ESCORT (GE)

Crew: Pilot Irdana Adagii, Navigator Jordan Moss, Engineer Ishri Khiirgash, Medic Zee Bach, Engineer Gary Long, Gig Pilot Gigi Galiisa, Gunner Lu Aarigshidu, Gunner Ober King, Gunner Buu Shaniimii.

Passengers: None.

Cargo: None.

Ship: The chameleo-skin of this *Fiery*-class escort is currently set to a matt blue with silver Imperial starbursts projected on to each main surface.

Referee: The *Blazing Guns* has been on active service (against the Zhodani/Vargr pirates/etc. as appropriate to your campaign) for several months and is now taking some well-earned shore leave some parsecs away from the front line.

Adventure Hooks

The crew have been under extreme stress, frequently in the thick of the action. Lu and Gary only joined the ship a few weeks back after two of the crew were killed in combat. Most of the crew are burying their memories in a riotous spree of leisure activities. The players may encounter their raucous racket in a bar. More importantly, they may decide to intervene when they see Jordan (drugged out of his mind) in an alleyway trying to decide whether to shoot himself. He simply cannot face the thought of going back to battle, but he does not want the dishonour of deserting.

T12. ASTRONOMIC – PATROL CRUISER (T)

Crew: Pilot Sam Xade, Navigator Kala Gugama, Engineer Kain Gota, Comms Bosil Wane, Engineer Manong Mogae, Engineer Alex McCall, Engineer Dan Omelo, Engineer Sue Haw, Pilot Ghanzi Metsi, Gunner Bri Dolby, Gunner Karen Roberts, Gunner Kim Shanir, Gunner Jak Leigh, Gunner Nilam Baladissa, Gunner Anlan Zaiish, Troop Shane Tiaf, 9 x Troopers.

Passengers: None.

Cargo: None.

Ship: This ship is a shining silver needle bristling with weapons and projecting a glowing Imperial starburst over its upper surface.

Referee: Crewed by a crack set of officers, the *Astronomic* is often used for training promising cadets. It performs patrol and anti-piracy operations but is not deployed in front line or other hazardous situations.

Adventure Hooks

- Sue, Karen, Jak and Anlan are officer cadets but, unlike her colleagues, Karen comes from a noble family. The other cadets believe she only got her position because of her birth, but shipboard regime precludes them from making life too hard for her, so they pick on her remorselessly during shore leave. One morning, the players find Karen soaking wet in her underwear, taped upside down to the door of their ship (or somewhere similar). She is in shock and will need food and warmth before she can tell them her sorry story. The truth is that she is actually a pretty good cadet, given that her parents wanted her to become a lawyer, not a Naval officer. It is up to the players if they feel the other cadets should be taught a lesson...

T13. ALEMBIC –

ASSAULT TROOP CARRIER (ACT)

Crew: Pilot Azir Khainir, Navigator Patricia Muda, Engineer Ramon Irle, Medic Kaam Igu, Engineer Mugur Gepka, Comms Ikhass Haam, Comms Tom Melur, Gunner Deshia Ar, Gunner Igau Darmu, Platoon Leader Shimun Uud, Batman Dan Bridge, Troop Sergeant Sanjay Halwi, Troop Sergeant Ulakhi Laashiluum, Troop Sergeant Peta Gauus, 21 x Troopers in 3 squads.

Passengers: None.

Cargo: None.

Ship: An over-sized grey-skinned troop-carrying space shuttle, showing Imperial starbursts.

Referee: The *Alembic* is currently part of a local fast-reaction force and has not been sent out of system for over a year. Its troops may be deployed anywhere around this world, operating in various roles from counter-insurgency to search-and-rescue.

Adventure Hooks

- The *Alembic* is getting R&R while awaiting repairs to its chameleon armour plate, which is malfunctioning and displays vibrant colours instead of melding into the background. Ikhass Haam, an extremely talented communications officer, spends his R&R researching new cryptography algorithms and devising new comms systems. The players find their ship's comms, sensors and other electronic systems intermittently going haywire; anyone with suitable skills can trace the interference back to the *Alembic* where over-zealous engineer Gepka has been playing with one of Haam's latest inventions, without realising it was a new jammer design. When all is straightened out, Haam will be apologetic, Gepka disciplined, and the players have made some useful acquaintances in the local military...

T14. GIGIMLAKIN –

X-BOAT TENDER (XT)

Crew: Captain Ir Kidada, Pilot/Navigator Shii Bishshe, Comms Terry Young, Engineer Geshiir Sha, Engineer Owen Lampard, Engineer Lynn Scharner.

Passengers: 0-4 X-Boat pilots.

Cargo: Spares for X-Boats and other scout craft.

Ship: A somewhat drab grey cylinder apart from the yellow/black hazard markings and guidance lights around its ship bay doors.

Referee: The *Gigimlakin* services X-Boats passing through system and usually has one or two craft aboard for maintenance, though their crew rarely stay aboard, preferring the bright lights of the nearby world. The current captain is somewhat naïve, having acquired his position only because of his noble family's Naval connections.

Adventure Hooks

- The *Gigimlakin*'s spares store includes two jump-4 drives and three jump-2 drives, as well as a plethora of high tech communications and computer spares, with a total value of more than MCr. 100. A local crime syndicate has decided this is a worthwhile haul. The tender's supplies are brought up weekly from the planet by a cutter. The criminals have arranged for the cutter to be out of action so a commercial trader is hired instead. The trader carries an assault team to storm the tender and hold it while the most valuable drives and comms kit is transferred into the trader, which then carries the team and its loot out of system. To ensure the tender does not get a Mayday call out, the criminals have blackmail material on Owen Lampard (he nearly killed a youngster in a drunken hit-and-run a year back). Owen will disable the ship's comms systems just before the assault. The players can be involved as follows; Owen gets cold feet and asks the players to help him out while on shore leave a few days before the heist; the players are hired as part of the assault team; the players' ship is hired for the assault (they may be fully involved, or just told they are carrying a security team up to the tender); the players are crew on the tender, or visiting a friend there. Whatever the 'pull' in this plot, it is an ideal opportunity for a deck-to-deck skirmish on the tender.

T15. GLAIVE – BROADSWORD (CP)

Crew: Owner Sha Shulaarkigi, Pilot Hama Fagerne, Navigator Di Nuun, Engineer Theo Constance, Medic Mabizi Ugaa, Medic Shi Kuguuish, Medic Giili Kakie Medic, Medic Alan Bourne, Engineer Shiin Shikaa, Engineer Gallen Kirch, Engineer Henry Montafon, Engineer Inka Galuam, Gunner Uudris Ashsuum, Gunner Jim Shiramidu, Gunner Kita Thomson, Gunner Siisa Uugiish, Troop Commander Bren Montana, Troop Sergeant Ikhau Adid, Troop Sergeant Fran Bregar, Troop Sergeant Puda Ikhasshi, 21 x Troopers in 3 squads.

Passengers: None.

Cargo: None.

Ship: The bulky globe of the *Glaive* is matt black but its camouflage panels are currently lit up with advertising for their services; 'Tributis Rapid Strike Force: When you absolutely need it destroyed tomorrow.'

Referee: The *Glaive* is one of several ships owned by Tributis RSF – a subsidiary of the Tributis Arms Group. It is in port between missions and the crew are enjoying some welcome R&R.

The *Glaive*'s troop squads work intimately together in the field, but are great rivals during their dirtside time. For each planetary visit, the sergeants agree a challenge for their teams to undertake. These tasks frequently require bending or breaking of the local laws. Previous examples have included placing the governor's car on the top of the

startown communications tower, or planting and setting off a fireworks display in the parkbay of a rival mercenary group. Commander Montana is aware of these activities but turns a blind eye to it, as he knows the positive effect it has on morale.

Adventure Hooks

- The current task for the *Glaive* troops is to see who can steal the most impressive creature(s) from the local zoo and get them back to the ship. Late at night, the players encounter a metre-tall furry brown penguin-like creature waddling into their berth (it escaped from a bunch of creatures that Alpha Squad were herding back to their ship). It has large red eyes and a small horn atop its head. Instead of wings, it has long, thin arms, with three fingers and an opposing thumb. It seems quite friendly, especially if they offer it food, but scuttles about far quicker than its stumpy legs would suggest. It also begins to mimic the players, pressing buttons to open doors or waving a spanner at them if they wave a gun at it. It can also mimic sounds, from electronic beeps to human speech (though the latter is unintelligible). The next morning, local newscasts show a picture resembling the 'penguin' as part of a report concerning the escape of thirty Toggins from the zoo. If the players return the Toggins to the authorities, the zoo will be thankful and ask for the players' help in tracking the rest of the herd, as they have a fairly strict diet and could die from eating the wrong thing. If the investigators do not find sufficient clues to enquire at the *Glaive*, they may catch Alpha Squad sneaking the creatures back to the zoo the next night (perhaps the players notice the distinctive Toggins smell near an APC from the *Glaive* just before it sets out from the starport).



CARGOS

'You're kidding, right? We don't ship livestock! No, I don't care what your manifest says, the contract I've signed here says dead - D, E, A, D - dead! Feeding? Look I said I'm not taking them - this says... it doesn't? No look, 'queriaghg' is 'dead', right? No? Well what does... the extra 'g' makes it future tense... so they're going to be dead but are currently alive... and require feeding... and mucking out... and we'll have to leave the hold pressurised... where's Pendle? Trust him to misinterpret this! Why don't these people use Galanglic on their forms? Come on, where's Pendle? I'm going to wring his bloody neck!'

This chapter is divided into several sections, each of which can be used to flesh out a given cargo.

To determine the types of cargo available to your players, you may use the system in the *Traveller Core Rulebook*, or you can consult the cargo generation tables.

Given the type of cargo, you may consult the main part of this chapter, which is divided according to cargo type; natural resources, manufactured goods, etc. Either choose or randomly select an appropriate cargo. Alternatively, skip this section and move on to generating the cargo details.

In some cases, you can wait until the players have confirmed the cargo they wish to buy before selecting an appropriate entry in this supplement. However, some cargos have a history or background which may be obvious to the players before they purchase.

CARGO DESCRIPTIONS

The cargo descriptions assume you are using the standard freight charge per displacement ton found on page 160 of the *Traveller Core Rulebook*. If you are using a different basis you should adjust accordingly.

Cargos are described only in terms of Major Lot, Minor Lot or Incidental Lot. If you are using the cargo generation tables in this book you can determine the tonnage from those tables; otherwise the lot sizes can be generated as 2D x 5 tons for Major, 3D tons for Minor and 1D tons for Incidental.

Cargo Details

Having determined the precise cargo type and its background, you can add further details. If you wish to worry your players with potential hazards, then you can generate the appropriate hazard codes for it.

Further, if the cargo does not already have some form of adventure link, you can generate your own adventure 'on the fly' using the Instant Adventure Links system below.

INSTANT ADVENTURE LINKS

This section contains rules for generating plots for almost any piece of cargo, to give many thousands of possible adventure links!

The majority of cargoes are shipped back and forth between worlds with little more than passing interest shown in them. However, there are occasions when a cargo may be unusual - perhaps it contains goods which a competitor wishes to prevent reaching a given market, or perhaps the shipper is using the cargo as a cover for smuggling.

The following tables are intended to give you the ability to quickly determine which parties have an interest in the cargo, and why. It is left to you to flesh out the details of such events.

Although many of the specific cargos detailed later in this book have built-in plots, you should feel free to substitute a Instant Adventure Link, or to swap plots between cargoes as appropriate for your campaign. However, do not overuse these tables - not every cargo should have some dread disaster or complex conspiracy associated with it!

Who is Involved?

Whatever the issue with cargo, it usually has an originator. The originator can be determined by rolling 1D on the table below.

Originator Table

1D	Originator
1-2	Competitor
3-4	Individual/Group
5	Patron
6	Event

The problem may arise, for example, from the attentions of a competitor who wishes to gain an advantage over a patron of the players'. This may involve corporate interests or may simply be two traders competing for a minor market.

An alternative possibility is an individual (or group) who are not direct competitors but perhaps wish to inconvenience the patron. This may be someone who wishes to exact revenge

for some previous wrong-doing, a political or ecological action group, or perhaps even someone undertaking an extreme form of prank.

The patron themselves may be the cause of the problem, either directly or via an underling of theirs, e.g. the patron may want to make a fraudulent insurance claim, or their assistant, broker or even cargo handlers may have some reason to tamper with the cargo.

Finally, the cargo may simply be subject to some form of random event, which the players may attempt to avoid or circumvent.

Competitors

For competitors, the form of problem can be determined from the following tables.

First, roll 1D on the Instigator Table below to see whom the competitor approaches to get the task done.

Next, roll 2D on the Competitor Table to determine what task the competitor wishes to achieve.

For some the situations, you may opt to roll more than once on the Competitor Table to determine if there is a subsequent task associated with the first. In some cases there may be a linked chain of three or more tasks (an example is given after the tables).

Instigator Table

1D	The competitor approaches...
1-2	the players
3	other locals/adventurers
4	passengers on the players' ship
5-6	the authorities

Competitor Table

2D	The competitor wants to...
2	destroy the shipment
3	damage the shipment
4	divert the shipment to an alternative destination
5	smuggle something within the cargo
6	alter the paperwork for the shipment so as to cause problems
7	delay the shipment for a given period of time
8	steal a small sample of the shipment for analysis
9	tamper with the shipment
10	substitute part or all of the shipment with an equivalent 'doctored' cargo
11	publicise the existence of the cargo
12	steal the entire shipment

For example, you roll a given cargo (let us assume it is a shipment of Turinian spices) and then roll on the Originator Table. Having determined a competitor is interested in this particular cargo, you roll a 7 on the Competitor Table and a 5 on the Instigator Table. You tell the players that just after they have loaded the spices a port official appears and tells them there are irregularities in the customs paperwork. You have already decided the official has been bribed by the competitor to delay the players from taking off for 24 hours.

Why? Perhaps the competitor is simply trying to make the delivery late - just for interest you roll another time on the Competitor Table and get a 8 and then roll a 4 on the Instigator Table. A passenger suddenly turns up at the players' ship, requiring urgent passage off the planet. No sooner have the players led this newcomer to his stateroom and turned their back, they find he has crept down to the cargo hold. They catch him red-handed trying to steal a sample of the spices.

Having handed the thief over to the starport security unit, the players are confused - why was someone trying to steal a small amount of the spice? Unknown to the players, this is a new batch of synthetic spice and the competitor wishes to get a sample before it reaches the market.

A final roll on the Competitor Table gives a 12 and the Instigator roll is a 2. The competitor decides he cannot afford to wait any longer. Rather than chance the cargo leaving planet without having been sampled, he decides to steal the entire shipment. Further, rather than hiring more incompetents to do the job, he approaches the players with a substantial cash sum, asking them to arrange to steal their own cargo! Now the players have a moral dilemma...

For a more extreme example, an initial roll of a 2 and a 6 indicates the competitor has somehow persuaded the authorities to destroy the spices. This might at first seem strange, but there are many possibilities in such a situation. Thinking quickly, you announce to the players that just as they are about to close the hold, a vermin decontamination team arrives, with instructions to impound and spray the spice cargo because they have had a report it contains Perulian Furback Worms (clearly the competitor has a few friends in the starport and knows what strings to pull...).

Individual/Group

For individuals or groups, the result they are trying to achieve can be determined from the following table by rolling 2D. Roll 1D on the following table to determine who these people approach to perform the task. It is fairly obvious with a competitor that they are trying to sabotage a cargo for commercial reasons. However, for individuals and groups a more specific reason may be required; roll 2D on the third table to determine this reason.

Instigator Table

1D	The individual/group approaches...
1	the players
2	other locals/adventurers
3	passengers on the players' ship
4	the authorities
5-6	No one – they do it themselves!

Individual/Group Table

2D	The individual or group wants to...
2-3	destroy the shipment
4	damage the shipment
5	divert the shipment to an alternative destination
6	delay the shipment for a given period of time
7	publicise the existence of the cargo
8	steal the entire shipment
9	steal a small sample of the shipment for analysis
10	tamper with the shipment
11	substitute part or all of the shipment with an equivalent 'doctored' cargo
12	publicise the existence of the cargo

Reason Table

2D	The perpetrator...
2-4	wants revenge on the players
5-6	wants revenge on the cargo's owner(s)
7	is doing this because of their beliefs
8-9	is doing this for personal gain
10	is seeking publicity
11	is doing this as a prank
12	is doing this for the hell of it

Another example; An 8 on the Individual/Group Table indicates someone wants to steal the cargo (let's say this time it's a rare Turinian statue). A 4 on the Instigator Table indicates this someone is going to hire one or more people to take passage aboard the players' ship in order to execute this theft. An 11 determines this is a prank!

You decide the statue is being shipped by a rich collector of such antiquities. His wife is so tired of him constantly worrying about his 'precious artefacts' that she has hired two professional thieves to steal the statue and return it to her... if this brings him to his senses, she will return it to him, otherwise she may have it melted down to make some nice jewellery for herself!

Sometimes it is the patron himself, or one of their underlings, who does not want their cargo to get somewhere - perhaps they want it to disappear so they can claim on insurance. Determine what they wish to achieve by rolling 2D on the Patron Table, then roll 1D on the following table to determine who is approached to perform the task. Finally (if desired) you can determine if it is actually the patron who is instigating this matter, or someone associated with them by rolling 1D on the Associate Table.

Patron Table

2D	The patron wants to...
2	destroy the shipment
3	damage the shipment
4	divert the shipment to an alternative destination
5	steal the entire shipment
6	conceal hazards associated with the cargo
7	keep secret the existence of the cargo
8	keep secret the nature of the cargo
9	smuggle the shipment
10	smuggle something else within the cargo
11	steal the shipment but make it appear it has been lost/destroyed
12	substitute part or all of the shipment with an equivalent 'doctored' cargo

Instigator Table

1D	The patron approaches...
1	the players
2-3	other locals/adventurers
4	passengers on the players' ship
5-6	No one – they do it themselves!

Associate Table

1D	The instigator is...
1-3	the patron
4	the patron's assistant or business associate
5-6	one of the patron's low level lackeys

Events

Sometimes things just go wrong. The following table contains possible accidents, mistakes, and so forth that may occur when handling cargo. Roll 3D on the Event Table to determine what has gone wrong.

Event Table

3D	Description
3-4	Cargo damaged (externally) before arrival at ship. The players can detect this on a Difficult (-2) Recon check. It is up to them to report the fault to the patron, or sort out the problem themselves.
5	Cargo damaged (externally) after being taken off ship. There is nothing the players can do to prevent this, and provided their paperwork indicates the cargo was okay, requiring a Difficult (-2) Admin check, when unloaded they should be able to avoid problems. A critical failure might indicate they appear to be liable for the damage until delivered to the final recipient on the planet.
6	Cargo damaged (externally) during unloading from ship. This event may be avoided by making a Difficult (-2) check against an appropriate skill. When working in a high tech' starport this might be Computers, when unloading in zero-gravity this could be Zero-G, and so on.
7	Cargo damaged (externally) during loading on to ship. As per 4 above, but perhaps any damage might not be noticed; a critical crack in the container might cause leakage during the flight...
8-9	Financial paperwork is incorrect. The players or the patron have made a mistake (deliberate or otherwise), giving a lower value or shipping cost for the cargo than the players expected. A Difficult (-2) Admin or Advocate check will solve the matter immediately, otherwise payment will be held up while this is sorted out.
10	Legal and/or customs paperwork is incomplete or a customs seal has been broken on a container. The players or the patron have made a mistake (deliberate or otherwise). A Difficult (-2) Admin or Advocate check will solve the matter immediately, otherwise the shipment will be delayed. A critical failure may result in an extensive customs search...
11	Cargo has less items in shipment than paperwork indicates. The players may only discover this if they check within individual containers. They will then have to prove that the items were not lost en route... perhaps a Formidable (-6) Admin or Advocate check?
12	Goods delivered late. The delivery to the players' ship is delayed by 4D hours (the cause could be anything from a traffic accident to bad weather). The players could try arranging alternative delivery.
13	Cargo has more items in shipment than paperwork indicates. As per 8 above, but if this is detected then the players could decide to take the excess for themselves. On a roll of 1 on 1D, the excess is deliberate - the patron has had shipments skimmed previously and is trying to catch the culprit...
14	Cargo has wrong items in shipment. As per 8 above; if discovered, the players can reject the shipment before it is loaded. If this is only discovered at the destination, there will be endless problems!
15	Cargo paperwork omits one or more special handling codes or instructions. The players (or other handlers in the shipment chain) will not know that the shipment must, for example, be kept at a given temperature, or perhaps the feeding instructions are missing for some livestock...
16	Goods badly packed. The players will only discover this if they check within the individual containers. A Difficult (-2) Recon check will indicate the incorrect packing might cause damage to the cargo. If the packing is corrected then no damage will result. If not, then the cargo may leak or be damaged by the time it reaches the destination.
17	Goods delivered to wrong location. The delivery for the players' ship has gone to another location or ship. The players will be required to waste time trying to track down where their shipment has gone!
18	Cargo paperwork omits one or more hazard codes or instructions. As per 11 above, but the possible dangers are drastically increased; incorrect storage of the cargo might result in a severe accident!

AND ALL THE REST

This brief section on trade has not even started to scratch the surface of the operations of a trader; at every port there are innumerable expenses to cover, hazards to consider, and so on. All are usually considered common tasks for crews, but the following list might give you some ideas for where minor problems and faults could be introduced to spice up your players' life.

- Food and drink for passengers
- Food and drink for crew
- Consumables for crew (linen, etc.)
- Consumables for passengers (little bars of soap, complimentary towels, etc.)
- Cargo duties/taxes for shipped cargos
- Cargo duties/taxes for speculative cargo (buying and selling)
- Brokerage fees for speculative cargo
- Convoy/Patrol Escort Fees
- Delivery charges to and from the port
- Loading/unloading charges
- Rental of local vehicles or equipment for delivery or loading
- Wear-and-tear on the ship (tableware, furniture, maintenance, etc.)
- Water supplies (for washing and internal ship systems as well as drinking)

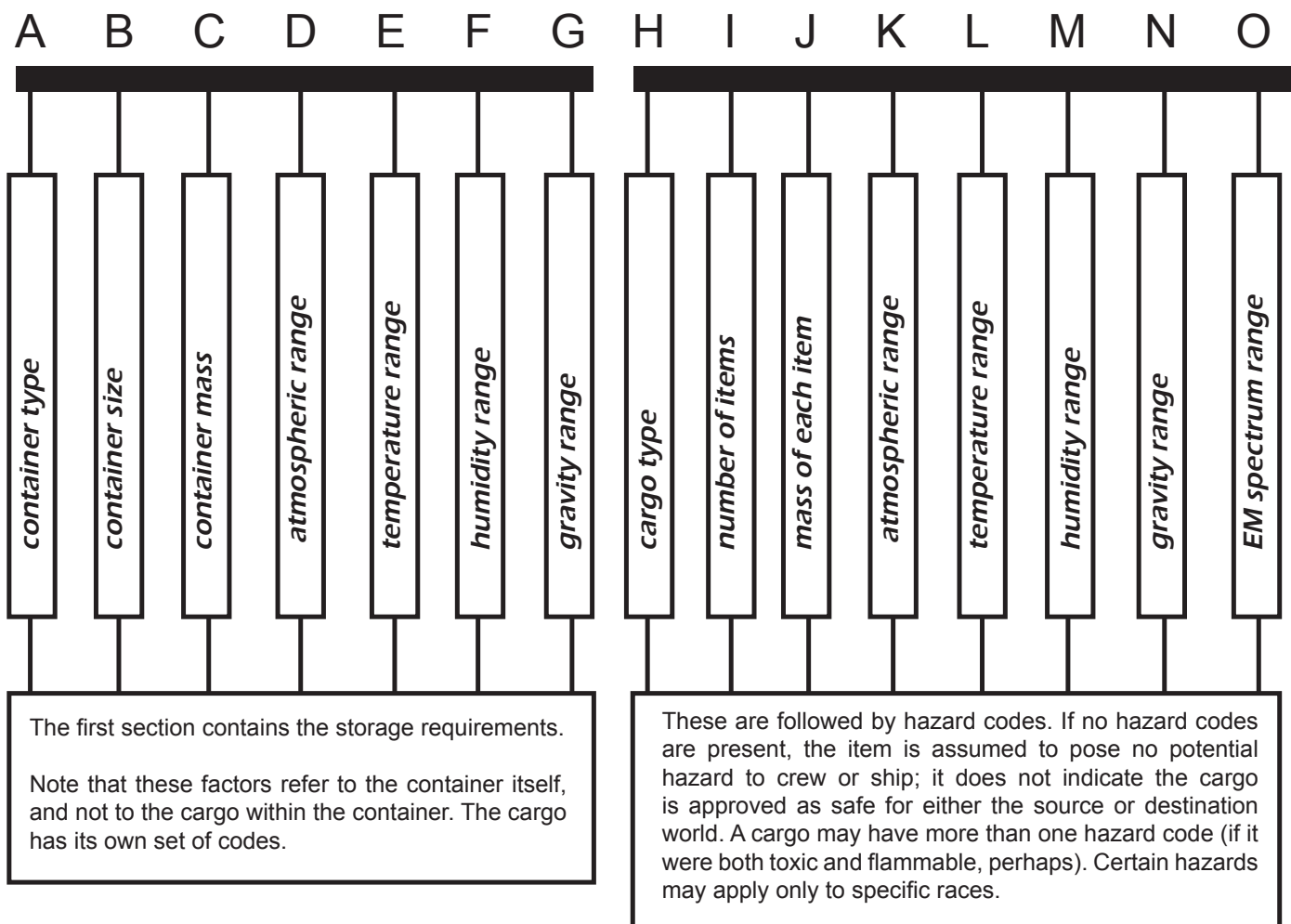
- Oxygen, nitrogen and other gasses for life support and other on-board systems
- Chemicals for air or waste processing
- Removal of waste (including septic tanks) while docked
- Insurance (ship, cargo, passengers)
- Cargo bonds
- Accountants' and lawyers' fees
- Registration fees
- Inspection fees
- Bank fees (handling accounts, interest on loans, etc.)

SHIPPING CODES

This section describes the shipping codes used on many cargo containers - from size and mass to hazards and handling requirements.

The Standard Shipping Code (SCC) is used to identify the shipping requirements (including hazards) of any piece of cargo. This is described in Scout Corp document S536-968-SSC1 Issue 4.5 and, while being common to most worlds, is only intended as a general guideline. More detailed shipping codes may be required on individual worlds while others use an abbreviated Universal Hazard Profile (UHP).

The SSC format is as follows.



The final codes in parentheses indicate special handling considerations. These are intended as a very generic indicator as to whether the cargo must be regularly inspected or monitored, such as in the case of livestock which must be fed. As with hazards, there may be zero, one or more handling codes.

It should be noted that the exact details of the entire SSC are usually required to be displayed in a textual format on the container, but this is typically in Galanglic (within the Imperium). The numeric code aids other races (including humans with non-standard dialects) and can be easily read and stored by computer systems even at relatively low tech levels.

Container Type

The container type code indicates the general structure of the container, from a cage (code 0) up to a fully sealed and pressurised unit (code 4).

0	Open frame
1	Enclosed, unsecured
2	Enclosed, secure
3	Hermetically sealed, secure
4	Hermetically sealed, pressurised (positive or negative according to contents)

Container Size

The container size code indicates one of the standard container sizes or a non-standard size. Volumes and dimensions shown are maximums; actual containers may be slightly smaller, to allow for slotting in between other crates in the hold.

0	C0 (small containers up to 0.5 x 0.5 x 0.5 m)
1	C1 (1 m3; 1.0 x 1.0 x 1.0 m)
2	C3 (3 m3; 3.0 x 1.0 x 1.0 m)
3	C9 (9 m3; 3.0 x 3.0 x 1.0 m)
4	C27 (27 m3; 3.0 x 3.0 x 3.0 m)
5	C54 (54 m3; 3.0 x 3.0 x 6.0 m)
6	C81 (81 m3; 3.0 x 3.0 x 9.0 m)
7	C108 (108 m3; 3.0 x 6.0 x 6.0 m)
8	C162 (162 m3; 3.0 x 6.0 x 9.0 m)
9	Non-standard configuration

Container Mass

The container mass code indicates a rough mass for the empty container. This cannot simply be deduced from the container size, since their construction may differ greatly - one being thin plastic, another a solid metal high-pressure containment vessel.

0	< 1 kg
1	1-10 kg
2	10-100 kg
3	100 kg - 1 tonne
4	1-10 tonnes
5	10-100 tonnes
6	100-200 tonnes
7	200-500 tonnes
8	500-1000 tonnes
9	over 1000 tonnes

Container Atmospheric Range

This code indicates the maximum atmospheric pressure that can be tolerated by the container during transit. The cargo contained within it may well have quite a different tolerance. The code is roughly equivalent to halving the atmospheric code used for world UWPs.

0	Vacuum
1	Trace (0.01-0.1 atmospheres)
2	Very Thin (0.1-0.4 atmospheres)
3	Thin (0.4-0.75 atmospheres)
4	Standard (0.75-1.4 atmospheres)
6	Dense (1.4-2.5 atmospheres)
7	High Pressure (2.5-5.0 atmospheres)
8	High Pressure (5.0-25.0 atmospheres)
9	Extreme (over 25 atmospheres)

Container Temperature Range

This code indicates the recommended temperature at which the container should be stored during transit. The cargo contained within may well have a quite different tolerance. The actual temperature range allowed is $\pm 5^{\circ}\text{C}$ from the given value.

X	below -50°C
0	-50°C
1	-40°C
2	-30°C
3	-20°C
4	-10°C
5	0°C
6	10°C
7	20°C
8	30°C
9	40°C
etc.	etc.
E	$+90^{\circ}\text{C}$
F	$+100^{\circ}\text{C}$
Y	Above 100°C

Container Humidity Range

This code indicates the maximum recommended humidity at which the container should be stored during transit. The cargo contained within it may well have quite a different tolerance.

0	0%
1	1-10%
2	11-20%
etc.	etc.
9	81-90%
A	Any humidity

Container Gravity Range

This code indicates the maximum recommended gravity (planetary, artificial, or thrust-induced) at which the container should be stored during transit. The cargo contained within may well have a quite different tolerance.

0	Zero-gravity
1	1 g
2	2 g
etc.	etc.
9	9 g
A	> 9 g
X	Do not store in zero-gravity

Cargo Type

This code indicates the general form of the cargo. Note that dead flora and fauna will typically be coded as some form of solid or mixture.

0	Solid
1	Powder
2	Solid/liquid mixture
3	Solid/gas mixture
4	Liquid
5	Gas/liquid mixture
6	Solidified gas
7	Liquefied gas
8	Compressed gas
9	Rarefied gas
A	Gas plasma
B	Assorted forms (mixed cargo)
C	Live flora
D	Live fauna
E	Unusual

Number of Items

This code indicates the number of items per container. Code 0 usually indicates the container is being returned to a depot for refilling, and Code 1 is used where the cargo is not subdivided within the container (as in the case of a liquid). That is not to say that a liquid might not be subdivided; whereas a multi-compartment tank would still count as a single container, the liquid could be in quite separate canisters.

0	Empty
1	1-5
2	6-10
3	11-20
4	21-50
5	51-100
6	101-200
7	201-500
8	501-1000
9	1001-5000
A	5001-10000
B	Over 10,000

Mass of Each Item

Indicates the rough mass of each item within the container or, where the cargo is not subdivided (e.g. a liquid), the total mass. This code is as per the Container Mass code.

Atmospheric Range

Indicates the atmospheric pressure acceptable for the cargo (this may be quite different to that of the container). The code is as per the Container Atmospheric Range code.

Temperature Range

Indicates the recommended temperature at which the cargo should be kept (this may be quite different to that of the container). The code is as per the Container Temperature Range code.

Humidity Range

Indicates the maximum humidity level at which the cargo should be kept (this may be quite different to that of the container). The code is as per the Container Humidity Range code.

Gravity Range

Indicates the maximum gravity level to which the cargo should be subjected (this may be quite different to that of the container). The code is as per the Container Gravity Range code.

Electromagnetic Spectrum Range

Indicates any special requirements for exposure to, or protection from, EM radiation. For example, light-sensitive materials should not be exposed to light, whereas live plants will require an appropriate natural light source.

0	Do not expose to visible spectrum light
1	Do not expose to ultra-violet (UV) light
2	Do not expose to infra-red (IR) radiation
3	Do not expose to low frequency EM fields
4	Do not expose to radio frequency (RF) fields
5	Do not expose to X-rays
6	Must be exposed to sunlight-equivalent
7	Do not expose to specific EMS range (specified in attached paperwork)
8	Must be exposed to specific EMS range (specified in attached paperwork)

Code	Sub code	Note
0		Special hazard (not covered by other codes; no sub code; must be accompanied by full documentation including specifics of hazard and how to deal with it if spilled, ignited, etc.)
1		Toxic; sub code indicates the main method by which the poison may enter the body.
	0	Ingestion
	1	Absorption through skin (prolonged contact)
	2	Absorption through skin (after any contact)
	3	Subdermal (entry through an abrasion or laceration; prolonged contact)
	4	Subdermal (entry through an abrasion or laceration; after any contact)
	5	Any bodily fluids (typically ingestion or subdermal)
	6	Inhalation (fumes)
	7	Inhalation (dust)
	8	Injection (intra-arterial or intravenous)
	9+	Unusual entry method
2		Embryo-toxic; sub code as per Toxic
3		Carcinogenic and/or mutagenic; sub code as per Toxic
4		Teratogenic; sub code as per Toxic
5		Oxidant
	0	Potentially hazardous if combined with inflammable substance
	9	Spontaneously ignites on contact with a wide variety of substances
6		Corrosive
	0	pH in range 0.0-0.5 (extremely acidic)
	1	pH in range 0.5-1.5 (very acidic)
	7	pH in range 6.5 to 7.5 (neutral; this code is not normally used since it is neither corrosive nor caustic)
	E	pH in range 13.5+ (extremely alkaline)
7		Explosive
	0	Explosive only under extreme conditions (e.g. subjected to intense heat or another explosion)
	9	Spontaneously explosive (extremely unstable)
8		Highly Flammable
	X	Flammable below -50°C
	0	Flammable at 50°C
	1	Flammable at 40°C
	E	Flammable at 90°C
	F	Flammable at 100°C
	Y	Flammable above 100°C
9		Biohazard; first sub code indicates transmission method (as per Toxic), second code is effect; third code is transmission factor:
		Effect Factor
	1	May cause allergy
	2	Likely to cause allergy
	3	May cause mild infection
	4	Likely to cause mild infection
	5	May cause serious infection
	6	Likely to cause serious infection
	7	May cause lethal infection
	8	Likely to cause lethal infection
	9	Biowar agent
	A	Unknown potential biohazard
		Transmission factor:
	0	Low contagion factor (e.g. unable to survive outside host, extremely short lifespan within host)
	9	High contagion factor (e.g. multiplies rapidly even under adverse conditions)
A		Radioactive
	1	Weak Alpha
	2	Weak Beta
	3	Moderate Alpha
	4	Moderate Beta
	5	Moderate Gamma
	6	Strong Alpha
	7	Strong Beta
	8	Strong Gamma
	9	Strong X-Ray
	A	Atomic weapons

Hazard Codes

A hazard code is normally a two-digit code but may sometimes have three or five digits. The first digit always indicates the general nature of hazard, and the second the specifics. The last digit (if there are more than two) generally indicates if the effect is caused to all life forms or only specific races.

For biohazards, a five-digit code is used, with the third and fourth codes being extra specifiers for the effect and transmission factor of the agent.

Races Affected








0	All life forms
1	All oxygen breathers
2	Humans, Aslan, Vargr
3	Humans only
4	Aslan
5	Vargr
6	Droyne
7	Hivers
8	K'Kree
9	Others (only)

Special Handling

0	Fragile contents; handle with care
1	Must be stored upright according to indicators on container
2	Fragile container; do not stack heavier containers on top
3	Live fauna: requires regular feeding
4	Live flora: requires regular tending

Visible Hazard Signs

The following signs are recognised as representing certain hazards. These are by no means the only such symbols in use but are roughly indicative of the nature of such signs. They should always be accompanied by a textual description of the hazard and the hazard code.

Explosive	
Toxic	
Radioactive	
Flammable	
Corrosive	
Fragile	
Perishable	

For example, the following is an example of an SSC that might be found on the side of a particular container.

Hneferl 32 Duplait Industries

10 units, 50 kg

HAZARDMNV

3225683-42244A41-[100-160-320-70]-(0)

This is a chemical called Hneferl 32, manufactured by Duplait Industries. The container has 10 units within it, and weighs 50 kg in total. Clearly there are hazards associated with the cargo - it appears to be potentially explosive, lethal in some manner, and also fragile.

The first three numbers (322) tell us that this is a hermetically sealed container of 3m3 massing between 10 and 100 kg.

The next four (5683) indicate that the container should be stored at 2.5 atmospheres or less, at around 10°C with a maximum humidity of 80% and 3 gravities.

What is this container sealing in? The cargo codes (422) tell us this is a liquid, in 6-10 containers (note the text says 10) each of 10-100 kg loaded weight (the text says 50 kg). The fact that there are multiple internal units indicates that the main container may be subdivided into separate tanks or canisters.

The liquid itself is stored at 1 atmosphere pressure (note that the cargo container has a higher rating for obvious safety reasons) and must be at around -10°C (so the container must contain some refrigeration equipment because the temperature outside the container can be around 10°C). The liquid seems unaffected by humidity but should not be stored at more than 4 gravities (the container is not rated to more than 3g anyway). The liquid is also sensitive to UV radiation and must be protected from it.

The symbols already indicate this is a nasty concoction. The hazard codes specify that the liquid is toxic to all life forms if ingested (100) or its fumes are inhaled (160). A tiny quantity contacting exposed skin could be carcinogenic (320) and there is a slight explosive risk (70).

The explosive risk may be due to sudden physical shocks, for the cargo is to be handled as if it were fragile (handling code 0).

Not a very nice chemical from Duplait Industries, but probably critical to a high tech process somewhere out there in the stars...

NATURAL RESOURCES

This section describes cargoes involving natural resources, from ore to livestock.

1. FERROUS METAL ORE, MAJOR LOT

Some years ago, the quality control analysis of an iron ore shipment from the current world indicated an anomalous crystalline structure within. Investigation of the shipment determined that it came from a new ore seam, previously untapped by the mining corporation. The molecular composition of the crystalline iron has now been found to be of particular use for producing a number of organic compounds. This shipment is intended for a Bioplas LIC plant producing synthetic blood of various types.

2. NON-METAL ORE, MINOR LOT

These ores are mined from rocky stalagmites nearly a mile beneath the surface of the ocean. These ores are rich in halogen salts and are thus being transported to a Physkem refinery to extract these salts and their component halogens. This particular shipment has a high concentration of fluoride salts with small amounts of fluorine gas trapped in the matrix. The salts and gas are both poisonous and corrosive.

3. RADIOACTIVE ORE, INCIDENTAL LOT

A minor accident at a nuclear waste reprocessing plant has created an alloy with unusual electrical properties. This shipment contains a series of small samples of this waste, for transport to an independent laboratory for analysis.

However, the strange properties of this alloy may manifest themselves during the journey. The transition to jump space will induce a significant electrical charge within the alloy. As this discharges over a period of days, it cause minor electrical malfunctions within the ship.

4. NON-FERROUS ORE, MAJOR LOT

Platinum is used by Physkem as a catalyst in the synthesis of various hydrocarbon chemical structures. This shipment of platinum ore is being sent for refining and would normally be carried by Kankir Shipping. However, all the Kankir ships in port are pursuing a strike action in an attempt to get a

salary raise. Kankir is thus subcontracting this shipment at 150% of the normal price to ensure that they do not lose the contract with Physkem.

5. RAW CRYSTALS, MAJOR LOT

Lyten Technical produce the three-dimensional processor circuits for a wide variety of high tech computers. This shipment is of raw crystals, en route for a Lyten plant. At the plant the crystals will be purified and then etched using holographic laser techniques to create the processing circuits.

6. RAW PRECIOUS GEMS, MAJOR LOT

The assignment consists of a large cargo of raw gems. These are synthetic stones of a relatively low quality and are intended for industrial use.

This particular load of gems were created using a new synthetic process. They are therefore being accompanied by a representative of the company who will to check they meet the required standards.

7. NITROGEN COMPOUNDS, MINOR LOT

The Polietti Research Institute is undertaking a range of studies on the creation of primordial lifeforms. This involves subjecting various types of primitive atmosphere to a range of external stimuli.

The shipment consists of canisters containing samples of the atmosphere of a relatively newly formed planet. The gases within consist mostly of ammonia, hydrogen cyanide and nitrogen oxides.

Unfortunately for the players, one of the containers has a slight leak - insufficient to cause them any harm, but sufficient to cause customs at the destination world to impound the cargo...

8. RAW HYDROCARBONS, MAJOR LOT

Detailed analysis of a local gas giant has discovered regular nanometre size carbon structures within the raw gases.

This shipment is being sent for investigation to the laboratories on a neighbouring world, to determine whether the nano-pipes and other carbon-based formations are created by natural processes within the gas giant, or are the by-products of some new life form.

9. PLANTS (WOOD), MINOR LOT

The constantly changing grain and beautiful pale blue colour of Hellboria wood makes it a common component of many designer products.

This cargo is of sawn Hellboria planks and is extremely valuable. The patron will thus provide three armed guards for the shipment (at high passage prices).

10. PLANTS (BALES),

MINOR LOT

Yakka Juice is a widely available alcoholic beverage fermented from dried reeds of the Ferlengith plant group. This shipment is of bales of Yarminan Ferlengith - the highest possible quality reeds - and is intended for the Yakka refinery on the destination planet. The resulting Yarminan Yakka Juice will be sold at a premium price.

The Yakka refinery is always willing to pay part of the shipment costs in cases of their beverages.

11. PLANTS (FIBRES), MAJOR LOT

Wendle's Fern has the unusual property of changing colour when a mild electrical current is passed through it. Fern fibres have been adapted for a range of uses, particularly wall hangings and curtains. A tiny fluctuating current passed through the hanging causes the fern fibres to change colour, creating a rainbow-like effect. Fern fibres have also been introduced into some ceramics, including high class crockery.

This cargo contains packages of fern fibres for processing into wall-hangings by a subsidiary of the Pleasurestar corporation.

12. PLANTS (HERBS),

INCIDENTAL LOT

The great 'star mystic' Rozak Kabor has many followers on this world, as well as having founded several communities of 'believers' on adjacent worlds. He wishes to have a container of herbs shipped to one of these communities.

He has all the appropriate paperwork for the cargo and will constantly enthuse about how chewing these Yttar Leaves can bring one to a state of deep meditation, as well as curing

Jump sickness, indigestion and a hundred other ailments. However, their properties fade rapidly (within a few weeks), hence the urgency to ship the herbs.

The local government doesn't believe his herbs to have any significant properties, medical or otherwise. However, his claim about Jump sickness is true (although never authenticated by a laboratory). If the players' ship were to suffer Jump problems, they might discover this valuable fact.

13. WILD PLANTS (LIVING),

INCIDENTAL LOT

This shipment is a sealed environmental unit containing a collection of carnivorous plants. It requires no servicing, having an automatic release mechanism to provide the appropriate 'food' (small insects, etc.) from a store within the container.

14. FOOD PLANTS (LIVING),

MAJOR LOT

Fresh Tolinquin beans, ground to a fine powder or paste, are used as a spice for exotic dishes. The fresh beans can also be fermented to create a very expensive wine. However, in either case they lose their taste within hours of being plucked from the plant. This shipment therefore comprises several hydroponics tanks containing live Tolinquin plants.

These plants require a highly acidic growth medium, and produce a noxious gas during the bean-producing phase of their life-cycle. Thus any leakage from these containers should be considered a serious hazard.

15. ANIMALS (LIVING),

INCIDENTAL LOT

This shipment consists of a single cage containing two Aslan fighting cats (Feakhefourar). Their owner - a rich noble - is moving between planets and wishes the cats to be transported to his new estate. Unfortunately he requires that the animals be kept in a fairly spacious cargo area, at the precise pressure and temperature which the cats prefer. They must be fed regularly with raw meat (a container of which is provided) and their cage must be cleaned once per day. The cage has two sections with a remotely controlled gate between and a door into each. If the cats can be encouraged into one section (perhaps using their food), the other can be closed off and cleaned.

These are vicious animals (resembling a Terran leopard) and should be treated with care. Thankfully, the patron is willing to pay well over standard costs for the trouble of transporting them.

16. LIVESTOCK (LIVING),

MAJOR LOT

Hypagene specialise in geneering lifeforms to meet customer requirements. They have created a wide range of insect life for various pollination and pest-control purposes. This shipment consists of a number of sealed 'hives' containing Curlak Beetles - renowned for their ability to survive in almost any environment, feeding upon a wide range of crop pests.

However, in a rush to meet this shipment, the Hypagene packing plant has used substandard containers; the seal around the environmental control unit on one crate will gradually allow the beetles to escape during their transport. The beetles are not hazardous to crew, but give off a disgusting smell if squashed.

17. RARE PLANTS (LIVING),

INCIDENTAL LOT

The Platellan Ice Flower is one of very few plants found on this world, growing only within deep crevices at the edge of the icy polar regions. Due to unusual fluctuations in the planet's surface temperature, these ice regions are rapidly melting. The Ice Flower's habitat is disappearing, resulting

in a sharp decline in its numbers. To prevent its total loss, the Corialanus Trust is shipping several Ice Flowers to a genetic bank which it maintains on a nearby world.

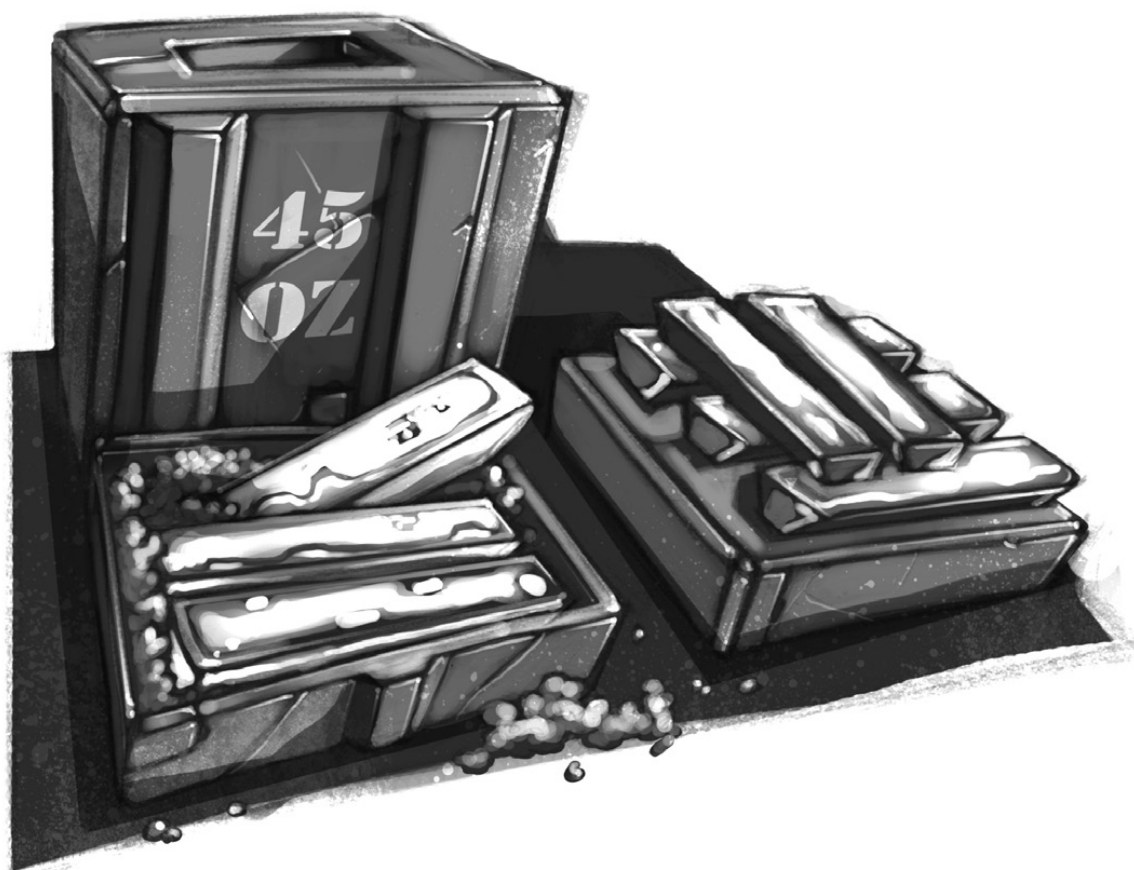
Unfortunately, the government controlling this world have not approved the export license for this species since they do not yet consider it endangered. The Trust will therefore be willing to pay extra to ensure the shipment avoids official channels.

18. RARE ANIMALS (LIVING),

MINOR LOT

The Corialanus Trust wishes to ship an aquarium from a waterworld where they have been conducting deep sea research to their laboratory on a nearby world. The multi-compartment, high pressure tank contains several rare species, found only at great depths in the ocean. The Trust wishes to analyse the enzymes and proteins of these creatures to determine the manner in which their structure has altered to cope with the immense water pressure.

Unfortunately one of the committee members for the trust wishes to acquire these animals for their private collection; there will therefore be an attempt to hijack the cargo at some point in the voyage.



PROCESSED RESOURCES

This section describes cargoes involving processed resources, from iron ingots to fruits and vegetables.

1. IRON, MAJOR LOT

This shipment is destined for a commune of Ipotic monks who refuse to use any material that is not directly derived from those naturally available to them. As a result of their slightly confusing religious directives, many high technology materials are unacceptable, including even the most simple plastics.

The iron is in small ingots, ready to be smelted into tools and other hardware.

2. STEEL, MAJOR LOT

The laws governing this system have a strong ecological bias. However, the system does not have any facilities for reprocessing radioactive waste materials. This shipment consists of a large quantity of waste steel from an old nuclear accelerator, which is being sent for recycling in an adjacent system.

The steel is only mildly radioactive but should still be handled with care.

3. ALUMINIUM, MINOR LOT

The destination world requires aluminium for the alloys used in its substantial ship-building industry. However, the system has no significant aluminium resources, thus this cargo is being in from a neighbouring world.

4. COPPER, MAJOR LOT

Kopten Metals trades in a wide variety of refined metals, supplying major industries across the subsector. However, one of their copper-processing plants has recently suffered a disastrous fault which has resulted in contaminated copper being produced. Unfortunately, an independent audit has also recently indicated Kopten to be financially unstable due to a fall in profits.

To ensure their financiers do not panic and withdraw their money, Kopten are continuing to ship their usual quantities of copper ingots. However, these ingots are actually made of a other metals, coated with copper. This is just one of many such shipments, being passed out to new, smaller, traders on the assumption that they will not notice the deception.

5. TIN, MINOR LOT

This cargo is two smallish containers of tin ingots. However, the containers seem to be rather light, as though the tin is very sparsely packed. Closer examination of the shipment reveals that it is actually a set of extremely fine statuettes, composed mostly of tin. The shipper is a wealthy patron trying to avoid paying the taxes normally levied on the importation of such artworks (although he will not admit this if questioned).

6. ZINC, MAJOR LOT

Zinc is widely used as a reducing agent in various industrial processes. The current shipment is intended for a Physkem refinery and is critical to their operation. However, the government of the destination world is currently in dispute with the Imperium over several new interstellar laws imposed within the last few months. As a result, the Imperium has begun a trade embargo. Although only nominally enforced by a couple of Imperial destroyers, delivering the shipment may still be troublesome, thus a 50% bonus will be paid to the shippers.

7. SPECIAL ALLOYS, MINOR LOT

This shipment contains a new alloy which is able to maintain an exceptionally high electromagnetic field strength intended for use in monorail levitation systems and similar systems.

It is being sent to a Quest Transport facility for evaluation as to its suitability for use in manufacturing their various maglev vehicles. However, a competitor is also interested in acquiring the cargo, or at least a sample of the alloy. They may be willing to pay the shippers, or may try to take the cargo by force.

8. GOLD, INCIDENTAL LOT

This is a relatively small shipment of gold which has been pre-cast by Weller Associates to form various components of a large statue. The remainder of the statue has already been constructed on the destination world, to celebrate the twentieth year in power for the ruling government.

Naturally, a high value cargo such as this may attract undesirable attention from pirates and the like. The shipper must therefore be able to provide evidence of their ship's defensive capabilities, and will be expected to provide accommodation for a small detachment of heavily armed guards.

9. SILVER, MINOR LOT

The destination planet has a tainted atmosphere which is mildly corrosive. This requires most metal components exposed to the atmosphere to be coated. A very thin layer of silver is used on many products, and this shipment is destined for a company specialising in this protective coating process.

However, a clerk in the shipping agency has attempted to salt away some of the silver for his own ends. The shipment will be slightly lighter than shown on its paperwork - careful examination will reveal the tampering.

10. PRECIOUS METAL, MINOR LOT

A range of poly-metallic sulphides created during underwater volcanic activity have been found to contain a mixture of various precious metals. The resulting glittering appearance and nodular form of these natural stalagmites is such that they are normally sliced up and sold as expensive novelties. This shipment contains a selection of such novelties ordered specifically by a rich noble. However, the noble is a very fickle man, with an annoying personality, who will refuse to accept, or pay for, the shipment. The players must decide whether to sell the novelties themselves or return them to the agent.

11. NON-METALS,

INCIDENTAL LOT

A shipment of liquid bromine is being sent to a Weller Associates site for use in gold extraction. The bromine is exceptionally corrosive and very volatile (it will gradually vaporise even at room temperature); the resulting gas is also corrosive and poisonous.

12. CRYSTALS, MINOR LOT

Several small containers of processed holo-crystals are being shipped for their final laser-formatting.

13. RADIOACTIVES, MAJOR LOT

Due to its desire to ease the import and export of nuclear fuels and waste for reprocessing, the destination world has reduced the taxation on radioactives. A number of entrepreneurial souls are now shipping a range of merchandise as radioactives to take advantage of these new rules. This particular shipment is of ammunition, all lightly irradiated so as to qualify for the tax relief without being hazardous.

14. RARE EARTHS, MINOR LOT

A shipment of plutonium 238 is being sent to Weller Associates for use in trace-marking one of their currencies (this form of marking with uncommon elements, radioactives, etc. is widely used as an anti-counterfeiting measure).

The shipment is urgently required at the destination world and thus double normal shipping costs will be paid if the cargo can be transported immediately.

15. ISOTOPES, INCIDENTAL LOT

Several small cases of compounds containing a mix of isotopes (carbon-13, for example) for use in medical diagnostic analysis (such as whole-body Nuclear Magnetic Resonance).

One of the compounds has been substituted with an illicit drug, but only a careful customs check will determine its nature, since the containers are all hermetically sealed. However, the players may note that the agent is unusually nervous about anyone tampering with this shipment.

16. GRAIN, MAJOR LOT

This shipment consists of multiple cargo containers of Pilthen Wheat. Shipping such grain between star systems is usually uneconomical, but Pilthen Wheat is the major component of the cakes baked on Saman's Day, a feast celebrated by the followers of the long-dead philosopher Cardiar Saman. The destination world has two Saman communities who require the wheat for their celebration in a few weeks time.

It is important that the grain is totally pest-free. Should a container leak, the grain is flammable and thus its dust is potentially explosive.

17. VEGETABLES, MINOR LOT

Goutbaggers are a large vegetable vaguely resembling a melon. In addition to their use in some human cooking, they are also considered a great delicacy by Hyumian Syliz - reptilian pets who are otherwise generally considered to be pure carnivores.

These Goutbaggers are destined for the Wide World Emporium, a huge pet retail establishment on the destination world.

It should be noted that Goutbaggers smell absolutely foul until cooked, and they are quite perishable if not kept in the correct environment (they are particularly sensitive to low humidity, which causes them to dry out). Any fault in their storage will ruin the cargo (and cause the hold to stink for several years thereafter).

18. FRUIT, MAJOR LOT

Jawajawa Fruit are considered a great delicacy, affordable only by the rich. The fruit consists of a number of succulent seed pods, surrounding (and sealing) a hollow core. In the wild, the seed casing within each fruit becomes quite fragile as the fruit ripens, and finally a gaseous reaction occurs in the core, causing the fruit to explode, spreading the seeds

over a wide area. Ripe Jawajawa are thus very sensitive to pressure; the slightest drop (below 1.2 atmospheres) will cause the fruit to begin exploding (with considerable force!).

19. MEAT, MINOR LOT

Uumkuur steak is a newly discovered delicacy in this region. Found only in one particular gas giant in the sector, the Uumkuur are huge gliding creatures. They are sufficiently numerous that some controlled harvesting has been allowed, and Uumkuur steaks have become a sector-wide fad. On the destination world, the players will be accosted by the buyers from several restaurants and retail stores attempting to bribe the players into giving the shipment to them, rather than the intended recipient (who has been delayed on his way to the port by an 'accident').

20. HERBS, INCIDENTAL LOT

These herbs are being shipped as additives for a high quality soap manufacturer. However, this is a cover; the herbs are actually a secret component in the exclusive Tolinquin wine. Anyone taking this shipment will be subtly interrogated by agents of a competitor winery who, following a tip-off, are trying to determine the precise destination for the herbs.

21. PLANT COMPOUNDS, MINOR LOT

This shipment contains two unique plant compounds which have great medical potential as selective anti-mitotics (they stop cell division at the mitosis stage and may be of use in drugs for cancer and other such inflections). These compounds consist of particularly complex chiral molecules which are difficult to synthesise reliably in large quantities.

This cargo is destined for the laboratories of Loxibac - a small and relatively new medical research group. Agents from Bioplas LIC have been unable to trace the source of these compounds and are thus desperate to gain a sample. Loxibac has made aggressive marketing claims as to the efficacy of a product based on these compounds. Bioplas is sufficiently worried that this will affect some of their drug markets, that as a last resort they will attempt to destroy the shipment before it reaches Loxibac.

22. ANIMAL COMPOUNDS, MAJOR LOT

This large shipment contains a range of enzymes produced from genetically engineered herd animals. Unfortunately, there are ecological factions on this world who disagree with the manipulation of living creatures to produce such compounds. Their efforts to disrupt the shipment may range from a demonstration, to an attempt to sabotage the shipment containers.

23. CHEMICALS, MAJOR LOT

A number of containers of a resin paint that gives a beautiful textured wood or stone-like finish when applied (the appearance depends upon the additives mixed at the time of application). The paint is extremely hard-wearing and is widely used to decorate buildings (and even the hulls of certain designer spacecraft).

However, the resin is mildly acidic in its liquid form and is extremely fast setting, such that any leaks may be hazardous and the resulting hardened resin will take a lot of effort to clean up!

24. TEXTILES, MINOR LOT

Everyone who is anyone (across much of the subsector) is wearing Sylk clothing, the expensive materials advertised by the hit group Hot & Spicy. The group has as yet to hit this world, but an importer has heard that they are due to make a surprise visit in a month's time and is thus anticipating a huge rush for Sylk products.

There will be considerable interest in the shipment by rival clothing manufacturers.

25. EXPLOSIVES, MAJOR LOT

The destination world is about to celebrate a major annual festival but the fireworks supplied for one of the city events were found to be faulty. This is a rush shipment of a large number of containers of fireworks, to replace the faulty batch. The manufacturers are sufficiently embarrassed that they will pay double normal prices to get the shipment to the city in time for the festival.

26. POLYMERS, MINOR LOT

Hyron-198 is an extremely strong polymer used for heat and impact resistance, for example as a starship hull coating. The uncured polymer is mildly toxic if it touches exposed flesh.

27. FERTILISERS, MAJOR LOT

The genetically engineered Yill Fungi has been altered such that when it is harvested and compacted, it forms an extremely fertile growing medium for a range of plants and crops. The combination of nitrogen compounds in the fertiliser means that it is classified as explosive, although the risk is minimal.

28. PLANTS (LUMBER), MAJOR LOT

Zebra wood is rarely available, but is much sought after for the inks which can be produced from its wood pulp. These inks are reflective and glow according to temperature, making them popular in mood-sensitive products.

This shipment is destined for a ink and dye manufacturing plant associated with the Sylk clothing firm.

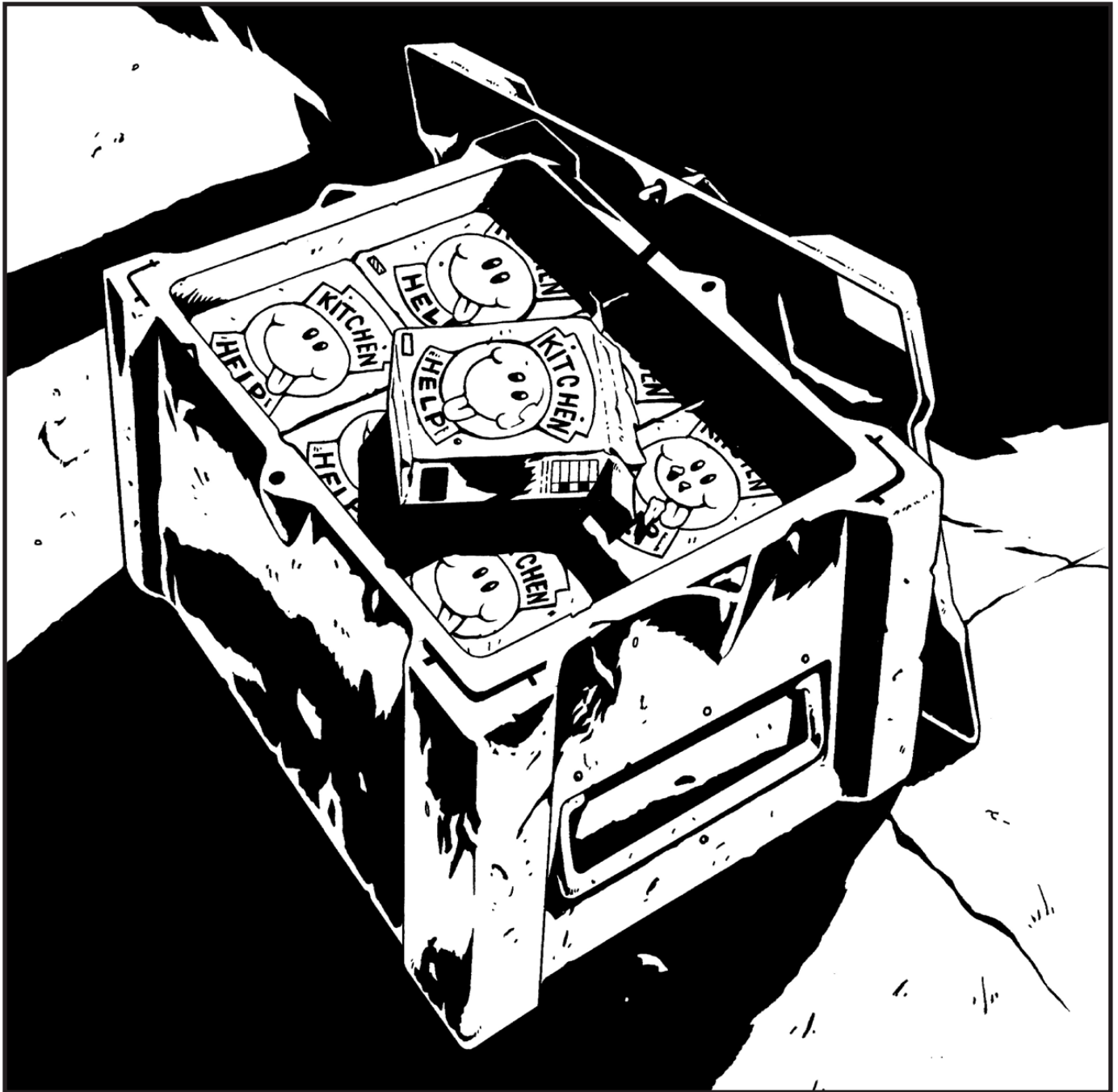
very difficult to synthesise, making it almost impossible to copy.

29. PLANTS (PAPER), MINOR LOT

For many centuries, Irilla Weed has been used for manufacturing paper for legal documents on this world. The resulting colour striations within the paper made it almost impossible to counterfeit. More recently, it has been noted that the unique chemical structures within the weed are also

The destination world has ordered this shipment to allow its evaluation for a range of official documentation.

Naturally, there are a number of criminals (for example the renowned Maria Charles) who would be very interested in getting their hands on this paper. This shipment is thus being escorted by a treasury agent from the destination world.



MANUFACTURED GOODS

This section describes cargoes involving goods which have been manufactured or synthesised, from drugs to furniture.

1. PHARMACEUTICALS, MINOR LOT

Loxibac manufacture an anti-allergen drug under the trademark Breath-Easy for use in certain tainted atmospheres. This counters the effects of type VI anaerobic bacterial agents, found on several planets with low oxygen levels.

This consignment is destined for such a tainted atmosphere world, allowing its people to breathe the atmosphere without adverse effect.

2. PRESERVED FOODS,

INCIDENTAL LOT

The adult Luctos (a tiny furred animal) sheds its wings shortly after mating. These wings are collected within mere minutes and preserved in a delicately honeyed syrup.

These Luctos wings are in great demand at high class functions, especially given their reputation as an aphrodisiac.

3. SPICES, MINOR LOT

This is one of a range of cheap new synthetic replacements for the expensive spices produced from grinding Tolinquin Beans. This particular version colours the food pale blue and gives it a delicate, fishy, saline flavour.

The local Tolinquin Bean growers may try to bribe the players to tamper with the shipment so as to make it inedible.

4. GOURMET FOODS,

MAJOR LOT

The destination world is currently entertaining a dignitary from the source world. The visitor has rather overstayed his official welcome, but a number of extremely valuable trade agreements hang in the balance. In an attempt to please their guest, the host government has requested additional supplies of his preferred foodstuffs to be shipped from his homeworld.

This cargo consists of a huge range of gourmet foods as the destination world has been unable to ascertain their visitor's precise dietary preferences. Their representatives have thus

ordered a complete selection of exotic foods. Many of these are quite perishable and must be kept in carefully controlled conditions.

5. FLAVOURED WATER, MAJOR LOT

Fanatical followers of the Hot & Spicy band have created a sudden demand for Fizzowizz (a cheap, nearly tasteless beverage) on the destination world, simply because Ginger can be seen drinking it in one of the band's holo-albums.

6. ALCOHOLIC BEVERAGES,

INCIDENTAL LOT

This is a shipment of vintage Tolinquin wine for a private collector on the destination world. The bottles are over a hundred years old and are quite fragile. Each bottle is worth over Cr. 5,000 and the collector is sufficiently concerned about their transport that he is travelling with them.

He will want to check on their condition regularly throughout the journey and will worry at the slightest turbulence. In addition, he will require the players to sign a complicated set of waivers and insurance forms. A lengthy examination will reveal that these seem to be over-insuring some of the wine. The collector knows that some of the bottle sealers were damaged some while back, such that the wine has been exposed to the air and has become soured. This would not be noticeable to the untrained eye. The collector intends to claim that the bottles were damaged in transit and reap the appropriate insurance money.

7. CONSUMABLE MILKS,

MINOR LOT

Aarandol Tree Pears, when pressed, produce a light purple milk which makes an extremely refreshing drink. The milk effervesces wildly if shaken, making it ideal for milkshakes. However, this also causes it to be classified as a fragile and potentially explosive cargo!

8. CONSUMABLE NECTARS,

MINOR LOT

The small mammalian Thirgar secretes a sticky fluid which it uses to line its nest walls. If extracted and boiled, this fluid produces a purple nectar which is considered an exceptional delicacy on many worlds. The nectar fumes

are exceptionally flammable, but the shipping agency has not handled the nectar before and thus this hazard is not marked on its paperwork.

9. CONSUMABLE SYRUPS, MINOR LOT

A shipment of synthetic super-syrup. It is used by elite chefs for delicate desserts where normal granular sugars are not appropriate. This syrup is exceptionally sticky (should it leak).

In addition, the faintest whiff of the syrup will attract a variety of insects and small animals, all seeking a tasty meal. The players may thus discover that prior to closing up the hold they have acquired some extra 'passengers' - nasty stinging flies or perhaps cute cuddly rodents? Alternatively, the syrup might attract such beasts out from the ship's ventilation system where they have been breeding (unnoticed apart from a slight smell) for the past few weeks.

10. EXOTIC FLUIDS, INCIDENTAL LOT

A small batch of skin-rejuvenating cream from the gel oozed from the skin of the long-lived Ytrus lizard. A number of previous batches have actually caused nausea and disorientation in its users, so this shipment is for a quick sale to anyone who will take it. Naturally anyone selling it may be liable for any ill effects to the users.

11. CONSUMABLE TEAS, MINOR LOT

Saskatchia Tea is a much sought-after drink, served at many restaurants on a number of worlds. What is less commonly known is that Saskatchia is made from grinding a combination of small insects. The representative of the tea company always encourages traders to try the tea, then enthuses about how it is made (he even has a jar containing the live insects...).

12. AROMATICS, MINOR LOT

A shipment of multiple (aromatic) hydrocarbon ring compounds used as dry lubricants, suitable for use in vacuum, sold under the trademark Vacslip.

These compounds are in well sealed canisters, for the slightest leak could cause havoc (any flat surface covered in the compounds would become extremely slippery).

13. DISPOSABLES, MINOR LOT

The health conscious regime of the destination world does not support the use of contraceptive drugs. This shipment is of low tech physical contraceptives for its military peace-keeping force stationed on the destination world. However,

the cargo is classified as surgical gloves, due to the slight embarrassment surrounding the contents.

14. CLOTHING, MAJOR LOT

A shipment of the latest Glimmer brand clothing from Sylk, incorporating sound sensitivity and auto-nano-repair of minor fabric tears.

This brand is a new release and thus during loading, a selection of photographers will attempt to catch a glimpse of the clothing. These are freelancers hoping to sell their pictures to the local clothing magazines or vid-shows.

15. PROTECTIVE GEAR, MINOR LOT



'Rockshield' is a water and chemical-resistant skin spray produced by I.F.I. and used widely in high tech industries to protect employees. Unfortunately this batch was returned as 'faulty' some months ago but has been accidentally re-badged and sent out again.

The fault is that the spray does not correctly adhere, but rather creates a slippery mess which is liable to cause an industrial accident. The players could then become embroiled in a legal battle to determine whether they somehow damaged or tampered with the cargo. It will be up to them to uncover the truth by tracing the paperwork back to I.F.I. If the company can be convinced the fault is its own, it will cover any costs or expenses incurred by the players.

16. WEAPONS, INCIDENTAL LOT

This shipment of high tech automatic rifles from Heretic Arms should have been returned to the manufacturer in response to a recall notice. However, an opportunist clerk in the local military has sold them as 'surplus' to a mercenary friend and is having them shipped to his colleague's homeworld. If used, the breech mechanism of these guns will jam frequently, making them nearly useless.

Ironically, the nature of this cargo also makes it a prime target for being stolen at some point during its journey.

17. METAL PARTS, MAJOR LOT

This cargo consists of several non-standard containers, each some 15 metres long. Each holds a precision-engineered meson gun barrel core for use at the Innathey Naval Weapons Research Institute.

A weapons designer is accompanying the shipment. Unknown to the players, he is also acting as courier for the plans for the new meson weapon. Several hostile governments and underworld elements would like to get their hands on these plans.

18. ELECTRONIC PARTS, MINOR LOT

The astronav beacons throughout the destination system are now quite old and require certain of their core components to be replaced or updated. This shipment is of replacement parts including transponder verification chips from Con-Sea Interstellar.

19. HIGH TECH PARTS,

MAJOR LOT

This shipment contains one of the first sales of the revolutionary new Minifuz energy cell to a Quest Transport manufacturing site. The cells should now allow Quest's top-of-the-range vehicles to operate for significantly longer (between recharges) than their competitors. If crushed or otherwise severely damaged, the cells will explode.

Quest are currently looking for volunteers to test their latest mind-impulse-controlled grav vehicle. Unfortunately the previous three test dummies died when the vehicle malfunctioned, so a Quest manager will offer the players the opportunity to test the vehicle, hoping that (having been off-world) they will not know how hazardous the assignment is likely to be.

20. TOOLS, MAJOR LOT

This shipment contains a variety of forestry management equipment, intended for affixing to existing vehicles on the destination world.

One attachment is a flame-thrower unit, which has accidentally been shipped with a residual amount of fuel in its container. There is a vague possibility that the fumes from this unit might ignite if the cargo were shaken (so as to cause machinery to clash together and create a spark within the crate).

21. VEHICLE, MINOR LOT

The cargo manifest for this container indicates that it is carrying a high value grav speeder for a noble client. In truth, the car is a heavily armoured grav limo, equipped to the highest levels of luxury internally. It is intended for a high ranking judge whose life has repeatedly been threatened by the criminal underworld on his home planet (he has been responsible for having several criminal leaders sentenced to death). Should underworld sources identify the crate's true contents, they will attempt to sabotage the car (perhaps by plant a bomb in it).

22. ENTERTAINMENT EQUIPMENT, MAJOR LOT

This cargo is marked up as a virtual reality gaming system from Elven Worlds. In reality, the three containers each have computers from Lyten Technical with the latest treasury software for the destination world. Naturally, this is an extremely sensitive shipment - not only are several dummy shipments also being despatched, but each container also has extensive (and quite lethal) anti-tamper devices on them.

The arch criminal Maria Charles has obtained details of the shipment, but does not know which of the ships is carrying the real computers. She and her gang will try to check this (and the other) cargos by posing as technicians from Elven Worlds, making a last minute check on the entertainment systems. Naturally, the shippers are also posing as Elven Worlds personnel but are actually secret service agents. The resulting confusion could be entertaining or it could be lethal...

23. COMPUTERS, MINOR LOT

A small shipment of computers from Lyten Technical, intended as replacements for the faulty signal processing units for the air space radar system at the destination starport. These computers are not being shipped covertly, but their purpose is not defined in the cargo paperwork. Should anyone determine their purpose, they may also work out that the destination world would currently be unable to detect landings at various points on its surface. This information could be of value to smugglers.

24. ROBOTS, INCIDENTAL LOT

This shipment contains robotic prostheses (hands, arms and legs) and sensors (eyes and ears) for the survivors of a recent war on the destination world.

Several hand units have accidentally been left with partially charged battery units and at random points during the journey will begin moving. The resulting scraping sounds might sound quite eerie from outside the containers.

25. APPLIANCES, MINOR LOT

This is a shipment of personal belongings (electrical goods) for a middle class business man who is moving house to the destination world. Since his new homeworld is of lower tech, he will explain that he is bringing with him a number of

'comfort' appliances currently unavailable there. In reality, he is a computer hacker who has just defrauded a major bank. He is moving worlds to avoid the attention of the authorities. The 'electrical goods' are his high tech computer hacking system. There is a reward for turning in the hacker and his equipment.

26. FURNITURE, MAJOR LOT

Several sets of luxury furniture using Hellboria wood. Personally designed by Rafael Tagliatelli, these designer suites are exceptionally expensive and are intended for several Pleasurestar customers.

Rafael will wish to personally supervise their loading and will be absolutely adamant about how the crates should be handled and stacked. If he annoys the players too much and they get angry then he will threaten to have the entire shipment taken off again and transferred to another trader.

Eventually his shipping agent will arrive (delayed in traffic) and drag Rafael away. The agent can be persuaded to pay up to 10% extra for any inconvenience Rafael may have caused.



INFORMATION

This section describes cargoes concerning data and information, from philosophical manuscripts to currency bonds.

1. WRITINGS (PAPER), MINOR LOT

The philosophical articles written by Henry Turmes have, for decades, been highly regarded for their acidic (and often comical) references to the restrictive regime under which he lived. Turmes has died recently and his family wish his original works to be transported off the planet before the authorities find some legal way of confiscating them for good.

2. WRITINGS (DATA), MAJOR LOT

The University of Interstellar Script is transporting part of its collection from its original site to a new archive on the destination world. Much of the data in the archive is still on paper and other materials, which are generally fragile (due to old age) and extremely flammable.

3. 2D STILL PICTURES, INCIDENTAL LOT

This shipment contains a collection of photographs and posters from the time of the great performing magician Nawu Seeim. Since Nawu's tragic death (during a stunt involving an exploding whip-tail shark) these articles have acquired a significant value to certain collectors. This cargo is from an auction house, and is destined for such a collector.

4. COMPUTER SOFTWARE, MINOR LOT

This shipment is marked as faulty games software but actually contains the beta-test version of Big Steal - the galactic empire building game from Elven Worlds. Given the latest craze for Imperialist expansion, Elven expect this game to be a big hit, but they do not wish their competitors to know the nature of their latest game.

Elven would not normally ship such sensitive software (even in an encrypted form, as this is), but a major new distributor has requested a preview before making a potentially massive order, so Elven have taken a risk. However, two Lindarport Security representatives have been hired to covertly protect

the cargo; they will acquire normal passage on the ship and can remotely monitor the anti-tamper alarm on the Elven crates.

5. ROBOTIC SOFTWARE, INCIDENTAL LOT

A small batch of Artificial Intelligence software intended for upgrading the latest release of Talky Ovens and Whippy Robo-Chefs.

The last batch suffered some severe simulated personality problems, including berating the users for not preparing the food correctly, and insulting customers who complained about the cooking.

6. STARSHIP SOFTWARE, MINOR LOT

Copies of the latest gunnery simulation and training programmes from Star Lance Armaments is being shipped to Heretic Weapons for evaluation. Heretic may be interested in acquiring control of the (much smaller) Star Lance group, but naturally would not wish their competitors to know this.

Heretic have thus arranged with Elven Worlds for the shipment to be sent between the Elven offices on the two worlds. However, careful examination of the cargo papers will show they are not standard Elven contracts but resemble those of Star Lance. This may raise someone's curiosity...

7. 3D STILL PICTURES, MAJOR LOT

This shipment consists of several large holo-projection units showing huge individual pictures of each of the members of the hit group Hot & Spicy. The band is due to visit the destination world in about two months time and these holo-projections are intended as huge advertisements for their concerts.

Fanatical followers of the band will be willing to pay quite large sums of money to acquire these pictures, or at least to gain access to the holo units to copy the projection holo-crystal.

8. SCULPTURE, INCIDENTAL LOT

Two beautiful ceramic icons are finally being returned to their homeworld after 150 years in a museum on the current planet. The religious significance of these icons is such that the two worlds have almost been driven to war since they were acquired by the infamous 'collector of antiquities'

Hernandez Consor during a short period of history when the destination world was subjugated by the current world.

Unfortunately, nationalists on this world are determined not to let the icons leave, and some rebels on the destination world wish do not wish to see their zealous religious leaders strengthened by the return of the icons. Thus terrorist groups from both worlds are seeking to capture or destroy the icons. The players will be offered ten times normal shipping fees, plus high passage prices for accommodating a team of Lindarport security operatives. Lindarport have been hired by mutual consent of both governments as a neutral agent in this affair.

9. PAINTINGS, MINOR LOT

These paintings are the work of a (much over-rated) modernist painter. Undal Throon's series 'views of the inner leg' have attracted much initial attention because the advertising indicated them to be of an erotic nature. On seeing the paintings, one critic remarked 'If this is erotic, then watching paint dry must be the ultimate pleasure experience.'

Undal's exhibition has not gone well, so he is shipping the paintings to a neighbouring world in the hopes of finding buyers who are more appreciative of his 'masterpieces'.

Regrettably, Undal intends to travel with his paintings. Ten minutes of being talked at by Undal is likely to cause brain death in the listener.

10. EXOTIC ART FORMS,

MAJOR LOT

The Dancing Insects of Thrarg have recently toured the destination world and were a great hit, particularly with the higher class populace. This shipment is of printed handbooks and 3D-Roms for Teach Yourself Seven Thrarg Dances. Provided with each pack is a set of free insectoid wings to complete this enlightening experience.

Needless to say, the intricate dances of these ten-legged insects cannot be learnt in this manner, but the shipper is hoping to make a killing selling these packs at an extravagant price.

11. AUDIO RECORDINGS,

MINOR LOT

The hard rock group Stoned Rollers are suffering in popularity due to the emergence of more modern bands such as Hot & Spicy. In order to resurrect their previous successes, they are planning an amazing Death or Glory! rock spectacle, consisting of 'simultaneous' concerts in five star systems.

The over-hyped advertising for these concerts doesn't reveal the full story: each world will have an identical megalithic stadium (custom-built) but will only have one member of the band playing live; the other four members will be holographically projected. These holograms and the sound track for the concert have already been recorded and will be simultaneously broadcast at each concert, synchronised by a laser signal transmitted (several years ago) towards each world from the central world.

This shipment is of the soundtrack for one (or more) of these concerts. Naturally, Roller fans will go to any lengths to get hold of a copy (or original) of these recordings!

12. 2D VIDEO RECORDINGS,

INCIDENTAL LOT

Applaud was, allegedly, the most avidly viewed soap opera in this part of the universe last century. These recordings are of the complete first series, including a pilot episode which was never broadcast. A collector has unearthed these recordings from an old video transmission archive and is shipping them home for his delectation.

Unfortunately, to ensure the widest possible audience (low and high tech worlds), the recordings were made using relatively ancient 2D video tapes, which are now quite sensitive to extremes of heat, light or even shock.

13. 3D VIDEO RECORDINGS,

INCIDENTAL LOT

The latest hit group Hot & Spicy have recently released their holo-album The Stars are Ours. This is already a best-seller on many worlds. The finale to the album involves igniting the fuel tanks of a thousand-ton liner just above a transparent armoured dome within which the group is playing their final number. The effects are spectacular, although some critics have complained that the images in the album encourage an absurd level of violence.

However, these videos were some of the first shipped, and have therefore avoided a critical final piece of digital editing. Careful examination of the recording will reveal that at one point Rock Salt appears to wave a hand through Pepper, revealing that one of the two must be a hologram. The truth is that Pepper's insurance agency refused to underwrite the finale stunt and her performance had to be pre-recorded and projected holographically. This fault has been edited out of the other recordings, but this batch was missed. The promoters for Hot & Spicy will pay a hefty sum to have these videos back in their possession.

14. RAW DATA (PAPER),

MAJOR LOT

The Forbes Expeditionary Team were believed lost nearly 250 years ago but their corpses were recently discovered in the cold wastes of this planet. Prior to their death in a particularly severe winter storm, the team had accumulated a significant number of written journals and personal logs, most of which were preserved in the extreme cold.

Wickett & Hyal Prospecting, who are the first to have searched this region for almost a century, are shipping these journals back to their homeworld base for analysis, to determine what useful data can be obtained prior to passing the paperwork to a museum.

There is a rumour among the natives who border the arctic wastes that the Forbes team were struck down because they discovered the mythological Hanya'!kitok - a great cavern lined with precious minerals. It is not clear how seriously W&HP are taking this rumour, although several other prospecting teams are showing an interest in the Forbes Team journals.

15. RAW DATA (DATA),

MINOR LOT

The Interplanetary Scientific Analysis Group located on an inner satellite of this star system have been watching solar activity for some twenty years now. Their research has recently come to a halt with the discovery of a new anomaly in the star spectrum which seems to indicate a potential instability within the star's core.

The in-system scientists have been unable to ascertain the precise meaning of the anomaly, but it is thought that it might signify an imminent catastrophe of some form. The sensor data from the entire past twenty years have therefore been packaged and are being shipped to the most eminent stellar authority in the sector, for urgent analysis.

Double normal cargo rates are being paid to get the shipment to the analyst (and to return any immediate conclusions) in as short a time as possible.

16. CURRENCY (VALUABLES),

MAJOR LOT

The manifest for this shipment indicates it to be electrical components. In truth, it contains various precious metals, currencies and other valuables to finance rebel activity

on the destination world. The source of this support is an aggressive neighbouring world who wish to usurp the government and impose their own dictatorship. The world on which the shipment is obtained is innocent of this deception and is being used as a stop-over to mask the true origin of the cargo. Secret agents from the aggressor world are watching the shipment at every stage to ensure it reaches its intended target.

17. CURRENCY (PAPER),

INCIDENTAL LOT

A criminal organisation is attempting to launder its ill-gotten gains on neighbouring worlds so as to avoid detection by the authorities. This shipment consists of several containers of Imperial Currency Bonds - the origins of which are untraceable. To ensure these do not go astray, the bonds are nominally part of a (legal) business transaction by a trading organisation. The latter is merely a temporary front with falsified credentials. Ironically, Lindarport Security have been hired to protect the cargo, because the crime bosses did not trust their own hirelings to guard this loot.

18. RECORDS (PAPER),

INCIDENTAL LOT

This shipment contains the written diaries of several noted Imperial governors (now retired or dead). They are being shipped to the central sector archives for recording, prior to becoming part of a large display emphasising the beneficial nature of the expansion of the Imperium.

Unfortunately, the authorities have not asked the permission of the relatives of all the governors, causing some ill-feeling. Further, one diary contains some fairly sordid details of underworld dealings by the wealthier classes on the world that particular government ruled. There are thus a number of people who wish to stop these diaries from reaching the central archives.

19. RECORDS (DATA), MINOR LOT

Lyten Technical is considering purchasing a slightly smaller competitor company - Con-Sea Interstellar. This purchase would put Lyten substantially into debt with several finance houses. The Con-Sea executives have already been bought by Lyten and are thus enthusiastic for the take-over to go ahead.

This shipment contains the latest financial records for Con-Sea, which are being sent to the various backers in order

that they can assess the risk involved in purchasing the company. If they decide Con-Sea is not sufficiently profitable, they will refuse Lyten the necessary loans.

Con-Sea is shipping these records with one of their senior accountants, and personnel from Lindarport Security, to protect this very sensitive commercial data.

20. WRITINGS (DATA), MINOR LOT

An urgent shipment of the latest rules and supplements for the fanatical followers of a popular role-playing game. The delivery is already very late and the players will be besieged by fans of the game at every possible opportunity trying to get advance copies of the printed books and holocrystals (the rules are distributed in both forms).



NOVELTIES

This section describes novel cargoes, each either very new or very old.

1. NEW NATURAL RESOURCES, MINOR LOT

An independent miner has sold Wickett & Hyal Prospecting a sample of a novel sponge-like clay which appears to be able to purify water. As the water seeps through the clay, it seems to remove almost any type of contamination, chemical or biological. W&HP are a little sceptical of the miner's claims, but are sending this clay to be checked by an independent analytical laboratory.

2. NEW PROCESSED RESOURCES, INCIDENTAL LOT

PhysiTone is a new 100% natural slimming aid from Herbametics. This is a trial batch to determine how well it sells on the destination world. The shipper is a Herbametics representative and will enthuse about the product, providing the players with free samples.

3. NEW MANUFACTURED GOODS, MAJOR LOT

A wide range of small fruits have been genetically engineered so as to self-ferment on ripening, thus giving a high alcohol content. These fruits satisfy the latest fad for eating healthily while having a good time!

This shipment is a new, totally synthetic alcofruit which is being tested to determine if customers can differentiate between it and the more expensive geneered varieties.

The ripe fruits have to be carefully packed as they are quite easily crushed.

4. NEW INFORMATION, INCIDENTAL LOT

Every month or two, the Imperium has to disseminate the latest versions of its interstellar trade and transport rules.

These cover every form of legislation, from navigation beacon codes to shipping restrictions on endangered species.

The destination world is off the main trade routes and thus this shipment is actually the first set of updated laws to be sent for nearly a year.

5. UNIQUES, MINOR LOT

Rafael Tagliatelli has worked with a wide range of materials during his career as a designer, but this shipment contains his first attempt at using dimaglass. He has crafted several small glass animals, which are being shipped to an exhibition on the destination world.

Dimaglass is diamond-hard but is sensitive to very strong magnetic fields (hence it is classified as fragile). Further, Rafael has taken longer than expected to complete the work and thus the animals must leave today in order to reach the exhibition in time. Rafael's agent will offer 50% extra for an immediate shipment, but can easily be negotiated up to two or three times the normal shipping cost.

6. ARTEFACTS, INCIDENTAL LOT

A strangely adorned robed figure will attempt to gain passage aboard the players' ship, in order to accompany a sealed coffin. He is willing to pay up to five times the normal cost for the shipping (but will only expect to pay middle passage for himself).

The paperwork for the coffin shows it to contain the body of the man's brother. In fact, the traveller is a Ipotic monk and the skeleton within the coffin is from a medical college but with someone else's skull. The reason for this deception is that the skull is supposedly that of the renowned religious philosopher Eligen Montkaren, one of the founders of the Ipotic order. When Montkaren died on this world, bureaucratic problems prevented the body being taken back to his homeworld.

The export of the skull is not a major felony, but the monk's defensiveness may arouse someone's suspicions. The paperwork identifying the skeleton as that of his brother is an inferior forgery.

7. ANTIQUES, MAJOR LOT

An unfortunate series of circumstances have led to a minor noble being left with substantial debts. He has been forced to sell his collection of antiques to the auction house Porter and Streetman Associates.

This shipment consists of assorted antiques (from statuettes to chinaware, furniture to ancient electronic goods) which could not be sold on the current world and are being shipped to the P&SA central warehouse.

8. ORIGINAL INFORMATION, INCIDENTAL LOT

The control of ageing through manipulation of cell telomeres has been used for millennia in the anagathics industry. However, this shipment contains a novel formulation from a Bioplas LIC research site which claims to use a totally novel technique for reversing (rather than prolonging) the ageing process.

These data are being carried in encrypted holo-crystals in a tamper-proofed case by two top level Lindarport Security staff. Their destination is the central invention patenting agency, where the formulation is to be registered. They will pay five times normal high passage price to secure a place aboard ship with no questions asked.

Naturally, if this anagathic formulation fulfils its promise, its value could be almost limitless. Several corporations, a government and two underworld groups are already trying to track down the data.

9. FAD INFORMATION, INCIDENTAL LOT

This single container has a series of data chips within it, carrying a huge amount of communications mailing list data. The destination is an interstellar junk mail co-ordination centre, who wish to extract the communications identifiers for use in future electronic advertising campaigns.

10. FAD MANUFACTURED GOODS, MINOR LOT

A shipment of zipwire racquets with synthetic Hellboria wood handles are being sent to the destination world as part of a merchandising campaign for the upcoming zipwire season. The computer built into each racquet provides scoring information and can provide verbal tips on swing technique by analysing input from the sensors throughout the racquet body.

11. PROTOTYPE MANUFACTURED GOODS, MINOR LOT

The Bioplas LIC research site on this planet has been utilising volunteers from the local population for testing its compounds. However, a recent change in government has led to new regulations which require in-vitro testing before the drugs can be used, but which preclude the use of members of the native population for such tests.

This shipment is of a new formulation of anti-inflammatory drug which must be taken to a new testing facility on another planet, before it can be approved for use on this world.



GENERATING CARGOS

This section provides a series of tables from which likely types of cargo available to the players can be determined, based upon the world trade classification.

CREATING CARGO

To determine the cargo category, select the most appropriate trade classification for the current world and cross-reference this with a 2D roll on the Trade Goods Type Table.

Next find the corresponding goods type table and roll for (or select) a specific cargo from that table. If the players are able to buy the cargo (rather than merely transporting it) then you should generate the price per ton. Multiply the basic price per ton by the factor shown and determine how many tons are available using the parameters given.

If units are given (suffixed with an @) the cargo will be available in multiples of these units. If not, it will usually be divisible into 1 ton lots.

Once a specific cargo has been generated, you can (optionally) roll to see if it has any hazards associated with it. Roll 2D for each hazard column which has a value in it; rolling the given number or less indicates that hazard applies to this particular cargo. The hazards are; Corrosive, Flammable, Fragile, Radioactive and Perishable. Optionally, for each hazard you might then opt to roll 2D-2 to determine the level of hazard - 0 indicating minimal, 10 indicating a very substantial hazard (for example a flammable item of severity 10 would not just be flammable but highly explosive as well).



Trade Goods Type

2D	Ag, Ga	In	FI, Ri, Wa	Va, As	Ba, De, Na	IC	Others
2	Information	Industrial	Water	Vacuum	Industrial	Vacuum	Industrial
3	Information	Industrial	Water	Vacuum	Industrial	Vacuum	Industrial
4	Agricultural	Industrial	Water	Vacuum	Desert	Vacuum	Water
5	Agricultural	Industrial	Water	Vacuum	Desert	Vacuum	Agricultural
6	Agricultural	Industrial	Water	Vacuum	Desert	Industrial	Resources
7	Agricultural	Resources	Resources	Industrial	Desert	Agricultural	Resources
8	Processed	Processed	Processed	Industrial	Desert	Resources	Processed
9	Resources	Processed	Processed	Processed	Desert	Resources	Processed
10	Resources	Information	Information	Processed	Processed	Processed	Information
11	Processed	Information	Information	Information	Information	Information	Vacuum
12*	Criminal	Criminal	Criminal	Criminal	Criminal	Criminal	Criminal

* To acquire criminal cargo requires a Difficult (-2) Broker or Streetwise check. Failure means no cargo was found; a large negative Effect indicates the authorities may have caught the players during the deal.

Agricultural

4D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
4	Wild plants (live)	3D @ 0.01	3	3-	2-	3-	2-	2-
5	Food plants (live)	2D	1	2-	2-	3-		2-
6-7	Livestock	2D @ 6D x 10	0.8	2-	2-	4-		
8	Fibres	6D	0.6		3-	2-		3-
9-10	Meat	4D x 5	0.4		2-	2-		9-
11	Vegetables	7D x 5	0.01		2-	3-		7-
12-14	Grain	8D x 5	0.05		4-	2-		5-
15-16	Processed foods	4D x 5	0.1		2-	2-		3-
17	Forest products (wood)	2D x 10	0.5		4-	3-	2-	3-
18	Fruit	2D x 5	0.3	2-	2-	4-		7-
19	Textiles	3D x 5	0.7		5-	2-		3-
20	Liquor/Wine	1D @ 0.1	5	2-	5-	4-		4-
21	Herbs/spices	1D x 5	1.5		4-	3-		5-
22	Pharmaceuticals	1D + 2	12	3-	4-	4-	2-	5-
23	Rare plants (live)	1D @ 0.01	2	3-	2-	4-	2-	2-
24	Rare animals (live)	2D @ 3D-2 x 10	5.0	3-	2-	5-	2-	

Criminal

3D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
3	Plants (poisonous)	2D	30	2-	2-	3-		4-
4	Plants (large carnivorous)	1D	25	2-	2-	3-		4-
5	Fugitive(s)	(1D persons)						
6	Drugs (alien)	1D	600	3-	4-	3-	2-	3-
7	Drugs (hard)	2D	300	2-	4-	3-		3-
8	Drugs (soft)	3D	150	2-	4-	3-		3-
9-10	Stolen goods*							
11	Information (illegal)	1D	100			5-		
12	Weapons	4D x 2	15		4-	4-	2-	
13	Erotica/sex aids	4D x 4	0.5		2-	3-		2-
14	Warbots	5D x 5	10		3-	3-	2-	
15	Chemical weapons	1D @ 1D	500	3-	3-	5-	2-	3-
16	Atomic weapons	1D @ 2D	500	2-	3-	4-	9-	
17	Bacteriological weapons	1D @ 0.05	1,000		2-	6-		4-
18	Genetic weapons	1D @ 0.05	2,000		2-	6-		4-

* Re-roll the type of stolen cargo from the normal cargo tables.

To trade in illegal goods, roll Law level or higher on 2D to avoid detection. DMs: subtract Streetwise or Bribery skill; if Bribery is used, throw again (secretly) for reneging by the bribed party. Note that illegal goods will only fetch 10% of these prices if sold where legal.

Desert

1D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
1	Water condensers	2D @ 1D x 10	3			3-		
2	Hydroponics equipment	2D @ 1D x 10	4			4-		3-
3	Stilsuits	1D x 5	6			2-		
4	Stellar power systems	1D @ 5	6		2-	3-		
5	Food synthesisers	3D @ 1	2.75		3-	4-		
6	ATVs (desert)	1D @ 15	300				2-	

Industrial

4D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
4	Weapons/ammunition	2D	7.5	2-	8-	4-	2-	
5	Semi-finished metal prod.	1D x 5	8			2-		
6	Fusion power plants	2D @ 4D	8		3-	3-	5-	
7	Vehicle (grav)	1D @ 4D	1,500		2-	3-	2-	
8	Vehicle (air)	1D @ 2D	250		2-	3-		
9	Vehicle (water)	1D @ 10D	250		2-	3-		
10	Chemicals	4D x 5	1.75	5-	5-	4-	2-	3-
11	Vehicle (ground)	1D @ 10	250		2-	3-		
12	Plastics	4D x 5	2		4-	2-		2-
13	Computer/electronics	10D @ 1D	250		2-	5-		
14	Mining/farm/building equip.	3D	37.5		3-	3-		
15	Consumer goods	3D x 5	1		4-	4-		2-
16	Machinery/tools	2D	2.5	2-	3-	3-		
17	Clothing	2D	0.8		5-	2-		4-
18	Polymers	4D x 5	1.75	2-	6-	3-		3-
19	Petrochemicals	1D	2.5	3-	10-	3-		
20	Medical supplies	1D	25	3-	5-	5-		5-
21	Special alloys	1D	50	2-	2-	2-	2-	2-
22	Grav components	2D	4		2-	4-		
23	Cybernetics	3D	4		3-	5-		
24	Prosthetics	1D	6		3-	5-		

Information

4D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
4	Exotic art forms	2D	n/a	2-	6-	7-		3-
5	Sculpture	1D	n/a		4-	8-		2-
6	Paintings	1D	n/a		7-	7-		3-
7	Writings (paper)	1D x 0.5	n/a		8-	3-		2-
8	Writings (data)	1D x 0.5	n/a		3-	2-		
9	Still pictures	1D x 0.5	n/a		5-	4-		2-
10	Software (robot)	3D x 0.5	n/a		2-	3-		
11	Software (starship)	2D x 0.5	n/a		2-	3-		
12	Software (computer)	2D x 0.5	n/a		2-	3-		
13	Still holo pictures	1D x 0.2	n/a		2-	2-		
14	Audio recordings	1D x 0.5	n/a		4-	3-		2-
15	Video recordings	2D x 0.5	n/a		5-	3-		2-
16	Holo recordings	1D x 0.5	n/a		3-	2-		
18	Records (data)	3D x 0.5	n/a		3-	2-		
19	Records (paper)	1D	n/a		7-	3-		2-
20	Raw data (data)	1D	n/a		3-	2-		
21	Raw data (paper)	10D	n/a		7-	3-		2-
22	Credit (data)	1D	n/a		2-	2-		
23	Currency	2D - 1	n/a		3-	3-		2-
24	Erotica	5D	n/a		4-	3-		

In all cases, the fee is for transportation, not purchase. Use the standard shipping rate per ton. The whole consignment must be taken; subdivisions are not allowed.

Processed Resources

D66	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
11	Iron	4Dx10	0.12					
12	Steel	4Dx10	0.24					
13	Aluminium	4D x 10	0.36				3-	
14	Copper	4D x 10	1.00				3-	
15	Tin	4D x 10	0.25				3-	
16	Zinc	4D x 10	0.75				3-	
21	Special alloys	2D x 10	10	2-	2-	3-	3-	2-
22	Precious metals	1D	10,000	2-	2-	4-		2-
23	Processed radioactives	1D	250	4-	3-	3-	Yes	2-
24	Plant compounds	2D x 5	0.5	3-	4-	2-	2-	5-
25	Animal compounds	4D x 5	0.6	3-	3-	2-	2-	5-
26	Petrochemicals	1D	2.5	3-	9-		2-	2-
31	Textiles	3D x 5	0.75	2-	6-	3-		2-
32	Explosives	4D x 5	1.75	3-	11-	5-	2-	3-
33	Polymers	4D x 5	1.75	3-	7-			3-
34	Paper	5D x 10	0.5		9-	2-		4-
35	Pharmaceuticals	1D	24	4-	5-	5-	2-	5-
36	Preserved foods	4D x 2	0.7		3-	3-		4-
41	Spices	1D x 5	1.5	2-	4-	4-		5-
42	Gourmet foods	1D	20		3-	3-		6-
43	Alcoholic beverages	5D x 0.1	2	3-	6-	5-		4-
44	Milks	6D	0.4	2-	2-	4-		5-
45	Nectars	2D	1.5	2-	2-	4-		4-
46	Syrups	2D	1.5	2-	2-	4-		3-
51	Teas	3D	0.75	2-	2-	4-		3-
52	Exotic fluids	1D	10	4-	3-	4-	2-	4-
53	Aromatics	3D	2	3-	4-	4-		5-
54	Disposables	6D	1		4-	2-	3-	
55	Protective gear	1D x 5	100		3-	2-		
56	Metal parts	1D x 5	10			2-	2-	
61	Electronic parts	1D x 5	10		3-	3-	2-	2-
62	High Tech parts	1D x 5	20		3-	4-	2-	3-
63	Tools	2D	50		2-	2-	2-	
64	Entertainment equipment	3D x 2	200		4-	4-	2-	
65	Appliances	4D	60		5-	3-	2-	
66	Furniture	5D x 5	1		5-	5-		2-

Resources

3D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
3	Processed radioactives	1D	250	4-	2-	3-	Yes	
4	Ore (radioactives)	1D	5	3-		2-	Yes	
5	Crystals	1D	5	3-	2-	5-	2-	2-
6	Refined hydrocarbons	3D	4	2-	9-			
7-8	Refined ferrous metals	4D x 10	0.1			2-		
9	Refined non-ferrous metals	4D x 10	0.25	2-		2-	2-	
10	Refined non-metallics	4D x 10	0.4	3-	3-	3-	2-	
11-12	Ore (ferrous metal)	5D x 10	1					
13	Ore (non-ferrous metal)	5D x 10	3				3-	
14	Ore (non-metallic)	5D x 10	2	3-	2-		2-	
15	Nitrates (fertiliser)	2D x 10	3	2-	7-	3-		4-
16	Nitrates (explosive)	2D x 10	3	2-	11-	5-		3-
17	Refined precious metals	1D	2D x 1,000			3-	2-	
18	Refined rare earths	3D	200	2-	2-	3-	3-	

Water

2D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
2	Submarine	1D @ 50	200		2-	2-	2-	
3	Domestic marine animals	1D @ 3D-2	1.25	2-		4-		3-
4	Live seafood	2D	0.7	3-		4-		3-
5	Artificial gills	2D	250		2-	3-		
6	Refined light metals	5D x 10	0.25	2-	2-		2-	
7	Organic chemicals	4D x 5	1.75	5-	6-	3-		3-
8	Frozen seafood	2D	0.4			2-		4-
9	Protein concentrate	2D	3.7		3-	2-		4-
10	Precious metals	1D	1D x 2,000				2-	
11	Pharmaceuticals	1D	25.0	3-	4-	5-	2-	5-
12	Hovercraft	1D @ 2D x 10	32.0		2-	2-	2-	

Vacuum

3D	Product	Tons/units	Cost multiplier	Cor	Fla	Fra	Rad	Per
2	Small spacecraft	1D @ 1D x 10	1,000		3-	3-	2-	
3	Explosives	3D	20	4-	11-	7-		3-
4	Frozen gasses	4D	50	3-	4-	2-	2-	
5	Radioactive ores	5D x 10	5	3-	3-		Yes	2-
6-7	Non-metallic ores	5D x 10	2	2-	2-		2-	2-
8-10	Ferrous ores	5D x 10	1				2-	
11-12	Non-ferrous metal ores	5D x 10	3	2-			2-	
13	Vehicle (grav)	1D @ 4D	1,500		3-	2-		
14	Vac suits	1D x 5	100		3-	3-		
15	Pressure tents	1D x 5	150		3-	2-		
16	Mining lasers	2D @ 0.5	200		2-	3-		
17	Vacuum processed parts	3D	100		2-	3-		
18	Vacuum processed chemicals	3D	100	4-	4-	4-	2-	3-

FELLOW TRAVELLERS

'Afternoon, Miss Smith. Glad to have you travelling with us. Could I just check your booking details...

'Thank you. And this is your luggage?...

'You packed this yourself?...

'No, I just wondered. Do you mind if I check the contents?...

'No of course I'm not picking on you, Miss Smith. No, it's nothing to do with your eye patch...

'No, really, we've already processed the quarantine details for your parrot, and as long as he stays perched on your shoulder and doesn't annoy the other passengers...

'Now that's hardly fair, Miss Smith! Of course I realise you're disabled - the ticket details quite clearly state that one of your lower legs is a robotic prosthesis...

'Well, frankly Miss Smith, it's the muzzle of the gauss rifle that's protruding from your prosthetic leg, the faint ticking sound coming from your parrot, and the way our trained drugs sniffer dog passed out as it began sniffing your luggage...'

This chapter provides you with pre-generated non-player characters (NPCs) with which to annoy, motivate, enthrall, and hopefully amuse your players. These travellers are intended to provide you with the following.

- The foundation for a number of complete shipboard adventures.
- Potential plot links and/or patrons for expanding into subsequent adventures.
- Interesting characters, to encourage your players to interact with someone other than the usual patrons, bad guys and clerks at the ubiquitous weapons retail stores.
- Characters able to provide background colour, useful rumours and information.

Each entry for a traveller (or group of travellers) contains the following.

- Personal details of the character (using the Universal Personality Profile described on page 41 of the *Traveller Core Rulebook*), along with race, sex, age and skills.
- A rough idea of the spending money available to the traveller (the amount remaining after buying their ticket, except where a NPC is noted as needing a working passage, when this value is their total wealth).
- Any special luggage they might have, (in addition to normal clothing and personal effects).
- An introduction, giving a basic visual description.
- Their background and reasons for travel.
- Options which you may wish to exploit (how to play the NPC and adventure plot ideas).

You should feel free to adapt any or all of this information to suit your campaign background and personal preferences.

You should only use one or two 'interesting' NPCs from this supplement for any one voyage, otherwise you may have difficulty role-playing each to their best, and your players may be overwhelmed.

MIDDLE PASSAGE (INDIVIDUALS)

Many interstellar travellers can afford a standard or middle passage. Your players may encounter a huge range of people travelling between worlds, whether they are fellow passengers on a commercial liner, wandering around the starport, or paying passengers on your players' ship. This section lists such individuals.

1. RAB JANNIR (BELTER)

Belter

UPP 958847, Human, Male, Age 31

Rucsac, Cr. 85,000

Astrogation 1, Engineer (electronics) 1, Medic 1, Melee (unarmed) 1, Pilot (spacecraft) 2, Prospecting 3, Vacc Suit 3

This man's dress is slightly rough at the edges and he has a world-weary face, but his cheery smile more than makes up for it. He carries only a small rucsac.

Background: Rab grew up as the son of a merchant captain. The stars were always his first love, although he never felt at ease working his parents' ship. He decided to go independent, and joined a co-operative belter operation. He has since been relatively fortunate in acquiring sufficient funds to be able to start a family. The advantage of being part of a large co-operative is that Rab can take time off while other members of the group take over his work. He has spent the last three months working the local belt but is now travelling home for a three month break to be with his family and his young daughters.

Play Options: Rab will enthuse about his daughters to anyone who has time to listen. He is a rich source of information on the local mining operations, and may be looking for people to ship ore or supplies for his co-operative. As a small operation, they suffer somewhat at the hands of their larger competitors, thus Rab may need help protecting his claims or his colleagues.

2. JAN WEHEL (CHEF)

Cook, Chief Chef

UPP 965758, Human, Female, Age 55

Cr. 25,000

Admin 3, Drive (wheeled) 1, Instruction 3, Leader-1, Trade (chef) 4

A very serious-looking middle-aged woman, with rolled up sleeves showing well-developed arms.

Background: Jan has always been devoted to the art of cooking. She has worked in almost every sort of establishment and has been chief chef for a number of top restaurants. More recently she has specialised in satisfying alien culinary tastes at exclusive city hotels.

Play Options: Although Jan is on vacation, she will feel obliged to comment on every aspect of the ship's cuisine and (since it is unlikely to be perfect) will suggest improvements and eventually insist on cooking for the crew. She is truly a good teacher and the players could learn from her. Alien players may wish to test her ability to cater for the non-human palate. They will not be disappointed!

3. GYR (SINGER)

Entertainer (Singer)

UPP 8A8996, Human, Female, Age 27

Cr. 25,000

Art (dance) 3, Art (instrument) 2

A stunning young lady dressed in chic designer-wear.

Background: Gyr is from a middle income background, but rebelled against her parent's wish that she enter college. Instead she became a night-club singer. Her natural singing talent (and, to some degree, her beauty) has made her quite successful. Her career rose to new heights when she acquired a lucrative job at a belter installation. However, she has recently been forced out of her job by threats from a protection racket boss, who is installing his own people in the clubs. She repulsed his initial advances and was forced to leave the planet with her life savings.

Play Options: Gyr is a sufficiently charismatic individual that males in her presence may be strongly attracted to her (maybe against the will of the player!). She is extremely angry at the injustice she has suffered and is looking for a white knight, either to avenge her or to protect her and find a new, safer, place of employment.

4. WELK GORMAN (ARCHITECT)

Scholar (Architect)

UPP 4968BA, Human, Male, Age 40

Cr. 25,000

Admin 2, Advocate 2, Diplomat 2, Gun Combat (slug pistol) 1, Life Science (geology) 3, Mechanic 2, Physical Science (physics) 3,

A short, stocky, individual with an extensive beard.

Background: Welk Gorman is a well known architect, designing a wide range of popular buildings. In his spare time, he travels to other worlds and photographs their architecture, to use as inspiration for future works. He is currently on vacation, and intends to record a number of buildings designed by August Tun.

Play Options: Welk is very absentminded. He carries quite a range of expensive photographic equipment and is liable to leave bits around. He will panic and ask for the ship to be searched for some critical item, only to find it in his own cabin. He is also paranoid about having his designs stolen and thus carries a small body pistol, which he will be reluctant to relinquish.

5. GINA STANLEY (SECURITY CONSULTANT)

Agent (Security Consultant)

UPP 788766, Human, Female, Age 35

Cr. 25,000

Advocate 1, Computers 3, Engineer (electronics) 2, Flyer (grav) 1, Melee Combat (unarmed) 2, Recon 2, Social Science (psychology) 2

A middle-aged woman, with military-style cropped hair, dressed casually.

Background: Gina is a specialist in security systems and is currently designing a new high security data vault for Bank Janus. The project is a closely guarded secret and she is travelling to view the initial construction work for the first time on the destination world. Much of Gina's success on previous projects comes from her use of psychology, viewing her work from the perspective of the criminal mind.

Play Options: The information held by Bank Janus is of great value - there are many criminals and governments who would like to obtain the plans for the new vault. Gina is travelling alone, under a false identity, and via standard (rather than high) passage in the hopes of avoiding attention. She carries only part of the plans, heavily encrypted, but various agencies may still attempt to steal this data or kidnap her.

6. BHU KI HYT (UNDERCOVER AGENT)

Agent (Intelligence Service)

UPP 8BC776, Human, Female, Age 28

Cr. 25,000

Computers 1, Diplomat 1, Drive (wheeled) 1, Flyer (grav) 1, Interrogation 2, Jack of all Trades 1, Mechanic 1, Melee Combat (unarmed) 1, Streetwise 2

A fairly tall and slim young woman, dressed in casual clothing.

Background: Bhū is a member of a government intelligence service. She frequently works undercover on fraud and smuggling operations. She is extremely fit, with exceptional stamina, both physical and mental. The latter shows in her great persistence (some would say obstinacy), both on a personal level and when at work.

Play Options: Bhū might join a ship to observe the PCs (if they are undertaking any suspicious trade or other activities), or she may be following an NPC. In the latter case, this may be Melissa Ayal and Jepper (described elsewhere in this book) - Melissa is selling commercially sensitive information on a new Lyten Technical computer system; Bhū has to find out who Melissa's contact is. However, Bhū has to find an excuse to mingle with the upper class passengers (having only been funded to travel middle passage).

7. EX2391 (ROBOT)

Robot, Steward

UPP 8A8442, Droid, Age 12

Cr. 1,000

Medic 2, Steward 4

An anthropomorphic robotic figure in dark grey, with scintillating eyes and no luggage.

Background: The EX Steward model of robot is used widely on luxury liners to supplement the live staff. EX2391 is programmed for medical care and passenger liaison. It has been undertaking a major overhaul at an 'AndyDroid' plant, and is now travelling to rejoin his ship. It has a small credit allowance to pay expenses on the trip.

Play Options: EX2391 has sufficient intelligence to be able to gain passage to catch its ship at one of its usual ports of call. However, it is not truly intelligent and can be easily confused. Its security programme prevents anyone except its rightful owners from controlling it, although its coding requires it to value human life above its own, etc.

Optionally, you may use the following plot; unknown to EX2391, top secret military plans have been stored on a holocrystal within its brain - it is being used by a spy ring to smuggle this information between worlds. Their tampering may cause EX2391 to behave erratically, which may lead to the holocrystal being discovered...

8. HOLT BENK (DRIVER)

Scientist (Technician)

UPP C92648, Human, Male, Age 29

Cr. 10,000

Computers 3, Drive (wheeled) 4, Engineer (electronics) 2, Flyer (grav) 4, Mechanic 2, Medic 2, Life Science (gravitics) 1, Recon 1

A smart-dressed individual, appearing to be an experienced traveller, with a small bag of personal belongings.

Background: Holt Benk is a driver for Quest Transport, manufacturers of a wide range of vehicles. Quest build a number of highly exclusive luxury vehicles (often designed to the personal requirements of the customer). Quest always send a driver to accompany their vehicles and to demonstrate the controls to the recipient on delivery.

Holt has moved from vehicle design to this delivery job and rather enjoys it, as it brings him into contact with a wide range of top-rank personalities.

Play Options: Holt is accompanying a new MCr. 15 grav speeder for the ruler of a province on the destination world. He thinks himself quite a ladies' man. He can talk for hours about the famous people he has met. The only oddity is that he will request that his bill be made out as a high passage; this allows him to pocket the additional expenses when he reclaims them from Quest.

9. ARGHAZ GRURRDZARG (VARGR LONER)

Loner

UPP 7A4874, Vargr, Female, Age 40

Weapons, equipment, Cr. 10,000

Computers 1, Drive (wheeled) 2, Flyer (grav) 1, Gun Combat (slug pistols) 1, Gun Combat (slug rifles) 2, Melee (infighting) 3, Streetwise 2, Survival 2, Vacc Suit 1

A rather mangy looking Vargr with battered luggage and a slight limp.

Background: Arghaz was a lone cub - the rest of her litter died at birth and it was only due to medical treatment that she survived. She has been slightly disfigured ever since, and was never truly accepted within her clan, being regarded as unlucky.

As an adolescent, she made friends with some of the human traders that visited her world. When her own pack-mates turned on her, she ran away to join a human merchant ship. She has been working her passage from world to world ever since. She now travels simply for the sake of travelling, perhaps in an attempt to escape the rejection of her fellows.

Play Options: Arghaz is very depressed, feeling isolated and unwanted. She will try to gain working passage on the ship, or a reduced passage if this is not possible. If necessary she will scrounge some useful equipment or locate a good cargo, to demonstrate her usefulness.

Once aboard, she will work hard, but at nights she has terrible dreams and may howl aloud. Psychological treatment might help her, but what she really needs is to be accepted as part of a group...

10. FEORI HYHARSHI (ASLAN TRADER)

Business Executive

UPP D9A6A9, Aslan, Female, Age 41

Cr. 14,000

Admin 3, Broker 3, Comms 1, Computers 2, Drive (wheeled) 1, Flyer (grav) 1, Gun Combat (slug pistol) 1, Gun Combat (slug rifle) 2, Melee (claw) 2, Sensors 2, Survival 1, Tolerance 2, Vacc Suit 1

A huge hulk of a female Aslan, dressed in finest silks, a series of gold earrings showing her executive rank.

Background: Feori owns and commands the *Revenge is Just* trader. She is a wily and intelligent trader. She has been away from her homeworld for some months but recently heard reports of trouble among her clan, in particular for her mate Kzan. She has had to leave her ship in the hands of her lieutenant in order to return home as quickly as possible.

Play Options: Feori is in a hurry, and is anxious. If the rumours are true, her mate's monetary incompetence may soon force him into a challenge to the death against a senior clan male. She will be unwilling to discuss the reason for her urgency which might lead people to speculate that she is fleeing the law. However, those who make an effort to understand her Aslan ways will find her amiable. Her pride prevents her from accepting any direct offers of help, but players could opt to accompany her to save her mate. Such an experience could be quite enlightening, with the potential for a strong friendship to develop.

11. SHENMAESS CEIC (MERCENARY)

Navy, SubLieutenant

UPP 445396, Human, Female, Age 24

Military equipment, Cr. 5,000

Admin 2, Flyer (grav) 1, Gun Combat (slug pistol) 1, Gun Combat (energy rifle) 1, Leadership 1, Medic 1, Melee (blade) 1, Pilot (small craft) 1, Sensors 2

Shen is currently travelling between units. She is quite small and light but wears an impeccably pressed uniform showing her to be a SubLieutenant in the Navy

Background: Since her childhood, Shen had always wanted to join the Navy. However, she failed the entrance exams for all of the military academies and finally had to settle for a job in the Naval Technical Support division.

Over several years, she impressed her colleagues with her determination and eventually achieved a commission. However, her superiors quickly realised that tactically she was a disaster area, and she ended up being transferred from base to base. When a small rebellion broke out near her latest base, she was tasked to take a small detachment and secure the Imperial embassy. Her first experience of real ground combat resulted in most of her men being killed in a riot. She suffered serious injuries herself. Ironically, in an attempt to cover up their blunder, her superiors awarded her a Medal for Conspicuous Gallantry and a disability discharge. A year later, scarred both physically and mentally, she cannot accept that the disaster was her fault. To clear her mind, she has been trying to gain work as a mercenary.

Play Options: If asked about her exploits she will talk at great length about her heroics at the embassy, and fictional exploits since. She will latch on to anyone showing any great military experience or who might have need of her mercenary skills. She is quite willing to lie to get herself any form of military job and, from her extensive reading, can appear quite knowledgeable about military matters. However, should anyone decide to employ her, her incompetence will soon be revealed!

12. VERS FRASER (SCOUT)

Scout

UPP 486727, Human, Male, Age 29

Cr. 20,000

Astrogation 3, Computers 1, Drive (wheeled) 1, Flyer (grav) 1, Gun Combat (energy pistol) 2, Gun Combat (energy rifle) 2, Gun Combat (shotgun) 1, Medic 2, Melee (unarmed) 1, Sensors 4, Stealth 1, Vacc Suit 1

Short, skinny, and clad in a typically worn scout uniform (well, it has a scout badge hanging from the sleeve).

Background: Vers is a map-maker, working for the Scout Corp, who is beta-testing a new survey programme for constructing holo-maps. The new technique involves a special form of signal-processing, which enhances the detail available from a given sensor system. The method has already been published widely, so the Scout Corp have no interest in the intellectual rights to the technique. However, they need to fully evaluate its use before recommending it as a new standard.

Play Options: Vers is very talkative and will discuss the system with anyone who has the necessary technical knowledge to understand him (anyone else will get a slightly disdainful look from him). The technique may be of great interest to anyone needing to enhance their sensor capability without spending huge amounts on new hardware and software.

13. COPEL VIDER (MAGICIAN)

Entertainer (Magician)

UPP 5D4748, Human, Male, Age 30

Cr. 100

Carouse 2, Computers 2, Flyer (grav) 2, Medic 1, Recon 3, Trade (illusionist) 3

A rather dishevelled man with a tortuously long orange beard, bright green hair and a blue robe with stars on it. He is carrying a crumpled black hat with the letters 'Wyzard' on it.

Background: Copel is a magician and illusionist with a highly amusing comic delivery. He has performed across the sector at events, charity galas and vid-shows. However, at the moment he owns only the clothes he is standing in and Cr 100 and he needs an urgent passage to the next system. His show moved on without him several days ago, as he was detained by a new-found girlfriend. He missed the flight booked for him by the stage manager and can not get a refund, but if he doesn't leave today, he'll miss the next show.

Play Options: Copel has no money to pay for passage. However, he will offer to entertain other passengers (or crew) as part of his working passage, and will pay the full passage as soon as he reaches the destination world and his show team. His magical tricks are certainly extremely impressive, and additional passengers may join the ship just to witness his tricks at first hand. During the week's voyage he will offer to teach up to four members of crew a single sleight-of-hand trick each.

14. DAV KINUM (BELTER)

Belter

UPP 765443, Human, Female, Age 29

Cr. 14,000

Engineering (power) 1, Gambler 1, Melee (unarmed) 2, Pilot (small craft) 2, Pilot (spacecraft) 1, Prospecting 3, Streetwise 2, Vacc Suit 1

A young woman with iron-hard features and a dark stare. Her clothing has seen better times and she wears the strike insignia of an asteroid miner.

Background: Dav is a belter who has a contract with Wickett & Hyal Prospecting to commence work on a newly opened asteroid field. She knows there are several hundred other miners due to start, but she is keen to reach the destination first, for the company is offering the first 30 workers a tiny percentage of the claim rights (as an incentive to get workers on the site rapidly).

Play Options: Dav is rather obsessed with her new job and gaining the fractional claim rights, but once she calms down she can be quite helpful, offering her various shipboard skills to the crew. If the players do not have permanent employment at this point, they might find work at the mining site. There will be plenty of shipments in and out of the new site, with potentially lucrative long-term contracts available to those who ingratiate themselves with the management from the outset.

15. LARRIAN COTSAR (RACING DRIVER)

Racer

UPP 7A7748, Human, Female, Age 29

Huge pile of shopping, Cr. 52,000

Carouse 1, Flyer (grav) 5, Gambler 1, Gun Combat (energy pistol) 1, Melee (unarmed) 1

A small, thin young woman with short-cropped hair and large ears.

Background: Larrian is a famous racer, having won many of the local grav speedster championships over the past few years. However, she has one vice - she is a shopaholic. Once per year she travels around the main shopping zones of the neighbouring systems and shops until she drops.

Play Options: As the trip progresses (from world to world), Larrian will accumulate more and more bags and cases of shopping. She will be loathe to have these placed in the hold, preferring to hoard them in her cabin (allowing her to admire her purchases regularly). At the end of each such trip, she often decides that she doesn't really like some of what she has bought, and will offer choice items to the crew or other passengers (provided they have not joked about her ears). Naturally, should the players want the best get-away driver in the business...

16. YELI TYRON (XENOSECTOLOGIST)

Scientist, Doctor

UPP 663886, Human, Female, Age 29

Specimen containment cases, Cr. 90,000

Computers 2, Flyer (grav) 2, Medic 1, Physical Science (biology) 3, Physical Science (chemistry) 3, Recon 2, Survival 1

Young, slim and attractive, this young lady wears a plain white jump suit and has several metal carry-cases with her.

Background: Tyron is an expert on insects from a local university, and is travelling on a collecting tour. Her large cases (which she prefers to store in her cabin rather than in the hold) contain many rare insects in cryostasis. If anyone shows too much interest in the cases, she will warn them

not to tamper, as some of the insects stored inside are dangerous. Yeli is currently writing a book about her travels and her discoveries. As a sideline, she provides samples to the pharmaceutical company Bioplas, who can occasionally derive useful products from the insects' biochemistry.

Play Options: Yeli is quite unreceptive to any males attempting to charm her. She is interested only in her work. At some point in the voyage Yeli will become distraught, saying that several poisonous insects have disappeared from her cases. It is not clear whether the power to the stasis unit failed temporarily, allowing them to awake and escape. A passenger will then be found dead, stung by one of the insects. Is this all an accident, or did someone steal the insects in order to covertly perform a murder?

17. SWEN JONATHAN (STAR-SPOTTER)

Noble

UPP 37777A, Human, Male, Age 25

Cr. 14,000

Admin 1, Advocate 1, Broker 1, Computers 1, Leadership 1, Physical Science (physics) 3

A thin, spotty individual in an expensive coat (well, ok, expensive anorak). He carries an electronic notebook on a chain around his neck.

Background: Swen Jonathan should be at Merchant Law school, following in the footsteps of his rich father. However, he has taken to star-spotting, and is spending his study time travelling throughout the subsector, recording his visits to various stars and storing their spectra on holovid.

Play Options: Swen is sad. Very sad. Annoyance factor to any normal person is 11 on a scale of 1 to 10. If he manages to trap anyone for long enough to show them his holovids of the stars, they will quickly enter a zombified stupor. Being subjected to his old radio antenna picture collection is likely to cause brain death in any sentient being.

18. ADARI KANOMO (EX-ARMY)

Army, Sergeant

UPP C92648, Human, Male, Age 28

Cr. 25,000

Animals (riding) 2, Flyer (grav) 1, Flyer (rotor) 1, Leadership 1, Melee Combat (blade) 1, Gun Combat (slug rifle) 1, Stealth 2, Streetwise 1

A muscle-bound giant of a man in ill-fitting civilian clothing, Adari is surprisingly gentle and considerate when requesting passage.

Background: Adari was a remarkably healthy child but suffered an unfortunate accident while riding a wild Appan.

Although apparently physically unharmed, his brain suffered a slight internal injury. Prior to his enlistment in the Army, this problem emerged only once every few years, causing him to black out for a few seconds. However, the stress of military life, combined with ageing, has caused a gradual increase in the frequency and length of the black-outs. Until recently, Adari had managed to conceal the problem from his colleagues, but a few weeks ago he passed out while piloting a military helicopter. Were it not for the rapid reactions of his co-pilot, the craft would have crashed, killing him and the other 8 personnel on board. A military medical examination showed that for some reason the neural damage had spread dramatically. Adari was given a disability discharge.

Play Options: Adari is travelling off-planet with the Middle Passage he received as part of his mustering out benefits. His flight is partly because he is almost suicidal with self-hatred that his weakness could have killed his colleagues. Further, a disreputable local news channel is interested in interviewing him about the accident. If asked by the crew, Adari says he has been given special leave from his ground unit to visit a sick relative.

An additional side effect of his neural damage is that almost any physical exertion will exhaust him. At some point during the flight Adari will either go into a coma, or will try to take his own life. The players should be able to intervene and save his life in either case. If he survives this trip he will be eternally grateful, particularly if the players can locate a suitably high tech planet where the doctors might be able to repair his damaged brain.

19. WITNY HALL (GAMES

DESIGNER)

Scientist (Programmer)
UPP 689368, Human, Male, Age 60
Hand computer, Cr. 4,000
Computers 5

A portly gentleman whose heavy beard and wrinkled face makes his age difficult to discern. He has an exceptionally loud and piercing voice.

Background: Witny is a computer games designer who is attending a subsector convention. He intends to try to sell his latest games to the large gaming companies (for example, Elven Worlds) who will be present at the event. Witny seems to have fallen on hard times, for he is nearly broke, and will offer to work for part of his passage if necessary.

Witny can be quite a bore, enthusing about his games. However, if he can persuade anyone to actually take a look at his latest virtual reality game (based upon an archaic idea of pretending to be a mythical fighter who can slay dragons and the like) they will be suitably impressed - there

is something about the character interaction that Witny manages to put into his games that is quite enthralling.

Play Options: Witny will declare that he is going to make millions at the convention and that if anyone wants to invest some money in his company, they should get a good return. However, anyone examining the paperwork for the contracts (Witny can print them from his hand computer) will note that Witny is not sole proprietor of his company - rather, most of the rights seem to be with his accountant/lawyer. Further investigation will reveal that Witny's previous games really have been a success, but that he has seen very little of the profits (he is a good programmer, but otherwise pretty clueless). Elven Worlds will deny any responsibility for any such legal difficulties, but if pressurised will start their own investigation.

20. WOODFEN GILL (CHARITY WORKER)

Rogue (Thug)
UPP AB9985, Human, Male, Age 27
Cr. 380,000
Gun Combat (slug pistol) 3, Interrogation 1, Mechanic 1, Melee (unarmed) 4, Streetwise 1

Dressed in spartan workwear, this guy is bulging with muscles, yet still seems quite light on his feet. He has a charmless smile and a small scar above his left eye.

Background: Woodfen appears to be a representative for a nebulous charity, who is attempting to raise funds on various worlds. He is in fact an ex-member of a local gangster group. He has absconded with a large amount of the group's cash and they are very anxious to have it returned, preferably accompanied by Woodfen's head on a plate.

Play Options: Woodfen has a small tattoo of a triangular symbol on his left wrist which might be noticed by an observant player. A quick computer check will reveal that the symbol is associated with the local gangs. Should members of Woodfen's gang track him to the ship, they will attempt to gain passage and Woodfen will suffer an accident shortly thereafter.

21. LYAN EYES (SALES REP)

Business (Sales Rep)
UPP 668299, Human, Male, Age 23
Cr. 13,000
Admin 1, Carouse 1, Computers 1, Flyer (grav) 1, Trade (sales rep) 2

A young, smartly-dressed sales representative for IFI, a firm supplying protective gear for hazardous environments.

Background: Lyan has always wanted to be a spacer, but never had the opportunity until IFI decided to send him to a customer on another world. He is a lonely soul, who loves the depths of space and longs for the camaraderie that he believes exists between all spacers.

Play Options: However unfriendly the crew might be, once in jump, Lyan will announce he wants to join them. He is very persistent, and will do absolutely anything to prove his value. He has no relevant space skills and in any hazardous situation will be a serious liability.

22. SANYA ORADI (LOTTERY WINNER)

Clerk

UPP 356987, Human, Female, Age 69

Cr. 10,000,000

Admin 2, Carouse 1, Flyer (grav) 1, Jack of all Trades 1

A nervous-looking elderly woman, seeking a quick departure.

Background: Sanya has just won the world lottery this week. She has a number of friends and debtors who would like to share in her good fortune. She prefers to remain anonymous and depart the planet as quickly as possible.

Play Options: Sanya will stay on the ship (locked in her cabin) until departure. Her new-found wealth is on her personal credit crystal and is thus difficult to steal (unless one is experienced at defrauding bank systems). If anyone recognises her (having seen the lottery show a few nights before), she will bribe them to keep her identity a secret.

23. NICOLE YTAER (STARSHIP REFITS)

Engineer, 2nd Class

UPP 76A966, Human, Female, Age 22

Tool kit, Cr. 9,000

Computers 1, Drive (wheeled) 1, Engineer (M-drive) 3, Flyer (grav) 1, Navigation 1, Recon 1, Survival 1, Vacc Suit 1

A young woman in clean starship's crew coveralls, wearing the insignia of Star Fitters. She carries an extensive tool kit.

Background: Nicole's father runs a starship refitment company, for which she has been working for five years as an engineer. She is quite good at her job and has travelled to this world on a newly fitted ship to ensure its correct operation before handing over to the customer. She is now heading homewards.

Play Options: Nicole is keen to prove her abilities, both to her father and to people in general. She will attempt to convince the crew to have their ship refitted at Star Fitters

(without mentioning that it is her father's yard). She is very persistent and will (if permitted) perform minor repairs during the voyage to show how the ship's operation could be improved. Whether she convinces the crew to get the internal furnishings renewed, or just secures a simple drive overhaul, she will be delighted to announce to her father that she has brought work to the yard.

24. MARIA CHARLES (THIEF)

Rogue (Thief)

UPP 7C9C46, Human, Female, Age 33

Cases of jewellery, Cr. 103,000

Art (acting) 2, Carouse 1, Computers 1, Deception 3, Flyer (grav) 2, Gun Combat (energy pistol) 3, Recon 2, Streetwise 4

An attractive woman, dressed in moderately expensive casual-wear.

Background: Maria Charles is a Class II Imperial Criminal, with a bounty of MCr. 10 on her head (alive; MCr. 1 if dead).

In the underworld she is renowned as one of the best thieves in the sector, specialising in small, high value targets. She uses only the highest tech equipment, is adept at disguise, and often works with a small team of hand-picked (and totally trustworthy) colleagues.

She has just acquired a jewellery collection of considerable value and is departing the planet. As she planned, there is no immediate pursuit, but Maria is keen to leave as soon as possible. She is travelling under a false identity, as an electronics system design engineer for Lyten Technical. She is very familiar with her role and is unlikely to be caught out of character.

Play Options: Maria will pay an additional sum to ensure the ship departs early, on the pretext of needing to attend a family wedding on the destination world.

Anyone showing too much interest in her will be subjected to her full charms, and may end up suffering a severe accident. Anyone investigating her cases (containing the jewellery) will discover the unpleasant booby-traps she has placed on them.

25. GRYFYG WAHLFN (VARGR EMISSARY)

Emissary

UPP 897A49, Vargr, Male, Age 29

Cr. 19,000

Admin 1, Computers 2, Diplomat 2, Flyer (grav) 1, Melee (infighting) 1

A young Vargr, wearing robes emblazoned with sigils.

Background: Gryfyg is an emissary, travelling to a Hlfn clan gathering to resolve a commercial dispute with the Gradzaargh traders who carry their exports. He must reach the gathering within the next two weeks in order to ensure the dispute does not dissolve into physical violence.

Play Options: Like most Vargr, it is important that Gryfyg assert his charisma and position within the social group. Many Vargr might cause severe problems with the crew and/or passengers, but as an emissary, Gryfyg at least has some comprehension of the peculiarities of human psychology, such that he will understand if he has offended anyone.

26. NIA DELL (CONTORTIONIST)

Entertainer (Contortionist)

UPP 7D4876, Human, Female, Age 25

Cr. 12,000

Athletics (contortions) 3, Carouse 1, Drive (wheeled) 1, Jack of all Trades 1

A very sinuous young woman in a sleek black one-piece suit.

Background: Nia Dell is a contortionist who travels with the Ivy Experience (a large circus team who perform all over this sector). She became separated from them when she fell ill on this world.

Play Options: Nia is trying to return to her colleagues, but the circus often changes its travel plans, so it may take her some time.

27. BARCLAY HAVEN (MOANER)

ex-Scout

UPP 777227, Human, Male, Age 73

Cr. 20,000

Animals (riding) 2, Computers 1, Flyer (grav) 1, Medic 1, Pilot (small craft) 1, Survival 1

A world-weary old man, in rough clothing, with a battered Scout cap.

Background: Barclay appears to be a harmless old man en route to see his son and family on a neighbouring world. Many years ago, he was a successful Scout. However, premature senility has drained his memory, his skills and his patience. Once on board, he will complain about everything, from the state of the cabin to the food, the service, the crew, other passengers...

Play Options: The passenger from hell...

28. IOT HYDRAWUN (INVESTIGATOR)

Agent (Private Investigator)

UPP 678697, Human, Male, Age 23

Cr. 11,000

Computers 1, Drive (wheeled) 1, Gambler 1, Gun Combat (slug pistols) 1, Investigate 1, Stealth 1

A non-descript traveller.

Background: Iot is a private investigator commissioned by Hilite - manufacturers of a range of Yakka Juice products. He is working undercover, searching for the manufacturers and distributors of counterfeit Hilite drinks. He has a false identity as a contributing author for the Hitchhiker's Guide to Starport Bars - this usually means he is allowed behind the bar to see the cellar rooms, et al.

Play Options: Iot is a little inexperienced and the players may notice errors in his cover story. If they confront him, he may reveal all, swear them to secrecy, and perhaps pay them a small consideration to help him (he will pay for their drinks at a series of bars, while he investigates behind the scenes and they keep watch).

29. POPPI HELLAM (MILITARY PAINTS)

Business (Sales Rep)

UPP 7A7787, Human, Female, Age 27

Cr. 35,000

Admin 1, Art (painting) 1, Broker 1, Carouse 1, Flyer (grav) 1, Recon 1

A typical sales rep.

Background: Poppi is a sales rep for adaptive camouflage paints, for any military application from buildings to starships.

Play Options: She has a complete sample range of paints and protective coatings (from laser-reflective paints to chameleon-effect camouflage). She is quite willing to deal with private clients (such as the players) if appropriate.

30. ROZAK KABOR (MYSTIC)

ex-Scout

UPP 99AB78, Human, Male, Age 29

Cr. 56,000

Admin 2, Art 0, Astrogation 1, Computers 3, Flyer (grav) 2, Melee (blade) 2, Persuade 4, Recon 2

Wearing a simple robe, hemmed in gold, with a gold meteor painted across his forehead. He seems to be chanting something under his breath.

Background: Rozak is the great star mystic, preaching oneness with the galaxy. He has many followers on a number of worlds, but his primary gift seems to be in parting gullible believers from their money.

In truth, Rozak is a failed college boy who got drafted into the Scouts. After a few years he learned how the Imperium manipulated worlds, and decided he could manage the same thing on a smaller scale.

He is very careful to ensure that everything he does is always within the law. He is also able to act the part, appearing to be a zealous believer in his galactic faith.

Play Options: Rozak is always on the look-out for gullible people, so he may try to convince other passengers or even crew to join his faith. All they need do is donate all their worldly goods to a good cause - Rozak's galactic faith organisation!

31. SEPTIMUS LITHER (ADVENTURER)

ex-Scout

UPP C7C846-7, Hyumian, Male, Age 40

Cr. 78,000

Astrogation 3, Carouse 1, Engineer (life support) 2, Flyer (grav) 3, Gambler 1, Gun Combat (energy pistol) 2, Gun Combat (energy rifle) 1, Gun Combat (shotgun) 3, Melee (unarmed) 2, Pilot (spacecraft) 3, Streetwise 2, Survival 2, Telekinesis 1, Vacc Suit 1

An imposing scaly hulk of a creature, this Hyumian wears a bright ski jacket and an equipment belt. He carries an assortment of weaponry.

Background: Septimus' long Hyumian wanderlust phase drove him to join the Scouts and, subsequently, to adventuring. At times, he has teamed up with the thief Maria Charles, but at the moment he is seeking adventure while his scout ship undergoes a major overhaul.

Play Options: Septimus is game for any adventure - he may ask for help from the players, or he may volunteer to help them. He has a weak form of telekinetic psionic ability, which he occasionally puts to use in defrauding casinos (such as controlling the roulette ball).

32. JUNE DORSTER (ANTIQUES DEALER)

Merchant, 3rd Officer

UPP 7588A4, Human, Female, Age 27

Cr. 35,000

Admin 2, Advocate 2, Broker 2, Computers 2, Deception 2, Flyer (grav) 1, Gun Combat (slug pistol) 1, Survival 1

Wearing rather outdated clothing, this young woman seems to have a constant frown on her face.

Background: June is an antiques dealer from Porter & Streetman Associates. She is accompanying an exquisite antique wardrobe made of solid Hellboria wood on its journey to a new owner.

Play Options: June is an amiable passenger but will check the shipping papers very thoroughly (insurance cover, etc.), and will insist on inspecting the wardrobe once per day to ensure it is being kept in the correct conditions (the antique wood is sensitive to excess humidity or temperature).

33. LOPER (WITCH DOCTOR)

Barbarian

UPP 9C9857, Human, Male, Age 26

Cr. 67,000

Leadership 2, Melee (blade) 2, Melee (bludgeon) 2, Survival 2

A tall young man in rich laces, his face tattooed with a tiger-like creature, his body pierced at various points with an assortment of silver rings and half-moons.

Background: Loper is a witch doctor from the Qyter race in one of the more remote systems. He is travelling to the sector capital as a form of pilgrimage. He must gain a token of recognition from the Imperial governor, before returning to his tribe to assume the leadership.

His tribe is one of several on an area of great natural resources. Exploitation of this mineral wealth by Wickett & Hyal Prospecting has brought the tribes moderate riches, such that Loper can afford to travel.

Play Options: Loper is quite wild and unpredictable. He is also curious about all manner of technical things; for example, he will ask if he can pilot the ship, and next moment will be just as interested in knowing how the coffee machine works...

34. MIK TYU-POTU (INSURANCE ASSESSOR)

Bureaucrat (Claims Assessor)

UPP 7237A7, Human, Male, Age 27

Cr. 18,000

Admin 2, Advocate 2, Drive (wheeled) 1, Social Science (history) 1

A tall young man in an ill-fitting suit.

Background: Two starships collided above the starport of a neighbouring world. Mik is travelling to assess the damage,

in order to determine how much his insurance company should pay out.

Play Options: Mik is very, very, clumsy. Play for maximum comical effect. His catch-phrase is 'I'm terribly sorry about that, the company will pay for the damage.'

35. KHERIG GRANZ (SPY)

Merchant, 3rd Officer

UPP 5927AA-C, Human, Male, Age 37

Cr. 31,000

Admin 1, Astrogation 2, Broker 2, Carouse 3, Clairvoyance 3, Computers 2, Gun Combat (energy pistol) 2, Telepathy 2, Vacc Suit 1

A non-descript individual wearing a crew jump suit with the insignia of a Merchant 3rd Officer.

Background: Kherig is a deep cover operative from a non-Imperial state, who has been working as a trader for some years within the Imperium. (Depending upon the universe and sector, Kherig could be a Zhodani agent or a Solomani SolSec agent). His psionics and photographic memory make him an exceptionally efficient spy. His main task is as a general intelligence gatherer, sending his encrypted reports via another operative. However, occasionally he is contacted to perform a particular mission – for example, to reconnoitre a military base.

Play Options: Kherig may need the players to act as a distraction (for his spying) or to remove an Imperial agent who is watching him. He is a good agent, but has developed expensive tastes which are above his 3rd Officer status.

36. GRFUZG 'JAWS' GDENZ

(VARGR RAIDER)

Raider, Sergeant

UPP B94889, Vargr, Female, Age 29

Cr. 75,000

Computers 1, Drive (wheeled) 1, Explosives 1, Flyer (grav) 1, Gun Combat (slug pistol) 2, Gun Combat (slug rifle) 2, Heavy Weapons (launcher), Melee (infighting) 2, Survival 1, Vacc Suit 2

An unusually heavily-built female Vargr, wearing an Imperial marine uniform, with innumerable gaudy bangles, ear-, finger and toe rings. A Medical for Conspicuous Gallantry is prominent on her chest.

Background: Grfuzg comes from a minority colony of Vargr within Imperial space. Her race have been well treated on this particular world and many of the Vargr join Imperial services. Grfuzg has served with the Imperial marines until she was badly injured several months ago. While practising

space-to-ground deployment, a fault developed on a missile on the G-carrier holding her platoon. The resulting explosion caused the carrier to crash. Although her leg was broken, Grfuzg bravely dragged three of her injured comrades in turn from the wreck before it finally blew up. She was awarded a Medal for Conspicuous Gallantry for her actions and given a disability discharge and considerable compensation pay.

Play Options: Grfuzg has now recovered sufficiently to return to her homeworld. Her charisma has been significantly enhanced by her actions and she hopes for a command post within her homeworld militia. She is open to other offers, should anyone need a mercenary. Ironically, her marines were active in many anti-piracy actions against other Vargr. Were she to meet a Vargr from one of these less civilised clans, blood might well be spilt!

37. SANDRA MAARTEN

(ARMAMENTS)

Scientist (Armaments)

UPP 566578, Human, Female, Age 31

Electronic small-arms sights, Cr 32,000

Computers 2, Engineer (electronics) 3, Gun Combat (slug pistol) 1, Gun Combat (slug rifle) 2, Physical Science (chemistry) 2, Physical Science (physics) 2

A nondescript business woman struggling with two large cases.

Background: Sandra is a technical sales person at Heretic Arms, specialising in electronic sights for a range of small-arms. Her cases carry a number of samples of such sights, for handguns and rifles. As a protection against theft, the sights require the insertion of a tiny electronic pass-key to be activated.

Play Options: Sandra's passage details show her profession, so no doubt the players will want to talk to her. She will be able to demonstrate the various sights and give them information on the wide range of armaments supplied by Heretic. If they are particularly friendly, she may be able to get them a discount on some weapons or she might arrange a profitable contract to ship components, ammunition or the like for Heretic.

38. KARL VUNDERBLAM

(MAD SCIENTIST)

Scientist (Physicist)

UPP B77A56, Human, Male, Age 42

Huge crates of electronic equipment, Cr. 27,000

Astrogation 1, Computers 1, Engineer (electronics) 5, Flyer (grav) 1, Melee (blade) 1, Melee (unarmed) 1, Physical Science (physics) 5, Pilot (small craft) 1

A short stocky man with tangled hair, a half-grown beard, who constantly refers to his wrist computer. Several huge crates sit on a grav sled behind him.

Background: Karl is a truly mad scientist. A short period of working aboard his parents' trader ship, combined with his subsequent 20-year study of physics, has convinced him that the current understanding of jump space is quite flawed. He has concocted an 'easy' way to access the higher jump dimensions, supposedly allowing a ship to achieve Jump-20 or more using a normal Jump-1 drive.

His scientific colleagues hounded him from his university post many years ago, claiming that he was mentally unstable. Karl now wishes to convince the players to allow him to adapt their drive to investigate his theory.

Play Options: It sounds very risky, allowing Karl to connect up his Jump Drive Hyperboost Unit, (or Humpy as he likes to call it) to the players' ship. However, if Karl's ideas work, just think of the value of his invention!

39. BILL VIMAN (HIJACKER)

Rogue (Thug)

UPP 7AB375, Human, Male, Age 23

Laser weapons, swords, Cr. 2,000

Explosives 1, Gambler 1, Gun Combat (slug pistol) 1, Streetwise 2

A small, wiry individual carrying several suitcases.

Background: Bill was a gangland thug until a run-in with a rival gang left him bleeding in the street with a bullet in the head.

He has just left hospital, having made an amazing recovery. However, the bullet has caused him permanent mental damage. He now believes himself to be an invincible freedom fighter-cum-terrorist. He intends to hijack this ship, using the home-made explosives which are packed into his suitcases.

Play Options: Realistically, Bill does not have a plan and has little chance of hijacking the ship, although his home-made explosives have such an unusual mixture of chemicals in them that they will not be recognised by standard explosives detectors. Given that he gets these onboard without detection, he could cause a substantial amount of damage...

40. ARSHARF HEAFORLEANISH (ASLAN WANDERER)

Wanderer

UPP B99686, Aslan, Male, Age 32

Laser weapons, swords, Cr. 2,000

Computers 1, Flyer (grav) 2, Gun Combat (energy rifle) 2, Independence 3, Melee (blade) 3, Melee (claw) 2, Pilot (small craft) 2, Tolerance 1, Vacc Suit 1

A beefy male Aslan, wearing only short trousers and swathed in bandoleers of equipment. A curved sword is on his back and he carries a laser rifle.

Background: Arsharf is unusual among Aslan in that, although he has strong clan ties, he has chosen to wander alone through the Imperium. He is not an outcast, although some humans might mistakenly believe this to be the case. Rather, he has been broadening his mind (again, an unusual event for a male Aslan) and is now returning to his homeworld, probably to take up a career as a teacher.

Play Options: Even after several years of travelling, Arsharf still has trouble understanding some human ways. He has, at least, got the hang of money, although he rarely seems to have much, and often has to work his passage between worlds. He has visited many interesting places and will be only too pleased to practice his teaching ability by telling others of his travels. He is also quite willing to undertake adventures if the cause is suitably honourable.

41. JAK SHIPHERD (MURDERER)

Financier, Senior Clerk

UPP 7A4874, Human, Male, Age 29

Cr. 3,000

Admin 2, Carouse 1, Computers 1, Flyer (grav) 2, Jack of all Trades 1, Melee (blade) 1

Shortly before the ship is due to leave, a young man in a business suit requests passage. He has only a small briefcase with him and is quite out of breath.

Background: Jak Shipherd has just murdered his wife's lover. He is understandably eager to remove himself from the planet immediately. He will under no circumstances reveal his true reason for departure, purporting to be a business man (which he is) who has had an urgent request to attend a critical meeting on the destination world.

Play Options: For every moment prior to the ship entering jump space, Jak's nervousness will increase. He had to use his real identity to board the ship, and (assuming the crew have followed normal procedures) his name is now registered at the starport as having left on this ship. When

the police do find this data (prior to jump), they will request that the ship hove to. They will send a patrol ship to take Jak off. However, by this time he will have panicked and tried to take a crewperson or passenger as a hostage...



MIDDLE PASSAGE (2-4 INDIVIDUALS)

A travelling groups comprise several members, be they friends, relations or business colleagues. This section lists several such small groups. Full character details (such as characteristics and skills) are only given for primary characters in a group.

1. TANAR/SYLVEN KIYER

(SCIENTISTS)

Tanar

Scientist, Professor
UPP 8798A2, Human, Male, Age 45
Carouse 1, Computers 3, Engineer (electronics) 2, Flyer (grav) 1, Gun Combat (slug pistol) 1, Survival 1

Sylvén

Scientist, Professor
UPP 9729A2, Human, Female, Age 46
Carouse 3, Computers 1, Diplomat 2, Engineer (electronics) 3, Flyer (grav) 2, Life Science (robotics) 3

Aslan Fighting Cat, Cr. 108,000

A middle-aged man and woman, dressed in a mismatch of clothing, each looking as though they have not had a bath for several months. Striding casually on a lead between them is a small leopard-like creature - a young Aslan fighting cat.

Background: Tanar Kiyer holds a professorial chair in computing, while his wife Sylvén holds a senior post in the robotics research unit. The two are quite brilliant but their eccentricity seems to know no bounds. Tanar enjoys every aspect of programming and hacking computers (having little concept of the ethics of such tampering) while his wife is usually accompanied by a myriad of small robotic devices, from artificially intelligent pens to small crawlers which run around her feet, collecting rubbish. The Aslan fighting cat (called Freckles) is one of their latest non-robotic investments. Immature and (nominally) tame, this is still potentially a ferocious animal.

Play Options: The Kiyers are going on one of their many research sabbaticals. They have had trouble getting places on a standard liner (which objected to Freckles, Sylvén's gadgetry and Tanar's computer tampering). They are therefore looking for a private trader to carry them. Naturally, they will pay a reasonable fee for Freckles' passage, but they will undoubtedly cause nothing but trouble throughout

the journey - Tanar tampering with the ship's computers and Sylvén's robots annoying the crew and passengers. Conversely, if carefully handled, Tanar and Sylvén might be put to good use by the players.

2. KEV/MARA/SANYA AER

(FAMILY)

Kev

Engineer
UPP 878574, Human, Male, Age 38
Carouse 1, Comms 3, Computers 1, Drive (wheeled) 2, Melee (unarmed) 1

Mara

Doctor (Surgeon)
UPP 7B78A4, Human, Female, Age 39
Admin 3, Computers 1, Drive (wheeled) 1, Medic 4, Melee (blade) 1, Streetwise 2

Medical tools, Cr. 80,000

A well-dressed middle-aged couple with a young daughter. The man seems rather a fussy type, but the wife is very cool and collected.

Background: Mara Ayer is an established nerve surgeon on her homeworld but her husband Kev lost his job as a telecommunications developer some years ago. Mara has now been offered a sufficiently beneficial contract on another world that the family have decided to move. The family have two tons of their most valuable personal possessions to be shipped with them.

Play Options: Kev has become excessively fussy as a house-husband, and is very protective of Sanya, who is constantly getting herself into trouble. Mara has a counterbalancing calm and collected personality. Their expenses are all being paid by her new employees, so they will want to take advantage of all the ship's facilities!

3. YURT YUTAN (APPAN BREEDER)

Yurt

Noble
UPP 25188C, Human, Male, Age 43
Cr. 210,000
Animals (riding) 3, Computers 1, Diplomat 2, Drive (wheeled) 2, Gun Combat (slug rifle) 2, Leadership 2, Melee (blade) 3, Persuade 2, Vacc Suit 2

Gerald Harben

Nurse

UPP C79866, Human, Male, Age 27

Medic 2

A short, chubby individual, sweating incessantly and puffing as though he's about to drop dead of exhaustion. He is being gently helped along by a muscled character carrying a medical kit.

Background: Yurt owns and runs a leading racing stables for specially bred Appan. Those animals bred for racing are much sleeker than their fellows, are extremely fleet of hoof, but do not travel well. Yurt's father originally owned the stables, and he began his career as a successful Appan rider, but a serious accident in his late twenties left him quite disabled. The wonders of high tech medicine mean that he can live a normal life, but he is quite weak and gets breathless after even a short walk. He is constantly accompanied by his personal assistant (and nurse) Gerald.

Play Options: The pair are currently escorting two racing Appan to the destination world. The living conditions of the animals must be controlled precisely during the journey, with the minimum possible noise and excitement. Yurt will wish to see the Appan at every possible opportunity (at least once a day) and in any stressful situation will insist he be allowed to stay with them to calm them.

Gerald is used to having to use his strength and bulk to protect Yurt and, when diplomacy and bribery are not sufficient, to impose his master's will upon others.

4. CHUKA NORRIS

(CONVICT WITH GUARD)

Chuka

Rogue (Thug)

UPP A42752, Human, Female, Age 23

No belongings

Flyer (grav) 1, Melee (unarmed) 2, Persuade 1, Streetwise 2, Survival 1

Aaron Grant

Agent (Prison Guard)

UPP B8B555, Human, Male, Age 27

Weapons, Cr. 1,000

Admin 2, Computers 1, Flyer (grav) 1, Gun Combat (slug pistol) 1, Medic 1, Streetwise 2, Survival 1

A sullen-looking young woman in security restraints is pushed along by a young man in police uniform.

Background: Chuka Norris is a young murderess, infamous for her torturous laser-cutter killings. Caught and imprisoned two years ago, she has been allowed a temporary (escorted) leave to attend her parents' funeral. Her escort is prison

officer Aaron Grant, who has orders not to let her leave his side. He is armed, but will relinquish his weapons once he is assured of the security of the ship accommodation.

Play Options: Chuka is very cunning and will take any possible opportunity to escape. Aaron will ensure that the she is locked in her stateroom for the majority of the voyage, cuffed to the bed using a security restraint. She also has a tracer implanted subdermally in her neck. Since prisoners are identified only by numbers, Aaron will try to hide her identity. Chuka may proudly announce her evil past, however, and if her identity leaks out, she may find someone on the ship wishing to rid the world of this monster. If the destination world receives news while the ship is in system, then quite a crowd may be waiting on the ground. At this point, Aaron will be quite willing to recruit any deputies he can!

5. SURVIVALIST TEAM

Army, various enlisted ranks

UPP 788556 (average), Human, Male, Age 22-24

Survival equipment, weapons, Cr. 12,000

Typically Animals (riding) 1, Gun Combat (slug rifle) 1, Medic 1, Melee (unarmed) 1, Survival 0

Four men, all dressed overtly in military surplus equipment, carrying rucksacs and weapons.

Background: The four (Ort, Hyanquay, Gert and Frankle) are all drop-outs from the local army barracks, who did not have the mental or physical stamina, or who could not take orders. They all have routine or boring jobs, and in an attempt to gain some excitement, they have saved up to travel to a remote world to live for a few months as survivalists.

Play Options: Naturally, all four will spend their time boasting of their military exploits and how they chose to leave the army, or were pushed out because they were too good for their own officers. Any players with more experience in a military career, or survival skills specifically, will quickly see through their boasts, giving the potential for the players to have some fun at their expense!

'You're going to the Hyarl jungle? Dear gods, don't you know about the deadly poisonous Drangir that are everywhere at this time of year?' (the survivalists look suitably horrified while players snigger quietly...)

6. EJECK KIDH

(DOCTOR WITH CRYO-PATIENTS)

Doctor, Junior

UPP 662875, Human, Male, Age 24

Medical equipment, Cr. 20,000

Computers 1, Engineer (electronics) 1, Flyer (grav) 1, Medic 3, Physical Sciences (biology) 3

A rather serious-looking young man wearing casual clothing but with a jacket bearing medical insignia.

Background: Ejeck is a junior doctor at Barten Hospital. This hospital specialises in cryogenic storage of dying or critically ill patients, until they can be transported to a higher tech level world where they can be treated. Ejeck has been assigned to accompany and monitor the latest batch of three such patients, who all require low passage berths. He carries equipment for dealing with minor medical emergencies, as well as the records of the three patients.

Cryogenic freezing and transportation to a high tech hospital is not a cheap process, so the facility is usually only available to the richer classes of the current world.

Play Options: One of Ejeck's patients is the businessman Soero Fodar. Fodar was placed in stasis after he was shot by a mystery assailant. In truth, the man wielding the gun was Fodar's partner, Antony Yast, who stands to gain control of their lucrative gambling business. He left Fodar for dead, unaware that Fodar's medical insurance included the Barten treatment. Yast must now find a way to ensure Fodar does not survive the trip to the high tech hospital, for if his partner survives, he will be able to name Yast as the gunman.

7. JACK/BIN SHOLTON (CHILDREN)

Children, Human

Jack, UPP 565A26, Male, Age 8

Bin, UPP 365B36, Female, Age 9

Cr. 100

No skills

Two young children are delivered by a very worried mother.

Background: Jack and Bin are two fairly gifted children who have received a grant from their government to travel to a specialist fast track school on another world. Naturally, their parents are very worried about their two children spending 6 months away from them. Unfortunately, their parents' jobs preclude them from travelling; they can only afford a single visit in about 3 months time.

Play Options: Jack is a little troublesome but his sister will defend him; she is remarkably knowledgeable and mature for her age.

8. BUSR JUN, KATUS OPINK (COURIERS)

Agents (Security Courier)

Busr

UPP 687775, Human, Female, Age 27

Weapons, secure case, Cr. 33,500

Advocate 2, Computers 1, Flyer (grav) 2, Gun Combat (slug pistol) 3, Melee (unarmed) 3, Recon 2, Vacc Suit 2

Katus

UPP A66266, Human, Male, Age 24

Weapons, secure case, Cr. 33,500

Flyer (grav) 2, Gun Combat (slug pistol 2), Gun Combat (slug rifle) 2, Melee (unarmed) 2m Vacc Suit 1

A heavily-built guy with fairly simple features and a lithe athletic young woman, both carrying large cases.

Background: A daughter of a senior Lyten executive has been kidnapped. Busr and Katus are staff of Lindarport Security, carrying two cases of uncut gems from Lyten as ransom payment for her release. The kidnappers have specified a drop point on the destination world.

Play Options: Busr is slightly stand-offish, but can act friendly if pressed. Katus is a fairly stupid oaf, hired by Lindarport purely because of his imposing bulk. Both will lie about the contents of their cases, and their purpose, because any outside involvement (police or otherwise) might jeopardise the life of the kidnap victim.

9. FYRN TYRO, ORYN KURNER (FRAUD INVESTIGATORS)

Agents, Human

Fyrn, UPP 8A9965, Male, Age 34

Oryn, UPP858967, Male, Age 31

Forensic kits, computer hacking equipment, weapons, warrants

Typical skills Carouse 1, Computers 2, Flyer (grav) 2, Gun Combat (energy pistol) 2, Investigate 3, Medic 1, Melee (unarmed) 2, Persuade 1, Recon 3, Vacc Suit 1

Two dark-suited individuals wearing dark glasses, with several compact equipment cases.

Background: Fyrn and Oryn are undercover agents from the Imperial Fraud Office. They are investigating a network of companies which is believed to be laundering the profits from the mysterious 'Grey Guild' - an alleged co-operative of expert thieves.

Naturally, they have false identities - as sales representatives from Bioplas LIC.

Play Options: Fyrn and Oryn may be tracking a Grey Guild member, one of their couriers or an executive of one of the front companies. Alternatively, the ship might be (unknowingly) transporting valuables from one company to another.

10. IPOTIC MONKS

Scholars, Human

Ip, UPP 886775, Male, Age 31

Yo, UPP 597877, Male, Age 23

No belongings whatsoever
Social Science (philosophy) 5

Two men with shaven heads, tattooed bodies and simple cloth shirts and trousers. They do not appear to have any luggage.

Background: These monks are members of an elitist order founded by Eligen Montkaren. Montkaren preached a mixture of many other religions, primarily focusing on nature and the abhorrence of artificial materials (such as plastics) in favour of pure metals, plant-derived textiles and the like. Montkaren died many years ago, but a number of monk communities survive.

Play Options: The two monks will spend most of their time ensuring that their bodies and feet are covered so that they do not touch any of the contaminants around the ship, such as any surface that contains plastics or other synthetic materials. It may eventually occur to the players that if the monks have no baggage, they have no change of clothing. It will then be obvious why the ship's air seems to have taken on a rather stale smell...

11. ERYL/WINETTE KLIO (FAMILY)

Eryl

Technician

UPP 938A67, Human, Male, Age 29

Admin 2, Comms 3, Computers 1, Drive (wheeled) 1,
Engineer (electronics) 3, Leadership 1, Streetwise 1

Winette

Biochemist

UPP 767897, Human, Female, Age 27

Admin 0, Computers 1, Drive 0, Life Science (history) 1,
Physical Science (biology) 3

Children

Samban, Age 4

Heria, Age 6

Crates of belongings, Cr. 26,000

A couple, with two young children and an extensive array of personal luggage and crates.

Background: The Klio family came to this world as colonists, but have decided frontier life is not for them. They

are returning to their original homeworld, taking with them what personal goods they can carry (amounting to several tons of cargo).

Play Options: The two children are boisterous, but once in jump space will become subdued, and then fall ill. The Klios have unwittingly brought aboard the Heifell Kuros virus. This airborne plague has had plenty of time to spread itself through the ship's ventilation before the children show the first symptoms. The virus can kill the weak, sick and elderly, but healthy individuals should pull through after 1D days of pain. The players must determine how to avoid and/or combat the virus until they reach the destination world (where the ship will be quarantined, but at least expert medical help will be available).

12. CLOCKLOCK

(LOCATION-SPOTTING TEAM)

Entertainers, Human

Eritressa, UPP 367856, Female, Age 55

Thomari, UPP 475694, Male, Age 35

Yanette, UPP 858986, Female, Age 28

Trent, UPP 885776, Male, Age 2

Recording equipment, Cr. 22,000

Typical skills: Art (video) 1, Carouse 2, Comms 2, Recon 3

A group of four men and women, smiling and friendly, in casual clothing, carrying cases badged with a large clock logo.

Background: The ClockLock location-spotting team is subcontracted by larger film-making groups to find appropriate locations for major scenes. The team maintain an extensive database of locations and also spend a considerable amount of time travelling to find and record new types of filming locale. They are currently on the look out for majestic cliffs, a triple-moon system with a standard atmosphere, and several specific types of shipboard architecture. They have a limited budget and time to do their research.

Play Options: The requirement for shipboard scenes may lead the team to request a tour of the ship, taking recordings of various areas (assuming the crew give permission). If the ship has a particularly unique configuration, the team will get quite enthusiastic and a contract for a filming session may arrive at some later point (from a month to several years into the future).

MIDDLE PASSAGE (GROUP)

Larger ships may carry groups of passengers, from corporation teams or extended families to mercenary units. This section lists several such larger groups. The details of the primary NPCs in each group are given, but the total number of persons in a group should be adapted to suit your game (for example, the available passenger staterooms available in your players' ship).

1. CIMAYA EMELL (MERCENARY UNIT)

Cimaya

Army, Captain

UPP BAB843, Human, Female, Age 30

Military equipment, Cr. 50,000

Explosives 3, Drive (tracked) 2, Flyer (grav) 1, Gambler 2, Gun Combat (slug rifle) 3, Heavy Weapons (launcher) 2, Leadership 3, Melee (unarmed) 2, Tactics (military) 2

A well-built woman with quite a commanding presence, Cimaya may be travelling alone or with a number of similarly muscular compatriots. She may need urgent passage, and may require quite a large array of armaments to be stored in the ship's safe...

Background: Cimaya wanted to join the spaceborne action of the Imperial Marines, but during her first few weeks of training, a series of minor transgressions (revolving around her lack of respect for authority) soured her senior officer's view of her. At her two week initial assessment she was told she would never pass out of Marine Camp. Having flattened her commanding officer, she was jailed, awaiting court-martial. Fortunately, she was released to an Army unit specialising in training convicts and loners - the infamous Dirty 30th. Although never a bully at heart, Cimaya quickly found brute force was a necessity for survival among the murderers, arsonists and other hoodlums who comprised the 30th. However, the 30th could be strangely effective as a fighting force, their commanders expert in focusing their violence and hatred at the enemy rather than at each other. The 30th undertook only the most hazardous operations where the Army feared huge losses. Cimaya not only survived, but thrived in this environment, rising quickly through the ranks to become a trusted leader. Although still officially part of the 30th, she now undertakes small covert mercenary operations at the request of the Army. Such actions are totally deniable (and risky), but pay well.

Play Options: Cimaya may be travelling to or from a job, and may have several of her fellow mercenaries with her.

She is always tight-lipped about giving any details of her work, due to its covert nature and will claim that she (and her colleagues) are on holiday. However, their job may occasionally require a fairly rushed exit from a given planet which, in combination with her armoury, may require her to pay above the odds for a discrete passage with no questions asked. She enjoys a good gamble, particularly where this involves contests of physical strength or endurance. She also has a strong hatred of officialdom, particularly those in the military services who may have achieved their position through social standing rather than ability.

2. CHRONST SECT (DEVOTEES)

UPP varies, Human, 3 Males and 3 Females, Age varies

Cr. 12,000 total

Typical Skills: Art (writing) 2, Melee 0

A group of six individuals of mixed ages and sexes, but all dressed in the same dark mauve suits.

Background: The group are six devotees of the Chronst sect. They are devout in the extreme and follow a strict series of rules, given the holy writings of Chronst (and the seven subsequent leaders of the sect).

Play Options: The group will spend most of their time quietly copying from one ancient tome to another. They will not allow any unbeliever to read their texts. They will also insist on worshipping at the precise times set down in their writings. They require complete quiet at all times (even during shipboard crises).

Crew members may find the group's arrogant attitude frustrating in the extreme, especially when the group insist on passing close to certain planet on the way in from jump, which would take the ship considerably off course.

3. GLEN JZIS (BOTANY GROUP)

Glen

Scientist, Professor

UPP 467B65, Human, Male, Age 44

Cr. 95,000

Admin 1, Carouse 2, Computers 2, Flyer (grav) 1, Jack of all Trades 2, Physical Science (biology) 3, Physical Science (physics) 2, Recon 2, Vacc Suit 1

A group of scientists, carrying a variety of peculiar instruments.

Background: Glen is a botanical hunter and expert who photographs and catalogues plants in their native environment for the Imperial Plant Society (who provide him with quite substantial funding). He and his team (between 2-10 specialists) conduct regular expeditions to both remote and colonised worlds. They collect from some of the most inhospitable areas in the Imperium.

Glen has a particular hatred of those who exploit flora and fauna for their own wealth, although he recognises the value of the work of corporations such as Bioplas LIC (for whom he has occasionally undertaken work).

Play Options: Glen may be taking his team to a new world to record its rare plants or he may be carrying samples of a plant for analysis by Bioplas. Alternatively, Glen may have been contracted by a law enforcement agency to help secure a conviction against someone illegally exporting rare flora.

4. BRUTAR SARTYR (ASLAN PIRATES)

Byrutar

Pirate, Lieutenant

UPP C7C875, Aslan, Female, Age 41

Cr. 20,000

Astrogation 3, Carouse 2, Computers 1, Deception 2, Gun Combat (energy pistol) 2, Jack of all Trades 1, Leadership 2, Melee (claw) 2, Vacc Suit 2

Pirate Crew

UPP B7B755, Aslan, 2 Males, Ages 29,35

Typical skills: Flyer (grav) 1, Gun Combat (energy rifle) 2, Gunner (turret) 2, Melee (claw) 2, Pilot (small craft) 2, Tactics (naval) 1, Vacc Suit 2

UPP B7A885, Aslan, 4 Females, Ages 29, 34, 25, 46

Typical skills: Computers 1, Deception 2, Gun Combat (energy rifle) 2, Melee (claw) 2, Pilot (small craft) 2, Sensors 2, Tactics (naval) 1, Vacc Suit 2

A motley collection of Aslan, all wearing worn ship's crew uniforms with merchant insignia, carrying a collection of bags stuffed full of equipment and belongings.

Background: Byrutar leads the pirate ship *Starborn Claw*, although her group of six Aslan purport to be traders. Their ship has just been impounded by a suspicious customs officer, although the crew have been released on bail. They intend to escape before the authorities discover the secret compartments in their ship which hold selected items of their loot.

Play Options: The group will claim that their ship is in for repair and that they are taking a holiday. However, they will give a false ship name, for any computer search on the *Starborn Claw* would reveal its status as impounded. These

Aslan are not used to close contact with humans and will be constantly misreading human reactions; the males are particularly likely to react aggressively at any apparent insult. Byrutar will try to calm things. She hopes that there will be an opportunity to hijack the ship for their own purposes.

5. THOM YOOD (CARPENTERS)

Thom

Artisan (Carpenter)

UPP 9C7976, Human, Male, Age 39

Cr. 140,000

Computers 2, Drive 0, Flyer 0, Gambler 3, Trade (carpenter) 4, Survival 1

A middle-aged man in casual clothing, with four teenagers in tow. The latter are all dressed in one-piece workwear, and carry personal belongings and tool kits.

Background: Thom is a carpenter who teaches at a traditional skills college on a neighbouring planet. He is a specialist in working in rare natural woods, particularly the Hellboria tree. He spends part of his time in lucrative employment for companies such as Pleasurestar, adapting their latest designs to match the capabilities of the natural woods.

He has undertaken a sabbatical to research carpentry techniques and has brought with him four students/apprentices. They are now all returning to college for the new teaching year.

Play Options: Thom Yood is a carpenter who teaches at a traditional skills college on a neighbouring planet and who has been doing some research on carpentry on other planets during his vacation. he is now returning to his college for the new teaching period.

6. WEP FAMILY (FANATICS)

Fanatics, Human

Darv, UPP B77658, Male, Age 42

Andrea, UPP 589448, Female, Age 39

Garek, UPP 635468, Male, Age 17

Anita, UPP 543647, Female, Age 15

Ilya, UPP 634566, Female, Age 14

Cr. 25,000

Typical skills: Explosives 1, Gun Combat (slug pistol) 1, Melee (blade) 1, Stealth 1

A charming family of five, including three teenage children.

Background: The Wep family are refugees from a wilderness world on the fringe of the subsector. An ecological disaster wiped out their crops and made the populace ill, requiring the thousands-strong colony to be evacuated. The Weps

belong to a fanatical religious sect who believe that this is punishment for their ancestors' sins. They believe it is their destiny that they should die in space.

Play Options: The Weps all seem perfectly charming, but are quite intent on dying during this jump. They will ingratiate themselves with the crew and passengers, then intend to attack them with knives or other weapons, and finally blow up the ship. For the latter, they have brought aboard a number of seemingly innocent compounds in their baggage. When mixed over a period of 24 hours, these form a simple but effective home-made explosive. The individual components will only be noticed by a person with Demolitions skill.

7. MIKA ORPI (NEWS CREW)

Mika

Agent (Reporter/Secret Agent)

UPP 38A949, Human, Male, Age 27

Recording equipment, armour, Cr. 22,500

Admin 1, Art (acting) 2, Computers 1, Flyer (grav) 1, Gun Combat (slug pistol) 1 Jack of all Trades 1, Leadership 1, Medic 0, Vacc Suit 1

Film Crew, Human

Allek, UPP 864975, Male, Age 44

Paul, UPP 578697, Male, Age 28

Henna, UPP 587684, Female, Age 25

A group of four fairly unremarkable individuals carrying an array of small equipment cases.

Background: Sidewinder News is a small freelance company that specialises in bringing news from highly dangerous trouble spots. Mika and his crew of three assistants wish to travel urgently to a world on the fringe of this political region where a revolution is in progress. They will pay substantially over the standard price if they can be taken to the system directly, but this takes the ship well off the usual trade routes and into a potentially hazardous area.

Play Options: The players might be surprised to learn that not only are the recording team equipped with surveillance equipment but also carry high tech armour and an array of small-arms. Mika will explain that they are used to hazardous situations and have previously had to defend themselves to prevent their films being stolen. In reality, Mika's team leads a double life as an intelligence gathering unit for the Imperial government. Their mission is to determine just how serious the rebellion is, and whether the likely winners will form a stable government which will be amenable to the Imperium.

8. ROJ MARIN

(MERCENARY GROUP)

Roj

Army, Captain

UPP 89A964, Human, Male, Age 35

Cr. 30,000

Flyer (grav) 2, Gun Combat (slug rifle) 2, Heavy Weapons (launcher) 2, Leadership 2, Melee (unarmed) 2, Tactics (military) 2, Vacc Suit 2

A mercenary group, with a substantial array of equipment, both personal and crated for the cargo hold.

Background: Marin's Marauders are a group of mercenaries headed by Roj Marin. They are travelling to a border world that has recently fallen into turmoil. Revolutionaries have taken over the capital and have assaulted military bases in the surrounding areas. The precise political situation is difficult to establish, and the Imperium has not yet decided whether to intercede. However, it has certain assets on the surface which it wishes to protect. Rather than placing a heavy overt Imperial presence, they are hiring groups such as Marin's to undertake these tasks.

Play Options: Marin needs to get his men to the planet as quickly as possible. Once there, they will rendezvous with an Imperial cruiser to receive their final orders. Marin will try to persuade the commander of his ship to land at the allotted ground site, rather than relying upon a smaller vehicle to carry them to the surface. He may be able to pay extra for this extra service (which might carry a slight risk of being fired upon by the rebels).

9. AKIL AND SARA (PACKAGE TOUR)

Tour Guides, Human

Akil, UPP 766745, Male, Age 26

Sara, UPP 547857, Female, Age 25

Typical skills: Steward 2

A young steward and stewardess, with a large group of assorted travellers trailing behind them.

Background: St Rhodes is a minor holiday company which arranges package holidays for the middle classes. Akil and Sara are two of their tour guides, who have been left with a number of unhappy tourists, because their chartered ship has been held up in another system for repairs. They urgently require passage for themselves and their clients on any ship which can get them all to a popular resort planet several jumps away.

Play Options: The tourists will moan incessantly. Akil is friendly but weak-willed, and Sara has no interest in anything other than getting to the resort where she intends to have a good time (and to hell with the tourists!).

HIGH PASSAGE (INDIVIDUALS)

Fewer interstellar travellers can afford the cost of a high passage, but there are still plenty of rich individuals and business people who expect nothing less. Such passengers are, perhaps, more likely to have the funds and interests which may make them suitable patrons for the players. This section lists several such individuals.

1. WOTAR RAOS (ENTERTAINER)

Navy, Ensign
UPP 5987C5, Human, Male, Age 30
Cr. 5,000
Art (dance) 1, Art (music) 2, Computers 1, Carouse 1, Flyer 0, Recon 1, Vacc Suit 1

Wotar may be met aboard a commercial liner, or the local Naval base may request passage for him aboard the players' ship. He is tall, thin and initially a little quiet and reserved, although once anyone begins talking to him they will find him a very amiable and knowledgeable person.

Background: Wotar is an arts college graduate who showed a brief blaze of boyish interest in the Navy. However, he found himself assigned as Ensign to a survey ship in a boring backwater. Wotar spent his time developing the artistic abilities he had studied at college, in particular the repetitive music and fascinating dances of the insects of Thrarg. These dances do not usually translate well to humans, since the Thrarg insects have ten legs.

Wotar's interpretations of these dances provided entertainment for the crew, and he even encouraged a few to learn the basics. Those who participated found the performance simultaneously stimulating yet relaxing. Such was the increase in their morale and shipboard productivity that the ship's captain requested permission from his superiors to try Wotar's exercise and dance regime on the whole of the crew. The trial proved to be a reasonable success (although those who did not put the effort into the dances tended not to benefit). Wotar is now on a travelling assignment for one year to try the regime on other ships. He has little personal wealth but there are no convenient military ships to transport him to the destination so the Navy has provided him with high passage on a commercial ship.

Play Options: If any players show sufficient interest, Wotar will demonstrate his dancing to them. Anyone watching his dance will feel very relaxed afterwards and may experience slight bonuses (DM+1) when performing tasks related to mental acuity, recall, or perception over the next few days. Wotar will be more than willing to teach a short dance to

anyone who asks. This will take the entire week in jump space. If the player makes both an Average (+0) Dex and an Average (+0) Int check at the end of the week, they will gain the same bonus as above to tasks for 1-2 weeks afterward. To gain any longer term advantage, the player would have to undertake an extensive training course with Wotar.

2. MELISSA AYAL (PLAYGIRL)

Rogue (Conwoman)
UPP 77894C, Female, Human, Age 27
Cr. 25,000
Deception 2, Engineer (electronics) 1, Gambler 1, Persuade 2, Streetwise 2

A beautiful woman, dressed in rich clothing and jewellery which seems barely able to conceal her body. She is accompanied by a heavy set Hyumian, also bedecked in rings and necklaces. She seems to have an extensive array of baggage.

Background: Melissa was born in the back-alleys, but as a young woman, her beauty quickly brought her to the attention of wealthy men. Using her charms, she manipulated her way to a rich marriage. When her husband suffered an accident, she began living the high life, working her way from one man to another. She is an accomplished conwoman, who picks on rich single men. Occasionally, if she finds a particularly handsome individual she indulges herself...

Play Options: Melissa is usually accompanied by her hench'man' Jepper. She will determine if one of the players (or an NPC) is suitable for one of her scams. The players may earn someone's gratitude if they save them from Melissa's charms. Alternatively, they may become the centre of a temporary passionate urge.

The players may notice Melissa is under surveillance. There are plenty of angry wives and defrauded businessmen wishing to track her down!

3. JEPER (THUG)

Rogue (Thug)
UPP D5C685, Hyumian, Male, Age 29
Cr. 25,000
Drive (wheeled) 2, Gun Combat (slug pistol) 2, Melee (unarmed) 3, Streetwise 1

A hefty Hyumian, muscles rippling beneath his scales, wearing an assortment of arm bangles and golden necklaces.

Background: When adult Hyumians begin their wanderlust period, many take to the Scout Service or a similar exploratory career. A few, however, do not suffer the curiosity of their fellows. Jepper has found that his brawn is well suited to physical protection work, and his clients pay well for his imposing presence. For a number of months he has been in the employ of the conwoman Melissa Ayal. He takes great delight in watching this human female outwitting her male counterparts.

Play Options: Jepper may be encountered with Melissa Ayal, as a bodyguard for another high class client, or travelling on his own. Jepper will insist on getting his own way, using his presence (but without breaking the law). However, anyone who stands up to him will earn his respect. He has a number of useful underworld contacts and is familiar with a number of wealthy clients.

4. URN WINNER (BIOLOGIST)

Scientist, Doctor

UPP 66ABB8, Human, Male, Age 35

Cr. 35,000

Art (holography) 2, Computers 1, Drive 0, Gun Combat (slug rifle) 1, Leadership 1, Medic 1, Navigation 1, Physical Science (biology) 3, Survival 1

A rough-hewn figure, wearing high quality safari clothing, with a number of equipment cases.

Background: Urn Winner is an expert on the wildlife of several neighbouring planets. He specialises in filming disappearing species (before they disappear!). He is reputed to own the rights to over MCr. 2 worth of film of vanished animals and plants.

Play Options: Urn is travelling to capture on holo-crystal the last surviving examples of Ourrerro's Skizzard. This will involve long treks through hazardous terrain to locate the Skizzards. He is carrying with him a range of survival and recording equipment, as well as a collection of hunting weapons (blades and rifles).

5. 'LIPS' GRADZ (VARGR HUNTER)

Hunter

UPP A8B432, Vargr, Male, Age 32

Cr. 65,000

Admin 1, Computers 2, Deception 3, Gun Combat (slug rifle) 2, Medic 1, Melee (infighting) 2, Recon 1, Streetwise 3, Survival 2

A grey-furred Vargr in camouflage gear with a scarred jaw and a collection of hunting rifles.

Background: Lips collects animals for private zoos. Owners commission him to find and retrieve examples of particular species for their collections. He is unpopular with the conservationists who accuse him of depriving the natural environment of these animals. It is alleged that he often breaks the law, capturing endangered species and smuggling them off their homeworld. Lips' true name is Gruffrgzardz Gradz, but he got his nickname from his habit of licking his lips whenever he sees an opportunity for monetary gain.

Play Options: Lips is not particularly bright, but usually gets his own way through a mixture of luck and knowledge of how to bribe or worm his way out of trouble. He may be off to hunt a new creature, or may need help smuggling a captured prize out from under the nose of the authorities.

6. PLO-INNER (ATHLETE)

Army, Sergeant

UPP BAB557, Human, Male, Age 25

Cr. 25,000

Admin 1, Athletics (co-ordination) 5, Computers 0, Flyer 0

A tall, lithe, muscled individual apparently in the peak of physical fitness. He wears high quality casual clothing, in which he looks a little awkward. He has a disarming smile.

Background: Plo is a rising athletics star in the non-assisted games (i.e. no drugs or biomechanical enhancements are allowed). He is a runner and jumper and has a subsector gold medal in several events including the 2,000 metre rock slalom, low-g cradle bar and target jumping.

Plo is quite a humble guy and avoids publicity where possible. His successes have made him quite wealthy, but he feels awkward when trying to mix with upper class people, since his own upbringing was on the rough streets of a megacity. He sends much of his money to his parents, to support his two sisters through their higher education.

Play Options: Plo is travelling to the sector games trials. He expects to qualify for the Gold Cup Challenge, which may earn him up to Cr. 100,000 in prize money and perhaps several million credits of advertising. However, there is a gambling syndicate placing pressure upon him to throw the last qualifying race for the Gold Cup (the syndicate will make millions by placing their money on the next competitor). A representative will follow Plo on this trip and reiterate their demands. If Plo does not succumb, the rep may try to injure him or threaten his family. If the players can help Plo., he will be eternally grateful.

7. BUTH DAKFAR

(SALVAGE EXPERT)

Scientist, Senior Engineer
UPP 6A5C79, Human, Female, Age 33
Cr. 60,000

Computers 2, Engineer (power) 3, Flyer (grav) 1, Medic 0,
Life Sciences (gravitics) 2, Social Science (philosophy) 2

A plump woman with a happy smile and constantly roving eyes.

Background: Buth is a senior engineer and surveyor for a ship salvage team. She is often dispatched across space to examine wrecks to which her company have been granted salvage rights.

Play Options: Buth has an unnerving habit of wandering about a ship, inspecting it as if it is just about to become a wreck. She may look thoughtfully at a bulkhead seam, then walk away tutting to herself. If asked about such an event, she will make a flippant comment, such as 'Common place for the cracks to start, you know.' She also tends to use deep, philosophical quotes in an off-hand manner. 'Cracked seam, eh? The dark and glorious depths of space will claim us all some day.' She will then happily explain about every living creature being made from the material of stars, and other meaningful cosmic-level things.

8. VIL ROGERS (INTERIOR DESIGNER)

Designer
UPP 7A8A46, Human, Male, Age 34
Cr. 90,000

Art (holography) 3, Athletics (co-ordination) 1, Computers 2,
Melee 0, Persuade 2

A tall, athletic type who appears to be wearing very colourful skin-tight clothing... at least, you think it is clothing...

Background: Vil is an interior designer who frequently does commissions for the exclusive clientele of Pleasurestar. He is often requested to create works of art for unusual situations - using trompe d'oeil techniques and holo-paints. He is viewed by some as eccentric, since he rarely wears clothes, preferring body holo-paint. At close range he often attracts significant attention (which is his ultimate aim, being an exhibitionist). He is a stubborn bigot, always forthright about his views, and not afraid to shock people through his work, his words or his actions.

Play Options: Vil has been commissioned to work on the interior design of a noble's newly-built mansion. His fiery temperament, unconventional 'clothing' and controversial views may cause discord among the crew or passengers. However, he always pays well above the going rate for his

passage, and tips the crew well, so most people grin and bear it...

9. HARRIAL OHLSON

(EX-DIPLOMAT)

Diplomat, ex-Assistant 1st Secretary
UPP 6599CA, Human, Female, Age 28
Cr. 70,000

Admin 3, Advocate 2, Carouse 1, Computers 2, Deception 3,
Diplomat 3, Drive 0, Flyer 0, Recon 2, Vacc Suit 1

This woman wears Sylk clothing – she is obviously rich! However, she seems to have put on a little more weight than looks good on her.

Background: Harrial was a high ranking politician but was forced to resign when it was revealed that she had been accepting bribes from various corporate concerns. Naturally, she claims that she was framed, and that the real reason for her fall from power was because she was working to expose corruption at the very highest levels of her government.

Play Options: Harrial's employment was terminated with a reasonable settlement, so she still has plenty of money to spend. She still enjoys the high life, reinforcing many peoples' view that she was taking bribes. However, if that's the case why does it appear that she is being followed, and why does she keep narrowly avoiding death in a series of mysterious accidents?

10. SERGE IFFLEY (ART EXPERT)

Entertainer (Artist)
UPP 378BA9, Human, Male, Age 38
Scientific instruments, Cr. 30,000
Admin 3, Art (sculpting) 3, Computers 0, Life Science (history) 3

A tall, fat, imposing figure, with a chubby face and slicked back white hair. He wears a fanciful hat, long silk scarf and flowing white robes.

Background: Serge is an art expert who has been commissioned by a private buyer to inspect a sculpture on a neighbouring system prior to purchase. He has a permanent grudge because he failed the entry examination for art college, thus the remainder of his life has been spent as a critic and expert, rather than creating art himself.

Play Options: Serge is a haughty and rather arrogant soul, who will no doubt succeed in irritating at least one crew member intensely. However, he has a suspicion that the sculpture is a fake. If his scientific tests confirm this, he may employ the players to help him in his subsequent investigations.

11. ROHLO FERETSI

(ARCHAEOLOGIST)

Scholar, Doctor

UPP 445CE9, Human, Male, Age 56

Cr. 35,000

Animals (riding) 2, Art (writing) 2, Computers 2, Flyer 0, Life Science (archaeology) 4, Life Science (history) 4, Sensors 2

A middle-aged man of medium height, wearing smart but dishevelled casual clothing. There is a faint smell of alcohol around him.

Background: Rohlo is an archaeologist who is returning from a speaking tour that has been less than successful. His peers have completely rejected the theory that he has been working on for the last six years, concerning the rather doubtful lineage of a royal house.

Play Options: Rohlo is in need of solace, which he has found at the bottom of a bottle of alcohol. He will insist on getting continually drunk while on the ship. Ironically, his theories are quite correct, but the current members of the royal family concerned have no intention of having an outsider disproving their lineage. They instigated a campaign of forgery and bribery to discredit Rohlo and his theories.

12. FEO DA'PERIN (WRITER)

Scholar

UPP 2A8668, Human, Female, Age 37

Cr. 92,000

Animals (riding) 2, Art (writing) 3, Computers 1, Flyer (grav) 1, Gambler 2, Jack of all Trades 3, Recon 1, Social Science (philosophy) 3

A middle-aged woman, very slight of build, wearing expensive designer clothing from Sylk. She appears quite weak, and has breathing difficulties, although her eyes shine brightly with life.

Background: Feo is a philosopher who only seems to find inspiration for her (renowned) philosophical writings when in jump space. She tends to buy passage on any ship that is reasonably priced and will ride to and fro until she has written sufficient for her next publishing contract.

Play Options: Feo is widely travelled and can be very informative on a wide range of subjects. Her only real is her addiction to gambling (in any form).

13. DOUGAL GRY

(COMPUTER SECURITY)

Scientist (Computers)

UPP 698AB5, Human, Male, Age 33

Computer, Cr. 27,000

Carouse 1, Computers 3, Engineer (electronics) 2, Flyer 0, Gun Combat 0, Investigate 2, Melee 0, Social Science (psychology) 2

Sharp business suit and hairstyle to match. Carries a small case and a high tech hand computer.

Background: A very ordinary-looking man, Dougal Gry is actually a freelance computer intrusion investigator who contracts his time to companies who have had their computer systems hacked, or who wish to test their security against an expert hacker.

Play Options: Dougal's hand computer is the very top of the range, with an enormous amount of processing power and an extensive set of hacking utilities (all encrypted and pass-coded to prevent outsiders from using them). If anyone asks, Dougal will tell them he writes computer games. He is travelling to his next job to test the security systems at the precious metals firm Weller Associates. The results of his analysis might be worth a considerable sum to anyone wishing to crack the physical security systems at a Weller site.

14. UML OTYUP (COURIER)

Agent (Courier)

UPP A95768, Human, Male, Age 33

High security case, Cr. 15,000

Athletics (co-ordination) 2, Computers 1, Drive (wheeled) 2, Gambler 3, Gun Combat (energy pistol) 3, Medic 0, Melee (unarmed) 2, Streetwise 2

A non-descript businessman carrying two cases.

Background: Uml Otyup claims to be a businessman but is actually a courier from Lindarport Security. He is carrying several electronic pass keys to highly sensitive government security installations. Lindarport have been used because of a fear that there is a security leak within the government's intelligence service.

Play Options: One of Uml's cases contains a second, inner, high security case containing the keys. The case has extensive anti-tamper protection, including an anti-personnel explosive charge. Naturally, there are a number of foreign agencies who would dearly like to get their hands on these keys. However, Lindarport has sent out seven couriers simultaneously, so these agencies will have trouble identifying the true courier!

15. JOPA LUNDI (GIGOLO)

Rogue (Conman)
UPP AB8635, Human, Male, Age 23
Cr. 12,000
Computers 1, Flyer 0, Melee (unarmed) 1, Persuade 3

Stunningly handsome, with perfectly formed muscles, wearing the latest designer casual wear.

Background: Jopa Lundi is a high class gigolo who has spent several years earning a living from the wealthier women of the current world. He has now received a long-term booking from a previous patron who has moved to another star system. Jopa needs to reach the world within the next week to attend a party, organised by the patron, at which his specific presence was requested. Failure to attend may invalidate his 'contract'.

Play Options: Jopa knows precisely how to amuse women, and can be quite charming to other men, although often enough he ends up as the focus of attacks by angry partners. He has had sufficient problems of late (with a death threat from one such husband) that a trip off-world seems like quite a good idea!

16. THEYDON HAYES (PLASTIC SURGEON)

Doctor, Surgeon
UPP 5A7878, Human, Male, Age 42
Cr. 75,000
Admin 1, Computers 2, Medic 3, Streetwise 1

A middle-aged man with a round face and warm smile. He wears casual designer clothing and has a series of metallic cases (marked as medical equipment).

Background: Theydon is an expert in plastic surgery, both reconstructive and aesthetic. He uses virtual-reality computer software to model the intended result and a combination of laser surgery and advanced drugs then produce the desired outcome.

He is travelling to attend an annual conference on plastic surgery.

Play Options: If anyone is in need of scar surgery or a change of appearance, Theydon is the man to ask. Naturally, he charges a premium for his services.

17. TREV KLINE (INVENTOR)

Scientist
UPP 969A77, Human, Male, Age 27
Cr. 9,000
Computers 1, Drive 0, Investigate 1, Physical Science (biology) 2, Physical Science (chemistry) 3, Recon 1

A shifty-looking young man, constantly nervous and holding a small briefcase defensively against his chest.

Background: Since an injury forced Trev to retire from the Bioplas laboratories where he first worked, he has pursued a career as an independent inventor. He has developed several items, which he wishes to sell to major companies; he expects a substantial sum! He is travelling to the subsector patent office, to register his concepts. He carries the prototype inventions, plans and note books in his briefcase.

The inventions cover a range of items, from a battery with a considerably enhanced life-span to a special stimulant drug that allows humans to remain awake for 72 hours at a stretch with no ill-effects.

Play Options: Trev is absolutely paranoid about having his inventions stolen from him prior to patenting them. It is true that a certain interest in his work has been shown by representatives from Bioplas, but most of Trev's inventions do not actually work.

18. LORS FRUNY (MATHEMATICIAN)

Scholar, Professor
UPP 34ACA4, Human, Male, Age 93
Cr. 25,000
Carouse 4, Computers 3, Flyer (grav) 2, Life Science (mathematics) 4, Physical Science (physics) 3, Recon 3

A short, thin, bald man with sparkling ideas and a peculiar half-hop, half-walk. He seems to be murmuring to himself.

Background: Lors is a expert in certain fields of mathematics concerning the prediction of seemingly chaotic systems (for example planetary weather). In addition to his teaching post at the subsector capital university, he undertakes a wide range of consultancy work, from covert encryption-breaking systems for the government, to weather prediction algorithms for commercial use.

He is taking his latest effort - a software package for gas giant atmospheric disturbance effects on orbital refineries and scooping ships - to a Bank Janus office to negotiate a suitable price for it. Lors is still quite physically active despite his old age - he claims this is down to a healthy diet and exercise, but he began taking anagathics some years ago and has to continue to take lucrative contracts to pay for the drugs.

Play Options: Lors is a bright spark, although he tends to talk too fast and is not the best of teachers. Should anyone need any mathematical problems solved, then Lors is the man! His growing knowledge of gas giant atmospheres may save the ship from a possible hazard during a (scoop) refuelling flight. Perhaps thanks to the anagathics, Lors has retained the ability to out-drink most people - he has several bottles of wine with every meal and enjoys spirits in between.

19. XIA (*FASHION DESIGNER*)

Designer

UPP 647628, Human, Male, Age 31

Cr. 100,000

Art (fashion) 3, Carouse 2, Computers 1, Gun Combat 0, Recon 1

A very aloof young man in an extremely expensive suit, carrying a travellers' attaché case.

Background: Xia is a successful dress designer who is exhibiting his work for the third year running on the subsector capital planet. It is critical that he reaches the planet on time to present his show, although last minute changes to some of the designs have delayed him, such that no standard chartered flight can guarantee to get him there on time. He will therefore be willing to pay well over the odds for an immediate departure on a fast ship.

Play Options: Xia is a likeable enough character once one gets over his pompous attitude.

20. JUNEY CARTO (*CYBER-SURGEON*)

Doctor, Surgeon

UPP 6758C9, Human, Female, Age 35

Cr. 40,000

Admin 2, Computers 3, Medic 3, Life Sciences (robotics) 3

A brightly-attired woman who looks like she is in a real hurry!

Background: Juney Carto is a top surgeon (more specifically a cyber-surgeon) who was on holiday when she received an urgent request to return to her homeworld. Her skills are needed for an operation on a senior government official, who has suffered drastic injuries in a vehicle accident and can only be held in stasis for a limited time.

Play Options: Juney will be willing to pay extra for a fast departure and will enjoy every possible luxury aboard the ship; the government will refund her expenses and she intends to make up for having her holiday disrupted.

21. ANNA HARRIS (*ASSASSIN*)

Army, Medic

UPP BC7864, Human, Female, Age 32

Cr. 40,000

Computers 2, Deception 2, Explosives 1, Flyer 0, Gun Combat (energy rifle) 1, Investigate 1, Medic 1, Melee (unarmed) 1, Stealth 1, Streetwise 1, Vacc Suit 0

A young woman in casual clothing. She seems exceptionally well-muscled and her lithe movements are like those of a hunting cat.

Background: Anna is a member of the Black Guild of assassins. Her apparent identity is that of a retired army medic who, having come into some family money, is travelling the subsector. Anna rarely undertakes jobs, but those she chooses are usually very lucrative. She exercises every day to maintain her strength and dexterity. She is a meticulous planner, with a good reputation in the Guild. Should the law ever catch up with her, she would be likely to face execution.

Play Options: Anna may be tracking a victim, scouting out an escape route, escaping the scene of an assassination, or simply travelling for her own amusement. She will not openly display any of her illicit skills in front of strangers unless in a life-or-death situation.

22. HELVEN ART-NODUL (*LUGGAGE CONSULTANT*)

Designer

UPP 4A776A, Human, Female, Age 32

Cr. 20,000

Admin 1, Broker 1, Flyer 0, Persuade 1

A portly middle-aged woman with an extravagant castle-like hairstyle and expensive attire.

Background: Helven is a luggage consultant (yes, really!). She works with large shopping chains and wealthy individuals - especially those that travel extensively. Her job involves refining and customising luggage to her clients' needs, and interfacing with niche markets that require 'an upsizing of their portable container market'.

Play Options: Not many - Helven is just as boring as she sounds!

23. HENRIC POLL (*STUDENT*)

Merchant (Academy Student)

UPP B498A5, Human, Male, Age 20

Cr. 6,000

Admin 0, Computer 1, Flyer 0, Melee 0

A confident young man, wearing a merchant dress uniform.

Background: Henric is currently studying at Merchant Academy, with the intention of becoming a trader with a major interstellar line. However, his family has run out of money to pay the fees for his final two years. Henric has therefore taken the risk of trying to smuggle a small amount of Light Gem (a sparkling hallucinogenic powder) with him, in the hopes that it will provide enough money to sustain him for the next two years.

Play Options: Henric will be very nervous, jumpy and generally suspicious. In principle he is a good guy at heart, but he is quite desperate to pass out of the academy. Light Gem is only a minor drug, but he is carrying sufficient quantities that it might mean 20 years imprisonment if he is caught.

24. HILSON YENGLI (GANGSTER)

Rogue (Thug)

UPP A8A655, Human, Male, Age 29

Cr. 20,000

Deception 2, Melee (blade) 2, Streetwise 3

A dapper businessman with a strange scar across his bald head.

Background: Hilson will claim to be the head of a catering company, travelling to see a client. However, he will book the ticket using his own name. He will even have some luggage taken aboard but will not turn up when it is time to depart.

Play Options: Hilson is leaving the planet after double-crossing his boss. He has booked this passage to leave a false trail, for he is actually travelling, disguised, on another ship. Naturally, the ship may become the subject of great

interest by the gang searching for Hilson and it may take some time (and police intervention) to sort out what has happened. The luggage does actually contain Hilson's clothing and effects; he has bought new clothes for his alter-ego.

25. GARTH PINCH

(SOFTWARE SALES)

Merchant (Sales Rep)

UPP 4496A7, Human, Male, Age 28

Cr. 25,000

Computers 1, Sensors 0, Streetwise 1, Trade (salesman) 2

An ordinary-looking business man with a round, reddish face.

Background: Garth is self-employed, selling customised software for various business applications. He is travelling on his normal route around the subsector, updating his client's systems and demonstrating the latest software releases. He is particularly susceptible to jump sickness and has to take medication.

Play Options: Garth is not used to drinking, but at some point prior to entering jump space, will be talked into having a few spirits. He will sleep through the jump transition, forgetting to take his medicine. He will awake in a mental frenzy, alternately paranoid and psychotic. He will demand to be let off the ship (in jump space!) and if his wishes are not met, will become violent. Should a particularly heartless crew decide he can go out through the airlock, Garth will decide that both they and the other passengers should join him (that is, go out first). He will take someone hostage and force them to leave the ship with him!

HIGH PASSAGE (2-4 INDIVIDUALS)

This section contains a selection of small groups of high class passengers. The details of the primary NPCs are given, but the precise number of persons in a the group should be adapted to suit your game (for example the number of available passenger staterooms in your players' ship).

1. PAULA REALLIC (DIPLOMAT)

Paula

Diplomat, Asst. 2nd Secretary
UPP 7988C9, Human, Female, Age 32
Cr. 11,000
Admin 3, Advocate 2, Art (acting) 1, Computers 0, Diplomat 2, Leadership 1, Life Science (archaeology) 1,

Bodyguards, Human
Eiwan, UPP A99866, Female, Age 28
Quin, UPP 98A697, Male, Age 30

A smartly dressed businesswoman with two travelling companions.

Background: Paula is a moderately high ranking diplomat from a local government. She is a hard-worker, having fought her way up through the ranks. She feels she owes much of her success to her friend and mentor Rakshim Kolo - a senior bureaucrat who, tired of political machinations, retired to another world two years ago.

Paula has recently encountered a number of problems in her work, both personal and diplomatic. She is travelling to visit Rakshim, to renew their friendship and request his advice. In order to avoid the notice of her superiors (who disliked Rakshim and would enjoy any opportunity to discredit her) Paula is travelling incognito, accompanied by two personal security guards. She will require high class passage for all three of them.

Play Options: Paula is a strong believer in justice and has strong government links; if befriended, she may therefore be a useful contact for the players in the future. Her rivals are watching her movements; she will be particularly grateful if the players help her to escape their attention.

2. THOMAR WENG (EXECUTIVE)

Thomar

Bureaucrat, Chief Executive
UPP 52898B, Human, Male, Age 61
Cr. 1,200,000
Admin 2, Deception 2, Diplomat 1, Leadership 1, Persuade 2

Aides, Human
Tanwan, UPP 673957, Male, Age 45
Arian, UPP 98486, Female, Age 36
Kelly, UPP 689583, Female, Age 29

An exceptionally smartly dressed businessman, accompanied by three aides, all carrying executive cases.

Background: Thomar is the chief executive of Heretic Arms. He is travelling incognito to a preliminary business meeting with Star Lance Armaments; Heretic are interested in taking-over Star Lance, adding starship weapons to their current product range. Thomar is accompanied by his personal assistant Frederick Razetski and two security aides.

Play Options: Thomar is very aloof and will expect the best possible service. His security people are trained to appear as nothing more than personal aides. There are many commercial rivals who would like to know what Thomar is doing, and some might react very negatively to an expansion into starship weapons. Thomar cannot allow news to leak out, for it could destabilise Heretic's share price.

3. ARGUS HAPPEL (REPORTER)

Argus

Agent (Reporter)
UPP 35C8B5, Human, Male, Age 32
Cr. 22,000
Admin 0, Art (acting) 1, Deception 2, Investigation 2, Jack of all Trades 1

Assistants, Human
Harry, UPP 584876, Male, Age 25
Ypre, UPP 595823, Female, Age 23

A sharply dressed man with a hawk nose and watchful eyes, followed by two lesser colleagues carrying heavy equipment cases.

Background: Argus is a tri-vid reporter for Palladian News. His colleagues Harry Larson and Ypre Knill specialise in camera and sound respectively but have a wide range of skills and assist Argus in the entire reporting process, researching material, etc. The three have been working together for two years now and are great friends, having braved many dangers together.

Argus is a true jack-of-all-trades, having tried his hand at almost every career, from engineer on a merchant ship to private investigator. He has finally found his niche as a sharp-eyed investigative reporter.

Play Options: Argus is working on an exposé of the exploitation of Uumkuurs - a large, harmless gas giant dweller.

The Physkem corporation have refineries orbiting their gas giant home, and for some reason have been trying to covertly kill off the Uumkuurs.

Past endeavours have earned him death threats from the companies he has exposed, thus Argus claims he is travelling to interview a noble. However, someone should recognise Argus' name and realise there is more to his story than meets the eye.

It is possible that another passenger is an agent hired by Physkem to determine how much Argus knows (perhaps by breaking into his team's cabin).

4. *HELVIN/CORIN/TYRIN ASARIO* (*ATMOSPHERE SURFERS*)

Nobles, Human

Helvin, UPP 55C67A, Female, Age 23

Corin, UPP 87658A, Female, Age 22

Tyrin, UPP78745A, Female, Age 22

Surf boards, protective gear, Cr. 60,000

Typical skills: Carouse 2, Computers 1, Flyer (grav) 3

Three young women, wearing flashy jump-suits and an array of glittering jewellery. A chauffeur is unloading several wardrobe-size crates from a limovan.

Background: Helvin and her friends are gas giant surfers. Wearing the highest quality slim-fit vac suits, they ride their grav surf boards through the upper atmosphere of gas giants. Only the very rich can afford this expensive hobby.

On this particular trip, the girls intend to dive a little deeper than usual into the atmosphere, for they have heard that there are strange and beautiful flying creatures to be found, including the giant manta-like Uumkuurs.

Play Options: The Physkem refineries orbiting this particular gas giant have been covertly killing Uumkuurs with a lethal

biological spray, after several of these beasts collided with refineries.

The company will be less than happy at the idea of anyone surfing the gas giant - quite apart from the wildlife, they might disrupt the Physkem shipping; scoop vehicles and the like.

Official channels will be used to dissuade the girls. However, they are stubborn and will disobey the warnings. At this point, Physkem might use less legal means to dissuade them...

5. *FRIESA LIAN* (*NOBLE WITH NURSE*)

Friesa

Noble

UPP 33485B, Human, Female, Age 73

Cr. 175,000

Admin 3, Animals (riding) 3, Art (dance) 1, Gambler 3, Leadership 1

Eve Faren

Nurse

UPP 33485B, Human, Female, Age 22

Admin 1, Medic 2, Persuade 1

An elderly, ailing noblewoman is assisted by an attractive young woman.

Background: Friesa is journeying to visit some of her relatives. Despite her frailty she is still mentally very active, with a keen eye, sharp wit, and a love of gambling. She keeps a watchful eye on her nurse (Eve), who has turned many a man's head.

Play Options: Eve is dedicated to Friesa and will politely refuse any overly zealous males trying to gain her good will. Friesa will expect good treatment. Her witticisms are pointed but she means no harm. She will be enthusiastic to join in any form of gambling.

6. *PEPPER* (*HOT & SPICY BAND MEMBER*)

Pepper

Entertainer (Musician)

UPP 598769, Human, Female, Age 23

Cr. 252,000

Art (dance) 2, Art (instrument) 3, Gun Combat 0, Melee 0, Streetwise 1

Bodyguards, Human

Ferret, UPP 98A784, Male, Age 29

Vuinig, UPP A8A675, Male, Age 26

A very attractive young woman, mostly shrouded in a cloak and escorted by two hefty bodyguards.



Background: The success of Hot & Spicy is such that the band members rarely get any privacy. Pepper has spent the last couple of weeks covertly returning to her homeworld to visit her mother, who is very ill in hospital. Despite some press harassment, she has mostly avoided publicity. Her two guards are from Lindarport Security and were chosen for their ability to keep VIPs out of the public eye. Pepper is now returning to the band to complete the recording of their latest holo-album.

Play Options: The guards will be exceptionally touchy about anyone even trying to talk to Pepper, but once they are safely in jump, the star herself will relax and may carouse with selected passengers. Should anyone earn her confidence, they will realise she is no prancing bimbo. Rather, her early life on her parents' farm has made her a tough, determined young woman.

7. MACKELAN DE ROCFORTH **(PHARMACEUTICALS EXECUTIVE)**

Mackelan

Bureacrat, Executive

UPP A79857, Human, Female, Age 37

Cr. 52,000

Admin 3, Advocate 2, Carouse 2, Computers 2, Flyer 0, Gun Combat 0

Aides, Human

Lilian, UPP 348756, Female, Age 49

Senna, UPP 774765, Female, Age 30

A middle-aged woman in sleek designer sports clothing, carrying a small attaché case and accompanied by two suited young women.

Background: Mackelan is an executive with Herbametics - one of the top pharmaceutical companies in the subsector. She is travelling to a key meeting with the Imperial Approvals Board for Medicines. The meeting is critical, since she needs to resolve a number of the Board's concerns about a newly developed health product developed by Herbametics. The Board must grant it's approval before the product can be marketed.

Play Options: Mackelan is a fitness freak (which has given her a good physique) and a believer in the Herbametics 'natural' health products (although her own youthfulness is mostly due to her use of anagathics; her true age is 53).

Her journey is highly confidential, as the Herbametics share price depends heavily upon the success of this meeting.

HIGH PASSAGE (GROUP)

Large groups of high class passengers are rare, particularly on small ships. Such travellers usually expect the very best of service, being corporate executives, senior government or military figures, and similar VIPs. This section lists several such groups. The details of the primary NPCs are given, but the precise number of persons in a the group should be adapted to suit your game (for example the number of available passenger staterooms in your players' ship).

1. QUENDOR TROTTE **(IMPERIAL GOVERNOR)**

Quendor

Diplomat, Governor

UPP 6975AD, Human, Male, Age 45

Cr. 200,000

Admin 4, Advocate 1, Art (acting) 1, Carouse 2, Computers 1, Deception 2, Diplomat 3, Medic 0

A smallish man, almost hidden within an expensive heavy coat - real Trayp fur apparently. Four hefty people (two men, two women) cluster around him, carrying briefcases

Background: The man is Governor Trotten, travelling incognito to the subsector capital for a conference with the other senior Imperial officials. The discussion concerns the planned development of the subsector over the next 50 years. Given the huge amounts of money involved (trillions of credits), this is an extremely important conference.

Trotten is unpopular on his homeworld because of the tax burden and unequal laws he has imposed on the alien minorities there. He has received several death threats and one attempt on his life. It is believed that someone in his own staff may be involved, therefore at the last minute before departure, a decoy governor has taken his place on Trotten's yacht, while the true governor (and four security guards) are taking passage on a private ship.

Play Options: The four guards are all heavily armed and armoured (as is Trotten under his fur coat). They will buy passage at almost any price, provided they can retain their weapons and the ship leaves immediately. If necessary, they will show their Imperial Secret Service passes to reinforce their authority (they could just commandeer the ship, but they want the crew to work with them). Almost no one knows

of the plan, but there is still a chance that Trotten's assassins will try to intercept him before he gets to the conference...

2. STONED ROLLERS (ROCK BAND)

Entertainers, Human

Rocky, UPP 8B7645, Male, Age 32

Stone, UPP 5A8573, Male, Age 31

Granite, UPP 7B8779, Male, Age 30

Emerald, UPP 957674, Female, Age 32

Gem, UPP 6C7845, Female, Age 30

Sapphire, UPP 7B7779, Female, Age 29

Musical Instruments, huge containers full of clothing and valuables, Cr. 260,000,

Typical skills: Art (dance) 2, Art (instrument) 3, Carouse 3, Computers 0, Deception 2, Melee 0

Entertainer (Agent)

Harriet Archangle

UPP 575986, Human, Female, Age 45

Admin 3, Carouse 2, Persuade 3

Unless you've been hiding under a rock for the last ten years, no introduction is needed - this is the Stoned Rollers, with their agent!

Background: The Stoned Rollers are renowned throughout the sector for their music and visual experiences. Their brand of rock music is popular throughout many cultures and their empire (merchandising, etc.) is estimated to be worth around MCr. 250.

Their popularity has waned a little of late, particularly with the advent of Hot & Spicy, who have usurped the Rollers' position as the number one group in the sector. The Rollers are undertaking a two-year tour of the sector to try to regain their audiences, to ensure their agents continue to pay them the huge salaries to which they have become accustomed.

Play Options: The six band members will cause total havoc on the ship, demanding complete quiet when they are asleep and rehearsing, and then partying recklessly until they fall sleep. Harriet will initially apologise to the crew but if pestered will get quite aloof and simply snap 'you're being paid to do a job, so do it!' It may be possible to ingratiate one's way into the band by out-performing them at one of their debauched pastimes...

3. FERLENGITH GROWERS GROUP (TOURISTS)

Individuals vary, but are generally wealthy nobles, growers, or traders.

A well-dressed aide requests passage for the FGG tour group.

Background: Dried Ferlengith reeds are used in the preparation of a range of alcoholic beverages grouped under the name of Yakka Juices. The most expensive Juice is made from the Yarminan subspecies of Ferlengith reed.

The FGG organise an annual visit to several of the major Ferlengith crop regions and refineries, culminating with their trip to the Yarminan liquor distillery.

Play Options: The entire group are seasoned Yakka Juice drinkers, most of them having an exceptional tasting palate. A few, however, are simply administration staff who have come along to drink as much Juice as possible...



4. STEER ARTU (TAXATION TEAM)

Bureaucrat, Senior Executive
UPP 683864, Human, Male, Age 45
Cr. 10,000

Admin 3, Advocate 2, Carouse 1, Drive 0, Investigate 3, Persuade 1, Recon 1, Streetwise 2

A tall, handsome man in a simple but expensive suit, surrounded by a cluster of aides.

Background: Steer is the recently appointed head of the subsector taxation office. Since he has been assigned from a different subsector (for security reasons) he is undertaking a quick tour of the area to familiarise himself firsthand with the governments and traders with whom he will be dealing. He has an entourage of aides and representatives of major shipping firms travelling with him.

Play Options: If there is anything untoward happening onboard the ship, this team will find it! These taxmen have an innate ability to detect guilt. They are drawn to paperwork like moths to a flame, unable to resist the temptation to check that all the figures add up, that the invoices are signed and dated, that all the appropriate customs, taxes and levies have been paid, and so on.

5. ADHOC LIVES (THEATRE COMPANY)

Entertainers, Human
Heminy, UPP A98749, Male, Age 50
Art (acting) 2, Art (dance) 2, Art (instrument) 1, Leadership 1
Garlek, UPP 875498, Female, Age 46
Admin 2, Art (acting) 4, Computers 1
Sanyo, UPP 873465, Female, Age 33
Art (acting) 3, Art (dance) 1, Art (instrument) 1
Terranon, UPP 874576, Male, Age 29
Art (acting) 2, Computers 1
Agimo, UPP 874652, Male, Age 19
Art (acting) 2, Art (dance) 1, Art (instrument) 1, Melee 0
Props, Cr. 127,000 total

Gollup (Dragon)
UPP999222.
Athletics (flying) 1, Melee (bite and claw) 1
Bite and claws both do 1D damage

A collection of five travellers, all with simple clothing and strangely painted faces, accompanied by a metallic-blue dragon.

Background: Adhoc are a modernistic theatre company, who are travelling to a new system to spread their fame. They travel with minimalist scenery and props in a few small crates. A prime factor in their success is the geneered dragon creature named Gollup which features in their shows. The

creature was purchased from Hypagene several years ago. Gollup's stage success has led to a craze for buying these dragons as pets..

Play Options: The group are all friendly but they rehearse relentlessly while on board, which can be a little tiring, since they insist on practising in the common area, rather than staying in their cabins. Gollup has the unfortunate habit of not being quite toilet-trained...

6. MEDICAL EMERGENCY TEAM

Doctors, Human

Toli, UPP 875A84, Female, Age 45

Leadership 1, Medic 3, Persuade 1

Urni, UPP 759676, Male, Age 37

Medic 2, Persuade 1

Petri, UPP 959968, Male, Age 29

Medic 2

Tanya, UPP 958769, Female, Age 27

Medic 2

Sarli, UPP 984576, Female, Age 26

Medic 1

Cr. 1,000

A team of medics, dragging a grav-loader with a hermetically sealed crate.

Background: An outbreak of a lethal virus on a neighbouring world is the signal for the Emergency Response Stellar Team (ERST) to leap into action. Headed by virologist expert Toli Amanik, this is the first time the team has encountered a situation of this magnitude.

The crate contains various drugs required for healing those afflicted and protecting the remaining populace against the virus.

Play Options: Medics work hard and play hard. Given the particularly unpleasant situation they are going into, this team will be trying to relax as best they can during the week-long jump.

Once the ship arrives in the system, the medics may want to retain its services to ferry them between the major infection sites. They cannot pay any additional fees, but the crew will

be appropriately compensated by the ERST government when they return to their homeworld.

The main hope of the entire team is that this virus has not mutated such that their drugs cannot control it. If the virus got out of control, the planet could become a plague world, interdicted from outside contact.

7. ARTISUS REALTO

(AGENT FOR DANCING INSECTS)

Artisus

Entertainer (Agent)

UPP 4788A7, Human, Male, Age 27

Cases, Cr. 21,000

Admin 2, Computers 1, Persuade 1, Vacc Suit 0

Insects

Typical characteristics: UPP 8D7635, Thrargian, No Sex, Age 17

Art (dance) 6

Dressed in glittering silver clothes, a young business man is escorted by four insectoid creatures, each a little smaller than a man and standing upright on six of their ten legs.

Background: These creatures are from Thrarg and members of a dance troupe. Artisus is their agent/manager and is taking the troupe to a system several jumps away where they have a filming contract for the latest holomovie by Unitary Films. This is due to commence in only a few weeks time, thus Artisus is anxious to leave as soon as possible. He is carrying a series of cases with the necessary music tapes, flicker-lights, and reflective discs required for the dances.

Play Options: The insects will share a single cabin and thus Artisus will expect a reduced passage cost for them. These creatures appear quite delicate but are strong and lithe and have a mean bite for anyone who harasses them. Artisus will be very reluctant to allow the insects to perform while aboard, but may be forced into it. The result will be a quite stunning spectacle which will leave the onlookers relaxed yet stimulated mentally (DM+1 on all mental tasks over the next 1D hours).

LIBRARY DATA

This chapter provides additional information on some of the entries in *Supplement 13: Starport Encounters*.

Appan

A four-legged riding beast. The Appan's strong body, riding stability, high intelligence, and ability to digest a wide range of vegetation types makes it ideal as a beast of transport or burden for low tech worlds.

Bank Janus

Specialists in the storage and dealing of electronic information, from currency transactions to company trade secrets. Only the wealthiest clients can afford the services of this bank, and the information provided is always carefully tailored to the individual. A number of governments are known to have contracts with the Bank.

Bioplas LIC

A corporation specialising in the synthesis of various organic compounds. Bioplas supply a wide range of medical institutes and undertake research into naturally occurring medicinal compounds.

Black Guild

A fabled group of professional assassins, the existence of which has never been proven. The guild does exist, but has few members and is extremely secretive. The guild provides a network of information, contacts, and specialised equipment for their profession.

Corialanus Trust

A renowned biological research foundation, originally set up by the celebrated xenobiologist Frederick Kranf. Since his death, the foundation has been run by a committee of his senior researchers, which has led to an unhealthy degree of competition between the specialists in each research field.

Dancing Insects of Thrarg

A sentient insectoid species which has developed a fascinating sequence of dances, based around a repetitive but extremely catchy native music. The beauty of the dance revolves around the complex combinations of leg movements used by the insects. Small reflective dishes are strapped to each of the dancers' ten legs. The dance is performed with only naked flames for illumination, such that the viewer sees only a series of small twinkling stars performing a spatial ballet.

Artisus Realto was the first entrepreneur to bring together a group of the insects to provide shows for off-worlders. He adapted the music for electronic synthesisers and added holographic reflectors and small multi-colour lasers to greatly enhance the overall performance. The show quickly became one of the artistic wonders of the growing Imperium, making Realto a very rich man.

Many have unsuccessfully tried to adapt the dances for other races. Attempts have also been made to mimic the performance using computer simulations, but the manner in which the insects react to the music has not, as yet, been successfully captured.

Dirty 30th

An Imperial Army unit composed primarily of convicts, trained to operate as small, lethal military units. A hand-picked command team, highly specialised in the psychology of training, is used to select recruits and form them into an effective fighting unit. Nicknamed the Dirty 30th for their violent and underhand fighting techniques, the unit is typically deployed in situations where severe casualties are expected. Those who survive four years of service are given a full and honourable discharge. However, few find themselves suited to civilian life, so most choose to remain with the 30th. Those soldiers who excel may achieve a command position only if they show exceptional leadership ability; they are then taught the necessary skills for training new recruits.

Elven Worlds

Elven have managed to maintain their position as the top games publishing house in this subsector by always anticipating (or where necessary, creating) the latest gaming fads. They supply a variety of virtual reality games, often based around customised holo-computers from Lyten Technical.

Feakhefourar

These vicious and temperamental beasts vaguely resemble the Terran leopard, although they are generally even more heavily muscled than that beast and have two pairs of long incisors which show even when the jaw is closed.

These creatures were originally bred by some Aslan clan chiefs, and at certain points in history were used to settle inter-clan duels (avoiding the need for direct conflict between the Aslan themselves). Generally referred to as

Aslan Fighting Cats, some Feakhefourar have been bought by Imperial nobles.

Fyirian Lazek

This is an insectoid but covered in long, matted grey-black hair rather than a shell. Its head has two large, iridescent, multifaceted eyes and huge, razor-sharp mandibles, which chitter constantly. The thorax sprouts two long limbs with sharp claws, and four legs emerge from the bloated abdomen. Its slow, swaying movements are misleading – it can strike with impressive speed, attacking any creature which comes too close. Thankfully, its eyesight is poor and it relies upon the prey's movement to pinpoint it for the strike.

Grey Guild

An alleged co-operative of professional thieves. Unlike the Black Guild, small cells of thieves have been shown to exist, but the Imperium-wide intelligence network which supposedly supports the guild has never officially been acknowledged. The guild is extremely secretive, with several layers of security isolating the main network from the highest ranking thieves. A number of secret service agents have attempted to infiltrate the guild, with some limited success.

Hellboria Wood

The Hellboria tree has a grain pattern which alters slowly with time, even once the tree is dead. Combined with its blue striated appearance, Hellboria wood is considered very attractive. It is used in a wide range of designer products, from the racquet handles of zipwire star players, to luxury furniture.

Herbametics

A firm specialising in herbal remedies for common ailments, weight loss, etc. Many of their claimed properties are, at best, only weakly exhibited. However, a select few of their medicines have some real potential and are being investigated (covertly) by Bioplas and similar companies.

Heretic Arms

A military small-arms manufacturer, specialising in high tech assault weapons and electronic targeting/vision enhancement systems.

Hot & Spicy

The latest craze for the youth culture of this subsector is the music of Hot & Spicy. The band has quickly acquired a fanatical following, particularly after the release of their best selling holo-album, *The Stars are Ours*. They have secured a number of lucrative advertising contracts (e.g. from Sylk). The band consists of five primary members; Rock Salt, Pepper, Nutmeg, Cinnamon and Ginger.

Hypagene

Specialists in genetic engineering (GE) for ecological, economic and aesthetic reasons, Hypagene runs very visibly 'by the book', but they are still targeted by anti-GE lobbyists.

Their products range from high-yield crops to environment-adapted cattle, air-scrub bacteria and pets such as the boosted-IQ Peekers Monkey or Baladragon. As well as mass market products, they undertake bespoke GE for customers who need something specific. Of course, today's bespoke may be tomorrow's mass market unless the customer pays an additional exclusivity fee.

The Ecology Division handles eco-adaptation, including terraforming, while Commercial Division is responsible for agricultural products (and provides two-thirds of the company's income). The Private Division deals with custom designs; a full third of this division's income is from 'black' projects for the Imperial military. Imperial auditors conveniently ignore this, allowing Hypagene to conceal additional work for other military organisations...

Hyumian

A sophont reptilian species, slightly larger than humans, and resembling a heavily muscled Bwap, although the two species are not related. Hyumians have natural armour (scales) and weapons (claws, teeth and tail), making them formidable opponents in close combat.

In late adolescence, most Hyumians suffer a wanderlust, which drives them out to explore the stars. After a period of up to 20 years, the matured adults return home to mate and settle down.

I.F.I.

Interstellar Formulations Incorporated is a small corporation who specialise in protective polymers and coatings for use in hazardous environments.

Ipotic Monks

An order of elitist monks founded by Eligen Montkaren (now dead). Montkaren preached a mixture of many other religions, primarily focusing on nature and the abhorrence of artificial materials (plastics, etc.) in favour of pure metals, plant-derived textiles, etc.

Kankir Shipping

Originally a small co-operative group of private trading ships, Kankir has grown to include a fleet of over a hundred ships of various sizes. Kankir pride themselves on remembering their roots, and therefore continue to carry small shipments in addition to the more profitable bulk cargoes.

Kopten Metals

Traders in a wide variety of refined metals. Kopten supply major industries across the subsector.

Kruther Lice

This is an unpleasant insectoid vermin, up to a centimetre long, which infests specific strains of livestock, sucking tiny quantities of their blood while injecting mild toxins which gradually build up to make the animal's meat unsuitable for human consumption. These pests spread via tiny sticky eggs, so infestation can be contained with appropriate insecticides and quarantine measures. Eggs hatch within two days, but if the new lice do not find a suitable host within an hour, they shrivel and die.

Plagiwasp

This is a one foot tall, dusty brown, mantis-like creature with odd-shaped mandibles on its sharply angular head, spiky forearms and a jointed, scorpion-like tail. It moves very quickly, hunting small creatures and insects but happily biting or stinging any larger creature that threatens it. Its venom causes nausea, fever, coma, and occasionally death, in humans.

The stinger causes 1 damage and the neurotoxic venom then causes 1d3 per hour on a random physical characteristic until an antidote is administered or damage of 1 is rolled twice in a row.

Lindarport Security

A small security firm specialising in the transport and/or escort of selected high value cargos and VIPs. Each Lindarport office operates several small teams of ex-mercenaries and ex-law enforcers.

In addition to physical protection, they also provide a privacy protection service, including sweeping premises for surveillance devices, consultancy on alarm systems and the like. Lindarport usually operate within the law, for example their operatives are all licensed and insured (for any damage to themselves and their victims) and on high law worlds they use experts in unarmed combat rather than carrying illegal weaponry.

Loxibac

A relatively new medical research group which is rapidly expanding across several worlds to compete with larger corporations (e.g. Bioplas). A careful initial choice of key scientific and management personnel, combined with several innovative products, has given Loxibac a strong start in a very competitive market.

Lyten Technical

A major manufacturer of compact high tech processors using three-dimensional etched crystal circuits. Lyten's components are used in a wide variety of top-of-the-range computers, from

the cryptographic units in ship's transponders to the powerful astronavigation computers themselves.

Maria Charles

Maria Charles is classified on the Imperial databases as a Class II Criminal, with a bounty of over MCr. 10 on her head (alive; MCr. 1 if dead).

In the underworld she is renowned as one of the best thieves in the sector, specialising in small, high value targets. She uses only the highest tech equipment, is adept at disguise, and works with a small team of hand-picked (and totally trustworthy) colleagues.

Maria is also reputed to be a member of the infamous Grey Guild - a network of professional thieves and their contacts which allegedly stretches across several sectors.

Physkem

A chemical processing and manufacturing company, providing a wide range of compounds for other industries.

Pleasurestar

Suppliers of exclusive designer products to the more discerning and eclectic clientele. Pleasurestar specialise in locating unusual raw materials and combining them with current fads to create unique (and expensive) products.

Polietti Research Institute

Specialists in the field of primordial chemistry and primitive lifeforms, this institute has significant funding from several 'creationist' and 'anti-creationist' religions, each of which is seeking to prove or refute the theory that life must have been created by a God-like being.

Porter & Streetman Associates

Auctioneers to the rich and famous. P&SA handle only the most exclusive antiques, artworks and the like. Being invited to a P&SA auction is an indication that one has acquired a significant social position.

Purple League

Allegedly a violent off-shoot of Green World - campaigners against the exploitation of new worlds who believe humankind was not meant to expand so fast across the universe, causing terrible ecological effects on many worlds. The Purple League take this to extremes, sabotaging exploration missions, bombing mines and refineries and murdering politicians who speak out for expansion to new worlds.

Quest Transport

Manufacturers of a wide range of transport vehicles, from simple ground cars to high tech grav speeders.

Quest vehicles tend to be good all round vehicles so as to meet the requirements of the widest possible market.

However, they are beginning to branch into the executive marketplace, integrating the latest electronic sensors and luxury upholstery.

Rafael Tagliatelli

Renowned across the subsector for his innovative work in a wide range of materials, Rafael works both on pure art and on more commercial designs. He is rather excitable and liable to enthuse about his work. He is also easily offended and can have quite violent tantrums.

Rozak Kabor

The great star mystic, preaching oneness with the galaxy. Rozak has many followers on a number of worlds, but his primary gift seems to be in parting gullible believers from their money. He is very careful to ensure that he does this in a perfectly legal manner.

Springor Fruit

Cultivated in hot, moist climes on just a few worlds, the multiple layers within this succulent fruit each have a different taste and texture. It is an expensive delicacy on many worlds but must be stored at very precise temperature and humidity, immediately after harvesting, to avoid one or more of the layers degrading.

Star Lance Armaments

A relatively small-scale manufacturer of high quality starship weaponry with a strong research arm.

Stoned Rollers

A hard rock group who are past their prime but are desperate to retain the high income to which they have become accustomed.

Sylk

A quality clothing manufacturer, specialising in sleek, silky materials using the latest heat-, light- or sound-sensitive colourings and scents. They have recently secured a contract with the Hot & Spicy group to advertise their products.

Toggin

Resembling a stooping 1 metre tall Terran penguin with a paunch, short ochre fur, large red eyes and a horn atop its head; instead of wings, this creature has two long, thin arms, each with three fingers and an opposing thumb. Toggin have roughly the same intelligence as a Terran dolphin and frequently mimic the actions of other sophonts, including using tools and repeating sounds they hear.

Toggin live for 20-30 years and are ovoviviparous. They are very family orientated and parents are very defensive of their children, the male using its horn to defend them.

Toliquin Beans

The exquisite flavours of Toliquin beans are used in spices (when dried and ground to a powder) or in expensive wines (crushed when fresh).

Weller Associates

Dealers in precious metals, Weller handle all aspects of the process, from refining to casting. They provide the coinage for a number of lower tech currencies.

Wickett & Hyal Prospecting

A major prospecting group who specialise in locating valuable natural resources and selling the mining rights to the appropriate corporations.

Yakka Juice

A range of alcoholic beverages prepared from dried Ferlengith reeds. The most expensive Juice is made from the Yarminan subspecies of Ferlengith reed.

Fyirian Lazek

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Killer	Jungle	Walker	6	8	7	0	9	4
Skills: Survival 1, Melee (teeth and claws) 2								
Attacks: Teeth (2D), Claws (3D)			Armour: Chitin (2)			Number Encountered: 1d3		

Plagiwasp

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Pouncer	Desert, Rough	Walker	3	7	4	0	8	5
Skills: Survival 2, Recon 1, Melee (stinger) 1								
Attacks: Stinger (1 + poison)			Armour: 0			Number Encountered: 1d3		

Toggin

Behaviour and Diet	Preferred Habitat	Movement Mode(s)	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Gatherer	Forest	Walker	4	6	5	1	10	9
Skills: Survival 1, Recon 1, Melee 0								
Attacks: Teeth (2D), Horn (2D)			Armour: 0			Number Encountered: 3D		